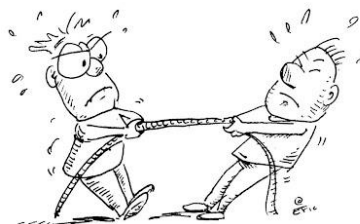


RUTHERGLEN AGRICULTURAL SOCIETY INC.

TUG OF WAR RULES



THE ROPE

The game involves a single rope with a red mark made in the middle of the rope. This red mark is placed at a perpendicular angle to align to the exact centre point marked on the ground before the commencement of the game. A white mark is made on each end of the rope exactly 13 feet from the red mark. This is the point where the first member of each team will stand.

The objective of the game is for each team to pull the rope along with the members of the opposition team to their side.

TEAMS

Whilst the rules of the game allow a maximum of 8 members to a team, the Show Committee has nominated a maximum of 4 members for each team, with no combined weight limitations.

HOW TO PLAY

The centre of the rope (red mark) should align with the centre point marked on the ground.

There are 3 different commands the Judge gives the players.

- Pick up the Rope
- Take the String
- Pull

As soon as the Judge commands "Pull" each team can start pulling the rope into their territory.

If a member of a team falls down that member is given a caution. Each team is allowed two cautions before being disqualified.

Fouls resulting in Disqualification.

- Lowering your elbow below the knee level while pulling the rope is a foul called "locking".
- Touching the ground for a prolonged period of time is considered a foul.

The game is won when either side's white mark crosses the centre point.