

THE 1ST ANNUAL SLUTTY FRINGE

CONKER TOURNAMENT

TUESDAY 20TH OCTOBER

To be held on the roof of the Queen of Hoxton, from 7pm

**CONKERS! APPLE BOBBING! HONEST FUN!
REAL PRIZES TO BE WON!**

PLUS

SLUTTY FRINGE DJs & FRIENDS IN THE BAR

**Bring the whole family to a night of skill, determination
and quite probably a fair bit of cheating**

**STEP UP TO THE PLATE AND SWING FOR GLORY
BE THE BEST & BEAT THE REST**

PRIZES!

*Prizes include male and female clothing from new website
Lipstickandlaceboutique.com, signed copies of Gilles Peterson's October release
Havana Cultura and a meal for 4 at just opened Mien Tay in Battersea.*

THE QUEEN OF HOXTON, 1 CURTAIN ROAD, LONDON, EC2A 3JX

TO RESERVE YOUR PLACE IN THE CONTEST EMAIL SLUTTYFRINGE@GMAIL.COM

SLUTTYFRINGE.COM | THEQUEENOFHOXTON.CO.UK

ENTRANTS - TEAM RULES

1. All individual contest rules apply.
2. Teams must consist of three people.
3. Before each round team captains will toss a coin to decide who nominates first.
4. The team with the most remaining conkers will progress to the next round.

THE RULES

- I. All conkers and string will be supplied by Slutty Fringe. Each player is given a new conker and lace at the start of each game. Players may not re-use conkers from earlier games.
- II. The game will commence with a toss of a coin, the winner of the toss may elect to strike or receive.
- III. A distance of no less than 8" or 20cm of lace must be between knuckle and nut.
- IV. Each player then takes three alternate strikes at the opponent's conker.
- V. Each attempted strike must be clearly aimed at the nut, no deliberate miss hits.
- VI. The game will be decided once one of the conkers is smashed.
- VII. A small piece of nut or skin remaining shall be judged out, it must be enough to mount an attack.
- VIII. If both nuts smash at the same time then the match shall be replayed.
- IX. Any nut being knocked from the lace but not smashing may be re threaded and the game continued. *No Stampsies!*
- X. If a game lasts for more than five minutes then play will halt and the "5minute rule" will come into effect. Each player will be allowed up tonine further strikes at their opponents nut, again alternating threestrikes each. If neither conker has been smashed at the end of the nine strikes then the player who strikes the nut the most times during this period will be judged the winner.