

# Mini-O 2017 4<sup>th</sup> – 15<sup>th</sup> September

BLB - Green

Chemistry - Yellow

Physics - Orange

SRD - Blue

Therapeutics - Red

CMP/RMH – Purple

From: Amy Sherborne [mailto:Amy.Sherborne@icr.ac.uk]

Sent: 01 September 2017 14:14

To: Clara Cieza-Borrella; Colin Kwok; Dominic Rushforth; Harry Parkes; Jonathan Pettinger; Ellen Watts; Sarah Mason; Harry Saville; Lawes, Rebekah; Jack Walker; Sebastian May-Wilson; Hannah Brewer; Alice Agliano; Kate Eason; Matthew Lloyd; Ian Whitmore; Suzanne O'Connor; Stephen Turnock; Caitlin McCarthy; Antonio Romo-Morales; Rebekah.Lawes@rmh.nhs.uk; Rhea.Ewen@rmh.nhs.uk; Mahnaz Darvish Damavandi; Smith, Dale

Cc: Amy Moore; 'edwards@sketters.co.uk'

Subject: Mini-O last minute check list

Hi all,

Just a few last minute reminders before the start of the Mini Olympics on Monday.

1). Sport's organisers can you check that the start times and rules on the Mini-O web page are up to date and correct for your sport?

(Lorna, I have asked Steve to update the website with the new rules you just sent through).

2). The morning after each event please email team Amy (amy.sherborne@icr.ac.uk; amy.moore@icr.ac.uk) with the outcome.

3). Remember that the aim of the Mini Olympics is to have fun and socialise with your colleagues, so be flexible (but fair) if teams cannot field the correct line up on the night. That might mean allowing staff from other buildings to sub in, or adding a handicap if a team is lacking a female competitor.

Remember the organisers decision is final, and with great power comes great responsibility!

Have a great weekend, and good luck everyone!

Amy.

The Mini-Olympics Organiser would like to remind everyone that you participate in the Mini Olympics for a reason: **TO HAVE FUN AND SOCIALISE WITH YOUR COLLEAGUES!**

We can assume standard rules and the referee's decision, right or wrong, is final without moaning.

Every event should be complete in 2 hours so need to think how many games can be played in that time.

Obviously the challenge is getting the event done in a night and to avoid people standing around bored for too long between games.

All events start at 5:45 (apart from running). If people want to get there early (and skip work!) to practice that is up to them.

**All events**

1st 12 points

2nd 10 points

3rd 8 points

4th 6 points

5th 4 points

6th 2 points

NS 0 points

eg if joint 3rd both teams get 7 points.

Not all events will rank 1st to 6<sup>th</sup>

**Quiz**

Monday 4th September

Kate Eason and Ellen Watts

Start time 5:45

6 players or fewer

**Badminton (1 court)**

Tuesday 5th September

Colin Kwok

Games are between mixed doubles pairs (ie 1 male and 1 female on each side).

Teams may play different pairs for different games and substitutions may be allowed in game in case of injury.

Players can only play for one team.

Any players wishing to warm up must arrive before 18:00. There will be limited time (less than one minute) for warm ups before games.

Teams should arrive by 17:30 at the latest for introductions and tournament instructions.

Competitive play will start at 17:50 (see below).

Players must be on court and ready to play within one minute of the previous game ending (or 17:50 for the first game) or they will forfeit the game 1-0.

Games are won by the first team to get 11+ points and be 2 points clear of their opponents...

However, if a game is repeatedly tied, the first to 16 will win.

Points may be deducted at the umpires discretion for any time-wasting.

Final rankings will be decided on number of wins, teams with the same number of wins will be split (where possible) using their total tournament aggregate point difference.

**Running**

Wednesday 6th September

Dom Rushforth

Venue : Start at Ups Club.

Route is towards Banstead via Chiltern Road, Fairway, Highdown and Downview using roads and country paths - based broadly on Ups Club Thursday lunchtime running course - (click here for map)

As many people as you like or can get

6point for top girl 6 points for top boy etc

Dom

**Table Football**

Wednesday 6th September

Jonny Pettinger / Matt Cheesemn???

Mixed doubles

All matches 1 game first to 10

Two groups of 3 drawn at random

Each member plays the other 2 in their group

Ranking in each group is determined by aggregate score

The groups then play each other:

1st vs 1st to determine 1st and 2nd, 2nd vs 2nd to determine 3rd and 4th etc

### **Table Tennis (2 tables) Updated Rules Friday 01 Sep 2017**

**07 September, 1745hrs sharp start – using 2/ 3 tables**

- Best of three sets, doubles play only
- If opponents do not turn up there will be a walk over and point rules apply.
- Mixed pairs or two female pair (if no male volunteers for this sport)
- Players can only play for one team
- Teams may play different pairs for different games and substitutions may be allowed in game in case of injury.
- Teams should arrive by 17:30 at the latest for introductions and tournament instructions.
- Competitive play will start at 17:45. If team players are not on site and available to play the opponents will get a walk over and the team not represented will get a NS = 0 points.
- The team that first reaches 11 points wins the game, except when the score is 10-all when there is a deuce, when each team will have one serve each – the team with 2 clear points wins
- However, if a game is repeatedly tied, the first team to 16 points will win the game.
- During each game, each player has 2 serves after which serve passes on to opponents and the player who has just served switch sides with his/her partner.
- Players to keep score – refer to the adjudicator when there is conflict, etc
- Any players wishing to warm up must arrive before competitive play begins. There will be limited time (less than one minute) for warm ups before games.
- Points may be deducted at the umpires discretion for any time-wasting.
- Final rankings will be decided on number of wins, teams with the same number of wins will be split (where possible) using their total tournament aggregate point difference.

### **Point Rules**

**Scoring: 2:0 = 4pt; 2:1 = 3pt; 1:2 = 2pt; 0:2 = 1pt**

- 1<sup>st</sup> - 12 points
- 2<sup>nd</sup> - 10 points
- 3<sup>rd</sup> - 8 points
- 4<sup>th</sup> - 6 points
- 5<sup>th</sup> - 4 points
- 6<sup>th</sup> - 2 points
- No-Show - 0 points to team without players; 4 pts to team with players

Eg if joint 3<sup>rd</sup> both teams get 7 points

These rules will also be distributed to all team players at the Downs Hall on 07 September 2017.

~~Thursday 7th September~~

~~Jack Walker to suggest~~

~~Singles (doubles is a pain in TT) but 2 players 1 male and 1 female~~

~~Each team plays 5 games first to 11 games against every other team~~

~~Every player must play at least 2 games~~

~~The teams are then ranked based on aggregate score~~

## **Board Games**

Wednesday 13th September 5.30pm phbar

Organiser: Ian Whitmore

Game – “Codenames”

It is a social word game for 2 teams. The teams compete to be the first to guess their teams words from a 5 x 5 grid. One member of the team gives a one word clue to the other team members.

There will be 2 groups of 3 teams (drawn randomly). Each team will play the others in their group. The group standings will be determined by win-loss records, (points difference to determine standings if teams are level on wins, and then shortest average game time to break ties if still level). There will then be play-offs between the teams ranked 1st in each group for 1st/2nd place, and then so on to determine 3rd/4th and 5th/6th.

Team size is 2-4 people per team. Each game lasts approximately 20 mins and each team will play 3 games overall. There will be 2 copies of the game so 2 games can be run concurrently.

## **Volleyball (1 court)**

Friday 8th September

Hannah Brewer and Alice Agliano

6 players or fewer (at least 1 female)

All matches 1 game first to 7

Two groups of 3 drawn at random

Each group member plays the other 2 in their group

Ranking in each group is determined by aggregate score

The groups then play each other:

1st vs 1st to determine 1st and 2nd

2nd vs 2nd to determine 3rd and 4th etc

## **Squash (1 court)**

Monday 11th September

Harry Parkes

2 players (1 female)

All matches 1 game first to 8

Two groups of 3 drawn at random

Each group member plays the other 2 in their group

Team members should be ranked based on squash ability so that firsts play firsts and seconds play seconds etc.

Ranking in each group is determined by aggregate score

The groups then play each other:

1st vs 1st to determine 1st and 2nd

2nd vs 2nd to determine 3rd and 4th etc

Either player can play in the play-offs

### **Pool**

Tuesday 12th September

Matt Lloyd

Round robin, all teams play every other team once (5 matches each).

- Mixed doubles, shots must be alternated.
- Points for victory based on number of opponents balls remaining after victory.

<b>Result</b>	<b>Number of points awarded</b>
Lose	0
'Tie' after time limit	1 each
Win, both teams on black ball	2
Win, 1 opponent ball remaining	4
Win, 2 opponent balls remaining	6
Win, 3 opponent balls remaining	9
Win, 4 opponent balls remaining	12
Win, 5 opponent balls remaining	16
Win, 6 opponent balls remaining	20
Win, 7 opponent balls remaining	25

- Time limit of 10 mins per game. Purposeful time wasting will lead to forfeiture of match, with difference between balls remaining minus one used to determine victory margin for winning team.
- If no winner when time runs out then difference between balls remaining minus one is used to determine victory margin for team with fewest balls remaining. If balls are same then match is tied.
- If a team accidentally pots the black incorrectly to lose game then the number of colours that team has remaining is used to determine victory margin for other team.

### **Darts**

Wednesday 13th September

Jack Walker

Mixed doubles Round-the-Clock

Keep playing until second from last finishes

### **Video Games**

Thursday 14th September

Jack Walker

### Mixed doubles MARIO KART

The track is picked by the organiser

Characters are picked at random as are starting positions

The teammate must hand the controller to their partner at the end of each lap

Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9	Race 10	Race 11	Race 12
1	2	3	4	5	6	1	2	3	4	5	6
2	3	4	5	6	1	2	3	4	5	6	1
3	4	5	6	1	2	3	4	5	6	1	2
4	5	6	1	2	3	4	5	6	1	2	3

10 points for a win

6 points for 2nd

4 for 3rd

2 for 4th

0 if you give up

Add all your points together and rank to hand out Mini-Os points

### Tug-o-War

Friday 15<sup>th</sup> September (Weather permitting)

Penny Flohr

Tug-o-war – don't forget to wear your team colours!

- Start time 5:45pm, location Sutton Hospital grass behind the Ups Club.
- 8 players (at least 2 female).
- Teams will be seeded according to the Mini O points table before the event.
- It will be 1 pull each with a win scoring 3 points and a loss 0.
- Teams will then be ranked on points scored. If there's a tie the teams can agree to share the points or pull again to decide the difference.
- Points: 1st – 12; 2nd – 10; 3rd – 8; 4th – 6; 5th – 4; 6th – 2;