

GENERAL INSTRUCTIONS FOR ALL ALABAMA SAMBOREE COMPETITION GAMES

The Game Monitor will use prudent discretion in applying these instructions, mindful that fairness and clarity of rules of play is the key to orderly and fun games for all.

In a fun game, EVERYONE WINS!

1. Players must sign up for the game of choice before the competition starts. Players should be familiar with the game and willing to play by the Samboree rules as interpreted by the Game Monitor. In Team or Partner games, you must be willing to stay and progress through any possible "play-off" games with your winning Partner or Team.
2. Game Monitors will be responsible for preparing the area designated for play in advance, and returning items afterward. Monitors will collect the sign-up list from the Game Registration area about 30 minutes prior to each game. Game site "Stand-bys" may be used to fill a game or team at the Monitors discretion only before the play starts. Players previously signed should have preference over those who signed up at the game site in filling out any game.
3. When playing as Teams or Partners no predetermined partners or teams will be allowed. The Game Monitor will determine a random selection method in forming the Team or Partners.
4. The Monitor will determine where play starts on the game chart(s) by random draw, and number the chart in the first round of play. Team or Partner players must be present at the beginning of your play and if you are in the winner's bracket, continue through the play-off with your winning Team or Partner. .
5. Once the competition starts no one else can enter the competition.
6. Only one game will be played by each Team, Partners, or Singles, to determine who advances to the next round of play. Only winners advance.
7. Teams or Partners shall not be changed once game play is set, no substitutes. Failure to be available for play will result in disqualification and forfeiture of the round. In the event of forfeiture in the award round, all team members who are present in time for the play-off gets awarded 1st place, only members present from the forfeiting team will receive 2nd place awards.
8. The Game Monitor may, at their discretion, devise and use an alternate tie-breaker or scoring procedure in the interest of time constraints or other unusual circumstances.
9. At the end of each Game the Game Monitor will:
 - a. Complete the provided "Game Monitor Summary" sheet.
 - b. Award Winner Badges furnished by the Game Coordinators.
 - c. Provide above results, signed by the Game Monitor, to the Games Coordinators immediately.
 - d. Stand in the audience with the winner for recognition the evening of Game Day.