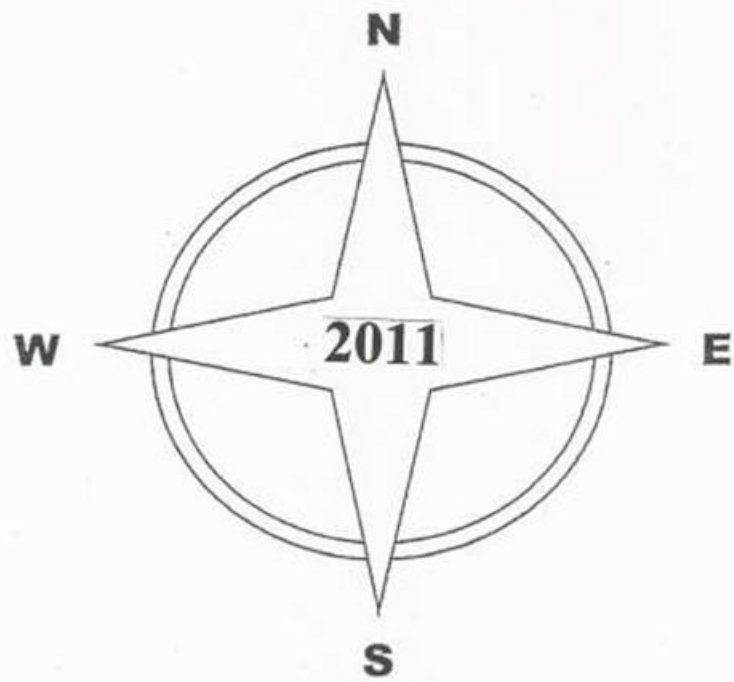


SOUTHERN CENTRES RALLY



COMPETITIONS

RULES

All competitors and contestants must be resident on the Rally Field.

Each event will be covered by independent judges, referees or umpires and their decision will be final.

The organising Centres will be responsible for arranging and ensuring that:

- Marshals / Officials are required and are clearly identified for each event.
- That the court, course or track is clearly marked out.
- That the necessary static equipment is in place,
- That the safety measures are adequate.

Team Captains or individuals must report 10 minutes before the starting time advertised or they may be disqualified.

PLAQUES AND TROPHIES

Plaques will be presented to every member of a team or an individual who has attained winner or runner up place in any group, class or for each event.

Plaques will be presented at Centre Flag (except for the Handicraft categories which will be given out at the judging).

A Centre Cup may be presented also at the completion of the individual games, but will be returned to the donating Centre at the conclusion of the Event.

ENTRIES

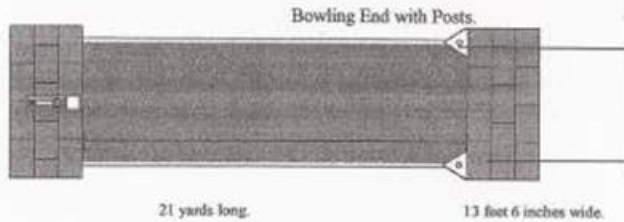
All Centre entries must be handed to the Sports Officer / Centre organisers no later than 8pm on Friday

BATANDTRAP RULES

1.

The dimensions of the pitch are 21 yards long measured from the front of the trap at one end and the two posts 13'6" apart at the other end. If this is not possible an alternative pitch can be used 18½ yards long with posts 12'6" wide. The pitch should be as flat as possible.

Batting End with Trap



A white line must be drawn between the posts at the bowling end, which is known as the bowling line. A straight line of paving slabs or bricks can also delineate this. The pitch has to be floodlit as usually matches are played between May and September starting at approximately 8:30 p.m. and can finish very late. It is also advisable to have fencing or netting behind both ends of the pitch to stop the ball.

2.

The Trap is usually made of hard wood, which is placed at the bowling end. This device is made to ensure the ball is hit vertically into the air by the bat.



The target or trap at the front of the device is a five inch square hinged piece of wood painted white with a 2½ inch diameter black circle painted centrally on it.

3.

The posts located at the bowlers end are also made of wood or 34mm plastic lengths of pipe and must be 7 feet high from the ground to the top of the dowel pole. The base used to hold the pole vertically must be triangular in shape with one side on the batting line as shown above. The base is usually approximately 18 inches length on each triangular side and 5 inches in height.

4.

The bat is made of solid wood and the striking surface is usually oval and not more than 8 inches in length and 5½ inches in width. No material can be fixed to the strike surface and the length of the handle must not exceed 10 inches, making an overall maximum length of 18 inches.

5.

The ball used is a heavyweight solid rubber lacrosse ball 2½ inches in diameter coloured white or yellow, although white is the preferred colour. These can be purchased from established sports shops.

6. Team Captains will toss a coin for choice of batting and bowling before commencing the match and after each leg. The entire bowling team of 6 players stand at the bowlers end with at least one foot behind the bowling line, while the first player from the batting team approaches the trap. Two scorers must umpire league matches and knockouts, one provided by each team. The Scorer can be a playing member of the team.
7. A player may only play for one team and may not transfer from one team to another during the season, this includes playing for a different team playing from the same pub.
9. The first batsman from the batting team places the ball on the front of the trap and hits the seesaw section at the rear so that the ball is catapulted in to the air. In the same motion the bat is swung to hit the ball up the pitch to the bowling end, hopefully between the posts.
10. The batsman is allowed to strike the trap twice without hitting the ball. However, should the batsman strike at the ball and miss then he is out. If the batsman fails to hit the ball on the third strike then he is out.
11. If the batsman fails to hit the ball between the posts then he is out. If a fielder catches the ball the batsman is out, with the following provisos: The catcher must have one foot touching the ground on or behind the bowling line, and the ball must be caught in front of the line. After the batsman has struck the ball, it must contact the pitch at least once before it passes through the posts or the batsman is declared out. This is known as the "fast ball" rule. (new for 2003)
12. A batsman striking the ball more than 7 feet high at the bowler's end between the posts is out.
13. The batsman having struck the ball between the posts must stand still and well clear of the trap (but not behind it) to avoid distracting the bowler until the ball is bowled back. The trap must not be defended.
14. If the batsman strikes the ball over the bowling line successfully, one of the bowling team takes the ball and bowls underarm back at the trap, aiming for the flap on the front. If the flap falls, the batsman is out and the next batsman approaches the trap. (Note that the batsman is not out if the ball hits the flap but fails to make it fall) If the bowler knocks down the flap, the batsman shall be out. The batsman must not touch the ball before it has passed the trap or comes to rest before reaching the trap.
15. No bowler can bowl more than one ball in six and they must bowl in their order of batting. If a team consists of five or less players, every sixth bowl is returned to the batsman after a successful strike of the ball without attempting to hit the trap.
16. The bowler must have one foot behind the line and on the ground when bowling, and must bowl underarm if this is not the case the bowl is deemed a no ball. In the event of the 'No Ball' a run shall be scored, and the batsman cannot be bowled out. The player bowling the 'No Ball' will not bowl again until his next turn comes round.
17. One run is scored if the ball is hit between the posts by the batsman and the bowler fails to knock down the flap.
18. The fielding team must remain on the field during the innings. If the bowler misses the trap, or it does not fall completely the batsman is awarded a run and takes another turn. Players in the bowling team take turns to bowl the ball when it reaches the bowling end.
19. This process continues until the entire batting team is out. The teams then change roles of batting and bowling and repeat the exercise. This constitutes one leg.

BOULE/PENTANQUE

Suggested rules are as follows:-

1. Each team shall consist of four players.
2. The first team to play is chosen by tossing a coin.
3. The wooden jack shall be thrown from within a 50cm (18 inch) circle to be between 6m and 10m away and not nearer than 50cm from any obstacle.
4. Any player in the second team then tries to throw his boule trying to place it as near as possible to the jack. Both feet must remain on the ground inside the circle until the boule has landed.
5. Any player in the second team then tries to throw his boule even nearer the jack or knock away the leading boule placed there by the other team. The boule nearest the jack leads.
6. Then it is up to the players in the team leading to throw until one of their boules is leading. If this happens then the players from the opposing team throw until they lead. When a team has no more boules, the players of the other team throw their remaining boules.
7. The end is finished when the two teams have no more boules and the points are counted. The winning team gets as many points as it has boules that are better placed than the best of the losing team.
8. A new end is started from the opposite end by the team that won the previous end. Play continues until after the completion of an end and one of the teams reach 13 points.
9. Preliminary rounds shall consist of one game, the final shall be the best of three games.
10. The general rules of boules (pentaque) apply (except as they may be varied by the above).

Cake recipes August Bank Holiday 2011

PLEASE NOTE:

ALL RECIPES TO BE MADE ON SITE

Competition recipe for up to 8 year olds:

Chocolate Rice Krispie Cakes

Ingredients

60g/2oz unsalted butter
3 tablespoons golden syrup
1 x 100g bar milk chocolate
90g/3oz rice krispies

Method

Melt the chocolate in small bursts in the microwave or over a Bain Marie (in a bowl over a saucepan of simmering water) TO BE SUPERVISED BY ADULTS.
Add the butter, cut into small pieces, stir in until melted
Add the syrup, stir
Add the rice krispies and stir in to the chocolate mix, gently
Spoon into 12 bun cases
Leave to cool

Competition recipe for 9-15 year olds

Basic Biscuit Recipe

140g/5oz self raising flour
100g/4oz butter or margarine
50g/2oz caster sugar

Preheat oven to 300F, Gas 2 (moderate heat)

Cream the butter or margarine and caster sugar together until they are light and fluffy. Stir in the flour and once mixed knead the dough together until it forms a ball; add a sprinkle of flour if the dough is at all sticky.
Add chocolate chips
Roll out the dough on a lightly floured surface.
Cut out the dough using your chosen cutter.
Place the biscuits on a baking tray covered with greaseproof paper and bake in the centre of the oven for 15-20 minutes or until golden brown.
Let the biscuits cool on a wire tray before decorating.

Over 15 and Adult Recipe

Rich Cherry Cake

Ingredients

6 oz butter
6 oz caster sugar
2 large eggs
6 oz plain flour
½ teaspoon baking powder
2oz ground almonds
4oz glace cherries

Method

Cream the butter and sugar until soft and light. Beat the eggs and add gradually to the creamed butter mixture. If the mixture shows signs of curdling, add a little flour. Sieve the flour and baking powder, mix with the ground almonds. Halve the cherries and toss in the flour mixture, then fold the flour etc and cherries into the butter and egg mixture. Put in to flour tin and bake in a slow oven for approximately 1 ¼ – 2 hours until firm to the touch.

IMPORTANT:

PLEASE NOTE:

These cakes must be baked in your caravan oven.

Please come to the Information Desk to collect your extra ingredient for this recipe.

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CHILDREN'S GAMES

The configuration and number of games below which will be played will be determined by the number and ages of children present.

- Flat race
boys under 5 years
girls under 5 years
boys 5-6 years
girls 5-6 years
boys 7-8 years
girls 7-8 years
boys 9-10 years
girls 9-10 years
- Bean bag race
boys 5-6 years
girls 5-6 years
- Peg race
boys 5-6 years
girls 5-6 years
- Ball and bucket race
boys 7-8 years
girls 7-8 years
- Shinty dribbling race
boys 9-10 years
girls 9-10 years
- Team ball relay
2 boys 5-6 years
2 boys 7-8 years
2 boys 9-10 years
- Team ball relay
2 girls 5-6 years
2 girls 7-8 years
2 girls 9-10 years
- Relay
1 boy under 5 years
1 boy 5-6 years
1 boy 7-8 years
1 boy 9-10 years
- Relay
1 girl under 5 years
1 girl 5-6 years
1 girl 7-8 years
1 girl 9-10 years

There will be a collecting pen for centres to gather their children ready for each event.

Plaques will be awarded for 1st, 2nd and 3rd places for each race.

The Game Connect-4

The rules for connect-four are simple. The game is played on an upright seven column board. Each column has six spots. Two players play by alternately dropping a chip down one of the columns. The chip drops to the lowest unoccupied spot in that column. The first player to get four chips in a row, either vertical, horizontal, or diagonal, wins. The game ends in a stalemate if it fills before someone wins.

A connect-four board might be displayed as follows:

X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	RE	X	NIL	X	NIL	X	BL	X	NIL	X	NIL	X	NIL

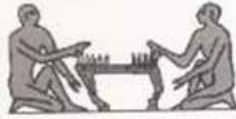
Here's another possible board (there are many):

X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	RE	X	NIL	X	NIL	X	BL	X	NIL	X	NIL	X	NIL

The following board is not valid, since columns must be filled from the bottom up. There can be no empty slots between two occupied ones in the same column:

X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL
X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL	X	NIL

The Rules of Cribbage



Masters Traditional Games

Most of this file describes six card cribbage, the most common two player cribbage game. For five card cribbage, seven card cribbage and four handed cribbage, please see the bottom of this document.



Masters Traditional games sells some high quality Cribbage boards.

Six Card Cribbage

Scoring

Cribbage is played with an ordinary pack of 52 cards without jokers. Scoring is normally recorded on a traditionally crafted board with four parallel lines of 30 holes each plus 2 game holes. Other cribbage board types exist. Two pegs record the score for each player, the rear peg showing the previous tally, the foremost peg recording the current score. The pegs move up the outside of one side of the board and then back down the inside.

Objective

The aim of Cribbage is to be the first to move the pegs all the way up and down the board twice and end in the in the game hole. Or put another way, to be the first to score 121 points. Note that the game ends immediately either player reaches the final hole even if this is during the play or when the dealer pegs "two for his heels". There is no requirement to get exactly 121 - it is simply the first to reach the target score.

Competitions are normally played as the best of 3 games, a game being to either 61 or 121. Players take turns to deal the first hand of each game.

The Deal

Players cut for the deal - lowest card wins. After the first hand, players take turns to deal. The dealer shuffles, asks his opponent to cut and then deals six cards each. Both players discard two cards face down and these two cards are henceforth referred to as "the crib" or "the box". This crib is effectively an extra hand scored for the dealer. So the dealer aims to discard cards into the crib that will give a good chance of a high scoring hand whereas the opponent aims to confound this objective. Most of the skill in the game of Cribbage is down to the choice of cards discarded at this point.

The Cut

Next the dealer asks his opponent to cut the cards another time. The top portion of cards is placed underneath the lower portion and the new top-most card is turned face upwards. If this card is a Jack, the dealer pegs two points and says "Two for his heels".

The Play

The opponent begins the Play by laying one of his four cards face up while clearly stating it's numerical value. All royal cards count ten, the ace counts one and other cards are worth their pip value. The dealer then lays a card separately in front of himself and announces the total of both cards. Play continues like this with each

player alternately laying a card on the pile in front of him while verbally keeping tally of the current joint total. However, the total must not go above 31.

When a player cannot play without taking the total above 31, that player says "go" and, if possible, the remaining player must carry on alone until that player, too, cannot play without taking the total above 31. When neither player can play any card without taking the total above 31, the player who laid the last card pegs 1 point saying "One for last". Should either player manage to take the total to exactly 31, that player pegs 2 points instead of 1, saying "Two for thirty-one". Then the cards already played are turned over and the player who did not lay the last card starts a new play.

When one player's cards are exhausted, the other player continues alone. The last card played scores 1 "for last" (unless the amount is 31 in which case 2 points are scored).

During the play, the following events are scored and the appropriate amounts are immediately recorded on the cribbage board.

- If anyone lays down a card which brings the total to 15, 2 points are scored.
- If anyone lays down a card of the same type as the previous one, 2 points are scored ("2 for a pair"). In this context, the numerical value is not used so, for instance, a Jack cannot be paired with a Queen.
- If anyone lays down a third card of the same type, 6 points are scored ("6 for a pair royal").
- If anyone lays down a fourth card of the same type, 12 points are scored ("12 for a double pair royal").
- If anyone lays down a card such that with the two preceding cards, a run can be scored, 3 points are scored. The cards do not have to be of the same suit nor do they have to have been laid in sequential order. Aces count low so Queen, King, Ace is not a run.
- Similarly, if anyone lays a card such that with the three or more preceding cards, a run can be constructed, the number of cards which would make up that run are scored. e.g. suppose cards were laid in the following order: 8,6,4,5,7. The fourth card would score 3 points, the fifth card would score five points.

The Show

Each player then counts the score of the four cards in his hand plus the turned up card. The non-dealer shows first and this is important because it can often make the difference between winning and losing.

- Fifteen - All combinations of cards that add up to fifteen count 2 points.
- A pair, a pair royal or a double pair royal - count 2, 6 or 12 respectively.
- A run - A point for each card in a run.
- A flush - Four or five cards of the same suit. A point is scored for each card. A 4 point flush can only be scored using cards from the hand. The turned up card can ONLY be used in a five card flush. Note that flushes do not count in the play.
- One for his nob - a Jack of the same suit as the turned up card. This is always scored last so that the score is tallied by finishing with the satisfying phrase "and one for his nob".

The highest possible score in the show is 29 points - 3 fives and a Jack in the hand with the turned up card another five of the same suit as the held Jack.

The Crib

Finally, the dealer counts the score of the cards in the crib plus the turned up card and adds these points to his total.

Scoring is done in exactly the same way as for the show except that a crib can only score a flush if all five cards are of the same suit for five points.

Explanation of Six Card Cribbage by Example

Example of The Play

The number shows the card laid down while the text shows what would be said while laying down the card. The score for that turn is also indicated.

- 5 - "Five" - 0

- 5 - "Ten and two for a pair" - 2
- 5 - "Fifteen for two and six for a pair royal" - 8
- 6 - "Twenty one" - 0
- 4 - "Twenty five and three for a run" - 3
- 3 - "Twenty eight and four for a run" - 4
- 3 - "Thirty one for two and two for a pair" - 4
- Cards are now turned over and a new play begins
- 3 - "Three" - 0

The Show - Example 1

Crib - Jack Diamonds;

Hand - Five Hearts, Queen Spades, Queen Hearts, King Clubs

Total score 16. While totting up this hand, the player would say something like "Four fifteens for eight, two for a pair is ten and two runs for six is sixteen". It's common and perfectly acceptable for beginners to display the various combinations as they mention them; old hands normally wouldn't bother since immediately the hand is shown, the score would be known to all.

The Show - Example 2

Crib - Queen Diamonds;

Hand - Jack Hearts, Jack Diamonds, Queen Spades, King Clubs

Total score 17. While totting up this score, the player would say something akin to "Two pairs for four, four runs for twelve and one for his nob is seventeen".

The Show - Example 3

Crib - Three Spades

Hand - Ace Hearts, Two Hearts, Four Hearts, Five Hearts.

Total score 11. The player would say something not dissimilar to "Five for a run, four for a flush and two for fifteen is eleven".

Five Card cribbage

This is a simpler game that is none-the-less preferred by many veterans. It is probably a better bet for children and beginners. It is the original form of Cribbage which has been superseded by the six-card game. The differences are:

- Play is normally once round the board - first to 61 points.
- At five card cribbage, there is a significant advantage to being first dealer. To offset this, the non-dealer pegs 3 points before the game begins. This is called "three for last".
- Five cards are dealt to each person at the start. Two cards are discarded into the crib which leaves each player with only three cards for the play and the show.
- In five card cribbage the play ends immediately that one of the players scores for 31 or "go". In six card cribbage, a new play starts once 30 or 31 is reached.
- In the Show, a 3 card flush can be scored but only if all three cards are from the hand. A four card flush can be scored if the turned up card is also of the same suit.

Click the link to play Blackjack on-line.

Seven card cribbage

Only experienced players play this game - it can get quite complicated. Play is to 181 points or three times around the board. Seven cards are dealt to each player so that the play and the show are conducted with five cards each.

The highest score under seven card cribbage is 46 which can only be scored when the six cards, including the

turned up card, are 6, 6, 5, 5, 4, 4. This is a total of 6 for 3 pairs, 16 for 8 fiftens and 24 for 8 runs.

Four handed cribbage

Cribbage works well as a four handed game played as partners with the North-South players against the East-West players. Players cut for the first deal. Thereafter, deal and play work in a clockwise fashion. The person ahead of the dealer cuts the cards. Five cards each are dealt and each player discards one card into the crib.

Three handed cribbage

Although it's a somewhat contrived affair, Cribbage can also be played as a three-handed game and boards with three sets of holes are available. Players cut for the first deal and, thereafter, deal and play work in a clockwise fashion. The person ahead of the dealer cuts the cards. Five cards each are dealt with a final card being dealt face down for the crib. Each player discards one card into the crib.

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CROQUET

There will be mixed teams of four.

One team uses the blue and black balls, the other team use the red and yellow balls.

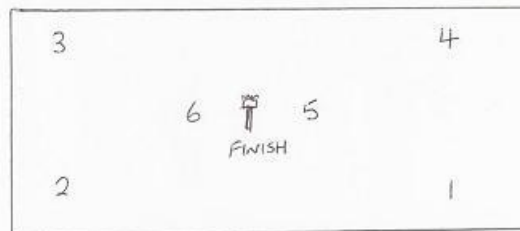
The object of the game is for the team to proceed through the loops in the correct order as designated below. The game is won by the first team to hit the winning peg.

Anybody who succeeds in getting the ball through the loop gets another turn, so does anyone who hits another ball, provided they have not already hit it in their turn (although if they have already been through the loop between they can hit again).

Hitting another person's ball is called 'making a roquet'.

Having made a roquet, you take your own ball, place it touching the ball you have hit (or roqueted) at any angle and 'take croquet' i.e. you strike your own ball, thus moving the other ball at the same time.

ORDER OF PLAY WILL BE:



Rules for Dominoes



Masters Traditional Games

There are a variety of types of domino sets in use all over the world and a great number of games that can be played with them. Following are the rules for the two most commonly played games in the West - the "standard" or "block" game and the "draw" game. The instructions describe the games played with the standard or "double-six" domino set comprising 28 tiles, but the games can be played with a double-nine or a double-twelve set. A few variations are given at the bottom of the page. In England these games tend to be played in pubs by four players as two sets of partners sitting opposite each other. Following is the game All Fives and variations - this Dominoes game is very popular in the USA.



For a variety of types of dominoes, visit Masters Games.

We have a separate page for Mexican Train Dominoes rules.



The Block Game

The Start

The dominoes are ritually shuffled face down in circles with the flat of the hand - producing a sound that has been familiar down the centuries. Each player draws 6 dominoes and places them so that the other players can't see their value. The traditional English pub method of doing this is face down in two rows of three so that all six can be picked up with both hands, looked at and returned leaving the other hand free for the equally important business of drinking a pint. Beginners can just place them on their edge in a row facing them. Remaining dominoes are termed "sleeping" tiles.

The first person to play is that person holding the double-six, or failing that the double-five and so on. The tile played must be the double tile that permitted the player to take the first turn. If none of the players hold a double, then the tiles are reshuffled and re-drawn.

The Play

Each player must in turn then play a tile onto the table positioning it so that it touches either end of the domino chain which thus gradually increases in length. A player may only play a tile which has upon it a number showing at one end of the domino chain or the other. If a player plays a domino with the result that both ends of the chain show the same number (normally a number which is useful to the player and distasteful to the opponents), that player is said to have "stitched up" the ends.

The way that the tiles are placed provides a small part of the entertainment. Each tile being placed must be positioned so that the two matching ends are adjacent. Unless, the tile is a double, the tile can be placed square in any one of the three directions as long as the two matching sides are touching fully. Doubles are always placed cross-ways across the end of the chain. A tile played to a double must also be placed accordingly - perpendicular to the double touching at its middle. The shape of the domino chain develops snake-line at random according to the whims of the players and the limitations of the playing surface.

If a player can lay a domino, then it must be played. Otherwise the player "knocks", or raps the table and play passes to the next player. The opposing players will, of course, make mental note of the numbers currently available on the table and try to ensure that they are available in future too....

The End

Normally play stops when one player "chips out" (plays his last domino) although some versions require both

partners to chip out. If it reaches a point at which no player can proceed, the winners are the partners whose combined sum of all spots on their remaining dominoes is the least.

For scoring, some pubs would play a point per game. A more interesting method, that might be scored using a cribbage board, has the winners score the sum of all spots on the losers remaining tiles. In a game which doesn't result in anyone chipping out, the winners would receive the difference between the winners total spots and the losers total spots. A game can be played to 100 points, say, or on a cribbage board, 121 points.

Variations

Games can also be played in the same way with two players (start with 8 tiles), three players (start with 6 tiles), five players (start with 3 tiles) or with four players without partnership.

The same game can be played with a double-twelve set (91 tiles) or a double-nine set (55 tiles) domino sets. With a double-twelve set, four players would pick 12 tiles each and with a double-nine set, nine tiles would be taken at the start.

The Draw Game

Really no more than a variant of the Block game, the Draw Game is more popular in many parts of the world. Players take less dominoes initially but a player who cannot place a domino must pick a sleeping domino to add to their set. When the sleeping dominoes run out, players simply pass their turn when they cannot go. For this variation, two players would start with 7 dominoes, three players with 5 tiles, four players with 4 tiles and five players with 3 tiles.

The difference between the two games is that in the Draw Game, players know that all the tiles will end up in play - this enables them to better deduce what tiles other players might be holding. With the Block game, since a few tiles remain sleeping and unknown throughout the game, a larger element of uncertainty reigns.

Cross Dominoes

An extension to the Draw game, this variation gives players more options and also takes up less table space!

The game is played in exactly the same way as the Draw game but with a different start. After the first doublet is played, the next four tiles played must be played against that doublet so as to form a cross. So for this first doublet only, dominoes are played adjacent to all four sides of the tile. Players may have to take sleeping tiles before this is accomplished but as soon as the cross is complete, play continues as in the draw game. Thus from that point on, each turn has four dominoes available to be played against instead of two.

Double Nine Cross Dominoes

This variation is suitable for Double Nine sets. Two or three players start with seven tiles each, four or more players start with five tiles each. Play starts as per Cross dominoes with the second to fifth tiles played forming a cross around the initial doublet. Thereafter play continues as per the Draw game but whenever a doublet is laid down, two new chains can start from it. Therefore, the number of available chains becomes much larger than for previous games.

The same game starting with the same number of tiles per person should be possible with Double Twelve sets, too.

All Fives

Also known as "Muggins" and "The Five Game", All Fives is played with a double six set of dominoes by two to four players. The dominoes are shuffled face down and each player takes five dominoes (regardless of the

number of players). The player with the highest doublet plays first and turns proceed in a clockwise direction. Scoring happens during and at the end of each game so it is important to keep track constantly - a cribbage board is an ideal scoring tool.

The first player lays down any tile and play continues as in the Block Game with each player laying down a tile so that the tile it connects with matches in number. Players additionally attempt to lay down tiles so that the sum of the numbers at either end of the chain add up to 5 or a multiple of 5 because any such play adds that amount to the score of the player. Doublets are laid down across the direction of the chain as in the Block game and for the purposes totaling both ends count as the total of all spots on the doublet. So, for instance, if there is a 3 at one end of the chain and a 6 at the other, a player could play the double 6 which would be useful because the ends would add up to $3 + 6 + 6 = 15$, a multiple of five. If there is a double five at one end and a blank at the other, a player could play the double blank so that the ends add up to 10.

Should a player lay down a tile so that the ends add up to a multiple of five and fail to declare it, any player can shout "Muggins!" as soon as the next tile is laid and claim the score instead. While there are three or more sleeping tiles left in the middle of the table, when a player cannot play, that player takes a sleeping tile instead. Once there are only two sleeping tiles remaining, a player who cannot play merely passes for that turn.

The game ends as soon as a player has no more tiles left or alternatively when none of the players can play a tile. The winner is the player who has no tiles left or, if no player managed to go out, the players add up the spots on their remaining dominoes and the winner is the player with the smallest total. Each loser subtracts the winner's spot total (which is zero if the winner went out) from their spot total, rounds the result to the nearest multiple of five and adds this quantity to the score of the winner. For example, if the winner has a spot total of 3, and the losers have respectively spot totals of 11, 6 and 5, the total awarded to the winner is calculated as follows:

- Loser 1 subtracts the winner's spot total of 3 from $11 - 8$ and rounds this to the nearest multiple of 5 which is 10.
- Loser 2 subtracts the winner's spot total of 3 from $6 - 3$ and rounds this to the nearest multiple of 5 which is 5.
- Loser 3 subtracts the winner's spot total of 3 from $5 - 2$ and rounds this to the nearest multiple of 5 which is 0.

So the winner gains 15 extra points.

The first player to reach a score of 100 wins the match.

All Fives and Threes

This game is played in the same way as All Fives except that multiples of three now also count for points. So during the game, if a player lays down a tile such that the ends add up to 6, that player scores 6 points for the multiple of 3. A total of 10 scores 10 points for a multiple of five and a total of 15 scores 15 points (a multiple of five and three). At the end of the game, the winner is simply awarded the points from the losers remaining tiles or their differences on a point for point basis.

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DRAUGHTS

The competition will be on a knock out basis played by five competitors from each centre. Each person will play one game.

Game of skill played with 24 discs (draughtsmen) on a chequered board of 64 alternate black and white squares.

Two players each have 12 draughts, one set black and one set white. These are set out of the white squares of the first three rows and each end of the board.

A draught is moved forward diagonally one square at a time, if an opponent's piece has a vacant space beyond it, the player moving can pass over it and must remove that piece from the board.

If several vacant spaces are open in a line of play then the mover must take all pieces as he/she moves over them.

Each player moves in turn.

A draught can be moved only in a forward direction at first but when a player gets his/her draughts across the board into the farthest row from him/her, it is crowned by placing another draught on it, thus making it a KING and it can be moved backwards and forwards as desired.

When it is possible to take a draught it is compulsory to do so, otherwise the non-complying draught is 'buffed' (taken off the board) by the opponent before he/she makes the next move.

The game is either won by removing all an opponent's draughts from the board or by hemming in those remaining in such a way that the opponent cannot make another move.

FIVE-A-SIDE FOOTBALL

There will be four age groups for this event - however, younger players may play up if they wish.

Girls and boys can play under 9 years or 9 – 16 years.

Teams of five maximum and two subs. only.

Only soft shoes to be worn – NO STUDS.

Goalkeepers to wear keeper uniforms.

Team change ends after 10 minutes. Half time rest 5 minutes.

If it is a draw at the end of 20 minutes play, a penalty shoot out will be taken by the five members of the team that finished the match.

Each competitor will be allowed one shot at a goal at a distance of 8 metres.

If the score is still level after all the team have taken penalties, it will then be decided by Sudden Death, both teams having equal shots.

FUN RUN

The fun run will be open to all ladies, gentlemen, boys and girls, irrespective of age.

The course will be two and a quarter (2¼) miles on road/grass.

To qualify as a finisher you must complete the course.

All finishers receive a certificate.

The course will be on display at the start and will be marked all the way round.

The run will commence at 9:00am on Monday from the Arena.

Entrants please report for registration at 8:30am.

The finish will be in the Arena.

HAGGAR'S CHESS

Played between two teams of four on a grass pitch 7 metres by 5 metres.

Two teams made up with two men and two ladies on each. Batters are to be held on the end and thrown under arm.

Team "A" in turn throw the batters (two for ladies one for men) from anywhere on their base line and aim to knock down the opponent's knights.

Team "A" in turn throw the batters (two for ladies one for men) from anywhere on their base line and aim to knock down the opponent's knights.

These knights are thrown back (by team B) from the team "B" base line into team "A" area and stood up where they land by the referee.

Team "B" in turn throw the batters (two for ladies one for men) from anywhere on their base line and aim to knock down the opponent's knights, starting with any re-positioned knights.

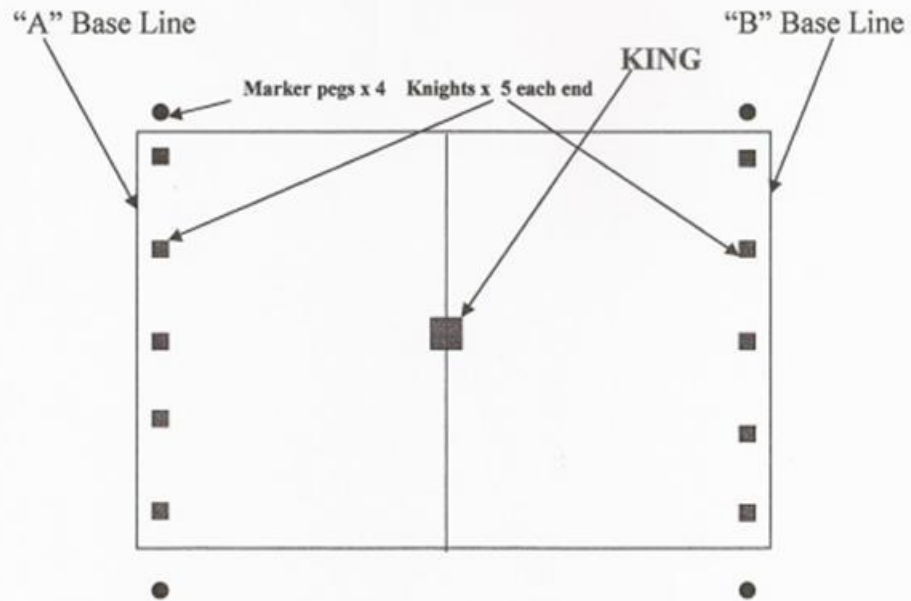
The knocked down knights are thrown back (by team A) from the team "A" base line into team "B" area and stood up where they land by the referee.

This continues, alternating from one team to the other until one team has knocked down all their opponent's knights. They can then go for the King, knock it down and they are the winners.

If the King is knocked down at any other time the game is over and the other team have won.

HAGGAR'S CHESS

Played between two teams of four on a grass pitch 7 metres by 5 metres.
On the pitch are 10 Knights (5 at each end) and a King in the middle.



Handicraft programme – 2011

1. Hand knitting (garments)
 2. Crochet garments
 3. Artwork
 - a) oils
 - b) water colours
 - c) pen or pencil sketching
 - d) photography (must contain caravan, or part of) picture any size, colour or black & white.
 4. Artwork – A child's picture in the following age groups:
 - a) Under 5 year olds
 - b) 5 – 8 year olds
 - c) 9 – 12 year olds
 - d) 13 – 17 year olds
 5. Toy making
 - a) knitted toys
 - b) material toys
 - c) doll dressing
 6. Woodwork
 7. Flower arrangements (fresh flowers only) Theme: Caravanning
 8. Flower arrangements: - A child's garden on a plate in following age groups:
 - a) Under 5 year olds
 - b) 5 – 8 year olds
 - c) 9 – 12 year olds
 - d) 13 – 17 year olds
- Plates available from the Information Desk**
9. Needlework
One class to any needlework medium e.g. embroidery, tapestry, Cross-stitch
 10. Cake making – Chocolate Krispie Cakes – Children up to 8 years
 11. Cake making – Decorated Biscuits – 9 – 15 year olds
 12. Cake making – Cherry Cake
- Extra ingredient to be collected from the Information Desk**
All cake recipes are in the programme or on the Website
Contact: Liz Manning secretary@southerncentres.org.uk

HORSESHOES

A team shall consist of two adults and two children.

The competitions will be of a knock-out basis.

Early rounds will play one set. Semi-final and final rounds will be the best of three sets. Each set is the first team to score 21 points.

The distance between two stakes will be no longer than 9 metres.

Each team will throw alternately and each team member will throw four horseshoes each. The order of play, once decided, will remain throughout that heat.

Horseshoes are to be thrown level from the stake or behind the stake, not in front of the stake.

If a horseshoe lands completely around the stake, it is called a RINGER. If a horseshoe hits the stake, this is called a HIT.

SCORING:

3 points for a ringer

1 point for a hit

LAWN DARTS

The competition is organised on a knock out basis.

A team should consist of two adults and two children. The team does not necessarily have to belong to the same family.

GAMES AND SCORING

1. Each team member to throw two darts.
2. The rings to be a maximum of 10 metres apart.
3. The adults to throw from the same end.
4. The children to throw from the opposite end.
5. To score: 1 dart in the ring – 3 points, 1 dart out of the ring – 1 point.
6. Darts must penetrate the ground i.e. the flights to be clear of the ground.
7. Each team is to throw the same number of darts.
8. The first team to reach 21 points (1 set) goes through to the next heat.
9. Final – play best of three sets.

VOLLEYBALL

The age group will be; up to and including 20 years
21 years and over.

A team consists of six players, if this number is not available, even after borrowing two players from another centre, a team of five will be accepted.

The teams may be mixed ladies and gents.

Volleyball is based on the rules of the I.V.B.F, complied with the English Volleyball Association.

During the game a player can only address the referee through the captain of the team.

SUBSTITUTES:

A team is allowed a maximum of six players.

A substitution can only be made when the ball is dead. Any player beginning the set may not return to it again in the same act.

If a team member becomes incomplete through an injured player, a substitute can then replace the third player, even if he/ she has already played in another position.

The captain tosses a coin for the court of service. The winner chooses the court or the right to serve in the following game.

TIME OUT:

Half a minute - appeal for time out. A time out is a pause for rest or substitution or both. It is allowed by the referee or umpire on appeal by the captain or the coach when the ball is dead. Each team is allowed two (2) time outs per set. During a time, the coach must address the players from outside the court. Time limit for obvious injury is three minutes. When a referee notices an accident, the game is stopped and the point played again.

During a substitution, the coach is not allowed to address the players during the pause. The game is resumed immediately after the replacement has taken place, although there is a normal allowance of five seconds to affect a change under International Rules. A team taking longer than half a minute (if taken) will be charged a time out and penalised accordingly. If in a substitution more than half a minute is taken, the offending team is charged a time out. If in the current set, they have already had two time outs, they will lose a point of service.

Qualifying heats will be of 10 minutes each way. The semi-final and final will be the best of three sets.

WELLY WANGING COMPETITION

Each Centre can enter a maximum of:-

4 Male Adults (16 and above)
4 Female Adults (16 and above)
4 Youths aged 10 – 15 years
Children up to age 9 – no limit on numbers.

Official wellies will be provided. No other wellies allowed to be used in the competition.

The competition will be made up of two rounds. Distance and Target.

Distance Round

Best of 2 throws each person per age group.

Person throwing the furthest will gain the highest points.

Welly to be held as comfortable for contestant BUT underarm throwing only. No overarm or sideways throwing will be allowed – where this is done it will count as a throw but will gain zero points.

Contestants must throw from standing position behind the line.

Part of welly nearest to throwing start line will be used for measurement purposes.

Welly must land within the laid out throwing area. Any welly landing outside the throwing area will count as a throw but gain zero points.

Where equal distances are thrown by contestants a 'throw off' will take place. This will continue until a winner is found.

Target Round

Best of 2 throws each person per age group.

Welly landing nearest the target will gain the highest points.

Well to be held as comfortable for contestant BUT underarm throwing only. No overarm or sideways throwing will be allowed – where this is done it will count as a throw but will gain zero points.

Contestants must throw from standing position behind the line.

Part of welly nearest to target once landed and stationary will be used for scoring purposes