



GUIDANCE ON THE ORGANISATION OF OFFICIAL TEA DUELLING COMPETITIONS

Tea duelling is a fun game. The concept was created to be an entertaining spectacle for an audience and nerve wracking (whilst still very simple) for the competitors. It works best when the organisers play along with the sense of occasion and ceremony.

The rules and these guidelines are standardised to make it easier for people to join in wherever in the world they are and to be able to compare their results with other players. This allows for an extended international network and wider competitions which all adds to the fun.

If you don't wish to use these rules etc then of course that is totally up to you. Feel free to create your own game and own competition but have the courtesy and originality to come up with your own name and concept and don't just imitate what we do.

The rules can be downloaded from the main website (<http://teaduel.yolasite.com>). You are free to print these out for your own use.

THE LEGAL BIT

Tea duelling was created as a fun concept. Even so all rights are reserved by the originators.* You may not use the name or game for any form of financial gain without the prior consent of the originators. No we are not trying to stop you tea duelling. We are keen that it remains a positive social concept run primarily for enjoyment. We understand that there may be costs involved in running a competition and that these may need to be covered. All we ask is that you get this cleared in advance with the originators. Not happy about this then why not go ahead and invent your own game?

Please note that the creation of merchandise for sale around Tea Duelling as a concept is strictly forbidden without written advance agreement with the originators.

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SO YOU WANT TO RUN A COMPETITION?

Great! Tea duelling was created for people to have fun playing. Feel free to play at home, informally etc with friends or to train of course. If you wish to promote a competition either on its own or at an event then please follow these guidelines.

1. Come up with a name for your competition. Usually this will relate to the name of the event or where you physically are going to run it. e.g. The Great Whatsit-con Tea Duel Championship or the Smalltown Tea duelling Contest. (You may not use titles such as "World" or "National" or similar unless with the full support of the Honourable Association.
2. Fill out the registration form and submit this to the Association for approval. We try to approve these within fourteen days at the very latest and usually much, much quicker. You should not announce or promote your competition until you have this approval.
3. Tea duelling the sport was not created for people to run competitions for money. We don't mind a small entry fee to cover the cost of tea and biscuits but this should never be more than a couple of pounds (around \$3). Better still find a sponsor for the contest.
4. Make sure you are familiar with the rules and how to run a competition.
5. Once you have the Association's approval go ahead and plan, promote and ultimately run your competition.
6. Make sure you send your results in to the Association for listing.

RUNNING THE COMPETITION

A knockout competition with rounds is the best way to work. The way the rules are structured allows for both competitors to be knocked out in a single bout. It is not necessary for someone to go through to the next round from every bout. Only when it comes to the final winner should bouts be replayed (maximum of three goes) until there is a decision.

If you end up with a gap in the next round then feel free to put through a competitor who managed a clean nom but was beaten by a player with more nerve or indeed a competitor who almost made it but ended with a splodger (Article 7.3)

KEEP IT FUN! This is an enjoyable, whimsical sport. Make sure it remains fun and don't allow anyone to get too competitive. The Tiffin Master's decision is final and competitors should not get argumental.

When it comes to the final deciding bout feel free to make it the best of three. If it is tied going into the third bout then pay special attention to Article 7.5. You can always get a result simply by interpreting the best performance in the final round. There is no need to resort to an alternative method of settlement.