

The Mini –Olympics 2019 Rules

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 6th

Quiz- Thurs 27 June

Beshara, Stephen, Haider and Harry Parr

Start time 6:15

6 players or fewer

Rounds will include: Sports, History & Art, Music, Connections, and a special interactive Bonus Round

Badminton (1 court) - Tues 18 June

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 umpire's 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 - Wed 19 June

Dom Rushforth

Venue: Start at Ups Club

Registration from 11:45am with start at 12:30pm

The mini marathon is a 5 km run (on road and woodland paths) forming part of the ICR/RMH Olympics (see attached). We would really like as many people to take part as possible.

The rules for the race were designed to try and get lots of people running and create a 'fun-run' atmosphere. Teams are ranked by the combined times of their fastest three male and fastest three females, but you can have as many runners in your team as you want and the more that take part the better your chances are! If you don't have three of each you will get 36 minutes for any 'unfilled slot' – this is a pretty slow time for 5km so you really are better off trying to persuade people to take part.

If anyone wants to take part but isn't sure of their allegiance, then please do come along – you can always run for any team that is short on numbers. If you are really averse to running yourself please come and cheer the runners over the line (if you can spare an hour I could also use some help with the marshalling and time keeping).

The race will be taking place on the 13th of June at lunchtime. Registration for the race will start at 11:45 outside the ups club. Please could all runners try to be there by 12:15 at the latest to get a number and register before we start at 12:30. The runners should be arriving at the finish line (again, in front of the downs club) between 12:45 and 13:00ish.

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. See map.

As many people as you like or can get

6 point for top girl 6 points for top boy etc

Table Football - Thurs 20 June

Rita Pereira

- Mixed doubles
- All matches 1 game first to 10
- 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

Table Tennis (2 tables) - Tues 11 June

Lorna Barakzai

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 umpire's 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.

Board Games - Wed 3 July

Selby de Klerk

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) - Fri 28 June

Chiara Da Pieve

- 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) - Mon 10 June

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 - Thurs 13 June

Lorenzo Buroni

- Round robin, all teams play every other team once (5 matches each, 15 total).
- **Mixed doubles**, shots must be alternated. **4 point penalty** per match for incorrect team line-up (regardless of result).
- Points for victory based on number of opponents balls remaining after victory.

Result	Number of points awarded
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 **8 mins** per game. Purposeful time wasting will lead to forfeiture of match.
- If no winner when time runs out then difference between balls remaining (**minus 1 due to black ball**) is used to determine victory margin for team with fewest balls remaining. If balls are same then match is tied.

eg. Team 1 has 2 left and Team 2 has 6 left. Difference is 4 balls. Minus 1 due to black ball = 3 ball victory = 9 points.

- If a team accidentally foul pots the black, losing the game, then the number of balls that team has remaining is used to determine victory margin for other team.

Darts - Fri 14 June

Jack Walker

Mixed doubles Round-the-Clock

Keep playing until second from last finishes

Video Games - Fri 21 June

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 - Fri 5 July

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 best of 3 pulls 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;