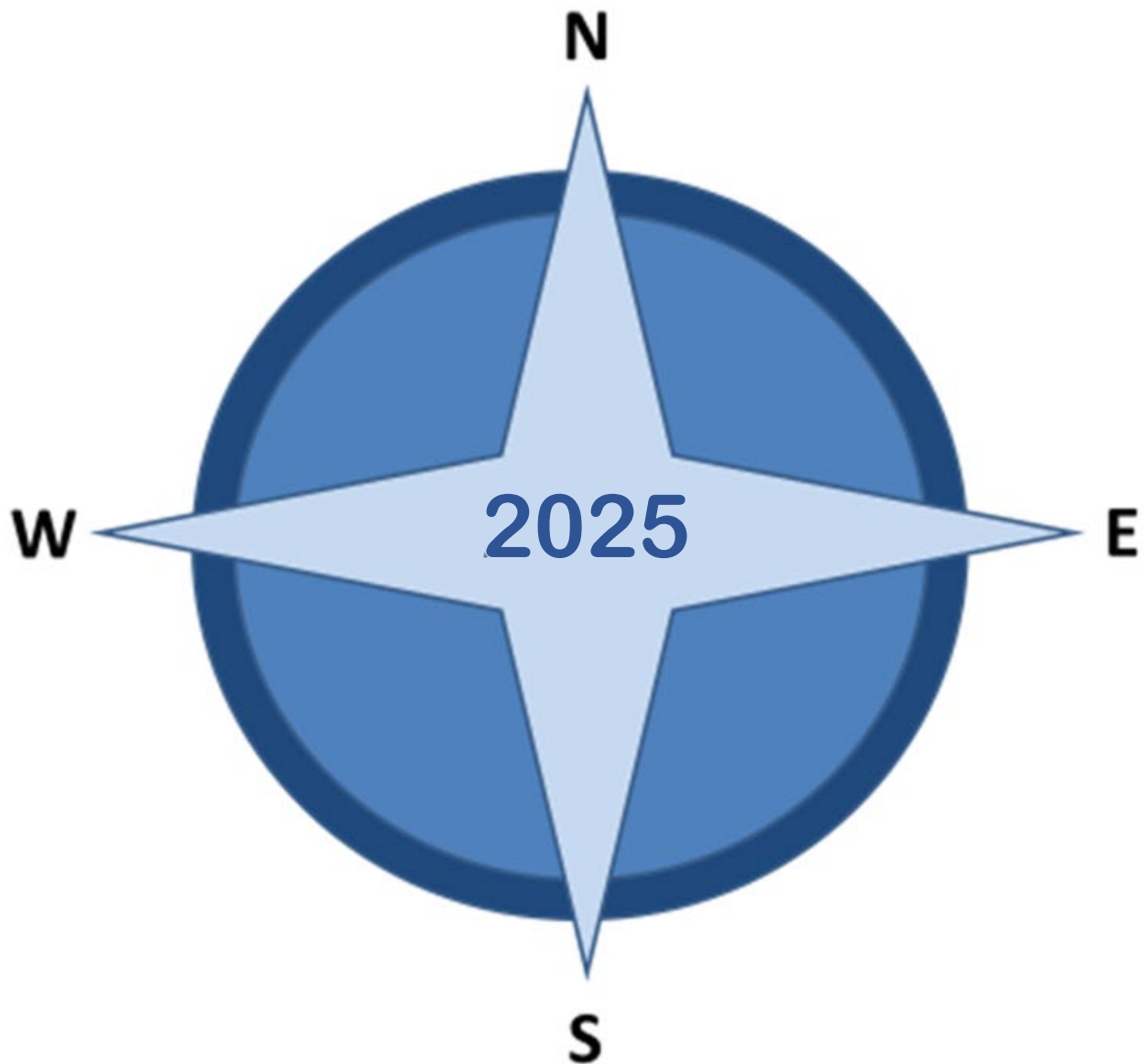


# **SOUTHERN CENTRES**



## **COMPETITIONS**

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## INTRODUCTION

### RULES

The rules are abbreviated and compiled for Southern Centres use only.

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 Centre will be responsible for arranging and ensuring that:

All equipment is available at rally

Their sport liaison officer makes themselves known to the sports officer

Making sure games run to schedule wherever possible

### PLAQUES

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

Plaques will be presented at Centre Flagpoles for individual games.

### ENTRIES

All entries for competitions must be handed to the sports liaison / sports officer by 8pm Friday. The check in desk will be located in the bar area.



## BOULE/PENTANQUE



suggested rules are as follows.

1. Each team shall consist of two players
2. The first team to play is chosen by the tossing of a coin.
3. The wooden jack shall be thrown from within a 50cm (18 inch) circle to be between 6cm and 10cm 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 until the boule has landed.
5. Any player in the second team then tries to throw his boule even nearer to 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 the 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 9 points (13 final)
9. Preliminary rounds shall consist of one game, the final shall be the best of three games.
10. The general rules of boules (pétanque) apply (except as they may be varied by the above)

## CAKE RECIPES

### Competition recipe:

#### Cake making

- . Children up to 10 years
- . 11 – 15 year olds

Over 15 & adults

### Victoria Sponge:

8oz SR flour  
8oz caster sugar  
8oz margarine or butter  
2tsp baking powder  
4 eggs  
Jam for filling (Strawberry or Raspberry)  
Icing sugar for dusting

Place all ingredients in mixing bowl and beat / whisk well until mixture is smooth and creamy.

Place in two greased and floured 8"/20cm flan tins and bake in oven 180degrees for approx. 25 mins

Until soft and springy to the touch.

Turn out onto cake rack to cool.

Sandwich together with strawberry or raspberry jam and dust top with sieved icing sugar.

**Please Note:** All cakes entries must be baked in the caravan oven & where necessary with the appropriate adult supervision.

## CHILDREN'S SPORTS



CHILDREN'S SPORT WILL BE DETERMINED NEARER THE RALLY DATE.  
THIS WILL BE DETERMINED BY WEATHER CONDITIONS AND NUMBER OF ENTRANTS.  
THIS EVENT WILL GO AHEAD EITHER INSIDE THE MARQUE OR OUTSIDE.

# The Rules of Cribbage

Most of this file describes six card cribbage, the most common two player cribbage game. .

## 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.



## **RULES OF DARTS**

1. Darts can be played individually or as teams this will depend on number of entrants.
2. In a game of 301 the object is for one player or a team to be the first to reach zero from starting total of 301.
3. In simple terms, after three darts are thrown, the throwing player subtracts the total scored from his current total until he reaches zero.
4. In order to reach zero each player must finish by throwing a double i.e. if player one has 36 remaining he must hit double 18 to win, while if player two has 45 remaining he must hit single 5, double 20 to win – or another combination provided the final dart scores on a double.
5. Games can be played to a 'best of' format whereby a player or team winning three legs in a best of five leg competition wins the match.

## 5-A- SIDE FOOTBALL

There will be two age groups for this event; however younger players may play up if they wish.

The groups will be 10 – 14 years and 15 – 18 years.

Teams of five maximum and two substitutes only.

Only soft shoes to be worn – no studs.

Goal keepers to wear keeper's uniform.

Team change ends after 10 minutes, half time rest 5 minutes.

If 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 game.

Each competitor will be allowed one shot at a goal. 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.



## WALKING FOOTBALL (5 A SIDE)

Players must be 60 years of age or over. (Other age groups if sufficient interest)

Teams will consist of 5 players + 2 substitutes, male or female.

Players can only walk, no running or jogging on or off the ball.

Offenders to this rule will be shown a blue card.

When caught offending a free kick will be awarded.

All free kicks are indirect.

There will be no corners or off sides.

Goal keepers must remain in their own area, no outfield players allowed in their area.

Goal keepers to wear distinctive clothing.

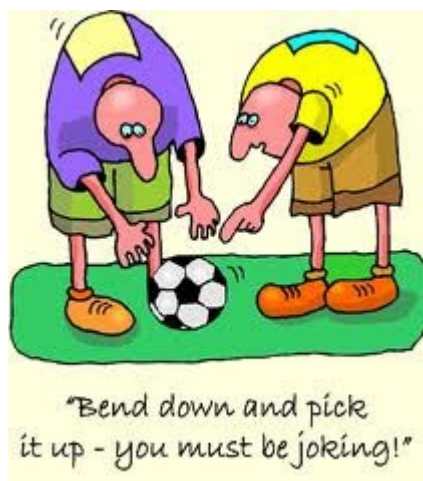
Goal keepers can only throw ball underarm.

The teams change end after the first half, half time rest 5 minutes, if a draw at the end of play, a penalty shootout will be taken by the 5 players in each team that finished the game.

If still level after penalties the game will be decided by sudden death.

BLUE CARD - sin bin- player will be sent off for 2 minutes

RED CARD - sent off player will have no further part in match, but can be replaced after 5 minutes, or 1<sup>st</sup> conceded goal, whichever occurs first.



## HAGGARS 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. Battens are to be held on the end and thrown under arm.

Team A in turn throw the battens (two for ladies one for men) from anywhere on their base line and aim to knock down the opponents Knights.

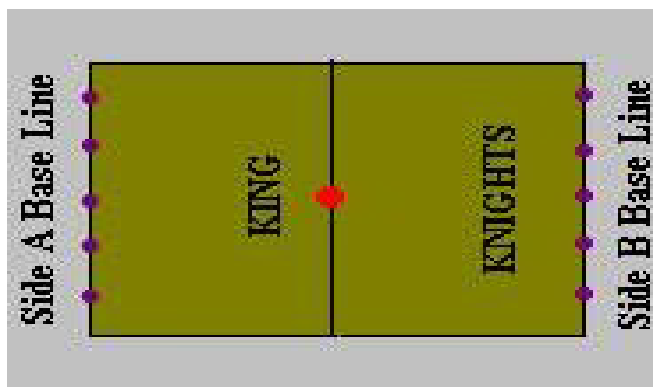
These Knights are thrown back (by team B) from the team B base line into team A area and stood up where they land by the referee.

Team B in turn throw the battens (two for the ladies one for the men) from anywhere on their base line and aim to knock down the opponents 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 opponents 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.



## HANDICRAFT PROGRAMME – 2025

**1. Hand Knitting - garments**



**2. Crochet - garments**

**3. Artwork**

- oils
- water colours
- pen or pencil sketching
- photography picture any size, colour or black & white, with the theme, '25<sup>th</sup> - Silver'

**4. Toy making**

Knitted toys; material toys; doll dressing



**5. Make something out of tin cans  
(using up to 5 tins)**

Children: Age groups - up to 6 years: 7 – 10 years: 11 – 15 years



## **HANDICRAFTS PROGRAMME 2025 (CONTINUED)**

### **7. Make a Dinosaur or Animal from raw vegetables. Children:**

Age groups – up to 6 years: 7 – 10 Years: 11 – 15 years



## 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 will be the first to 11 points.

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

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

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

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

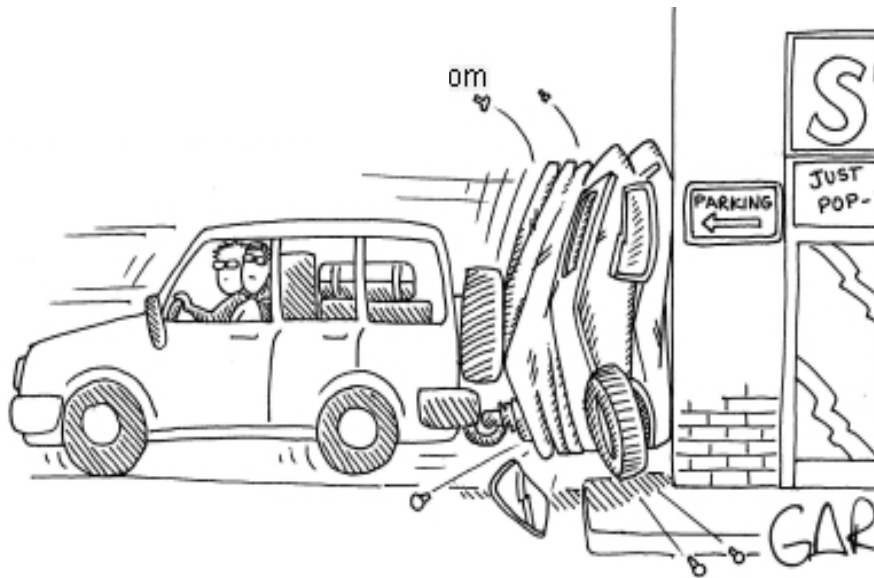
### SCORING

3 points for a ringer

1 point for a hit.

## SLLiks gnisrever

The rules and course for the Reversing competition will be made on the day.



“... eh darling, have you forgotten  
we have the caravan with us.”

## WELLY WANGING



1. Welly wanging is a sport open to all people irrespective of age.
2. The sport shall be a civilised affair. Fair play, good humour and good manners shall be exhibited at all times.
3. There shall be four categories: Men's and Women's, and Boys and Girls.
4. The welly shall be projected using any action of the arm.
5. The use of wind assistance is allowed and, indeed, encouraged. Waiting for a suitable gust, however, is limited to one minute. No artificial or man-made wind is to be used.