

Park Lane Prímary & Nursery School

Executive Head: Rob Litten

Deputy Executive Head: Rachel Bains

Friday 27th September 2019

Key Stage Two Conker Tournament - Thursday 17th October

Dear Parent/Carer,

On Thursday 17th October the school will be holding a Conker Tournament. Any Key Stage 2 pupil is eligible to enter. The school will be using Ashton's Conker Club rules (please see below).

Prizes will be awarded for 1st, 2nd and 3rd in each year group.

This is a popular tournament with a good safety record, but please be prepared for the possibility of your child's hand being slightly bruised. It is unlikely, but it has happened.

Please inform your child's teacher in writing (a note/email) by Tuesday 15th October if you give permission for your child to enter.

All entrants will need three threaded conkers.

Best wishes,

Rob Litten

Executive Headteacher

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Key Stage Two Conker Tournament - Thursday 17th October Tournament Rules

- 1. All conkers and laces are to be supplied by the pupil. Conkers that have been hardened will be disqualified
- 2. The game will commence with a toss of a coin, the winner of the toss may elect to strike or receive.
- 3. A distance of no less than 8" or 20cm of lace must be between knuckle and nut.
- 4. Each player then takes three alternate strikes at the opponent's conker.
- 5. Each attempted strike must be clearly aimed at the nut, no deliberate mis-hits.
- 6. The game will be decided once one of the conkers is smashed.
- 7. A small piece of nut or skin remaining shall be judged out, it must be enough to mount an attack.
- 8. If both nuts smash at the same time then the match shall be replayed.
- 9. Any nut being knocked from the lace but not smashing will count as a smash (no 'stampsy' rule)
- 10. A player causing a knotting of the laces (a snag) will be noted, three snags will lead to disqualification.
- 11. If a game lasts for more than five minutes then play will halt and the '9 strike rule' will come into effect. Each player will be allowed up to nine further strikes at their opponent's nut, again alternating three strikes each. If neither conker has been smashed at the end of the nine strikes then the player who strikes the nut the most times during this period will be judged the winner.