

## S 240 De enige officiële wedstrijdsoelbak

### ENGLISH

#### GAME RULES

##### 1. General

If in this regulation he, participant, player etc. is used, this also includes the female members, unless explicitly otherwise stated.

##### 2. How to play

- Each game starts with 30 discs.
- The player is expected to have counted the discs before the start of the game.
- A disc is in play as soon as it has passed the control line under the back side of the start bar completely.
- Once a disc is in play, no one is allowed to touch it anymore.

Exceptions to this rule are:

1. A disc which gets out of the board.
2. A disc which enters the compartment over the gate bar.
3. A disc which gets out of the compartment otherwise than through the gate bar and somehow: returns in the same compartment, returns in one of the other compartments, remains on one of the partition walls.  
In these cases the jury takes the disc out of play.
4. A returning disc which has passed the control line under the back side of the start bar completely. After permission of the jury, the player has to remove the disc from the board and deliver it to the jury.
- e. A disc is in the compartment if it has passed, under the start bar, the front side of the gate bar completely. In case of doubt the jury must shove a straight gate stopper along the front side of the gate bar. If the disc moves, it is not in the compartment.
- f. The jury piles the discs on piles of 4 for the first 4 discs in the compartment. The next piles on 3, The bottom disc of the first pile in all compartments is put loose from the back side; maximal 5 millimeters.

##### 3. Score counting

Score counting is done as follows:

in each compartment 1 disc = 20 points  
in each compartment 2 discs = 40 points  
in each compartment 3 discs = 60 points, etc.

In case any compartment contains more than the others, these discs will count for the value indicated on the compartment.

Example:

Each compartment contains 5 discs plus an extra disc in compartment with value 4. The score is then  $100 + 4 = 104$  points.

Do you have 148 points after 1 turn you get 2 extra discs.  
Do you have 148 points after 2 turn you get 1 extra disc.

The maximum possible score is therefore 156 points.

##### 4. Game sequence

A shovel turn is composed of 3 sub turns to be played in the following sequence:

- The player counts the 30 discs
- After permission from the jury the player shoves these 30 discs and clearly signifies when no more discs are left.
- The jury decides which discs stay in compartments and returns the remaining discs, including the discs according to the exceptions stated in article 2 d.
- The jury piles the discs and then allows the player to shove the remaining discs. Piling is in conformity with the game regulations. The player checks the returned discs and then starts the second sub turn.
- After the second sub turn the procedure as described in c and d is followed.
- The player shoves the remaining discs for the last time (the third sub turn).
- The jury again decides which discs stays in the compartments and counts the score. The jury clearly informs the player of the score and after agreement of the player the score is noted on the match card which thereafter, if required, is shown to the player.

##### 5. Conditions

- Upon choice, a player is allowed to play from a standing or a seated position, but always remains behind the board during and after the game.
- Upon request a player is allowed to play 5 discs as a trial attempt.
- After the start of a turn, eventually after playing the 5 trial discs, it is not allowed to move the board anymore. The board is to be replaced in its original position by every player. A player is not allowed to change the equipment by the use of gliding materials or by meantime polishing.
- If a disc breaks during the game, the whole turn must be played again.
- If a game is played with more than 30 discs, the turn is cancelled and must be played again.
- If a game is played with less than 30 discs, no correction is possible.
- During the game the jury is not allowed to talk and/or to act which may influence the player. Only upon request of the player the jury is allowed to indicate how many discs are in the compartments.
- It is not allowed to put discs on the start bar.

##### 6. Rules at league matches

- The jury is not allowed to have his own match card on the table.
- If 148 points have been scored in one or two sub turns, i.e. discs are returned with more scores of 156.
- If the jury notes wrong, the correct number must be filed in and initialed by the ring organizer. This must also be done behind the board number.
- In case of deletions, whatsoever, the lowest legible number counts.
- The jury passes the match card to the jury at the next board.
- After the score of the 10th turn the jury gives the copy of the match card to the player and the original to the ring organizer. In no case the complete match card may be given to the player.
- If it can be proved on the spot that a player has changed a score to his advantage, the match organizer will immediately take punitive measures. These can be deduction of one turn or even deduction of the score of the total 10 turns.
- The player and the jury are not allowed to smoke, eat or drink during the game.