

LAY SIEGE!

(checkers)

Each person competing will register a team of 12 people on the pre-registration form before each event.

This is a live action version of the game of Checkers! Two (2) captains will play against each other. Each player begins the game with 10 pawns and places them on the 10 dark squares closest to them. The first person that reached Tier 5 will go First. If there are more than 2 opponents competing for Tier 6 then each player will play one round. The winners will then play against each other. The winner will advance to tier 6. A second round will then commence to see who will advance to the second tier 6 position, alternating who goes first.

Object of Game:

Win by clearing the board of your enemy's pawns, or if your opponent cannot make a move.

How to Play:

Move:

The pawns always move diagonally and are always limited to forward moves. A pawn making a non-capturing move may only move one square. The Captains will tell their pawns where to move and are allowed to walk around the board.

Capture:

To capture a pawn of your opponent, your pawn will throw a water balloon at the opposing pawn and then moves in a straight diagonal line on the other side of the opponent. (this would be like jumping over the pawn and landing in the square behind it) This "landing" square must be empty. (each player will be provided with a tote of water balloons to hand to the attacking pawn)

When a pawn is captured it is removed from the board.

Only one piece may be captured in a single "jump", but multiple jumps are allowed on a single turn.

If a player is able to make the capture, then the "jump" must be made.

If more than one capture is available, then the player decides if they prefer this or not.

Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward, toward the opponent.

Upgraded a pawn to a King:

When a pawn reaches the furthest row, it is crowned and Becomes a King. Only 2 Kings are allowed per team.

Kings are limited to moving diagonally but can move both forward and backward.

Kings may combine jumps in several directions (forward and backward) on the same turn.

End of Game:

A player wins the game when the opponent cannot make a move.

This happens usually because all of the opponent's pawns have been captured, but it could also be because all of their pieces are blocked in.

Additional Rules:

If during 20 moves. (10 by each player), only Kings have changed position and there appear to be repeating movements, then a referee will step in to determine the winner according to who holds the strongest position.

It is ENCOURAGED to annoy, or distract your opponent any way you can.