

Conker Competition

Two separate Conker competitions - Kids and Open. Each division will have qualifying rounds culminating in quarter finals, semi finals and then Final (if we get enough contestants).

Adjudicators will be present to organise the play offs and to ensure adherence to the following rules -

1. The conkers must be as nature intended them e.g. no baking, soaking in vinegar, filling with concrete or similar tampering. A hole should be drilled, or otherwise made, through the middle of the conker and a lace or strong string passed through and knotted at the end to secure it.
2. No "lifting". When you hold out your conker for your opponent to strike you must not move it whilst his strike is in progress. If you do, your opponent will be offered two free strikes. Those of you with permanent hand shakes or a nervous disability are advised not to enter.
3. If you are concerned that your opponent may turn out to be a serious enemy of yours in the village who will use this as an excellent opportunity to physically assault you, then you are allowed to wear protective material throughout the competition - eg gardening gloves, eye or face protectors, cricketers boxes, shin pads, full body armour etc.
4. If you win your bout then you may continue with the same conker or replace it. Conkers cannot be replaced during a bout.
5. A distance of at least 8" or 20cms must be between your knuckle and the top of your conker.
6. Each player takes alternate strikes at their opponents conker.
7. Each attempted strike must be clearly aimed at the opponents conker. No deliberate mis-hits. Two questionable mis-hits will lead to dis-qualification.
8. The game will be decided once one of the conkers is smashed. A small piece of nut or skin remaining shall be judged out unless it is big enough to mount a credible attack.
9. If both conkers smash at the same time then the match will be replayed. If one (or both) of the opponents doesn't have a replacement nut then they will be dis-qualified.
10. Any conker being knocked from the string or lace but not smashing may be re-threaded and the game continued. Any string that breaks will lead to that players disqualification.
11. A player whose strike causes a knotting of the laces (a snag or tangle) will be disqualified on his second occurrence.
12. If a game lasts for more than five minutes then play will halt. Each player will then be allowed 6 alternate strikes but if neither conker has been smashed at the end of this additional period then the player with the most strikes during this additional period wins. In the event of a tie, a further additional period will be played.