



MERSEYSIDE
COUNTY



TUG-O-WAR TOURNAMENT

Saturday & Sunday 21st / 22nd June 2014
Wingding, Tawd Vale Camp Site

To all Cub Packs who are brave enough to take up the challenge

Due to the high number of Cub Packs expected to want to take part we will unfortunately probably have to limit entries to 1 Team per Pack, however see (4) below. Teams are required to meet at the place of combat in accordance with a timetable yet to be decided. Depending on numbers we are planning between 6 and 8 leagues of 5 on the Saturday and on Sunday morning, with the Finals midday on the Sunday. We need to ensure that things run smoothly, as there are a lot of 'Pulls' to get thru. I have therefore listed below a few simple guidelines which if we all follow should make the event pass off efficiently, without injury, and with lots of fun.

- 1) Each team to consist of 6 'pullers', ideally of which no more than 3 cubs over 9 ½. Whilst the squad can consist of more than 6 members there should be no Team changes during each match (injury replacements excepted).
- 2) Each Team needs to provide a Team name which will be used to call them to their matches. Please let me know as soon as possible of your Team name, you can either ring me on 07920 496 929 or see me on the day; I'll be the one wearing the Jesters Hat.
- 3) Each Pack is to be accompanied by at least 2 Leaders / Adults, one to act as coach and one to look after the remainder of your Squad between matches.
- 4) Teams will 'pull-off' in leagues, rather like the football tournaments. Each team will pull against all the other teams in their league. Each 'leg' will be the best of 3 pulls, with one point per pull win. **Each Team should get at least 4 matches, so there is plenty of opportunity to switch your youngsters about between matches.**
- 5) The top 2 teams in each league, i.e. those with the most points, will go thru to the Finals.
- 6) There will be a certificate for each pack taking part, together with trophies for the winning Teams to keep.
- 7) Please ensure that your teams are ready to go when they are called, we probably can't afford any waiting time whilst 'Anchorman Chris' or who ever returns from the toilet.
- 8) A few other minor but important rules;-
 - The matches will be controlled by the Rope Judge, whose word is final.
 - No locks or loops are to be made in the rope; the Anchor person may run the rope under one arm, diagonally across their back and then up and return over the opposite shoulder with the remainder of the rope slack.
 - The only persons allowed in the arena during the match are the two teams, one coach per team and the Rope Judge. Please help us keep all other persons away from the pullers for their own, and the pullers, safety.
 - There must be no locking of the rope in the teams hands, ie the rope must only be gripped.
 - In the interests of safety, gloves are allowed, however no studded footwear is to be worn.
 - If a player falls over they must stand up as soon as possible.
 - In the event that the Judge blows his whistle both Teams must stop pulling at once, and drop the rope to the ground.

Now that the challenge has been taken up by the Packs of the County, we look forward to an enthusiastic response from all - the more the merrier. Remember, the honour of your Pack is at stake, let your Cubs prove their might and determination in the friendliest of sports, and experience an event that they will never forget.