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2019 RULE BOOK

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INTRODUCTION

The **Northern Virginia Senior Olympics (NVSO)** are open to residents of Northern Virginia 50 years of age or older. The NVSO program promotes health, fitness and psychological wellbeing for senior adults by providing opportunities for participation, competition, self-improvement and fellowship through various athletic and recreational events.

The emphasis is not so much on competition as it is on fellowship and socialization.

To be eligible to enter any event, a participant must be a resident of Arlington County, Fairfax County, Fauquier County, Loudoun County, Prince William County or the Cities of Alexandria, Fairfax and Falls Church. Participants must be 50 years of age or older, complete a registration form and a standard release form, and submit the necessary registration fees. Individuals and teams will participate in predetermined age categories, except where circumstances dictate change.

The **Northern Virginia Senior Olympics** are held in the fall (usually in the middle of September) of each year and attract over 900 individuals annually. The Senior Olympics are a reflection of its Motto:

LIVING HEALTHY LONGER

GENERAL RULES

Eligibility, Registration, and Team Competitions

- 1) Participants must be 50 years of age or older and be a resident of a Northern Virginia Region sponsoring jurisdiction. The age of a competitor on December 31 in the year the competition is held determines the age group.
- 2) In order to compete in an event, each participant must register and sign the Waiver and Release of Liability Form prior to the start of the event. ***There will be no onsite registration for any event.*** Details about registration, including on-line registration, can be obtained at www.nvso.us.
- 3) In team competitions the youngest team member determines the age group.
- 4) A registrant may only participate with one team or pair in each event, and only in the proper age group.
- 5) Each team captain/manager must submit a signed registration form for each team member and send all forms and payments in one envelope by the final registration deadline. A team or pair will compete in the age group of its youngest player.
- 6) Participants in all events must report to the registration area 15 minutes prior to the scheduled time of the event or risk disqualification.

Competition Level

- 1) The following events will be held in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+) for Men and Women:
 - Bowling -Ten Pin, Bowling-Wii, Cycling, Diving, Football Throw, Frisbee Throw, Golf, Miniature Golf, Orienteering, Rowing, Softball Hit, Softball Throw, Swimming, Track & Field.
- 2) The following events will be held in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+) for Men and Women:
 - Badminton, Basketball Free Throw (5-year age groups may apply with the Basketball Free Throw depending on the number of participants), Basketball Field Goal Shooting, Bocce, Horseshoes, Jigsaw Puzzle, Pickleball, Pool – Nine Ball, Pool - Eight Ball, Table Tennis, Tennis, Sudoku.
- 3) The following events will be held in 20-year age groupings 20-year (50-69, 70-89, 90+) for Men and Women:
 - Yo-Yo:
- 4) The following events do not have age groups or gender categories, except Rummikub may have varying age groups depending on the number of participants:
 - Beach Ball Wallyball, Bridge-Duplicate, Bunco, Canasta, Cribbage, Croquet-Nine Wicket, Dominoes-Mexican Train, Line Dancing, Mah Jongg, Rummikub, Scrabble, Cornhole Game.

Administrative Rules

- 1) Northern Virginia Senior Olympic Officials reserve the right to:
 - Resolve rule disputes, postpone, and/or cancel any event at their scheduled time due to time and cost effectiveness, safety, or other extenuating circumstances.
 - Cancel an event, change age divisions and/or combine genders due to insufficient registration.
 - Cancel or reschedule any or all events due to heavy rain, bad air quality or extreme heat.
- 2) Any breach of ethics or improprieties must be brought to the attention of the Director of the specific event. The Event Director shall interpret the rules and decide all disputes and may consult with Northern Virginia Senior Olympic Committeemembers for clarification of the rules.
- 3) The Event Director has the authority to establish certain criteria before his/herevent begins to ensure the best interest of the players and the competition.

Awards System

- 1) Medals will be awarded to the first, second and third place winners in each event, and in each age group immediately after the conclusion of each event.

- 2) If there are ties in any event, the rules governing ties shown in the respective disciplines determine the medal distribution.

BADMINTON

Competition will be in Men's singles, Women's singles, Men's doubles, Women's doubles and Mixed doubles in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+) (Double elimination [4 participants or more] and/or round robin).

General Rules

- 1) The Event Host will provide natural-feathered shuttlecocks. Players provide their own badminton racquets.
- 2) This event will be governed by the rules of USA Badminton Federation www.usabadminton.org, except as modified herein.
- 3) Format, age bracket distribution and schedules will be posted at www.nvso.us 48 hours before the tournament.
- 4) Double elimination matches are best 2 out of 3, 21 point games with deuce rule applied at 20-20 up to 29. The player who scores point 29 wins the game.
- 5) Round-robin matches are best 2 out of 3, 21 point games WITHOUT deuce. Winner is determined by most matches won. In case of a tie, most games wins, and if there is still a tie, most points wins.
- 6) A double elimination is broken into two brackets, Winners and Losers. After the first round the winner stays in the bracket and losers go to the Losers Bracket. While both brackets continue the single-elimination process, the losers in the Winners Bracket only go to the Losers bracket, while the losers of the Losers Bracket are eliminated.
- 7) This tournament adopts the "third-place challenge" variation of the double elimination format. The winner of the Losers Bracket gets a bronze medal. However, this player may challenge the loser of the finals in the Winners Bracket for a silver medal finish if, and only if, the two players have not played against each other previously in the tournament.
- 8) The youngest team member determines the age group.
- 9) A registrant may only participate with one team or pair in each event, and only in the proper age group.

BASKETBALL - FREE THROW

Competition will be separate for Men and Women with 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). 5-year age groups may apply depending on the number of participants. NVSO will provide the basketballs.

A) General Rules

- 1) Each participant shoots 4 rounds of 5 free throws each, equaling a total of 20 free throw attempts.

- 2) Men will shoot from the free throw line, and women will shoot from two feet forward of the free throw line.
- 3) Crossing these lines while shooting will be recorded as a forfeited attempt and not be counted.
- 4) In the event of a tie, each participant will attempt 3 additional free throws. If the tie remains, both participants receive medals. If the tie is for gold, the third place will receive the bronze medal, etc.

BASKETBALL - FIELD GOAL SHOOTING

Competition will be separate for Men and Women with 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). NVSO will provide the basketballs.

A) General Rules

- 1) Practice shots will not be permitted once competition begins.
- 2) Four shots are taken from each of five locations on the court, totaling 20 shots.
- 3) If any part of the foot is over the line, the shot counts as a missed shot.
- 4) Each successful shot counts for one point. Most successful shots will determine the winner.
- 5) In case of ties, the ties will be broken by each player attempting a free throw. If a tie remains after each has taken three free throws, both participants receive medals. If a tie is for gold, third place will receive the bronze medal.

B) Layout and Playing Sequence

- 1) There will be five 2-foot lengths of masking tape at five locations:
 - a) Two in each corner left and right, 12 feet from the basket for men and 10 feet from the basket for women;
 - b) Two on the wings at 45 degrees, 15 feet from the basket for men and 13 feet from the basket for women;
 - c) One at the top of the key for men and 2 feet closer to the basket for women.
- 2) Player starts in a corner of his/her choice and proceeds either clockwise or counter clockwise, taking four shots from each location.

BEACH BALL WALLYBALL

Competition will be in teams of 5 players with no age groups or gender divisions. Players may register either as a team or individually. The event will be governed by the Rules shown in the following. 24" diameter Beach Balls will be used. NVSO will provide the beach balls.

A) Game Description

Similar to Volleyball, Beach Ball Wallyball is played in an enclosed Racquetball Court with a Volleyball net attached to the two sidewalls. The ball can ricochet off the walls and the ceiling, but not off the floor.

B) General Playing Rules

1. Objective of the Game

Each team works cooperatively to prevent the ball from landing on the floor in the team's territory, and tries to land the ball on the floor of the other team's side or create a situation where the opposing team is unable to return a ball.

2. Establishing Teams and Tournament Set Up

Players register either as a team or independently. The Event Director will organize independent players into teams. Each team will have a designated Team Captain.

There will be a Round Robin phase followed by a Single Elimination phase to determine first, second and third place.

3. Court Monitor

Each court will have a monitor to time the play at 50 minutes and to keep track of time outs.

4. Team Captain

The Team Captain is responsible for:

- a) Explaining the rules to the players,
- b) Calling fouls on their team, and
- c) Reporting the final score to the Event Director.

5. Serving Team / Receiving Team

The Serving Team starts the play by placing the ball cleanly over the net to the Receiving Team. (See F) 4. for details) The Receiving Team must then return the ball over the net to the Serving Team.

6. Unlimited Hits

A team is allowed to hit the ball as many times as necessary to return the ball over the net. However, any one player cannot hit the ball two times in a row.

7. Legal Hits

A legal hit is any contact with the ball by a player's body above the knees, not allowing the ball to visibly come to a rest.

8. Play till Ball is Dead

Teams return the ball to each other until a foul is made and the ball becomes "dead" as discussed under C) Dead Balls.

9. Points

A point is scored when the Receiving Team fails to return a ball legally over the net.

10. Losing Service

The Serving Team loses the serve when they fail to return the ball legally over the net.

Then the Receiving Team becomes the Serving Team.

C) Dead Balls

Dead balls are called upon any of the following occurrences:

- a. **Ball Hits the Floor:** The ball touches the floor.
- b. **Multiple Touches:** The same person touches the ball more than once, or is touched by the ball more than once (whether on purpose or inadvertently) before another teammate touches the ball.
- c. **Inadvertent Second Touches:** A player hits the ball and the ball subsequently brushes any part of the player's body. This includes the ball rolling up the arm or body of the player.
- d. **Second Touch after a Bounce:** A player hits the ball into the wall, ceiling or net and then hits the ball again before a teammate touches the ball.
- e. **Carried Ball.** The ball visibly comes to a rest in a player's hands.
- f. **Wedged Ball:** The ball stops for a split second wedged between a player and the wall or back against the net, or getting caught in or through the side ends of the net, or between two players.
- g. **Spiked Ball:** A player spikes the ball (hits with an angular downward force from the front row.)
- h. **Hand Breaks the Plane of the Net:** A player's hand extends over the net when returning the ball, to the point where the hand breaks the plane above the net.
- i. **Below the Knees.** A ball hits a player below the knees.
- j. **Illegal Stopped Play:** A player illegally stops play by catching the ball to debate a foul or dead ball.
- k. **Ball Touches Net on Serve:** The ball touches the net or a teammate on a serve. If the ball touches the net during play, it is considered live.
- l. **Ball Under the Net:** The ball passes completely under the net or through the side of the net.

D) Live Balls

A ball is considered "live" and play continues through legal serves and volleys, including any of the following:

- a. **Ball Bounces Off Equipment:** If a ball skims or bounces off a net, wall, ceiling, or scoreboard, but not off the floor, the ball remains in play.
- b. **Ball Bounces Off Teammate:** If the ball inadvertently bounces off a teammate, this counts as a touch on the ball and the same player may not hit the ball again until after a teammate touches the ball.
- c. **Simultaneous Hits by 2 Players:** If two players hit the ball simultaneously, the ball remains a "live" ball and either player is allowed to hit the ball again.

E) Honor System

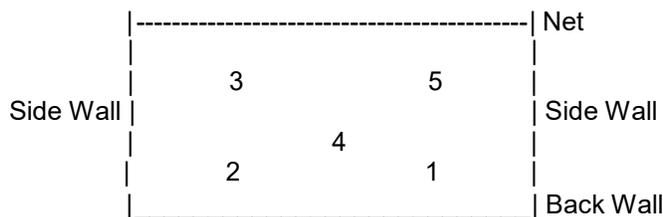
1. **Self-reporting:** Since there is no referee, each team must commit to the Honor System. Fouls are self-reported by the team committing a foul.
2. **Full Team's Responsibility to Self-Report:** Sometime play advances so quickly that a player is unaware of having committed a foul. Therefore, all teammates must self-report if one of their own teammates commits a foul (whether on purpose or inadvertently.)
3. **Continuing Play:** Play continues until the team committing the foul self-reports. When a team reports having committed a foul, they catch the ball, stopping the play which results in a dead ball. If no one on a team observes a foul, and the team fails to self-report, the play continues.

F) Serving & and Scoring Rules

1. **Coin Flip:** A coin is flipped to determine who serves first. The team that does not serve first plays on the near (door) side.
2. **Location of Service:** The ball is always served from the back-right corner of the court, within 3 feet of the back wall.
3. **Serve Underhand or Overhand:** The server may hit the ball underhand or throw the ball up in the air and hit it with their hand clearing the net for a legal serve.
4. **Two Attempts:** If the ball touches the net on a serve, it is a dead ball. A server is allowed two attempts to get the ball cleanly over the net.
5. **Point Earned on Service:** Points can only be earned when serving the ball.
6. **Winning the Point or Serve:** Upon a dead ball, either the Serving Team scores a point or the Receiving Team wins the serve.
7. **Possession of Serve:** The serving team maintains possession of the serve until the server's team causes a dead ball.
8. **Maintaining Points on Scoreboard:** Points are accumulated by the scoring team using the scoreboard.
9. **Maintaining Service on Scoreboard:** A ribbon or scarf on the scoreboard is used to indicate the serving team.
10. **Responsibility to Maintain Scoreboard:** Each team is responsible for positioning the scarf on their team's side and adding their own points correctly on the scoreboard.
11. **Clarifying Serving Team:** If there is confusion about whose serve it is, the current position of the ribbon or scarf on the scoreboard is used to determine the serving team.
12. **Game Win:** The winning team is the first one to score 15 points or the team that has the highest score at the end of the 50-minute playing period. If the score is tied, teams will play on till the next team scores.
13. **Win by 2 Points:** Each game must be won by at least two points.

G) Player Rotation

1. **Player Positions:** The Team Captain will determine strategic positions for the players on the team.
2. **Rotation:** After the players in the first position (#1 in the diagram below) serve, players rotate position clock wise on the court with each new serve; the serve rotates to each player.
3. **Order of Rotation:** Rotation will proceed from the Serving Position (#1 in the diagram below) in order through each of the 5 positions. Players must remain in the same rotation throughout the game.



H) Safety Rules

1. **Hats:** Hats may not be worn during the game.
2. **Laces:** If loose shoelaces are detected, the game will be stopped to tie shoelaces. The clock will not be stopped.
3. **Injuries:** A team captain can call a time out if there is an injury. The clock will stop during a called injury time out. No point is scored after the time out is called. If the ball is in play when an injury time out is called, the game will restart with the same

team serving the ball.

4. **Dehydration:** During a game, either team captain can call a water break that will last a maximum of 5 minutes. This is limited to one per game. The clock will stop during the water break.

BOCCE

Competition will be held with 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+) and male and female divisions (low registration may require playing with no age groups or gender divisions). The Event Host will provide the bocce balls.

- 1) This is a single elimination tournament.
- 2) Singles (one on one) competition will be held (unless the event director determines that pairs will be formed due to number registered and time constraints).
- 3) All matches are single games to 7 points.
- 4) United States Bocce Federation rules will be followed: www.usbf.us.

A) General Rules

- 1) Winner of the coin toss chooses 4 balls of same color and throws the pallino ("jack") past the center line but not touching the back wall at the opposite end.
- 2) Singles are played with each person throwing 4 balls. Players alternate the use of each end of the court.
- 3) Players may step on, but not have their foot completely over the foul line before releasing the pallino or the bocce ball.
- 4) The bocce ball is rolled or tossed to try to get as close to the pallino as possible without hitting the backboard (dead ball removed).
- 5) Once the point is established, the opposing player must shoot until they make a new (closer) point.
- 6) Players may use side boards at any time.
- 7) A player may hit the pallino or another player's ball when throwing his/her ball.
- 8) Once all the balls have been thrown, a point is awarded to the person with the ball closest to the pallino. (No points are awarded in the event of a tie.)
- 9) When the ball is touching the pallino and a dollar bill cannot come between them = 2 points.

BOWLING – TEN PIN

Men and Women will compete in separate divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). The Event Host will provide the bowling balls.

A) General Rules

- 1) Each contestant will bowl three games. Winners will be determined by total pin fall in the three games plus handicap.
- 2) The handicap for each game will be 90 percent of the difference between bowler's average and 200. In case of a tie for any medal spot, there will be a two-frame roll-off (9th and 10th).
- 3) A bowler who arrives late to the event will be assigned 0 pins for every frame missed to that point.

B) Bowler's Average To Determine Handicap Will Be Assigned As Follows:

- 1) Highest Washington, DC Area Association book average for the prior season.
- 2) If no book average exists, a verifiable average for the prior season in any unsanctioned league with a minimum of 21 games bowled may be used.
- 3) If there is no book or verifiable league average, then use Bowl America's prior season (minimum of 9 games) Senior's monthly tournament average.
- 4) If there is no average from the book, any league, or Bowl America, then an average of 150 will be assigned for men and 135 for women.

BOWLING - Wii

Men and Women compete in separate divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). The Event Host provides the equipment.

General Rules

- 1) Nintendo's video interactive game is used with video monitors and individual Wii remotes.
- 2) Played and scored like a regular 10 pin bowling game (without a ball).
- 3) Each person stands in assigned rectangular area in front of wall-mounted monitor and "bowl" with the motion monitor.
- 4) Three games will be bowled by each contestant. Total pinfall determines winners.

BRIDGE - DUPLICATE

Competition will be in no age groups or gender divisions. The latest version of the Laws of Duplicate Contract Bridge by the American Contract Bridge League www.acbl.org will apply. NVSO will supply the playing cards and scoring cards.

A) General Rules

- 1) Late arrivals will not be seated once the game is underway.
- 2) Any partnership using a system other than the Standard American System (i.e. Precision, Schenken, ACOL), must advise opponents at the beginning of each

round. Players must alert opponents during the auction as to the meaning of every specialized bid.

- 3) Regardless of the system used, all 'personal' partnership understandings must be made known to opponents during the auction. All conventions other than Blackwood, Stay-man, Gerber and the Unusual No-Trump must be alerted. Failure to alert, when required, could result in an adjusted score in favor of the non-offending side.
- 4) Every player must have a convention card completed and made available for all opponents to see.
- 5) During each round a maximum of seven minutes per board will be allowed. Habitual slow play by the same individuals could result in a penalty, at the discretion of the Event Director.
- 6) Whenever there is an irregularity, the Event Director must be called. No player is allowed to make a ruling whenever an irregularity occurs.
- 7) Whether the movement is Mitchell or Howell, the minimum and maximum number of boards played will be 24 and 28, respectively:
 - Four cards same suit 4
 - Five cards same suit 5
- 8) When a hand is passed out during the first round, it cannot be re-dealt. After the first round, no hand can ever be re-dealt. It is the responsibility of the North player to keep score and to assure that the correct boards and opponents are at his/her table. The North player must show the recorded score on the traveling score sheet to one of the opponents who shall total the score sheet in the extreme left column.

B) Awards

- 1) Medals will be awarded to the first, second and third place winning partnerships, N-S & E-W.
- 2) All participants must be experienced and know the mechanics of Duplicate Bridge. The Director will provide no assistance or guidance.
- 3) Anyone who does not have a partner is welcome to participate if the Event Director is able to pair him/her with another person who is alone, registered and present.

BUNCO

Bunco is played among partners with 4 people per table. There are no age groups or gender divisions. The Event Host will supply the equipment.

A) General Rules

- 1) Table 1 is the controlling table. A bell is rung to begin play. Rolling for 1's starts the game. Roll the dice, if a 1 appears, roll again and continue until no more 1's appear. Mark down the number of 1's you rolled on the score pad, and pass the dice to the person on your left.

B) Continued Play

- 1) Continue to roll and pass the dice until one partnership at Table 1 reaches 21, and then ring the bell for all play to stop. The winning partners will remain at Table 1

and remain partners while the other partners will move on to Table 2 and change partners.

- 2) If there are 3 tables, losers from Table 1 will move to Table 3 and change partners. Winners from Table 3 will move to Table 2 and change partners. Winners from Table 2 will move to Table 1 and remain partners.
- 3) The bell is rung to begin play again and everyone is rolling for 2's. Then 3's, then 4's, and so on.

C) Scoring

- 1) A BUNCO (valued at 6 points) is three of a kind of the number being rolled, for example, three 4's when everyone is rolling for 4's.
- 2) A partnership gets credit for the 6 points, but only the roller is credited with the BUNCO.
- 3) When rolling for a certain number and three of a different number are rolled, that is an "over" and the player rolls again.

D) Scoring Sheet

- 1) Listed are the names of the players, number of games won and number of BUNCO's won. At the end of every game, the master score keeper marks the games and BUNCO's won at each table. The bell will not be rung to begin play again until all of the scores have been recorded. If a tie results, the dice is rolled, the spots are added, and the highest number rolled wins.

CANASTA

Competition will be in teams of two players with no age groups or gender divisions. The latest version of the American Canasta Society LLC americancanastasociety.org Rules apply with exceptions. NVSO will supply the playing cards (only 2 jokers per deck), the shuffling equipment, and the score sheets. This is a single elimination tournament.

A) Game Strategy

The two partners work to put points on the table through melds until one team goes 'out' or the 'stock' of cards has run out. Hands are continually played until one team reaches 8,500 points, which wins the game.

B) Game Rules

- 1) There will be 3 games of 50 minutes each.
- 2) Each game consists of 3 hands starting with a meld of 125, followed by a meld of 155, and ending with the last hand of 180.
- 3) There will be a 10 minute warning to alert players of the end of the game.
- 4) Positions of the teams (North-South or East-West) will be determined by a high card draw between the teams. The team with the high card chooses the position they want to play.
- 5) There will be multiple tables. The East-West team will move to the next higher numbered table. The team with the highest numbered table moves to Table 1.
- 6) Once seated at a new table the team may shuffle, deal and sort but not start until given the go ahead.
- 7) Score sheets will be handed to the Event Director at the end of each game.

C) Point Values and Starting Play

- 1) Cards have the following point values in scoring:
 - 4,5,6,7 = 5points each
 - 8,9,10,J,Q,K = 10 points each
 - Aces = 20 points each
 - Deuces(2's) = 20 points. Each-*WILD CARD, also known as small or little jokers*
 - Jokers = 50 points. Each-*WILD CARD, also known as Big Jokers.*

- 2) 3's have variable values depending on how many the team has placed on the table. They are separated by color. If 4 red threes are played, and the team has completed 2 Canastas, the 4 threes will have a value of 1,000 points. 3-threes = 500 points / 2-threes = 300 points / 1-three = 100 points.

If a team places 3 black threes on the table and 2 red threes and they have completed 2 Canastas they receive 500 points for the three black 3's and 300 points for the two red threes. Should a team placing threes on the table only complete one Canasta they get no credit for the points generated by 3's.

If a team does not complete any Canastas, then the points generated by the threes are deducted from the team's score. If a 3 is be picked as the last card in the tray, the 3 is played and no further discard is permissible.

- 3) Partners must sit opposite each other.

- 4) Each player picks a card and the player with the highest card becomes the dealer.

- 5) Once teams have been seated the shuffled cards are cut by the player to the right of the dealer. The player who cuts takes 8 cards from the bottom of the deck and turns the 9th card thus causing it to stick out from the pile. This is called the "turn" card and indicates to all players that the bottom of the deck is only 8 cards away.

- 6) The balance of the cards are now placed in the tray on top of the turn card. With this method, if a team goes down late in the hand and the turn card is approached, cards for the talon may only be picked up to and including the turn card. Once the turn card is passed, no cards may be taken for a talon.

- 7) Simultaneously, the dealer who has the rest of the deck is making 4 piles of 13 cards, creating the piles from left to right. These cards are then distributed to the players beginning with the player on the dealers left. The balance of the cards are placed on top of the cards in the tray and play is ready to begin. The player to the left of the dealer goes first. The first thing a player does is immediately place any threes received in the deal on the table in front of themselves. The player then picks one card for each three placed on the table, plus one card more, which is the players draw card. For example, if 2 threes are placed on the table the player draws 3 cards - 2, to replace the 3's and, one card for the actual draw. A card is then discarded into the discard section of the tray, leaving the player with 13 cards and that player's turn ends.

D) Melding

- 1) To accumulate points each team needs to get "on the board" by melding groups of cards. At the beginning of the game each team must meld a minimum of 125 points. As the game progresses the meld requirement increases based on each team's score. When a team reaches 3,000 points the meld requirement is 155 points. Over 5,000 points the requirement is 180 points. Each team's meld requirement can be different based on their score. Each grouping in a meld must contain at least 3 cards, 2 of which are natural, meaning not wilds. At least one of the groupings must contain at least 3 natural cards (no wilds). The following is an example of a proper 125 point meld:

- 10, 10, 10 = 30 pts / Q,Q, Big Joker = 70 pts / 9,9,9 = 30 pts

- 2) This same meld could also have had the two nines and a wild to equal 140 points if that was necessary to accomplish the meld. Again, one of the 3 groupings must be pure - without wilds - for the meld to be valid. Valid groupings are as above and the game does not utilize straights (6,7,8 etc.) other than in a "special" hand, which will be described under F) Special Hands. Once a team melds, their partner can no longer get a special hand.
- 3) The above meld has a point total as follows: 10's = 30 points, Q,Q Joker = 70 points (50 points for the joker and 10 points each for the queens, and 30 points for the 3 nines). This meld equals 130 points which is 5 points more than necessary for the initial meld. All 3's played by either partner are combined in front of the melding player. The player then discards a card and as the first person to meld, takes what is called a talon, consisting of 4 cards from the deck. The second team to meld takes 3 cards as their talon. When you meld you must have a card to throw. If after you discard you do not have a card left in your hand, as long as the deck is at or before the turn card, you can meld, but only take up to and including the turn card. However, if the turn card is gone, and you have a card to throw but none to hold, you cannot meld. There is an exception to needing 125, 155 or 180 points to meld, namely a full natural canasta. Should you have 7-sixes in your hand (for example) which would only total 35 points you can get on the board with this regardless, as it is a full natural canasta. Players continue taking turns clockwise until one team goes out, or, the stock of cards is depleted, or, a *special* hand is played thus stopping play. Cards left in players hands at the end of the round are counted and deducted from the points earned in the hand. Special hands will be addressed under F) Special Hands.

E) Canastas

- 1) To accumulate as many points as possible a team wants to create as many canastas as possible. A canasta contains 7 of a particular card and may include up to 2 wild cards. A canasta containing no wild cards - say, 7 natural 8's, is considered *pure* and has a value of 500 points. A canasta containing one or two wilds has a value of 300 points. As play progresses each of the 2 partners will try to build on their team's initial meld placed on the table to create canastas. The goal is to create at least 2 canastas. Once a team completes 2 canastas all 3's placed on their side of the table will count toward their score and that team is eligible to "go out" by one of the partners playing all remaining cards held in the hand and discarding the last card held. Using the earlier example:

- 10, 10, 10 / Q, Q, Joker / 9, 9, 9

- 2) This is the initial meld shown earlier. Each of the partners will now try to build on these groupings in an effort to get 7 of each. Therefore, if one of the partners has 3 queens and a deuce in their hand, they can play them to complete the Queens

canasta. This canasta is then put to the side, next to the 3's played on the table with a black queen on top face up, signifying it is not a natural or pure canasta since it contains wilds. If the team completes the nines (9) canasta, without any wilds, a red nine is placed on top to close that canasta and it has a value of 500 points.

- 3) At the same time each of the partners may add to new groupings from their hand. Should one of the partners have 4 - 6's in their hand, they may be played next to the other groupings thus providing another potential canasta opportunity.
- 4) Although pure canastas are worth more points, finishing canastas, even with wilds, is more important in trying to win the game and making sure your threes count toward your score.

F) Special Hands

- 1) There are number of what are called special hands that end the play of the round immediately. The hands and their associated point levels are as follows:
 - Pairs: A pairs hand is exactly that - 7 distinct pairs, which do not require a discard, thus totaling 14 cards. This hand is shown immediately and ends the round, thus subjecting the opposing team to significant minus points. If a pairs hand contains wilds (little jokers or big jokers) they must be the same - thus 2-2 or J-J and the hand must contain A's and 7's. = 2,000 points. A pairs hand made without any wilds is worth 2,500 points
 - Garbage: This hand contains 4 of a kind, 4 of a kind, 3 of a kind, 3 of a kind. The hand is shown immediately and play ends. This hand may not have any jokers = 2,000 points.
 - Straight: A, 2, Big Joker, 4, 5, 6, 7, 8, 9, 10, J, Q, K - no 3's = 3,000 points

G) 7's and Aces

- 1) 7's and Aces have special rules and different values attached to them. 7's may only be played as a canasta *without* any wilds. Failure to get the full 7 has a penalty of 2,500 points.
- 2) Aces may be melded with wild cards, only on the initial meld. Should one choose to meld aces subsequent to this they must be pure and also carry 2,500 point penalty for failure to complete the canasta.
- 3) Getting stuck with more than two 7's or two Aces in your hand at the end of the round earns a penalty of 1,500 points. If you get stuck with more than 2 aces and 2 sevens in your hand, it's a penalty of 3,000 points. Two or less of either has no penalty.
- 4) If a player picks up the entire discard pile which may include unwanted additional 7's or Aces, a 7 or an ace may not be discarded into an empty tray. The player must wait one turn for cards to be in the discard side of the tray to discard a 7 or an ace.

H) Wilds Canasta

- 1) A canasta of particular note is a "wilds canasta" As the name suggests it is comprised of 7 wild cards (2's and jokers). It carries a bonus as follows:
 - All 2's = 3,000 points
 - 4 Jokers + 3-2's = 2,500 points

- 1,2 or 3 jokers + balance of 2's = 2,000 points.

- 2) However, starting a wilds canasta and not complete with 7 wild cards results in a penalty of 2,000 points. If a player has 4 big jokers on the table and does not complete the wilds canasta, the penalty is 2,500 points. Since there are 12 wilds, (8 deuces and 4 jokers) the risk is lower than trying to make aces or 7's of which there are only 8 of each.

I) Failure to Play "3's"

- 1) Should a player fail to play a 3 in his/her hand during a turn, the player must put it on the table on his/her next turn, but he/she cannot take a card for it.

J) Taking the "Discard Pack"

- 1) The entire discard pack may be taken and the cards may be used to finish or create additional canastas in the following circumstances:
- 2) In the second scenario, neither team has melded to open. A player discards a card that his opponent, who is next to play, has 2 of. This opponent also has enough points in meld in the hand to open WITHOUT using the discard card and the two he or she has in the hand. In this case the player does NOT draw from the draw pile. Instead the player lays down the meld equaling or exceeding the point threshold necessary. Then the player picks up the pack, immediately placing the 2 same cards, with the top card from the discard pile on the table as a new meld, or adding to an existing meld. The player may then integrate the balance of the pack into the hand. If the player picks up the pack at the point of melding, he/she DOES NOT get a Talon.

K) Counting Points

- 1) A round ends when a team 'goes out' or the draw cards are all taken. Going out means that the player is able to place remaining cards in the hand on the table, adding to existing melds, or creating a new one and has one card left to discard. The 'going out' card may be any card and can be discarded face down. Prior to going out it is permitted for the player planning on going out, to ask his or her partner if it is ok to do so. This can only be asked once. Should the partner have "toxic" cards in the hand – i.e. more than 2 sevens or aces, then the partner will say NO - thus giving an opportunity to discard unwanted cards. Going out is worth an additional 100 points. Even if the partner goes out the player still must deduct the points left in his/her hand.
- 2) The scorekeeper is the person in the North position. At the end of the round each team will tally its points with the scorekeeper making note and tracking each team's points on the score sheet. If a team has 3's on the table, but no canastas, everything is a minus. Otherwise each player counts the points left in their hand and deducts the points from what is on the table.
- 3) The remaining cards are then counted as follows:
Base Points are counted first. They are comprised of the threes and canastas. If NO canasta was made by a particular team, the value of the threes is deducted from the point total. If one canasta was made by the team, then the threes don't count for or against. If 2 canastas are made, the threes total value are counted toward the total points of the round. Threes are counted as follows:
Separate the black threes from the red threes and count them:

- 1 of a particular color = 100 points
- 2 of a particular color = 300 points
- 3 of a particular color = 500 points
- 4 of a particular color = 1000 points

4) 3 red threes and 2 black threes = 800 base points for threes. After the threes are counted the canastas are added up. Pure canastas (no wild cards) are worth 500 points each (except for 7s, pure aces and jokers which have a separate point value.) Canastas with wilds = 300 points each. 2 pure canastas and 1 impure = 1,300 points. In this example it is assumed that this team also "went out". Therefore, our total *base points* including 100 for going out would total 2,200 points as follows:

- 3's = 800 points / Canastas = 1,300 points / Going out = 100 points

5) The "count" is done by removing the threes, as they have already been counted and totaling all the points left on the board. Using the values given before:

- 4,5,6,7 = 5 points each
- 8,9,10,J,Q,K = 10 points each
- Aces = 20 points each
- 2's = 20 points each - *WILD CARD*
- Jokers = 50 points each - *WILD CARD*

6) The value of all the cards on the table are added up and piles of 100 points for easy tracking are made. Assuming the results is 3 piles of 100 points each and 35 more points, the count would be 335 points. The count is added to the base and they are totaled for the team's score for the round. The score sheet would look like this:

	<u>We</u>	<u>They</u>
Base	2,200	1,800
Count	<u>325</u>	<u>275</u>
Total	2,525	2,075

7) In the example above both teams would still need 125 in meld to go down as they are both below 3,000 total points. Assuming after the next hand "We" had 3,330 points and "They" has 2,900 points then "We" would need 155 points to open and "They" would still need 125 points. If in a subsequent hand a team loses points and the loss of points brings the team below one of the thresholds, then the amount needed is reduced to the appropriate level. As stated earlier 8,500 points is necessary to win the game, which will require several rounds.

K) Scoring Summary

1) Base Points

- Canasta-Pure = 500 points
- Canasta-up to 2 wilds = 300 points
- 3's (assuming 2 canastas are closed):
- One 3 = 100 points
- Two 3's (same color) = 300 points
- Three 3's (same color) = 500 points

- Four 3's (same color) = 1,000 points

If one canasta is closed then 3's played don't count for or against.

If no canasta is closed the above point schedule is deducted from the team score.

- Going out = 100points

2) Count

- 4,5,6,7 = 5points each
- 8,9,10,J,Q,K = 10 points each
- Aces = 20 points each
- Deuces(2's) = 20 points each - *WILD CARD, also known as small jokers*
- Jokers = 50 points each - *WILD CARD, also known as Big Jokers*

3) Special Hands

- Pairs = 2,000 points
- Pairs-no wilds = 2,500 points
- Garbage = 2,000 points
- Straight = 3,000 points

L) Penalty Summary

- More than two 7's or A's in hand at end of round =1,500 points
- Failure to complete A's or 7's Canasta = 2,500 points
- Failure to complete wilds canasta = 2,500 points
- No completed canastas-all points in hand and 3's are deducted

CORNHOLE GAME

Competition is open for Men's and Women's Singles, Men's Doubles, Women's Doubles, and Mixed Doubles Teams with no age groups. This is a double elimination tournament. American Cornhole Organization (ACO) Rules apply except as modified below. The Event Host supplies the Cornhole Boards and the pitching bags per ACO Specifications.

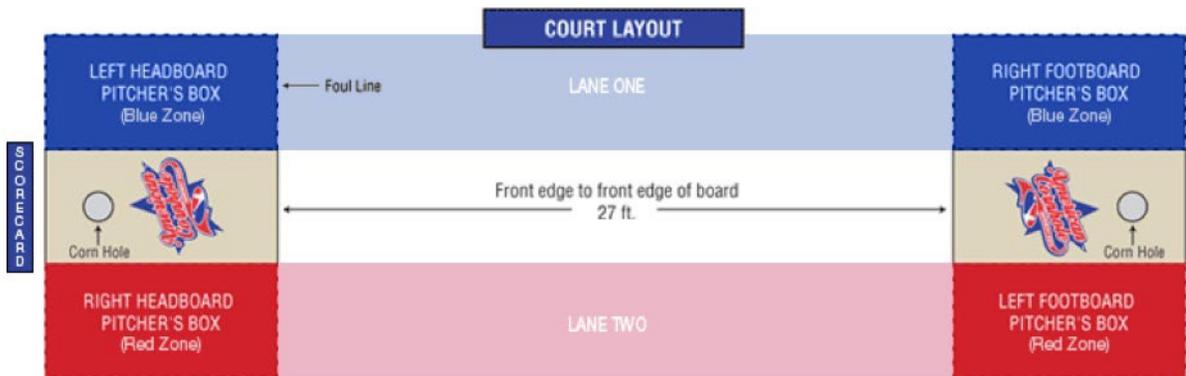
A) General Rules

- 1) Boards are positioned 27 feet from the front edge of the two boards.
The front edge of each cornhole board marks the foul line.
- 2) There will be a 2' x 4' pitcher box on each side of the two Cornhole Boards.
- 3) A random drawing will be held to determine opposing teams before the event is started.
- 4) Each game will be played to 15 points with a 2 point spread. The first team to reach or to exceed 15 points with a 2 point spread at the conclusion of a frame is the

winner. (See Section G) Scoring)

- 5) The opening shot will be determined by a coin toss.
- 6) The team who wins the most matches against all the other teams in the designated age group wins the gold medal, the runner up wins the silver medal and the third place winner is awarded the bronze medal. There will be one loser's frame from the semifinal to determine 3rd place.
- 7) The youngest team member determines the age group.
- 8) A registrant may only participate with one team or pair in each event, and only in the proper age group.

B) Court Layout



C) Playing Rules

- 1) Woody: A woody is a cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. Each woody counts for one point.
- 2) Cornhole: A cornhole is a cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame. Each cornhole counts for 3 points.
- 3) Players alternate pitching bags (one player at a time) until each player has pitched all (4) of his/her bags.
- 4) A player must pitch all (4) bags from their designated cornhole pitchers' box.
- 5) Players must deliver the bag with an under-hand release.
- 6) One foot must be completely within the pitcher's box at the time of releasing the bag and players must not cross the foul line with their feet before the bag has landed.

D) Pitching the Next Frame

- 1) The team who scored in the preceding frame shall pitch first in the next frame.
- 2) If neither team scores, the team who pitched first in the preceding frame shall retain first pitch in the next frame.

E) Raking Cornhole Bags

- 1) If bags become piled inside the cornhole board hole and may interfere or obstruct with

the next pitch or if there is question whether a cornhole bag would have naturally fallen through the hole, a player may request to “rake” the cornhole bags that have fallen inside the hole.

- 2) **Note:** During raking, all efforts should be made to leave bags on the playing surface undisturbed, in their natural state, and to leave bags that may hang on the rim of the hole from falling inside the hole unnaturally. If a bag is resting on a piled bag, and unavoidably falls into the hole as a result of raking, then it shall be counted as a “cornhole.”

F) Playing the Game

Singles Play

- 1) Player A competes against Player B. Both players stay in their designated lane for the whole game.
- 2) Players start the game at the headboard and will alternate pitching bags until each player has pitched all (4) of his/her bags.
- 3) Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other cornhole board.

Doubles Play

- 1) Team A competes against Team B – each team is comprised of two (2) people.
- 2) Each team will stay in their designated lane for the whole game.
- 3) Players at the headboard will alternate pitching bags until each player has pitched all (4) of his/her bags.
- 4) Players at the footboard will take score and resume pitching back to the other cornhole board.

G) Scoring:

- 1) **Cancellation Scoring:** The approved method of scoring for cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.

Example: Red achieves one (1) woody and two (2) cornholes. Blue achieves two (2) woodies and zero (0) cornholes. 7 points – 2 points = Red scores 5 points for that frame.

- 1) **Foul Bags** – Refers to any cornhole bag that has not been determined as a “woody” or “cornhole”, or was designated a foul bag as the result of rules violation.
- 3) **Designated Foul Bags** – Refers to any cornhole bag that has not been determined as a “woody” or “cornhole”, or was designated a foul bag as the result of rules violation. Bags contacting the ground before reaching the playing surface and bags pitched when a player has crossed the foul line are Foul Bags. If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.

CRIBBAGE

No separate age groups or gender divisions. To avoid byes, the Event Director will play if there are an odd number of participants. However, the Event Director will not be eligible for medals. NVSO will supply boards and cards.

A) General 2-Player Rules

- 1) A full deck of 52 cards will be used. King is high, Ace is always low.
- 2) 5 games will be played in a round robin format.
- 3) A game consists of being first to reach '121' pegged points, with two 'game' points awarded for a winning margin of 1-30 pegged points, three 'game' points awarded for a 'Skunk' (winning margin of 31 or more pegged points, no added bonus for a 'Double Skunk'), and zero 'game' points for a loss.
- 4) The loser of each game records as a negative the number of pegged points they were still short of 121, and the winner records the same number as a positive. These tie-breaking points determine who receives the higher medal if two or more players end up with the same number of 'game' points.
- 5) Cut for deal—low card deals first, with deal alternating thereafter. Each player may shuffle the deck, Dealer shuffling last, and the Dealer's opponent 'Pone' having the option of cutting the deck.
- 6) Six Cards are dealt to each player, one at a time, face down. The remaining deck is placed face down off to the side. After examining their 'Hands,' both players discard two cards face down into the 'Crib,' which remains beside the Dealer until after the Play of Hands is completed.
- 7) Pone cuts the remaining deck and Dealer turns up the top card of the lower portion and places it face up on the reunited deck as the Starter. This card is not used during the Play of Hands, but is used as a common card with each player's Hand and Crib during the Final Count afterward. If the Starter is a Jack, the Dealer immediately scores (pegs) 2 points for 'His Nibs.'

B) The Play

- 1) Pone starts by selecting any card from their Hand and placing it face up in front of them while announcing its numerical value. All Face cards are tens, and all Aces are ones. Dealer then plays a card from their Hand face up and announces both its value and the combined total of the cards.
- 2) Play proceeds back and forth in this manner, with the value of each new card added to the running total of all previously played face up cards, but not to exceed '31.' If a player cannot play a card that would keep the total to '31' or under, they must say 'Go' and allow their opponent to continue playing. Players must continue to play all cards they are able to without going over '31.'
- 3) The player who brought the card total closest to '31' scores one point for the 'Go,' or two points if they reached '31' exactly. Both players then turn their played cards face down, and starting with the player that did NOT score the 'Go' or '31,' continues a new round of play until both players have played all four cards in their Hand. The final card

played earns that player one extra point for 'Last Card,' or two extra points if it brings the running total to precisely '31.'

- 4) During the Play of Hands, players score points for various sequential combination involving both players' cards (suits irrelevant, no points awarded for Flushes, Runs may be in any order) as follows:

Points	Action/Combination
2	Jack on Deck Starter—Dealer only
1	'Go' or 'Last Card'
2	Bringing running total to '15' or '31' (can be in addition to other combinations formed)
2	Any Pair of same value
3	Any Run of Three cards (e.g. J-9-10)
4	Any Run of Four cards (e.g. 6-9-7-8)
5	Any Run of Five cards (e.g. 2-6-3-4-5)
6	Any Run of Six cards (e.g. 7-4-2-6-3-5)
7	Any Run of Seven cards (e.g. 2-7-6-3-A-5-4)
6	Any Three-of-a-Kind of same value
12	Any Four-of-a-Kind of same value

C) The Final Count

- 1) Both players, starting with Pone after the Play of Hands is completed, now examine their respective Hands, together with the Starter card, to see how many scoring combinations they can form as follows:

Points	Combination
1	Jack of same suit as Starter
2	Any group of two or more cards adding up to '15' (e.g. Q-5, 7-6-2, or 5-4-3-2-1)
2	Any Pair of same value
3	Any Run of Three cards (e.g. J-10-9)
4	Any Run of Four cards (e.g. 9-8-7-6)
4	Any Four card Flush of same suit (must all be in player's Hand, excludes Starter and Crib)
5	Any Five card Flush of same suit (must match Starter's suit, only Flush allowed in Crib)
5	Any Run of Five cards (e.g. 6-5-4-3-2)
6	Any Three-of-a-Kind of same value
8	Any Double Run of Three cards (e.g. K-Q-J-J)
10	Any Double Run of Four cards (e.g. 4-3-3-2-A)
12	Any Four-of-a-Kind of same value
15	Any Triple Run of Three cards (e.g. J-10-10-10-9)
16	Any Double Double Run of Three cards (e.g. 4-4-3-3-2)
20	Four FIVES, no Face Card or TEN (12 for Four-of-a-Kind, plus 8 for four different 5-5-5 '15' combinations)
28	Four FIVES and a Face Card or TEN (12 for Four-of-a-Kind, plus 8 more for four additional 10-5 '15' combinations)

- 2) The same cards can be part of several different scoring combinations. For example, a Four card Flush of Q-6-5-4 combined with a Starter 5 of a different suit would score 20 points in total (8 for four '15s,' plus 8 for a Double Run of Three, and 4 for a Four card Flush), while a Five card Flush of 9-8-7-6-A would score 15 points (6 for three '15s,' plus 5 for the Flush and 4 for the Four card run).

- 3) Players can only peg the points they claim, and while 'Muggins' (stealing unclaimed or

unpegged points) are not allowed, players are never required to point out any unclaimed or unpegged points. After all points have been pegged, including from the Dealer's Crib, all cards are returned to the deck for reshuffling and a new hand of six cards each is dealt, with the previous Pone the new Dealer.

- 4) Play continues until one player reaches the 121st hole, ending the game immediately. If Pone 'goes out' during their final count, Dealer does NOT peg any points for their Hand or Crib.

CROQUET – NINE WICKET

Competition will be single elimination individual play with no age or gender groups. United States Croquet Association (USCA) Rules croquetamerica.com/croquet/American apply with exceptions. The Event Host will supply the equipment.

A) The Court and Equipment

The standard court is 100' by 50'. Dimensions may be scaled down to fit the available space. There are nine wickets, two stakes, and up to six balls in each round. (Figure 1)

Figure 1: Court Setup

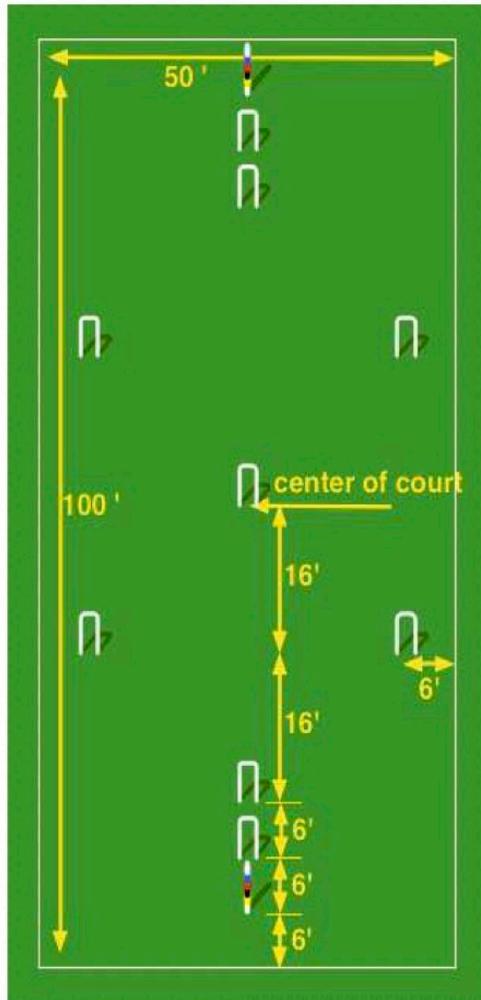
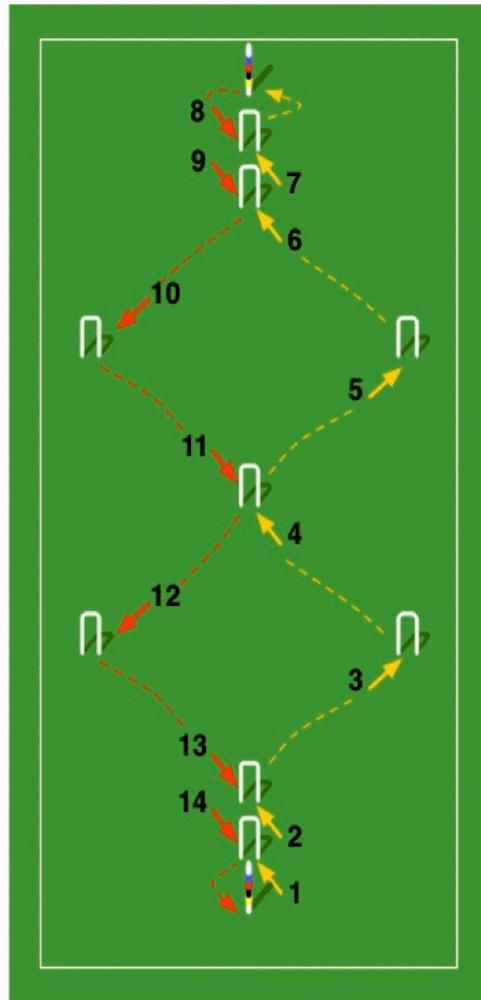


Figure 2: Course of Wickets



B) Game Outline

- 1) There will be up to six players per round. Player match up and the number of participants in early rounds to advance will be by random draw based on the number of participants.
- 2) Each player will be assigned a ball color by a random draw at the start of the game.
- 3) The object is to maneuver the balls through the course of 14 wickets and into the finishing stake, as shown in Figure 2. Play is made by striking a ball with a mallet. The player who is playing a turn is called the striker, and the ball in play for that turn is the striker ball.
- 4) Turns are played in the sequence blue, red, black, yellow, and so on throughout the game. The sequence of colors is painted on the stakes. Each turn is one stroke, but extra strokes are earned when the striker ball hits another ball or scores a wicket point as described under D) Scoring a Wicket.
- 5) The striker ball may cause other balls to move and score points. However, the striker must never strike any ball other than the striker ball. The mallet must contact the ball crisply

- scooping, pushing, and hitting the ball more than once during the stroke are not allowed. Any of these violations results in a loss of turn.

C) Starting a Game

Each ball is played from a point halfway between the finishing stake and wicket #1.

D) Scoring a Wicket

A ball scores a wicket point by passing through a wicket in the correct direction and sequence (Figure 2).

E) Hitting other Balls

If the striker ball hits a live ball it has made a roquet and the striker earns two bonus shots from the roqueted ball. The first of these two shots may be taken in any of four ways:

- 1) From a mallet-head distance or less away from the ball that was hit ("taking a mallet-head").
- 2) From a position in contact with the ball that was hit, with the striker ball held steady by the striker's foot or hand (a "foot shot" or "hand shot").
- 3) From a position in contact with the ball that was hit, with the striker ball not held by foot or hand. This is done by picking up the striker ball, placing it in contact with the hit (roqueted) ball and then striking the striker ball.
- 4) From where the striker ball stopped after the roquet. If a boundary is in use and the striker ball went out of bounds, the ball should be measured one mallet length from where it crossed the boundary.

The second bonus shot after a roquet is an ordinary shot played from where the striker ball came to rest, called a "continuation shot". All balls are live at the start of the turn. A ball hit by a striker ball is a dead ball and remains so until the striker ball scores its next wicket or stake point or until the start of the next turn.

If the striker ball hits a dead ball, it is not a roquet and no extra stroke is earned. However, if the striker is otherwise entitled to play an extra stroke, the turn continues.

F) Boundaries

- 1) Boundaries may be marked with string or chalk, or the corners may be marked with flags or other suitable markers.
- 2) Any ball that crosses the boundary is placed inside three feet (or the length of a mallet) of the point where the ball crossed the boundary.
- 3) Any ball less than three feet (or the length of a mallet) from the boundary is also placed in the full distance.

G) Wickets and Hits

The striker ball cannot both score a wicket and make a roquet on the same stroke. Whichever happens first takes precedence.

H) Turning Stake

A ball scores the turning stake by hitting it in the correct sequence.

I) Continuation Stroke

- 1) The striker earns an extra stroke (called a continuation stroke) for the striker ball by scoring

a wicket, or the turning stake, or by taking croquet. The continuation stroke is played as the balls lie. Continuation strokes are not cumulative.

- 2) If the striker ball makes a roquet while taking croquet, there is no continuation stroke and the striker immediately takes croquet from the ball that was just roqueted.
- 3) If the striker ball scores a wicket and the turning stake on the same stroke, only one continuation stroke is earned.
- 4) The one exception is that two continuation strokes are earned if the striker ball scores two wickets on one stroke.
- 5) If the striker ball scores a wicket or stake or makes a roquet with the first of these two continuation strokes, the extra stroke is forfeited.

J) Stake and Hit

The striker ball cannot both score the stake and make a roquet on the same stroke. Whichever happens first takes precedence.

K) Variations

The following variations can be used singly or in combination.

- 1) Variation 1: Out-of-bounds penalty. If any ball, other than the striker ball during a roquet stroke, goes out of bounds, the turn immediately ends.
- 2) Variation 2: Carry-over deadness. A ball that has roqueted and taken croquet from another ball may not roquet that ball again until it scores its next point. If the striker ball does hit such a dead ball, no extra stroke is earned and the balls remain where they come to rest.

CYCLING

Competition is open to Men and Women in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). This event will be governed by the rules of USA Cycling www.usacycling.org, except as modified herein.

A) The Races

- 10 K Individual Time Trial
- 20 K Individual Time Trial

B) Equipment

- 1) Participants will be required to furnish their own multi-gear (free wheel) bikes.

Front and rear brakes are required. Fixed gear bicycles are not permitted. Recumbent bikes that meet USCF rules are permitted.

- 2) All riders must provide and wear protective helmets (Ansi or Snell) with approved sticker affixed.
- 3) All handle bars must be securely capped.
- 4) There may be no protective shield, faring or other device on any part of the bicycle (including, but not limited to the frame, wheels, handlebars, chain wheel, or accessories) (that has the effect of reducing wind resistance.
- 5) For security reasons the use of earphones/buds is prohibited.

C) General Rules

- 1) Participants may use holders for the start if desired. No push of any kind from the holder is permitted.
- 2) A rider must stay to the right except when overtaking another rider. Failure to do so may result in disqualification.
- 3) A rider overtaking another rider must pass in a safe manner and not impede the progress of the rider being passed. At least a 2-bicycle length distance should be maintained when "cutting in".
- 4) Drafting will not be allowed during time trial events and may result in disqualification.

D) Categories

- 1) The number of participants in categories and/or the event will determine the starting procedure for the race. The Event Director reserves the right, when necessary, to reorganize the competition.
- 2) The races will be held by divisions (women and men) with each age category starting with one-minute intervals, beginning with the youngest age group.
- 3) The start sheet with starting order and appointed starting times should be available for riders' perusal at least one hour before the start.
- 4) Each rider shall report to the starter at least three minutes before his or her scheduled starting time. If a rider appears later than the appointed starting time, the start will be allowed only if it does not interfere with the riders starting on schedule. If it does interfere, the rider may be further delayed. In case of a late start, the appointed time shall be used in computing the results.

E) Declaring Winners

Winners will be declared according to best times in each age group.

DIVING

There will be separate competitions for Men and Women in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+).

A) The Dives

- 1) The number of dives or skills required in each age group is as follows:

Ages 50-54 and 55-59: 6 dives or skills
Ages 60-64 and 65-69: 5 dives or skills
Ages 70-74 and older: 4 dives or skills
- 2) The Degree of Difficulty for each dive will be taken from the FINADD Table per www.usadiver.com with skills being awarded 1.0. Forward dives or skills may be done with a running or standing take-off.
- 3) The diver may choose any dives from any groups listed in the FINADive Handbook as well as from the following group of skills:
 - 100 A, B, C (front jump straight, pike or tuck)
 - 200 A, B, C (back jump straight, pike or tuck)
 - 5301, 5102, 5303, 5104, 5201, 5203, 5205 A, B, C (jumps with degrees of twist)
 - 001 ANY (front head first entry)
 - 002 ANY (back head first entry)
- 4) The diver may repeat a dive with the same dive number if it is performed in a different position (i.e., straight, pike, tuck or free position).

B) Meet Officials

- 1) The Judging panel will consist of 5 judges and a referee. The referee may also be a judge if 5 other judges are not available.
- 2) There will be at least 4 table workers and 1 announcer.

C) Facility

- 1) The venue for the meet should have minimum depth of 12 feet for 1 meter competitions.
- 2) The board(s) should be 16ft. Maxi B Duraflex boards with properly working adjustable fulcrums and safety rails.
- 3) The Event Host will accommodate and provide a PA system, tables and chairs for a scoring table and chairs for the judges and referee.

DOMINOES – MEXICAN TRAIN

Competition is open to Men and Women with no age groups or gender divisions. The rules are based on the original, “official” rules by Roy & Katie Parsons ©1994 and copyrighted by Puremco, Inc. in 2005. NVSO will provide the dominoes.

A) Object of the Game

Be the first to play all of your dominoes, or at least as many high-point dominoes as possible, in each round. The winners of the first game (limited to 60 minutes) will play each other for another 60 minutes. The winner of the final game (lowest score) will win the gold medal, the next lowest score the silver, the third lowest score the bronze medal.

B) Preparation

Begin play by turning up the double twelve domino. Turn the other dominoes face down and shuffle them. Each player then draws 15 tiles. The remaining tiles are gathered into one or more “train yards” or “bone piles” that are used for draws during play. Place the starting double on the table, centered between the players in a centerpiece or hub designed for holding the double and starting the trains, if you have one.

Next, each player uses his drawn tiles—hidden from view by the other players—to form a *personal train*. Do this by matching the denominations, beginning, if possible, with a domino that matches the double domino in the center, called the *engine*. (If there is no tile in the hand that matches the engine, formation of the train may have to wait.) Dominoes that do not fit in the personal train remain in the player’s hand as “extras.”

C) Starting

A player will be designated to start the game. Thereafter, rotate the starter of each round in clockwise order. If you’re the starter and you have a domino that matches the denomination of the engine tile, you have two play choices: either start your personal train or start *the Mexican Train*—a line of end-matching dominoes that must begin with the same denomination as the engine tile. Once the Mexican Train has been started, it is an eligible train for all players. (If you are unable to play, see the section below.)

After you have played a tile, play moves clockwise to the next player. The subsequent players start their play in a similar manner. If the Mexican Train hasn’t been started, any player can start it during their turn. Other play options are covered in the next section.

D) Play

With the exception of playing doubles (covered below), you are allowed to play *one* playable (end-matching) tile during each turn, if you can. Assuming you have one or more playable tiles, the usual “eligible” trains you can play on are: your personal train, the Mexican Train, or any train with a “marker” (explained below). If you do not have a playable tile, draw a tile from the bone pile and play it if possible. *If you have a playable tile, you must play*, even if the playable tile has to be taken out of your personal train line-up in your hand. It is not an option to not play for any reason.

- 1) **Unable to Play & The Marker.** If you are still unable to play after drawing a tile, place a marker (e.g. a penny or small train marker, if included in your domino set) on your personal train near the end or where the train will begin, if it hasn’t yet been started. Your turn then ends and play goes to the next player. A marker on a train signifies

the train is eligible to be played on by the other players. While there is a marker on your train, you can still play on any eligible train during your subsequent turns.

- 2) **The End of Play.** Once the player's hand has been removed from the played tile, the turn is over and the play cannot be changed.
- 3) **Removing a Marker.** A marker on your train remains there until you play on your personal train during a subsequent turn. Once you have played, you are obligated to remove your marker, making your train ineligible to the other players.
- 4) **Double Dominoes.**
 - A double tile is placed sideways on the train.
 - **Playing a Double.** When you play a double, you must also play an additional tile that is  not a double, therefore "closing" the double (unless the double is your last domino, in which case the round ends). If you do not have an additional tile to play, draw a tile and play it if you can. If you can't play the additional tile, place your marker on your personal train. Play then passes to the next player.
 - **An Open Double.** If, after a player's turn is completed, the double is open (not played on), all other trains become ineligible for all players until a player can play on the open double, which is to say the double must first be *satisfied* or *closed* before any other trains—marked or unmarked—can be played on. If subsequent players cannot play on the double after drawing, they must place a marker on their personal trains. Once a player has "closed" (played on) the double, all players are the free to play on any eligible train.
- 5) **Errors in Play.** If a player errs in the rules, e.g., plays a wrong domino on the train (plays a 10 domino on an 11 domino), excuse the first infraction. But if continued errors occur, the player must draw a domino from the bone yard as a penalty for each infraction.

E) Ending a Round

- 1) When there are no more tiles in the bone pile, a player must pass if he/she does not hold a playable tile, and then place a marker on her/his train.
- 2) When a player has only one tile left, she/he must notify the other players by tapping it on the table.
- 3) A round ends when a player has "dominoed" (played her/his last tile, even if it is a double), or when the bone pile is depleted and no one can play and the game is completely stalled.

F) Subsequent Rounds

Each new round begins with the double that is one number lower than the engine in the last round (e.g. 12, then 11, then 10, etc.). Find and set aside the double before shuffling the dominoes. All trains, including the Mexican Train, must begin by matching that double. The blank double is the engine in the last round.

G) Scoring and Ties

Each player counts the number of pips (dots) on his/her unplayed tiles and gives the number to the scorekeeper, who at the end of the final round totals each player's points.

The player with the lowest total score wins. In the event of a tie in the final play for first place (gold medal), second and third place will be a one-round play off for third place (bronze medal). There will be no silver medal.

H) Summary of the Rules of Play

1) Playing Non-Double Tiles:

- Υ During your turn you may play one tile. (Playing doubles is an exception covered below.)
- Υ Any player may start the Mexican Train during their turn.
- Υ If you have a playable tile, you must play.
- Υ If you cannot play, you must draw a tile from the bone pile and play it if you can.
- Υ If you are unable to play, you must place a marker on your train. A marked train is eligible for play by all players. The marker remains on your train until *you* play on it.
- Υ When there are no unsatisfied doubles, the trains eligible for play are your personal train, the Mexican Train, and any marked trains.

2) Playing Double Tiles:

- During your turn, you may play one double. This double must be satisfied (closed) before play can continue.
- If you can't play the matching non-double, draw, play it if you can, or mark your train.
- The next player must satisfy the double by playing a domino from her/his hand or drawing from the bone pile. If they cannot play, a marker must be placed on their train. This follows until the double is satisfied. If a player shows the other players that all the non-doubles needed to satisfy a double have already been played, then at that point, there is no obligation to satisfy it, and **that train is no longer playable**. Tiles that were drawn in a prior attempt to satisfy the double cannot be returned to the bone pile. Play continues as usual.

FOOTBALL THROW

Competition will be in Men's and Women's divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). This event will be judged on distance and accuracy. NVSO will supply the footballs. Men use Standard size College/NFL footballs, Women use Youth footballs.

A) General Rules

- 1) The throwing area will include a line behind which all throws must be made. Both feet must remain behind the line during the throw and the follow through. An accuracy measuring tape will extend from the throwing line to a distance of 200 feet.
- 2) Each throw will be recorded as the total distance thrown, minus the distance from the accuracy measuring tape on either side of the tape.

- 3) Each participant will be given 3 throws, all of which will be recorded. A competitor may skip attempts and the best attempt will count.
- 4) In the event of a tie, the second best throw will determine the winner.

FRISBEE THROW

Competition will be in Men's and Women's divisions and 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). The best of three (3) throws will be judged on distance and accuracy. NVSO officials will determine the order of throws. NVSO will supply the Frisbee discs.

A) General Rules

- 1) Each participant will be allowed practice throws, if time permits, prior to starting.
- 2) Each participant gets three competition throws at a straight line laid out in the throwing area for measuring distance and accuracy. A competitor may skip attempts and the best attempt will count.
- 3) The throwing area will be marked by foul lines, similar to softball throw, except they will form an angle of 60 degrees instead of 90 degrees.
- 4) Thrower must release disc from behind the approach line or it will be considered a foul.

B) Awards

- 1) The longest adjusted throw will be measured by the total distance thrown, minus the distance the Frisbee lands from the accuracy line, measured in feet and inches.
- 2) Winners will be determined by the longest adjusted throw. In case of a tie, the second longest throws will be compared. A tie will be broken with one additional throw.

GOLF

Men and Women will compete in separate divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). United States Golf Association (www.usga.org) rules will apply to all play unless shown otherwise. Players must provide their own clubs and balls.

A) General Rules

- 1) The play will be for 18 holes only.
- 2) Winter rules will be in effect. The ball may be moved in the fairway only for the purpose of improving the 'lie.'
- 3) A ball which is declared lost, or a ball which is discovered out-of-bounds, shall be played from the nearest in-bounds spot, no nearer the hole, with a one-stroke penalty.

- 4) On the putting surface, the player who is the farthest from the hole shall putt first until all balls are in the hole.
- 5) A ball, which is declared unplayable or is unplayable in a water hazard, shall be played out two club lengths from the hazard no nearer the hole, with a one-stroke penalty.
- 6) Player will be given one club length relief without penalty from a lie that is declared dangerous to the player or his clubs by his playing partner(s).

B) Handicap Rules

- 1) Handicap Rules do not apply.

C) Awards

- 1) Gold, Silver and Bronze Medals will be awarded for the low gross score in each age group.

HORSESHOES

Competition shall be in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+) with Men and Women's divisions as shown below. The Event Host will supply the horseshoes.

A) General Rules

- 1) All games are single elimination.
- 2) A game will be played to 21 points for men and women age 50-69 or the high score after 40 shoes have been thrown (20 shoes per person), whichever occurs first. For men and women age 70+, games will be played to 21 points or the high score after 30 shoes have been thrown (15 shoes per person), whichever occurs first.
- 3) A game is played by frames consisting of a total of four shoes, two pitched by each player to a stake.

B) Scoring

- 1) All points count. A Ringer is 3 points. A Leaner is 2 points. Any shoe within 6 inches of the stake (as measured with a caliper or straight edge) score 1 point. No contestant shall move his own or the opponent's shoes until the winner of points has agreed upon by the contestants or a decision rendered by the referee or the Event Director.
- 2) Men 50-69 pitch from a distance of 40 feet.
- 3) Men 70+ pitch a minimum of 30 feet.
- 4) Women 50- 69+ pitch from a distance of 30 feet.
- 5) Women ages 70+ pitch from a distance of 20 feet.

C) Additional Information

- 1) A foul line shall be clearly defined 3 feet in front of each stake.
- 2) Flip a shoe to determine who pitches first. Thereafter, the person making the most points pitches first. In case of a tie, the last pitcher shall pitch first.
- 3) After pitching, step behind your opponent and do not make remarks or movement that might interfere with opponent's pitching.
- 4) A legal shoe must land inside the box. Any shoe that hits the edge, backboard or outside and bounces into the box is a foul shoe and shall be removed.
- 5) In case of a tie, participants will throw 5 shoes and score combined with game score.

JIGSAW PUZZLE

Competition will be as individuals in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+) with no gender divisions. NVSO will provide the 200-250 piece jigsaw puzzles, which will be identical within the same age group.

General Rules

- 1) Participants will have two hours to complete their puzzles and may use whatever sorting devices they might bring to the contest, though none will be provided by NVSO other than the puzzle box itself.
- 2) Gold, silver and bronze medals will be awarded to the contestants in each age group who successfully complete their puzzles in the shortest amount of time. If fewer than three participants in the same age group complete their puzzles within the two-hour limit, remaining medals will be awarded based on the least number of loose pieces/groups left not locked into their correct positions, where a group of two or more pieces only connected to each other count as a single loose piece.
- 3) Participants are free to examine their neighbors' puzzles for any clues but may never take from or exchange any pieces with those other puzzles, nor may any piece be altered or forced to fit into a position where it does not belong.
- 4) When participants believe they have successfully completed their puzzles, the Event Director or an assistant will record the elapsed time providing all pieces are properly placed, or will point out any errors in need of corrections for a later submission.

LINE DANCING

Competition will have no age groups. Teams may include men and women. There must be a minimum of five (5) teams registered for the event to proceed.

A) General Rules

- 1) Teams must have a minimum of four (4) and a maximum of eight (8) dancers per team. A participant may dance on only one team.
- 2) Dance routine may be original choreography or a known standard.
- 3) Performance shall have a minimum length of two (2) minutes and a maximum of three (3) minutes. Any music to enter or exit the dance floor must be included in the three-minute limit. A time keeper will time each performance and a penalty will be assessed for any team exceeding the three-minute limit.
- 4) Music must be provided by each team to the DJ either on a CD or in MP3 format on a flash drive.
- 5) Lyrics in music must be clean and considered “family friendly.”
- 6) Uniformity in attire is required.

B) Officials and Judging

- 1) There shall be five (5) judges, a chair judge who will tabulate scores, and a timekeeper.
- 2) Judging will be by points awarded in the following areas:
 - a) Overall execution of dance
 - b) Overall style, including coordination of hand moves and use of attire or props
 - c) Uniformity of attire
 - d) Enthusiasm/attitude
 - e) Complexity of dance steps
- 3) Gold, silver and bronze medals will be awarded to teams based on the highest total points.
- 4) In the event of a tie for any medal, the team with the highest score in “overall execution of dance” will be determined the winner of that medal. If there is still a tie, the highest score in “overall style” will break the tie.

MAH JONGG

Competition will be in no age groups or gender divisions. The National Mah Jongg League, Inc. (www.nationalmahjonggleague.org) rules will be used. Each player must bring his/her own 2019 Mah Jongg card. The NVSO will provide the Mah Jongg tiles and tables.

A) General Rules

- 1) Three rounds will be played consisting of four games each.

- 2) Four players will be assigned to each table.
- 3) The person designated as the "East" participant will be the scorekeeper for the table and will NOT switch tables after each round.
- 4) The scorekeeper will fill out the score sheet for each round and the score sheet will be collected for tabulation at the Head Scorekeeper's table.
- 5) The Head Score Keeper will announce when the round is over and when players should change tables.
- 6) After each round new players will come to the table.

B) Completing the Score Sheets

- 1) Enter the table number and round number.
- 2) The score keeper enters the players' name under the East column
- 3) Enter other players' names under South, North and West
- 4) At the conclusion of each game of the round, enter the score for each player.
- 5) At the conclusion of the round, determine the total of all games for each player and have the players enter their initials indicating that the score is accurate.

C) Scoring Rules

- 1) The winner of the game receives the point value shown on the card, i.e. 25, 30, etc.
- 2) If the winner selected his/her own winning tile, the point value is doubled.
- 3) If the game is won without jokers, the point value is doubled.
- 4) If the winner selected his/her own winning tile and the game is won without jokers, the point value is quadrupled.
- 5) If the game ends with no one winning (a wall game), everyone at the table gets 10 points.
- 6) If time is up before the last game is completed, everyone at the table gets 5 points.

MINIATURE GOLF

Competition will be in Men's and Women's divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). The Event Host will supply the clubs and balls.

A) General Rules

- 1) The tournament will consist of one 18-hole round, with the lowest scores

determining the winners. The course rules will be followed.

- 2) The course will be played in foursomes, whenever possible.
- 3) Individual score cards will be kept by a member of the foursome or group other than by each individual player.
- 4) Once the score card is recorded after each hole, it must be initialed by the player, not the scorer.
- 5) Lowest scores will determine the winners.
- 6) Tiebreakers will be determined by using score cards, starting with the first hole and continue until a winner is declared.

ORIENTEERING

Events will be held in Men's and Women's Divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). Orienteering USA Rules will be used with modifications. The Event Host will provide equipment. For questions call (703)987-9070.

A) The Events

- 1) A Beginner/Advanced Beginner Course of approximately 1 to 2.5 Kilometers straight distance.
- 2) An Intermediate Course of approximately 4 to 5.5 Kilometers straight distance.
- 3) An Advanced Course of approximately 3.8 to 5 Kilometers straight distance.
- 4) Only one orienteering course may be entered per person

B) Equipment

- 1) The Event Host will supply orienteering maps (1:5,000 or 1:7,500 Map Scale for the Beginner/Advanced Beginner Course and 1: 7,500 or 1:10,000 Map Scale for the Intermediate and Advanced Courses), epunches (electronic timing devices), if used, and compasses. Competitors may use their own equipment.
- 2) GPS units with visual displays are not permitted.
- 3) Any other equipment may be carried provided it is not used for navigation or communication.
- 4) There will be drinking water and drinking cups provided on the course.
- 5) Control descriptions will be provided in English on both courses and international symbols on the Advanced Course.

C) General Rules

- 1) This is an individual event.
- 2) Competitors will be released onto the course in 2 or more minute intervals.

- 3) Competitors must visit checkpoints (controls) in sequential order. No controls may be skipped.
- 4) Any route is permissible between checkpoints, except private property and out of bounds areas shall not be entered.
- 5) Obviously following another competitor is discouraged.
- 6) There will be no overtime designation (there is no maximum time limit for completing the course). However, for security reasons, every competitor must finish by 3:00PM even if he/she has not finished the course.

D) Declaring Winners

- 1) Medals will be awarded and competitors will be ranked according to best times in each age and gender group and course category.
- 2) In the event that not all controls are visited, winners will be based on the number of sequential controls from the start.
- 3) Medals will be awarded following the competition.

PICKLEBALL

Events will be held in Men's and Women's singles and doubles, and mixed doubles in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). 5-year age groups may be used depending on the number of competitors. In all doubles play, partners covering two age groups will play in the age group of the younger partner. USA Pickle Association Rules will be used unless noted otherwise. Players bring their own paddles. NVSO provides balls.

A) General Rule

- 1) Format, age bracket distribution and schedules will be sent to participants via email or telephone 48 hours before the tournament.
- 2) A five-minute warm up period will be allowed before all matches.
- 3) The serve must be made with an underhand stroke so that contact with the ball is made below waist level. The arm must be moving in an upward arc and the paddle head must be below the wrist when it strikes the ball.
- 4) Points will be scored only when served. A player/team continues serving until there is a fault.
- 5) Faults consist of the following:
 - a) Hitting the ball out of bounds. A ball landing on any line is considered good.
 - b) Player hitting the net.
 - c) Volleying the ball before it has bounced on each side of the net

(the double bounce rule).

- d) Not clearing the net, e.g. Volleying - hitting without a bounce while a foot is in the “non-volley” zone.
- e) Volleying – hitting without a bounce while a foot is in the “non-volley” zone.
- 6) For a serve to be good, it must be served diagonally to the receiver, while clearing the 7-foot non volley zone. If the ball contacts the net on a serve and still lands beyond the 7-foot non-volley cross-court, it is called a “let” and the serve is played over.
- 7) Double bounce rule is in effect for singles and doubles play.
- 8) There will be a single elimination tournament for each of the three groups: Mixed Doubles, Men’s Doubles and Women’s Doubles, Men’s Singles and Women’s Singles.
- 9) To win a player must win 2 out of 3 games.
- 10) All games (except for Bronze Medal) are played to 11 points. Games must be won by 2 points.
- 11) The Bronze Medal game will be one game played to 15 points.
- 12) The youngest team member determines the age group.
- 13) A registrant may only participate with one team or pair in each event, and only in the proper age group.

POOL – EIGHT BALL

Participants in Men’s and Women’s divisions will compete in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). This is a single elimination tournament. Current Billiard Congress of America (BCA) Rules apply except as modified below. Players may bring their own pool cue. The Event Host supplies the pool tables and balls.

A) General Rules – Men & Women

- 1) A random drawing may be held to determine opponents before the event is started.
- 2) Each match will consist of the best two out of three games.
- 3) There will be one loser’s bracket from the semifinal to determine 3rd place.
- 4) The opening shot will be determined by a lag, unless both participants agree on a coin toss. The person to break will rack his or her own balls. Then after the opening break, the break ^[1]_{SEP} will alternate.

B) Women's Division

- 1) Shooter does not have to call pockets or combinations, except when shooting at the eight ball. However, a clean shot must be made, i.e. the eight ball can not touch another ball before dropping into the designated pocket. Additionally, a break shot will be considered legal when at least two balls are driven to the rail.

POOL – NINE BALL

Competition is open for Men and Women in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). This is a single elimination tournament. Current Billiard Congress of America (BCA) Rules apply except as modified below. The Event Host supplies the pool tables and balls. Players may use their own pool cue.

A) General Rules

- 1) A random drawing may be held to determine opponents before the event is started.
- 2) Each match will consist of the best three out of five games.
- 3) There will be one loser's bracket from the semifinal to determine 3rd place.
- 4) The opening shot will be determined by a lag, unless both players agree on a coin toss. The person to break will rack his/her own balls. Then after the opening break, the break will alternate.
- 5) The player who wins the most matches against all the other players in the designated age group wins the gold medal, the runner up wins the silver medal and the third place winner is awarded the bronze medal.

B) Playing Rules

- 1) The goal is to legally pocket the 9 ball, thereby winning the set.
- 2) The balls are played in ascending numerical order, although balls do not need to be pocketed in numerical order.
- 3) If the lowest ball is hit by the cue ball, and any other numbered ball goes into any pocket, the shooter gets to continue to shoot.
- 4) Whoever makes the 9 ball on a legal shot, at any point of the game, wins the set.
- 5) Players do not have to identify the pockets into which they are shooting.

ROWING – ERG (Ergonomic)

Men and Women compete separately in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). The event will be governed by the rules outlined in the following. Concept3/Model-PM3 or PM4 rowing machines will be supplied by the Event Host.

A) General Rules

- 1) The object is to “cover” 2000 meters in the shortest time.
- 2) This is an individual time trial. There will be several rowing machines, however, there will be no head to head competition with another competitor.
- 3) In each age group competitors with the three best times will earn gold, silver and bronze medals, respectively.
- 4) Competitors can start at any time after they have notified the Event Director and a rowing machine becomes available.
- 5) The Event Director will assign a rowing machine and notify competitors when they may start.
- 6) There will be a judge at every rowing machine to assist the competitors and to supervise the time keeping.

B) Setting up the Rowing Machine

- 1) Participants set up the rowing machine and the screen display as follows:
 - a) Set the footrests and the foot straps for comfort.
 - b) Set the resistance (or machine drag) from 1 = lowest resistance to 10 = highest resistance. The resistance cannot be changed once the competitor has started to row. (The resistance setting will not have an impact on the timing).
 - c) Press MENU button
 - d) Press SELECT WORKOUT button
 - e) Press STANDARD LIST
 - f) Press 2000 m
- 2) The screen should display the following:
 - a) First line: 2000 m. This number will count down as the competitor rows.
 - b) Second line: Shows average time to row 500 m. This will vary as time goes on.
 - c) Third line: Shows the ELAPSED TIME once rowing has started.
 - d) Fourth line: Shows the number of strokes per minute. This will vary as time goes on. If this is not displayed, press the “Change Units” button to change the display to what is described above.
- 3) The clock will stop when the 2000 m mark has been reached. The display showing the elapsed time will remain for only about one minute before it resets to zero.

- 4) Upon reaching 2000 meters the judge will record on the score sheet the elapsed time and the average time to row 500 meters, and submit the results to the event director.
- 5) The judge will reset the screen for the next competitor.

RUMMIKUB

Competition will be in no age groups or gender divisions, except if there are more than 16 players, there will be two age groups age 50-74 and age 75+. If there are more than 32 players, there will be three age groups age 50-64, 65-79, and 80+. Standard Pressman Rules will be used, except for a revised Joker recycling rule. *Player time limits have been reduced from 2 minutes to 1 minute per turn, and players must wait until the turn **after** their initial meld to play on or with other sets.* NVSO will provide the tiles, racks and stop watches.

A) General Rules

- 1) This is a Rummy based game for 3-4 players, each trying to be the first to empty their rack of tiles by melding them into sets of runs and groups.
- 2) The 104 playing tiles consist of 2 each of the numbers 1 to 13 in four colors (Blue, Red, Green/Black, or Orange/Yellow) and 2 Jokers.
- 3) A complete game consists of 3 or more separately scored rounds within a 1 hour time limit.
- 4) There will be an Event Director and Timers as needed.
- 5) In team competitions the youngest team member determines the age group.
- 6) A registrant may only participate with one team or pair in each event, and only in the proper age group.

B) Set Up

- 1) After placing all tiles in an opaque pouch, each player picks a starter tile from that pouch, with the highest number going first.
- 2) Starter tiles are returned to the pouch and each player in turn draws 14 tiles for their rack.
- 3) Play proceeds in a clockwise direction around the table.

C) Initial Melds

- 1) In order to move tiles from their rack to the table, each player must first form one or more sets totaling at least 30 points exclusively from their own tiles, with tiles worth their own face value.

2) There are two kinds of sets:

a) A **group** is a set of either three or four tiles of the *same* number in *different colors*.

b) A **run** is a set of three or more tiles of the *same color* with *consecutive numbers*.

3) Players may not use any tiles already on the table to form part of their initial melds. A Joker in a player's rack may be used as any tile, and its point value is that of the tile it represents.

4) If a player cannot make an initial meld of at least 30 points, or chooses not to, for any reason, he/she must draw a tile from the pouch and end his/her turn. A "1" is always low number in a run. It can never follow a 13.

D) Subsequent Plays

1) On turns **after** a player has made his/her initial meld, that player may use tiles from his/her rack to build on or with other sets already on the table in any or all of the following ways:

a) Add the fourth color from his/her rack to a group of three on the table;

b) Add one or more consecutive tiles of the same color from his/her rack to extend a run;

c) Remove a tile from a group of four to form a new set with other tiles from his/her rack;

d) Remove an end tile from a run of four or more to form a new set with other tiles from his/her rack;

e) Add a fourth tile to a set and remove a different tile to form a new set with other tiles from his/her rack;

f) Remove tiles from overlapping runs to form one longer run and a new set with tiles from his/her rack;

g) Split a run and add other tiles from his/her rack to form two new runs; and/or;

h) Lay down an entirely new set formed only with tiles from his/her own rack.

2) Multiple sets on the table can be rearranged, split, and/or combined as desired, so long as at least one new tile from the player's rack is added to the mix, and all tiles on the table end up in legitimate sets of three or more (i.e. no leftover tiles of any kind, either singles or pairs). Once played on the table, sets no longer belong to any player, and his/her tiles may be freely

used by anyone.

- 3) If a player cannot (or chooses not to) add at least one new tile from his/her rack to the table during his/her turn, he/she must draw a tile from the pouch and end his/her turn. A drawn tile can never be played in the same turn it was drawn, since the act of drawing it immediately ends that player's turn.

E) Jokers

- 1) There are two Jokers that can be used as *any* other tile in a set, even if both those tiles have already been played. A Joker can be retrieved from a set by a player who replaces it during his/her turn with a tile of the *same* number and color from his/her own rack, but *only* if he/she has already laid down his/her initial meld, and *only* if he/she can immediately combine it with two or more tiles from his/her own rack to form a new set, in which case it can represent any other tile again.
- 2) A Joker can never be replaced by a tile already on the table, but if it is part of a group of three, it can be replaced by either of the missing colors. A set containing a Joker can be added to, split up, combined, or rearranged freely, as long as the Joker retains its original value/color designation, although a Joker in a run or group of four can become either of two colors if it ends up in group of three instead. Within the above constraints, there is no limit to the number of times a Joker can be replaced.

F) Time Limits

- 1) Players have 1 *minute* to complete all of their plays each turn, and players should "knock" the table to indicate when they are finished, so the next player may proceed.
- 2) A non-playing volunteer Table Timer will keep track of each player's 1 minute limit with a stop watch, and provide a final warning when 10 seconds are left.

G) Penalties

- 1) A player going over the 1 minute limit may complete the set they are working on, but must then draw *one* tile from the pouch and end his/her turn.
- 2) A player who unsuccessfully attempts to build on or rearrange other sets on the table must replace the tiles in their original sets, take back the tiles he/she was unable to play legally, and draw *three* tiles from the pouch.
- 3) Unintentional errors are not penalized if corrected within the 1 minute limit.

- 4) The Table Timer will ensure that all sets on the table are legally constructed, with no leftover "orphan" tiles and assess.

H) Scoring

- 1) Play continues until one player empties his/her rack of all tiles, at which point the losers total up the value of all the tiles remaining on their racks, with Jokers counting 30. These are all entered as *negative* numbers for the round, while the winner receives the grand total as a *positive* score.
- 2) If all tiles are drawn and no one is able to empty his/her rack, the player who has the least points left is the winner of the round, with losers subtracting their winners for their net negative scores, and the winner receiving the summed total as a positive score.
- 3) After scoring the round, players place all tiles back in the pouch and start the next round anew as above.

I) Winning

- 1) After all rounds are completed in a qualifying game, each player with the highest overall score advances automatically to the championship game, along with those in second place who finished with the fewest points behind their respective winners and who may be needed to bring the number of players in the championship game up to 4.
- 2) Medals will be awarded for 1st, 2nd and 3rd place finishers of the championship game.

SCRABBLE

There will be no age groups or gender divisions. The Event Host will supply the equipment.

A) General Rules

- 1) Official rules are found inside the cover of the Scrabble box.
- 2) Clocks will be used to enforce the time limit of 50 minutes per game.
- 3) The games will be played by two players per board.
- 4) Three games will be played. Third game, final round, is King of the Hill.

- 5) Winners determined by win-loss ratio. Ties are broken by cumulative point spread.
- 6) The dictionary used to determine which words are permitted is the Scrabble Players Dictionary, Fifth Edition.

Note: "All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe."

SOFTBALL HIT

Competition will be in Men's and Women's Divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). This event will be judged on distance. NVSO will supply the tee, bats and softballs. Men and women use 12 inch circumference softballs.

A) General Rules

- 1) Women and men will have a choice to use either a tee or hitting Fungo style (the participant will toss the ball in the air and then hit it to the best of his/her ability.)
- 2) Each competitor will be allowed three hits, each of which will be recorded. A competitor may skip attempts, and the best attempt will be recorded.
- 3) Second best hits will break a tie.

SOFTBALL THROW

Competition will be in Men's and Women's Divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). This event will be judged on distance and accuracy. NVSO will supply the softballs. Men use 12 inch circumference softballs and women use 11 inch circumference fast pitch balls.

A) General Rules

- 1) The throwing area will include a line behind which all throws must be made. Feet must remain behind the line during the throw and the follow through. An accuracy measuring tape will extend from the throwing line to a distance of 200 feet.
- 2) Each throw will be recorded as the total distance thrown in feet and inches, minus the distance to the left or to the right from the accuracy measuring tape.
- 3) Each participant will be given three throws, all of which will be recorded. A competitor may skip attempts and the best attempt will count.
- 4) Second best throws will break a tie.

SUDOKU

Competition will be in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+) with no gender divisions. NVSO will provide the Logic Puzzles and pencils.

A) General Rules

- 1) Logic Puzzles will be a 9x9 grid of 81 cells subdivided into nine 3x3 boxes with between 24 and 34 of these cells prefilled with a number from 1 to 9 as initial clues. The object is to place a single number (1-9) in each empty cell such that the completed puzzle **does not repeat** any number in any of the nine rows, columns or boxes, and to do so in the shortest time possible.
- 2) The event consists of a series of five increasingly difficult puzzles to solve:
 - Two with 15 minute time limits,
 - Two with 20 minute time limits,
 - One with a 30 minute time limit.
- 3) Contestants may only use a pencil for notations and their own brainpower to solve the puzzles. Computer/smart phone analysis or cribbing off of other contestant is prohibited. However, notations and guessing are allowed as long as it remains clear which single number goes with each cell.
- 4) Once a puzzle is completed, a contestant will raise his/her hand and a proctor will record his/her elapsed time and collect the puzzle for grading.
- 5) At the end of the allotted time for a puzzle round any remaining unfinished puzzles will be collected for grading and recording the total time (15, 20, or 30 minutes) for that round.

B) Grading

- 1) Cells with two or more numbers, the wrong number, and cells left entirely unmarked *are* graded as mistakes and assessed a 1 minute time penalty each, which is added to the contestant's completion time for that puzzle
- 2) The cumulative time required to complete all five puzzles, including assessed time penalties for mistakes, is the contestant's score, with the winner in each age group being the contestant with the lowest total score.

If more than one competitor made the same number of mistakes (0 or more), the competitors are graded in each group having made the same number of mistakes by the least cumulative time used to solve all puzzles.

C) Awards

- 1) Gold, Silver and Bronze medals are awarded to the contestants in each age group.

SWIMMING

Competition will be in Men's and Women's Divisions in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+). USMS Masters Rules apply with exceptions.

A) General Rules

- 1) Events will consist of the 50 yard and 100-yard freestyle, 50 yard and 100 yard backstroke, 50 yard and 100 yard breaststroke, and a nominal ½ mile or 900 yards (any style).
- 2) All 50-yard competitions are twice the length of the pool. Swimmers will start in the water with at least one hand on the side of the pool.
- 3) The 900-yard (nominal ½ mile) competition is 36 times the length of the pool. Swimmers will start in the water with at least one hand on the side of the pool. Any stroke or combination of strokes are permitted.
- 4) All 100-yard competitions are four times the length of the pool. Swimmers may start from the starting blocks, from the edge of the pool, or in the water with at least one hand on the side of the pool.
- 5) The kicks allowed are the frog, whip, scissors, or breaststroke.
- 6) Best times will be recorded. In case of a tie, duplicate medals will be awarded and medals for subsequent lowest times will be downgraded.
- 7) Women and Men will swim separately if warranted by entry levels, but may be combined.
- 8) ½ mile competitors may be assigned 2 swimmers per lane depending on the number of entrants.

B) Backstroke

Two hands must hold the side of the pool for the start. Backstrokes must swim face-up with alternate or simultaneous arm strokes (swimmer's choice).

C) Freestyle

In the freestyle, 1/2 mile, and backstroke, at least a one-hand touch finish is required. Turns for these events shall be a wall touch with any part of the body.

D) Breast Stroke

A 'two-hands' touch at turns and the finish is required. Breaststroke competitors must do an arm stroke that is an in-water recovery.

E) Equipment

No swimmer may use equipment which gives him/her an unfair advantage such as swim fins, flotation devices, breathing apparatus such as a snorkel, or similar devices.

TABLE TENNIS

Competition will be in separate divisions for Men and Women in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). Games will be played in accordance with United States Table Tennis Association Rules (www.usatt.org). This is a single elimination tournament. Players supply their own paddles, not backed with sandpaper. NVSO supplies regulation tables, nets, and balls.

A) General Rules

- 1) Best 2 out of 3 games wins.
- 2) After a total of 2 points have been played, the receiver becomes the server and the server the receiver, and so on until the end of the game or the score 10-all. At the score 10-all, the receiver becomes the server, and the server the receiver, and so on after each point until the end of the game 5.
- 3) First server is determined by coin flip. Two-minute warm-up and breaks between games.
- 4) Either player may stop play if a ball or player from another table interferes, hinders, or distracts play. The point will be re-played.
- 5) White shirts or jackets are not permitted for competition, per USA Table Tennis Association Rules.

B) Singles

- 1) A game is won by the player who first wins 11 points, unless both players have scored 10 points. Then the winner of the game is the one who first wins 2 points more than he opponent.

C) Serving

- 1) The server releasing the ball from an open hand only, without imparting spin, delivers the serve.
- 2) The ball is then struck so that it touches first the server's court, passes directly over the net, and touches the receiver's court.
- 3) At the moment of the impact of the paddle on the ball in service, both players must be behind the end line of the server's court and between an imaginary continuation of the sidelines.

D) Let Service

- 1) The ball is served again without loss or gain of point if the ball served, in passing over the net, touches it or its supports, provided the service is

otherwise good.

E) Loss of Points

- 1) Either player loses a point:
 - a) If the player's free hand touches the playing surface while the ball is in play;
 - b) If the player, his/her paddle, or anything that he/she wears or carries, touches the net or its support while the ball is in play;
 - c) If the player, his/her paddle, or anything that he/she wears or carries, moves the playing surface while the ball is in place

TENNIS

Competition will be in Men's and Women's Singles and Men's and Women's Doubles, in 10-year age groups (50-59, 60-69, 70-79, 80-89, 90-99, 100+). 5-year age groups may apply depending on the number of competitors. All games are played in accordance with United States Tennis Association rules (www.usta.com). This is a single elimination tournament. Each player must supply a can of new balls for each event entered and supply his/her own racquet.

A) General Rules

- 1) In men's and women's doubles, partners covering two age groups will play in the age group of the younger partner.
- 2) If you plan to participate in more than one Tennis event, you must be prepared to play more than one match per day.
- 3) Each player is required to bring one new, unopened can of balls for each event. Winner keeps new balls and loser keeps used balls.
- 4) Players must furnish their own rackets.
- 5) Warm up time is limited to 10 minutes, time permitting.
- 6) At the end of the first and every odd-numbered game, the players switch ends of the court.
- 7) No breaks are allowed during a game. An emergency break between games may be granted by the Event Director. It may last no more than 10 minutes, or the game will be forfeited.
- 8) The youngest team member determines the age group.
- 9) A registrant may only participate with one team or pair in each event, and only in the proper age group.

B) Scoring

- 1) Pro-set scoring will be used.

- 2) All games will be no-add games. The player with four points wins the game. If the score becomes 3-3, i.e., 40-40, the receiver may select deuce or add court for play of the final point.
- 3) The first player to win eight games will win. (You do not have to win by 2 games.) When the score is tied at 7 all, a seven-point tiebreaker will decide the winner, with the first player scoring seven points, with a margin of 2 points, winning the match.
- 4) The original order of serving will continue as if there were no tie match and there will be no ball changes.
- 5) Regular scoring will be used but this could be changed to NO-AD in the case of any factors that may prevent the completion of the schedule.

TRACK & FIELD

Competition will be in separate divisions for Men and Women in 5-year age groups (50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+).

A) General Rules

All events are governed by the Amateur Athletic Union of the United States, Inc. (www.aausports.org) and the USA Track & Field Association (USATF) (www.usatf.org)

I) Track Events

- 1) Participants must be ready to compete in all track events at times scheduled. Late participants may be disqualified.
- 2) Track events will be timed and recorded. The line judge's decision is final.
- 3) No spikes are allowed in any track event held indoors.
- 4) Within each age group and gender division, the person with the best recorded time is declared the winner.
- 5) False Starts
 - False starts will be called in the 60m, 200m and 400m runs.
 - A false start is called on a competitor if he/she moves her body before the starting gun has sounded.
 - If a competitor false starts a second time, he/she will be disqualified.

a) Running Events

- 60 Meter Dash Indoors:
Finish line in front of grandstand.
- 200 Meter Dash Indoors:
Competitors will run 1 lap with staggered starts.

- 400 Meter Run Indoors:
Competitors will run 2 laps with staggered starts.
- 800 Meter Run Indoors:
Competitors will run 4 laps with no staggered starts.
- 1600 Meter Run Indoors:
Competitors will run 8 laps with no staggered starts.
- 5K Run Road Race Outdoors:
Men and Women in all age groups will start at the same time.
This is a safe course. Runners do not share the competition course with bicycle or automobile traffic.

b) Walking Events

- 1) In all events walkers must walk, not jog or run. The heel must touch the ground first.
- 2) **Walkers must maintain unbroken contact with the ground.** Thus the rear foot must not leave the ground until the advancing foot has made contact. Judges will be spaced around the track to enforce this rule.
- 3) Walkers will be given one caution before being disqualified.
A disqualified racer must leave the track immediately.
- 4) Walkers that need assistance because of limited eye sight may be accompanied by a trained personal guide during the race. However, the walker and the guide may not touch each other at any time during the race and the guide's presence must not interfere with other walkers except in case of an emergency. Walkers may use 'walkers' as long as they do not interfere with other competitors.
- 5) Walking Events offered are as follows:
 - 400 Meter Walk Indoors:
Participants will walk two times around the track (2 laps).
 - 800 Meter Walk Indoors:
Participants will walk four times around the track (4 laps).
 - 1600 Meter Walk Indoors:
Participants will walk eight times around the track (8 laps).
 - 3 Mile Walk Indoors: (Nominal distance)
Participants will walk twenty-four times around the track (24 laps).

II) Field Events

All distances will be measured from the white 'foul' line where applicable. Crossing the foul line constitutes a miss. A competitor may skip attempts and the best attempt will count.

1) Standing Long Jump

- a) Each competitor will be given three tries. In execution, feet must be parallel and leave the ground at the same time.
- b) Distance is measured from the front of the take-off board to the closest impression in the pit sand. All three distances will be recorded.
- c) The second longest jump will break a tie. In case of another tie, the competitors' third best jumps will determine the appropriate award.

2) Running Long Jump

- a) Each competitor is given three tries. Take-off foot must not be over the foul line (or the front edge of the take-off board).
- b) Distance is measured from front of take-off board to the closest impression in the pit sand. All three distances will be recorded.
- c) The second longest jump will break a tie. In case of another tie, the competitors' third best jumps will break the tie.

3) High Jump

- a) At the commencement the Event Director will place the crossbar at the starting height agreed upon by the competitors. The Event Director will announce to the competitors the starting height and the subsequent heights to which the bar has been raised at the commencement of each round. After competition has started, the bar will not be lowered.
- b) The bar will be raised in 2 inch or 5 cm increments after each round.
- c) A competitor may commence jumping at any height at or above the minimum height and may skip a subsequent height at his/her own discretion.
- d) A competitor must take off from one foot.
- e) Knocking the bar off the supports or touching the landing area beyond the plane of the bar shall count as a failure. If the bar falls off without having been knocked by the competitor (e.g. due to strong wind), the competitor is not penalized.
- f) Three (3) successive failures, not necessarily at the same height, disqualifies the athlete from competing further.
- g) Even after all other competitors have failed, a competitor is entitled to continue until he/she has failed three subsequent attempts at any height.
- h) If a competitor attempts a new record, he/she may raise the bar by not less than 1 inch or 2 cm.
- i) **Braking Ties:** In case of a tie, the competitor with the fewest misses at the

previous height or heights is declared the winner. If there still is a tie, the competitor with the fewest attempts below the last tie is declared the winner. If there still is a tie, the first place is awarded to all competitors who share the fewest number of attempts. Subsequent places are downgraded depending on the number of first places, etc. awarded. The same rule applies in determining second, third and subsequent places.

4) Discus

- a) Women 50-74 will use a 1 kg discus, Women 75+ will use a 3/4 kg discus, Men 50-59 will use 1.5 kg discus, Men 60+ will use a 1kg discus. NVSO supplies the discus.
- b) The discus is to be held with the throwing hand over the top of the discus. The discus is to be released by swinging the arm forward in an upward motion. Spinning (rotating the body) to throw the discus is only permitted if an operational safety cage is installed at the venue. This rule has been adopted as a safety measure.
- c) In the execution of the throw, the participant must not step on or touch the top of the toe board. Upon completing each throw, the contestant must leave the ring towards the rear past the halfway point of the ring.
- d) Participants are given three throws. The three throws will be recorded.
- e) Distance will be measured from the inner edge of the ring to where the discus first touches the ground.
- f) The second best throw will determine the winner in a tie. Third best throw may then be used as tiebreaker.

5) Shot Put

- a) Women 50-74 will use a 3 kg shot, Women 75+ will use a 2 kg shot, Men 50-59 will use a 6 kg shot; Men 60-69 will use a 5 kg shot, Men 70-79 will use a 4 kg shot, Men 80+ will use 3 kg shot. NVSO supplies the shots.
- b) The shot will be held behind but close to the ear, and back toward the shoulder. The delivery must be a forward thrust in an upward motion (classic slide shot put). The hand must be over the top of the shot in the delivery. Throwing motions and underhand delivery of the shot is prohibited. Spinning (rotating the body) to put the shot is only allowed if an operational safety cage is installed at the venue. This rule has been adopted as a safety measure.
- c) Participants must not step on or over the toe board while 'putting' the shot. Upon completing a 'put,' the contestant must leave the ring to the rear past the midway point of the ring.
- d) Distance will be measured from the inner edge of the "ring" to where the shot first touches the ground.
- e) Three throws will be recorded.
- f) In case of a tie, the second best 'put' will be the tiebreaker. Third throw may then be used.

6) Mini Javelin Throw

- a) Women, 50-74 use 500 gram "Long Toms"; 75+ use 400 gram "Turbojavelin"
- b) Men, 50-59 use 700 gram "Long Toms"; 60-69 use 600 gram "Long Toms"; 70-79 use 500 gram "Long Toms", and 80+ use 400 gram "Turbojavelin".
- c) Three throws are recorded. Best throw determines winner (second best throw may break tie).
- d) NVSO supplies the javelins.

YO-YO

Competition will be in separate divisions for Men and Women in 20-year age groups (50-69, 70-89, 90+). The event will be governed by the American Yo-Yo Association (AYYA) 2002 Tricks and Rules. Players use their own yo-yos.

A) General Rules

- 1) All tricks performed on first attempt receive 5 points. A successful second attempt, if necessary, receives 3 points.
- 2) The yo-yo must be caught with one hand and not trapped against the body.
- 3) If more than five inches of string remains outside the yo-yo when caught, it is considered a miss.
- 4) Any throw made while in the trick circle (or box) counts as a try.
- 5) Only the following tricks may be done while the contestant is on deck (on stage but outside the trick ring) Throw-Down, Spanner, Forward pass, a Single Loop the Loop, or string adjustments. Practicing a contest trick outside the circle or box once the contest starts shall count as a miss.
- 6) Loop the Loops must be done with feet fixed in one position within the trick circle or box.
- 7) The judge(s) decision is final and not subject to appeal.

B) Divisions

1) Beginner Division

- Gravity Pull (dropped from hand in a palm down position)
- Throw-Down (thrown down from a palm up position)
- Forward Pass (palm up catch)
- One Outside Loop
- One Hop the Fence

Tiebreaker Sudden Death Style: Dribble contest. All tied contestants dribble, while the judge instructs them to do something else with their other hand, while keeping the dribble going with the yo-yo hand. 1) Pat your head, 2) Rub your belly and 3) Hop on one foot, etc.

2) Novice Division

- Sleeper (spin of at least 5 seconds)
- Forward Pass
- Over the Falls
- Breakaway
- Walk the Dog (minimum of 6 inches)
- Rock the Baby (1 full rock, back and forth)
- Around the World
- Inside Loop the Loop (5 repetitions)

Tiebreaker Sudden Death Style: Man on the Trapeze (flip-overs allowed) Loop off.

3) Advanced Division

- Walk the Dog (12 inches or more)
- Around the Corner (pluck string with yo-yo hand)
- Reach for the Moon (2 repetitions)
- Three Leaf Clovers
- Hop the Fence (10 repetitions)
- Tidal Wave (Skin the Cat)
- Brain Twister with 1 somersault
- Fling Saucer (Sleeping Beauty)
- Man on the Trapeze (flip-overs allowed)
- Inside Loop the Loop (15 repetitions) (

Tiebreaker Sudden Death Style: Man on the Trapeze with 1 somersault (no flip-overs) Loop off.