



2025 Senior Games Rules

Archery

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Participants will have 1 practice round of 5 arrows.
- A competition round will also consist 5 arrows.
- Placement will be based on the total score of the 5 arrows in the competition round.
- In case of a tie for 1st, 2nd, 3rd, or 4th place, participants will shoot another round of 5 arrows.
- If the tie is broken after this round, the competition is finished. If the score remains tied after the first overtime, repeat the tie breaker format.



2025 Senior Games Rules

Axe Throwing

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- ALL PARTICIPANTS AND THEIR GUESTS MUST SIGN A LIABILITY FORM.
- ALL PARTICIPANTS AND THEIR GUESTS MUST WEAR CLOSED TOE SHOES.
- Players must use equipment provided.
- Participants must follow all rules and explanations provided by the expert.
- Each participant will throw 20 axes. The 20 axes will be broken up into 4 rounds of 5 axes. The total score from the 20 throws would determine 1st, 2nd, 3rd, 4th place.
- In case of a tie for 1st, 2nd, 3rd, or 4th place, participants will throw another round of 5 axes. If the tie is broken after this round, the competition is finished. If the score remains tied after the first overtime, repeat the tie breaker format.



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Basketball – *Around World Shooting / Free Throws*

Divisions:

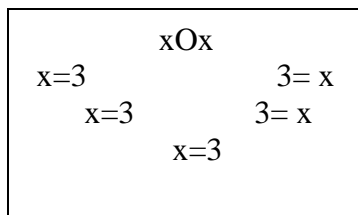
- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75-79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules: Around the World

- The contestants will shoot 14 shots from each of 7 spots **three feet inside the high school 3-point line**. You will start at the left layup spot and go counter clockwise to each spot ending at the right layup spot where you will shoot twice and come back around clockwise with your last shot at the left layup spot.
- You will get 2 points per layup made and 3 points for all other shots made.
- Both feet must be positioned behind the marked point when the shooter releases the ball. If any part of the foot touches the line before release, that shot is to be considered a missed shot.
- The highest number of shots made will be declared the winner.
- Taking 1 shot from each of the 7 spots will break all ties.

Game Rules: Free Throw

- All contestants will shoot 15 free throws from the 15-foot free throw line, five at a time rotating until you have all fifteen shots complete.
- The contestant with the most shots made will be declared the winner.
- Shooting sets of 5 additional free throws until a final placement is established will break all ties.



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Billiards

Divisions:

- Men's and Women's Ages 50-59, 60-64, 65-69, 70-74, 75-79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

8 Ball - Modified Valley Rules

- Alternate break, break to be decided by choice or coin toss.
- Scratch is ball in hand except on break. Then cue ball must be placed behind the normal break area.
- No balls spotted.
- A ball must be driven to the rail or it is a scratch.
- Eight ball pockets must be called. Eight ball in wrong pocket loses. Eight ball missed is ball in hand.
- If ball is made on break, shooter may have either STRIPES or SOLIDS.
- STRIPES or SOLIDS is not determined until a ball is made after break.
- Three scratches in a row is a loss of game.
- Cue ball in any pocket when shooting at eight ball is loss.
- No jumping the ball

9 Ball

- Alternate break, break to be decided by choice or coin toss.
- Ball in hand if object ball is missed.
- Lowest numbered ball is to be hit; then if another ball is pocketed, the shooter receives another turn.
- Nine ball does not have to be called until it is the last ball on the table. Then the ball must be called and pocketed in the called pocket
- No jumping the ball



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Bingo

Game Rules:

- We play 7 to 8 games of Bingo.
- Most games allow for multiple winners.
- Winners will earn a small prize. Besides the small prize, winners will write their names on a ticket. There will be a raffle at the end for some larger prizes.

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Bocce

Divisions:

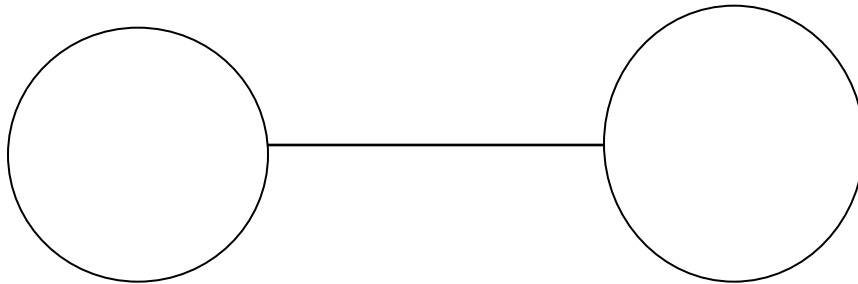
- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- All participants must use the equipment provided.
- The game is played with eight large balls (4 red & 4 dark green) and one small target ball called the “jack”. The object is to roll the Bocce Ball closest to the “jack”.
- The order of play will be determined by the draw sheet. Games will run concurrently. As this is a double elimination tournament every participant will play at least 2 games. For each game, the participant listed first on the score card will play with the Red Bocce Balls, and will be the first to throw. You must be behind the foul line when each ball is thrown.
- The player with the Red Balls tosses the “jack” to put it into play. The “jack” must pass the mid-field line and stay in bounds. The Red Ball holder rolls two of his balls as close to the “jack” as possible. The other player then rolls two of his balls and tries to place them closest to the “jack”. The first player then rolls their final two balls and, finally, the second player rolls their final two balls. That sequence of throwing all eight balls is called a FRAME. Good playing tactics may require hitting an opponent’s ball out of the way or moving the “jack” with your throw. In subsequent FRAMES, the point winner throws the next “jack”.
- If a thrown Bocce Ball goes out of bounds it is removed from the game for that FRAME. If a Bocce Ball is hit out of bounds from a player on the next court, it is replaced where it was sitting when hit. If the “jack” goes out of bounds that FRAME ends and play resumes with the player that originally tossed the “jack” tossing it again.
- Only one player scores in a FRAME. One point is given for each ball that is closest to the “jack” than the closest ball of the opposing player. So, in each given FRAME one player can receive 1, 2, 3, or 4 points. The first player scoring seven points wins the game.
 - If 7 points is not scored by either player through FRAME seven, then the player with the highest score at the completion of 7 frames is the winner of that game.
 - If tied at the completion of 7 frames, then an 8th sudden death frame will be played to determine a winner.
- If the closest balls of each participant are equal distance apart from the jack, then they will cancel out and the next closest ball will receive the points.

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- Distance is measured from the edger of the ball (See diagram)
- Each player may only throw a practice FRAME before his/her first match. Additional practice in subsequent games must be agreed upon by both players.
- Players will forfeit the game if they do not report when called to play. Notify the scores table if you need to step away for any reason. (bathroom, car, etc.)
- Please report to the officials table if you need to leave before the end of the completion of the event. Don't assume you have been eliminated!
- At the conclusion of each game, BOTH players are to take the clip board and score sheet to the scorer's table for validation and for assignment of their next game.
- All players should fill out an Evaluation Form before leaving for the day — win a prize.
- The loser's bracket will play 4 frames
- For the first championship game, the competitors will play 7 frames. If there is a 2nd game, that will be played with in 4 frames.
- **PARTICIPANTS MUST BE PRESENT WHEN THEIR NAME IS CALLED TO START THE NEXT ROUND OR THEY ARE SUBJECT TO BEING DISQUALIFIED. PARTICIPANTS ARE RESPONSIBLE TO BE AWARE OF WHEN THEY MAY PLAY NEXT.**
- Example of measuring the distance between the balls





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Bowling

Divisions:

- Men's and Women's Ages 50-59, 60-64, 65-69, 70-74, 75- 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Players will be assigned lanes in order of check-in. Groups that want to bowl together must check in together as a group
- Each person will bowl three (3) games.
- You will alternate lanes after each frame
- Winners will be determined by the total of all three games.
- There is no handicap. Everyone bowls scratch scores.
- The ABC/NIBC National League and Tournament rule book will be used in all cases of discrepancies.
- Number of people assigned per lane will depend on the number of entries. Suggested four (4) per lane.
- First and Last names must be put on score sheet. Otherwise your score won't count.
- Tie breaker: In case there are tied participants, the tie will be broken by comparing scores game-by- game in the following order: 3rd game; 2nd game, and; 1st game.



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Casting Contest

Divisions:

- Men and Women (they will be combined if there are less than 10 in either category)

Game Rules:

- Participants must use the provided equipment.
- Each contestant will be allowed 3 practice throws.
- Each contest will consist of 5 casts toward a target in the grass 50 feet away; Set an actual distance from the center and between each marking.
- Lines should be 3 ft apart
- Anything casting outside the 4th line counts as 1 pt. for participating points.
- The bull's-eye is worth 15 point, first ring-10 pts.; 2nd ring-7 pts.; 3rd ring-5 pts.; 4th ring-3 pts.
- The score is based upon where the bobber first hits the target.
- If it hits the line, the higher points are awarded
- TOTAL score wins the match.
- In case of a tie, the score of the first thrown cast will determine placement. If any ties remain, then the score of the second cast will be used to determine placement for any remaining tied players. This process will continue through the last cast thrown. If there are any ties after comparing the scores for the last cast thrown, then a coin flip will determine placement.



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Casual Bicycle Tour

Bike Ride Rules:

- All riders shall have bikes in good working condition.
- Helmets are recommended and must be worn properly.
- We are using the River Greenway system. Pedestrians have the right of way. Defer to them and slow down.
- Pass on the left and let people know you are passing them.
- Safe riding is mandatory. No horseplay! Obey rules of greenway etiquette.
- This is **NOT** a race. Keep bike under your control at all times. Slow down in congested area. Slow down on steep grade.

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Checkers

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- This is a double elimination tournament. Initial brackets will be set up randomly. The player on the top of the bracket will always use the black checkers. Black always goes first.
- Each player commences with twelve pieces, which are arranged on the three ranks nearest himself. All the pieces are alike in physical structure and bestowed powers; they are single men.
- A player wins when the opponent, in turn to move, can make no move. This can happen in two ways:
 - The player has lost all his men to capture.
 - All remaining pieces are immobilized.
- The two players move alternately, black invariably moving first to begin the game. There are two kinds of moves, capturing and non-capturing.
- The non-capturing move is to an adjacent vacant square (along a diagonal, since the pieces move wholly on black squares). A single man may move only forward, and therefore has choice of no more than two simple moves.
- The capturing move is a jump. If a piece (say black) stands adjacent to an enemy (say red), and the square just beyond this enemy on the same line is vacant, it (black) jumps over the enemy to the vacant square. The man so jumped (red) is then removed from the board. If the jumping piece lands on a square from which it can jump another enemy, it must do so in the same turn, continuing to make a capture until it runs out of victims. **In any such series, the jumping piece may zig-zag at will, changing directions in successive captures; but a single man captures only forward.**
- **All jumps must be completed; a simple move, when the player can jump, is illegal and must be retracted.** If, **before** Player A moves, he/she realizes that a jump could have been made by the opponent (Player B) **on the very prior turn**, but was not completed, Player A should tell Player B to retract their move and complete the jump per the rules. If neither Player A or Player B realizes that a jump could have been made, play moves on accordingly.
- **The player may make his own choice, where alternatives exist, as to what piece to move in jumping and what direction to go in a series of jumps. (This freedom of choice is the chief feature in which the British-American game differs from other national variants.)**

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- On reaching the last rank, farthest away from the owner, a single man is crowned a king. Its promotion is marked by placing another checker on top of it, the two then being moved as a unit. A player is required by rule to crown the enemy man reaching his side of the board.
- **A king may move in any diagonal direction, forward or backward. As to simple moves and jumps, the same rules apply to it as to a single man. If a single man reaches the king row by a jump, it must stop to be crowned; it may not continue capturing (as a king) in the same turn.**
- If the in-turn player touches one of his own playable pieces, he must move it. If any part of a playable piece is moved over an angle of the square on which it is stationed, the play must be completed in that direction. Touching an unplayable piece does not constitute a move.
- There is a 12 minute time limit per game.
- You may have 1 minute in between moves. Reset your clock after you make your move.
- Red has to make the last move in the 12 minute period even if its move is past the 12 minute mark.
- If both contestants still have checkers on the board at the end of the time, the person with the most checkers on the board will be declared the winner. A king counts as 2 checkers.
- If each participant has the same number of checkers after counting, the game will continue with black going first.
- If black makes a capture in OT, red is allowed one more move to make a capture. If red fails to capture on the very next move, the game is over and black wins.
- If red makes a capture in OT when black has not made a capture, the game is over and red wins.
- In the losers' bracket, games will be 8 minutes.
- All championship games are played in the 12 minute time frame



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Connect Four

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Initial bracket will be set up randomly. The player on the top of the bracket will always use blue. Blue always goes first.
- The two players move alternately, blue invariably moving first to begin the game. The goal is to be the first to get 4 of your checkers in a row vertically, horizontally, or diagonally.
- There is a 15 minute time limit per game. Players have 1 minute between moves. Reset your clock after you make your move.
- This is a double elimination tournament.
- In case of a draw, the game will have to be replayed.

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Cornhole

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75- 79, 80+
- Mixed Doubles
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Players must use equipment provided.
- Singles will be played and all players must observe foul line on either side. In singles play, both contestants pitch from the same cornhole platform.
- Every Cornhole / Corn Toss match is broken down into innings of play. During each inning of play each contestant must pitch all four corn bags from the same side of the platform.
- Corn Bag In-The-Hole - A corn bag that is thrown through the hole in the Cornhole platform or otherwise comes to rest inside the Cornhole platform (knocked in by another player or an act of God). A corn bag in-the-hole has a value of three points.
- Corn Bag In-The-Count - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the Cornhole platform is in-the-count. A corn bag in-the-count has a value of one point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the Cornhole platform. If a corn bag touches the ground before coming to rest on the Cornhole platform, it is a foul and must be removed from the Cornhole platform prior to the continuation of play.
- Corn Bag Out-Of-The-Count - A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag that is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the Cornhole surface prior to the continuation of play.
- Delivery in singles play is handled with each of the two contestants alternating their pitching of corn bags until all four corn bags have been pitched completing the inning. The contestant who scored the most points in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.
- The pitcher must maintain constant contact with the designated pitcher's box. If both contestants use the same pitcher's box to deliver their corn bags, the contestant pitching first should cross over to the

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other pitcher's box in front of the Cornhole platform and then move to the proper position. As the first contestant is crossing in front the second contestant should be crossing over in back and entering the pitcher's box from the rear. If both contestants use opposite pitcher's boxes, the contestant who pitches first should step directly back to the proper position described in paragraph one.

- Foul Corn Bags - A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game. It scores as a corn bag out of the count and is to be removed from the court before any more corn bags are pitched. Corn bags already in the court that have been knocked into foul territory by a foul corn bag should be returned to the scoring area. Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position.
- The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
- Definition of a foul corn bag:
 - Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.
 - A corn bag pitched from a different pitcher's box than the first corn bag.
 - Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform.
 - Any corn bag that struck a previously defined object such as the indoor court ceiling.
 - Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.
 - Any corn bag that is touching the ground and platform at the same time
- The Cornhole match shall be played until the first contestant reaches (or exceeds) 15 points at the completion of an inning. The winning team does not need to win by two or more points.
- Both players must bring score sheet to the scorer's table after the completion of a match
- If the Cornhole match is tied at 15 or more at the end of an inning, play continues until one player or the other achieves a higher score at the end of an inning and wins the match.



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Dartball

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Explanation:

- Dartball is essentially a baseball game with darts, with similarities to corn hole. We use a 4ft x 4ft "baseball diamond" board and throw #2 tournament darts UNDERHANDED from 20ft, just like corn hole.

Games Rules:

- Baseball rules apply - 3 strikes are an out, 4 balls are a walk, 3 outs per inning, etc.
- Players must stay behind the 20ft line when throwing.
- Players throw each inning until they get 3 outs.
- Players at bats continue as they get hits, walks and outs up to the 3rd out each inning.
- Darts that miss the board are outs.
- Darts that hit the board but fall out or do not stick are considered "dead" darts and do not count.
- Baserunners advance 1 base on a single, 2 bases on a double or 2-base single, 3 bases on a triple, or 4 bases on a home run.
- Games are normally 9 innings long.
- Ties can be broken by playing 1 extra inning, then by a shoot-out.
- Shootouts allow each player to call a base, and hit it, using 3 darts before he makes an out. Ties continue until one player wins.
- You can see this game online under dartball.com. We use the Wisconsin board.



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Darts

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Each contestant will be allowed to practice in the practice room before the games begin.
- Contestants must use the equipment provided.
- Each contestant will throw six darts in consecutive order.
- The total score for 6 darts will count as the contestant's final score.
- In case of a tie, the tied participants will play an additional round of 6 darts to determine placement. This will continue until 1st- 4th places are established.
- Distance from throw line to target is 7' 9-1/4"
- To score, dart must stick to the target after each throw.
- As each age group plays, contestants should stay in the game room until all in that age group have finished playing in case a run-off is required.

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Disc Golf

Divisions:

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 -79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.
- If there are less than 10 people total, then men and women will be combined in one group.

Game Rules:

- Do Not Litter. Please keep the park clean for other users to enjoy.
- Disc Golf is played like ball golf, except you use flying discs. Each throw is counted to determine a score. The winner is the player with the lowest score.
- Tee throws must be completed within the designated tee areas.
- After teeing off, the player whose disc is farthest from the hole (basket) always throws first. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park guests.
- The player with the least number of throws on the previous hole is the first to tee-off on the next hole. Golf is a game on honor and etiquette.
- Throws after the tee shot must be made with one foot on the spot where the last throw came to rest. The other foot shall not be any closer to the hole.
- A run-up and normal follow through, after release is allowed more than 10 meters (33 feet) from the hole. Inside 10 meters, "Falling" or "jumping putts" are not allowed. A player shall show balance after the putt.
- A disc that comes to rest inside the disc golf basket or chains constitutes successful completion of that hole. A disc that comes to rest on top or outside of the basket does NOT count as a completion of the hole.
- A throw that lands out of bounds must be played from the point where the disc was last inbounds, with a stroke penalty. Water, roads, parking lots, and over fences are normal disc golf out of bounds hazards.
- Be courteous to other players. Stand quietly while they drive, approach, and putt and try to stay behind or at least off the line of sight while they throw.



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Euchre

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Four players per table in couples. Series consists of ten games of eight hands each and a limit of 12 minutes per round. When the 12 minutes are up everything stops at that point. No exceptions!
- One player keeps score at each table.
- The score keeper will deal first. You must use numbers when scoring. No tally marks can be used to score. After 8 hands, score keeper will mark your score card and initial in the blank column. Each round will be timed.
- Deal 2 at a time or 3 at a time twice around.
- Dealer is not required to make trump. If all players pass, the dealer re-deals. Must make trump by 3rd deal.
- A euchre of opponents counts 2 points to your score.
- Players must have at least one trump to make trump.
- If a Jack is turned up, and you have the same color jack you can order it to be picked up.
- Three players play on loaners.
- When playing alone, a player gains 4 points for his team if he/she takes all five tricks. The other scores remain the same: one point for taking three or four tricks after naming trump; or two points for the opposing team if the lone player is euchred (failure to take as many as three tricks).
- In case of tie, whoever reaches the score first remains at the table as winners and the other couple moves.
- Losers move and winners stay but change partners (Draw 2 High Cards vs. 2 Low).
- Winners are determined by highest total for 10 games.
- One game - eight hands determine each game.



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Fishing Derby

Divisions – Men and Women

Fishing Derby Rules

- Due to our limited supplies, each participant can bring their own bait, fishing equipment, tackle and a bucket to hold your fish. A limited number of poles will be available to borrow.
- Participants can bring their own boat, kayak or rent a boat (at their own expense).
- The derby is catch-and-release only
- **Schedule**
 - Check-in by 9:30 am.
 - 9:30 am-11:30 am Fishing (horn will sound end of contest)
- Please bring any number of fish caught to the check in-station, but you will only receive credit for your longest fish. Please keep it in your bucket. Early finishers can bring their fish in to be measured before 11:30 am
- Release all other fish into the pond.
- **CARP WILL NOT BE ALLOWED IN THE CONTEST**
- All fishing must be done from the bank or dock;
- In the case of a tie, weight will be used as a tie-breaker.
- You must bring in your own fish

How to Properly Release a Fish

- Never play a fish on your line to exhaustion... it can kill the fish.
- Keep the fish in the water as much as possible, even while removing the hook.
- If you must handle the fish. WET YOUR HANDS FIRST.
- Don't squeeze the fish, poke the eyes or put your fingers through the gills.
- To remove the hook, grasp it between thumb and forefinger and bend and twist it downward in one motion. This will back the hook out of the lip.
- If you can't remove the hook. cut the leader as close to the eye of hook as you can... their digestive juices will eventually dissolve the hook.
- To release the fish, lower it gently into the water, cradle it and move it back and forth in the water (slowly) so its gills can get oxygen.
- Crappie and bass should be handled by the grasping of the lower jaw and not the body. Bluegill and other fish with smaller mouths should be held across the back.

THE MAIN RULE IS TREAT ALL FISH GENTLY!



2025 Senior Games Rules

Golf - Chip 'N Putt

Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

Individual Score-Not a team event

- Lowest overall score wins.
- Played on the Par course therefore maximum score is double par (6).
- The total score is the number of shots it took to put the ball in the hole.
- Ties will be broken by a hole-by-hole comparison starting with the last hole played among all tied participants



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Golf 9/18 Holes

Divisions:

- Men and Women (18 holes): Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.
- Women (9 Hole): One age group

Game Rules:

- USGA Rules apply to play. No “gimmie” putts.
- No hole to be scored at more than twice its PAR.
- Lost Ball – Three minutes is the maximum time allowed to look for a lost ball. If the ball is not found within this time, a replacement ball is to be played from as close as possible to where the original ball was lost. No penalty stroke.
- Ball Hit out of Bounds – If a ball is hit over or through the fence or on or over a road adjacent to the course, the ball is considered out of bound, not lost. A replacement ball should be placed on the edge of the fairway closest to where the ball went out of bounds. One stroke penalty.
- Ball in sand – Players have the option to move a ball ending up in sand out of the sand with no penalty. The ball should be placed within two club lengths of where the ball entered the sand or on the line on which it crossed the edge of the sand. Players may also elect to play from the sand.
- There WILL NOT be a rain date.
- “Radar Prediction”, Golf Pro at Club House and Coordinator, will determine weather play.
- Shot Gun start for men. Foursomes must sign in together. NO EARLY STARTS.
- Men will use senior tees. Women will use red tees.
- Peoria Handicap System. The Coordinator will fill in scorecards. Coordinators select three handicap holes for a 9 hole event and six handicap holes for an 18 hole event. These holes are not disclosed to participants until the event’s conclusion. For 18 holes at McMillen, one par three on front and back and two par fours on front and back will be chosen as handicap holes. Holes chosen should be non-consecutive and should not be the easiest holes, eliminating numbers 6 and 18 at Shoaff and 1 and 10 at McMillen.



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- Each participant's scores on the handicap holes are added, then the total is multiplied by three. From these results par is subtracted. The remainder is multiplied by 80 percent and this number (rounded to the nearest whole number) is the participant's handicap. The handicap is deducted from the gross score to arrive at net score, which determines placements.
- **No Changes will be allowed to the scorecard (switching groups) or changing tee assignments without the consent of the coordinator**
- **When finished, please initial card and leave with the coordinator.**



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Senior Games Rules

Golf Par 3

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- If it is a mixed team that team will be in the Men's category for prizes.
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Florida Scramble where there is a 2-person team on each hole.
- The first person hits a ball, the 2nd person hits another ball, and then they each hit their second shots from the better of those first two shots.
- The first person hits a ball, the 2nd person hits a ball, and then they hit their third shots from the better of those second two shots.
- This continues until one of them holes out. This becomes their team score.
- They then move on to the next hole and repeat until they have completed all 9 holes on the PAR 3 course.
- The Men could start, depending on numbers, at holes one, two and three.
- The Women could start, depending on numbers, at holes four, five and six.

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Hearts

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Dealer selected at random. You will use a standard deck of 52 cards. The dealer will shuffle the deck, and another player will cut the deck.
- The dealer deals clockwise and face down. In a four-player game, all players receive 13 cards.
- Once the dealer deals all cards and players have arranged their hands accordingly, the player with the two of clubs goes first.
- All players must follow suit if capable. In Hearts, there is no trump suit. The highest card played of the leading suit wins, and the winner gets to begin the next trick. Players who cannot follow suit can throw out any other card. This is a great opportunity to eliminate high cards and prevent winning unwanted suits. The only exception is that players cannot play either hearts or the Queen of Spades in the first trick. However, they can be thrown in any trick afterward, as long as the player has none of the leading suit.
- Players can only lead with a heart once either a heart or the Queen of Spades has been played. However, the Queen of Spades can lead at any point in the game.
- Players can determine how many points they are playing to, and **the player with the lowest score at the end of the game wins!**
- **SCORING:** This is a trick-taking game like [Spades](#), but the goal is to win a minimal number of tricks, or better yet, the goal is NOT to win tricks that contain hearts or the Queen of Spades. At the end of each round, players add up the number of hearts they've won that round and the Queen of Spades to their score. Remember, **the objective is to have the lowest score.**
 - Hearts = 1pt/each
 - Queen of Spades = 13 points!
- **Shooting the Moon:** To Shoot the Moon, you must win all the hearts and the Queen of Spades during the round. If you win all the needed cards, you will score 0 points instead of scoring points yourself. All other players score 26 points.



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- **Penalties:** If a player does not follow suit, even if able to, they have until the end of the trick to fix it. If it is not fixed but noticed by any player before you finish scoring, the player who misplayed scores for all the hearts from that round.
- We will use volunteers to fill in so there are 4 people at every table. If that is not possible the following adjustments can be made. In a 3-player game, remove the 2 of clubs. In a 5-player game, remove the 2 of clubs and diamonds. In a five-person game, all players receive ten cards; in a three-person game, the dealer deals players 17 cards. If the two of clubs has been removed, lead with the three of clubs.

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Horseshoes

Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- Throwing distance is 40 feet for males below age 70, 30 feet for males 70 and older and all females. Contestants' front feet are allowed to move up to 36 inches closer to account for throwing motion.

Scoring

- Scoring is 3 points for a ringer and 1 point for within six inches; no other scoring is recognized by the American Horseshoe Pitching Association.
- Count-all scoring is utilized; there is no cancellation scoring. For example, if both participants throw two ringers on the same turn, both participants score 6 points.
- No points are to be awarded for a horseshoe thrown that first hits the grass or concrete surrounding the pit, or that hits the backstop.
- There must be a designated scorekeeper, who should not be the event coordinator, at each of the three courts for both the preliminary and double elimination components of the competition.
- Scorekeepers are responsible for determining a ringer or point in doubt.

Double Elimination Matches

- As this is a double elimination tournament every participant will play at least 2 games.
- Brackets will be determined randomly. The player on the top line of the bracket will throw first, and the other player will select color of horseshoes (silver or blue) they wish to use.
- The matches are 8 inning each; with double elimination, the “loser’s bracket” may feature fewer innings.
- If matches are tied at the end of 8 innings, overtime will be played one inning at a time until a winner is determined.
- **Participants and scorekeepers need to be aware of safety issues and place themselves in positions in which they are not likely to be struck by a thrown horseshoe.**



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Miniature Golf

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- **YOU MUST PLAY THE COURSE IN PAIRS. YOU CANNOT PLAY ALONE!!!**
- **YOU MUST PLAY ON THE DAY YOU SIGNED UP FOR!!!**
- Check in and receive your score card.
- Play all 3 courses. Only your scores are recorded on your score card.
- Always start from rubber mat. There is a 5 stroke limit on all holes.
- If ball leaves carpet, it must be returned to playing surface at point of departure. Penalty - one stroke.
- If ball rests against the rail, it may be moved to 1 club length- NO PENALTY
- Strictly against rules to play anywhere except on carpet.
- Your 2 best scores will be added together. Lowest total wins.
- Your 3rd score will act as a tie breaker.

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Paper Airplane Challenge

Divisions:

- Men's and Women's: Ages 50-59, 60-64, 65-69, 70-74, 75-79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.
- There will be no specific order for participants. We will start a line with men and women mixed together. The results will be figured out after the competition. You can call the community center the next day for the official results.

Game Rules:

- You will make airplanes. They must have 2 wings. You cannot just wad up paper and throw it. You may use 1 paperclip per plane. You will fly 4 airplanes in one round. Points will be awarded where the plane lands in the scoring area. If any part of the plane is touching the line, then it will be awarded the higher point value. Any plane touching the left out of bounds line counts as in play. In case of a tie, there will be a one plane fly off with the plane covering the farthest distance declared the winner of the tie breaker.
- Scoring:

5 – 10 feet	5 points
11 – 15 ft	10 points
16 – 20 ft	15 points
21 – 25 ft	20 points
26 – 30 ft	25 points
31 – 35 ft	30 points
36 – 39 ft	35 points
40+ feet	40 points
- Landing a majority of the plane on the target 75 points. **FIRST PERSON TO DO THIS WINS A PRIZE IN ADDITION TO THE 75 POINTS. ONLY THE FIRST PERSON TO LAND ON THE TARGET WINS A PRIZE.**



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Pickleball

Divisions:

- Men's and Women's: Ages 50-59, 60-64, 65-69, 70-74, 75-79, 80+
- Men and Women Doubles
- Mixed Doubles
- Men Singles and Women Singles
- **Players may choose their own partner. If you do not have a partner, one will be assigned to you.**
- **All tournaments are double elimination**
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Pickleball Doubles Strategy

Pickleball involves strategies that include lobbing, overhead slamming, passing drive shots from the baseline, and fast volley exchanges at the net. The key strategy to remember is that the team that reaches the front court in a net volley position first will be in the best position to win the point. Again, the most effective position of play is when both players on the same team are side-by-side in the attack position one foot behind the non-volley zone line.

PLAYER POSITION ON THE COURT (SEE OPPOSITE PAGE FOR MORE DETAILS)

The serving team will be side-by-side on the baseline in a defensive position ready to return passing drive shots, drop shots, and overhead slams. The serving team must stay back until the ball has bounced once on their side prior to moving forward to the net volley position. The receiving team will have the player not receiving the serve in the net volley position. The player receiving team player should hit a deep return of service shot and move forward to the net volley position side-by-side with his partner. This is the ideal attack position for the receiving team as both players are in the best position to win the point (receiving team in net volley position hitting overhead slams and drop shots while serving team in defensive position back on baseline attempting passing, drive shots, offensive lobs deep to the baseline, and drop shots that fall into the non-volley zone).

SHOT SELECTION - RECEIVING TEAM ON OFFENSE

The receiving team in the net volley position may utilize the following shots to win back the serve:

- A. Overhead slams down the middle of the court or angled toward the sideline.
- B. Drop shots clearing the net and landing in the non-volley zone (a player may move into non-volley zone before ball bounces, but the player must let it bounce before returning it). Drop shots can be effective as the serving team players are back in a side-by-side baseline position prepared for overhead slams. They

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must rush forward and hit an “off-balance” shot which is usually a ‘put-a-way” overhead slam or volley by the receiving team. It is to the receiving team’s advantage while at the net volley position to return all possible shots on the fly (not on first bounce). If the receiving team lets an offensive lob bounce then they may relinquish the net volley position as the serving team will seize this opportunity to move forward and gain the net volley position while the receiving team retreats to the defensive position on the baseline.

SHOT SELECTION- SERVING TEAM OF OFFENSE

Both serving team players will be side-by-side, one foot behind the baseline. The ideal serve is hit hard and deep diagonally to the receiving team player. The advantage of a hard-hit deep serve is the receiving player who returns service will have greater difficulty moving forward and “getting set” in the net volley position. The serving team can take advantage of this deep serve by hitting a short drop shot that will land in the non-volley zone just in front of the on-rushing receiving player who is moving forward to join his partner at the net volley position. Remember, the serving team must let the return of service shot bounce once on their side prior to moving forward to the attack position. If the receiving team is set at the net volley position, the serving team can utilize the following shot selection:

- A. Passing, drive shots toward the receiving team player who is moving forward after hitting the return of service shot to establish the net volley position.
- B. The second strategy is lobbing shots deep to the receiving team’s baseline. High, deep lobs drive the receiving players back to the baseline and many times the receiving team will let the ball bounce as they think the ball will fall out of bounds, beyond the baseline. At this point, the serving team seizes the opportunity and can move forward to take the net volley position away from the receiving team.
- C. “Dink” or Drop-Shot Strategy – an effective “dink or drop-shot is when the ball lands in the non-volley zone and the receiving team is unable to hit the ball on the fly without faulting (hitting ball on the fly in non-volley zone). Once the receiving team lets the ball bounce in the non-volley zone then the serving team rushes to the attack position. Now the serving team has created a situation where they are on equal terms at the net volley position with the receiving team, therefore, creating fast volley exchanges at the net. This short drop-shot strategy creates fast and furious volley exchanges between all four players stationed at the net volley position. Again, Pickleball is a sport where shot placement, steadiness, patience, and tactics have a far greater importance than brute power and strength.

Official PICKLEBALL RULES

1. **SERVE** – Player must keep both feet behind the back line when serving. The serve is made underhand. The paddle must pass below the waist. The server must hit the ball in the air or after once bounce on the serve. The service is made diagonally cross court and must clear the non-volley zone. Only one serve attempt is allowed. Let serves are live. At the start of each new game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When receiving team wins the serve, the player in the right-hand court will always start play.



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2. VOLLEY – To volley a ball means to hit it in the air without first letting it bounce. All volleying must be done with player's feet behind the non-volley zone line. NOTE: It is a fault if the player steps over or on the line on his volley follow through.
3. DOUBLE BOUNCE RULE – Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it, after the two bounces have occurred, the ball can be either volleyed or played off the bounce.
4. FAULT –
 - a. Hitting the ball out of bounds;
 - b. Not clearing net;
 - c. Stepping into the non-volley zone and volleying the ball;
 - d. Volleying the ball before it has bounced once on each side of the net as outlines in rule 3.
5. SCORING – A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his team. **The game is played until the first team scores 11 points. A team must win by 2 points.**

POSITION OF PLAYERS FOR DOUBLES AT START OF GAME.

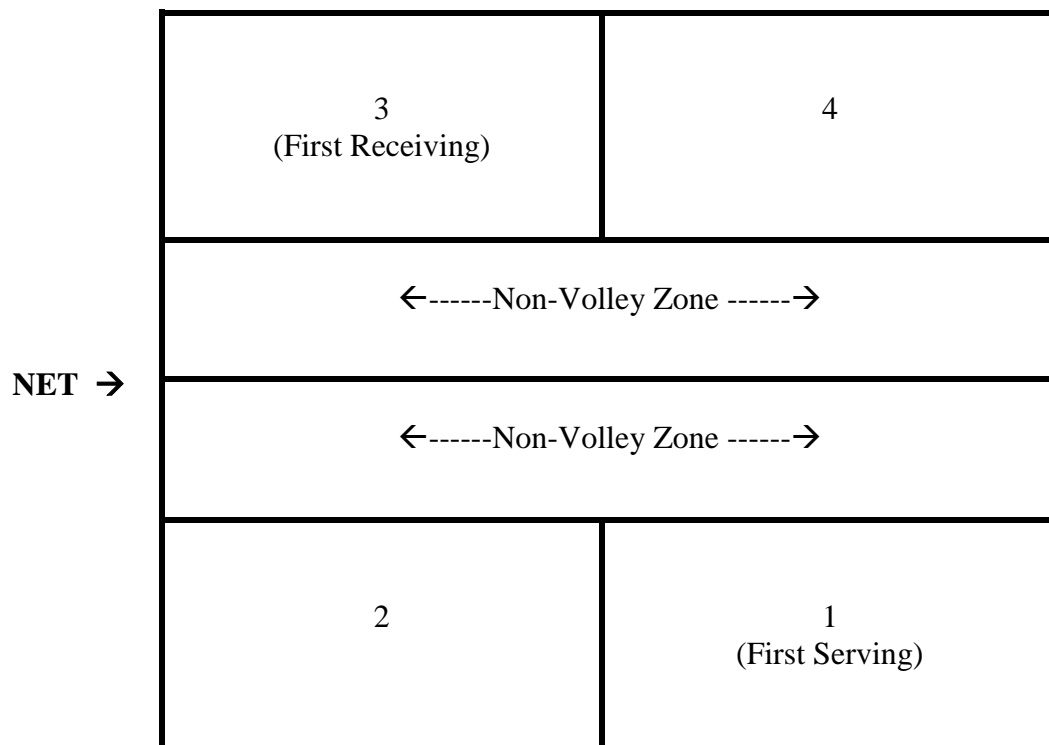
1. DETERMINING SERVING TEAM – Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first, not serving first or choosing a side.

2. DOUBLES PLAY (See diagram below)

- A. Player in RIGHT HAND court (1) serves diagonally across court to receiver (3) in opposite RIGHT HAND court. The ball must clear the non-volley zone and land in the RIGHT HAND serving court. The receiver (3) must let the ball bounce before returning the serve. Serving team must also let the return bounce before playing it. (Rule #3 - Double Bounce Rule). After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.
- B. If the receiving team makes the fault, the serving team scores a point. When the serving team wins a point, its players will switch courts and the **same** player will continue to serve.
- C. When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team. Players switch courts only after scoring. A ball landing on any line is considered good.

(diagram on next page)

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Pinochle Double Deck

Divisions:

- Men and Women together in one age group

Game Rules:

- Open bid - at least 50
- May bid by ones until 60
- Above 60 bids are in multiples of 5.
- Once you pass you cannot re-enter the bidding.
- If all pass the dealer is forced to bid 50. If the dealer and partner are unable to meld 20 they will be set 50 and the hand will still be played
- Bidder must have a marriage in trump suit.
- Meld can only be scored if it's worth at least 20.
- A bidder may say "once" at first bid and cannot bid again.
- If a team does not take at least 20 points in the play, then they cannot score the hand and the meld is disregarded.

	Single	Double	Triple
Run	15	150	225
Marriage (Trump)	4	8	12
Marriage	2	4	6
Pinochle Jack of Diamonds & Queen of Spades	4	30	60
Aces Around	10	100	150
Kings Around	8	80	120
Queens Around	6	60	90
Jacks Around	4	40	60
Four Aces same suit	20		
Four Kings same suit	18		
Four Queens same suit	16		
Four Jacks same suit	14		



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Scrabble

Divisions:

- Ages 50-59, 60-64, 65-69, 70-74, 75- 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Explanation:

- The first annual Senior Games Scrabble Tournament will take place on Monday, June 16, from 1 p.m. to 5 p.m. at the Community Center. Only those pre-registered may participate.

Games Rules:

- The tournament will use traditional Scrabble game-play rules, and all players must be familiar with those rules prior to participating. Scrabble dictionaries and “cheat sheets” will not be allowed at the table.
- One blank sheet of paper, one individual scorecard and one pen will be provided to each player, and a game scorecard and challenge sheets will be included at each table.
- Cell phones should be put away and turned off or put on silent. No exceptions.

Players:

- Due to time restrictions, each player will play a total of only three games against one opponent per game. Opponents’ names will be drawn at random before play begins, and players will be assigned a table.
- **Contestant score cards will be maintained by each player and signed by them and their opponent at the end of each game.**
- One player should serve as official scorekeeper at their table, using the game scorecard. Calculators will be available at each table.
- Players are expected to remain at their table during the game and keep chatter to a minimum. A 10-minute restroom break will be provided between games.

Word Challenges:

- The seventh edition of the Official Scrabble Players Dictionary will be used by the tournament’s official judge to verify any words challenged during play.

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- Challenge slips will be used for each word that is challenged. Word challengers should fill out a challenge slip and raise their hand to alert the judge, who will make the determination based upon the latest Scrabble dictionary. ***If the word challenged is unacceptable, the challenged player takes back their tiles and loses that turn. If the word challenged is acceptable, the challenger loses their next turn.***

Game Play:

- Game play will begin when the tournament coordinator announces start of game. A timer will be set for 60 minutes per game and each player must complete their individual plays within 3 minutes or less to keep the game moving.
- If a player does not complete their turn within 3 minutes, the first infraction will be a deduction of 5 points from their score for every minute of overage time. The second and all subsequent infractions will be a forfeiture of that turn. In that case, the opposing player's turn will begin when the 3 minutes has expired.
- If a game is incomplete at the end of 60 minutes, the game will end uncompleted and final scores will be tallied on game and individual scorecards and signed by each player, as outlined above.
- At the end of each game, the low scorer will move to the next table and the winner will remain at their table, welcoming a new challenger for the next game.
- Game scorecards will be turned into the coordinator and each player will keep their own scorecard to use in the next game.
- **Determining the Winner: all players must turn in their individual score sheet at the end of the third game.**
- The tournament coordinator will place score sheets in the order of cumulative game score totals and announce the winners at the end of the tournament.
- The person with the highest cumulative score will be declared Scrabble Tournament Champion. Second- and third-place finishers will also be recognized.



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Shuffleboard

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- All shuffle board matches will be conducted in accordance with the National Shuffleboard Association
- (NSA) rules except as modified herein.
- Singles matches will consist of 6 frames in the preliminary rounds and 6 frames in the championship rounds. In the double elimination “loser’s bracket” games will consist of fewer than 6 frames.
- Two matches will be played on one court at the same time. Opposing players will play from the same end of the court. Players will not change ends after any frame.
- In case of a tie, two extra frames will be played until the tie is broken.



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Skee Ball

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- 7 Balls Per Round
- 45 Second Limit Per Round
- 2 Rounds Per Participant
- Score = Total of 2 Rounds
- If Skee Ball rolls back, participant can roll again
- Both the Participant and the Skee Ball must stay in the lane
- No Contact with other Participants
- Participant cannot hold or touch the sides

Coordinators and volunteers:

1. Group the different age groups into designated booth area.
2. Have one person release the age group to the scorer's area to pick up score card. 4 people compete. All others in the called age division wait at the scorer's area until a court opens up. The score keepers will signal to the scorer's area when a court is available.
3. Participants roll their 3 rounds. Volunteers record scores.
4. Upon completion of the 3 rounds, participants will return their completed score card to the scorer's area.
5. Return to assigned booth. Participants are free to leave once they have verified there are no ties



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Softball Hitting Challenge

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- **YOU CAN ONLY USE THE BATS PROVIDED!!!**
- Before competition begins you will be allowed a limited amount of practice time, so arrive early.
- Every participant is expected to help with this task.
- You may have 3 practice pitches before the pitching machine will pitch 13 balls in a soft pitch arc. You must swing at 10 of them. In case of a mistake where more than 10 balls are hit, only the score of the first ten count.
- In case of ties there will be a five ball round to determine the places.

Scoring Rules:

- Field has been marked with lines at 80, 100, 120', 140', 160', and 180'.
- Any ball hit in fair play 79 feet or less will be awarded 5 points
- If you hit a fly ball that lands between the 80' and the 100' area you will be awarded 10 points.
- If you hit a fly ball that lands between the 100' and the 120' area you will be awarded 20 points.
- If you hit a fly ball that lands in the 120' and the 140' area you will be awarded 30 points.
- If you hit a fly ball that lands in the 140' and the 160' area you will be awarded 40 points.
- If you hit a fly ball that lands in the 160' and the 180' area you will be awarded 50 points.
- If you hit a fly ball that lands past 180' area will be awarded 60 points.
- 0 points will be awarded for foul balls and missed swings.
- If a ball hits the line, the higher point value will be awarded



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Softball Throw

Divisions:

- Men's and Women's: Ages 50-59, 60-64, 65-69, 70-74, 75- 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- This competition will be based on **Accuracy only**.
- **Accuracy** – Participants will stand behind a line approx. 80 feet from home plate. A chair will be placed at home plate. Each participant will be allowed three (3) warm-up throws, and then you will be allowed seven (6) competition throws. The ball can be thrown overhand or underhand.
 - A ball hitting the chair on the fly, bounce or a roll will be awarded 5 points. A ball thrown over the chair and under the 4' will be awarded 5 points. No balls thrown over the 4' lines will be awarded points. Balls that roll under the chair will also be awarded 5 points.
 - A ball passing within a 3' boundary on either side of the chair will be awarded 2 points. The total score will determine the places.
 - Hitting the post counts as 1 point.
 - Tie breaker is 2 more throws for each contestant. Highest score wins.
 - Any overtime after that is best one throw to the center of home plate.

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Spades

Cutthroat Spades

- Cutthroat Spades is a card game, in which each player bids and plays for themselves. (NO Partners!)
- It is played with a regular 52 card deck (For three-handed spades a standard deck of 52 cards is used of the common suits Spades, Hearts, Clubs, and Diamonds. However, the 2, 3 and 4 of all suits are removed as well as the 5 of clubs. (This means each player will still have 13 cards in their hand.)

Seating & Dealing Phase:

- Before sitting down, each player draws a card with the highest card winning the deal Aces high twos low. The next highest player sits to the dealers left and is the first to bid and play.
- Players continue to sit in order of their drawn card's value. Remember, spades are considered highest so, for example, 2 of spades is higher than an ace of another suit. Ties between non-spade suits are settle with a second draw.
- Starting with the player to the dealer's left, the dealer gives each player 13 cards in turn.

Bidding Phase:

- Bidding involves looking over your hand and deciding how many tricks you think you can capture.
- Players must bid in clockwise order, stating with the player directly to the left of the dealer.
- Each Player's bid is recorded. NO BLIND BIDS OR SHOOT THE MOON!
- Remember the scoring as you bid
 - *Reaching bid = 10 points X tricks bid (ie a bid of 4 where at least 4 tricks were taken would get 40 points)
 - Not reaching bid = -10 points X tricks bid (ie a bid of 4 where less than 4 tricks were won gets -40 points)
 - bag(s) (one or more tricks taken greater than the bid) = 1 point for each additional trick (ie a bid of 4 where 6 tricks are taken gets 40 for the tricks plus 2 for the bags for a total of 42 points)
 - NOTE: Bags are accumulated for each hand until a player reaches the penalty amount of 5 or the game ends.
 - Reaching 5 bag penalty = -50 pts (bag count is reset to zero for the penalized player)
 - Successful Nil bid (zero bid and zero taken) = 50 pts.
 - Failed Nil bid (zero bid but one or more taken) = -50 pts. (A failed nil does not get bags)
 - Reneging (not following the suit led when you have one in your hand) = -50 pts

Playing Phase:

- The player to the dealers left starts the play and can lead (play) any card except Spades. The play then follows clockwise. Players must follow the leading suit unless they do not have any of that suit, then they are allowed to play any card in their hand. The first time a Spade is played in this manner is called "breaking spades".

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- Once Spades are broken any player can then lead a Spade. The highest of the lead suit, or the highest Spade wins that play. The winner of the trick collects the cards from that trick and stacks them neatly in front of them for easy counting. They then lead the next play. Play continues in the same manner until all the cards have been played.
- Spades can be led when not broken if they are the only suit left in your hand. After all cards are played the hand is over, then the player to the dealer's left is the new dealer to start the next hand. So it continues until the current game is complete.

Scoring & Winning Phase:

- Reaching bid = 10 points X tricks bid (ie a bid of 4 where at least 4 tricks were taken would get 40 points)
 - Not reaching bid = -10 points X tricks bid (ie a bid of 4 where less than 4 tricks were won gets -40 points)
 - bag(s) (one or more tricks taken greater than the bid) = 1 point for each additional trick (ie a bid of 4 where 6 tricks are taken gets 40 for the tricks plus 2 for the bags for a total of 42 points)
 - NOTE: Bags are accumulated until a player reaches the penalty amount of 5 or the game ends.
 - Reaching 5 bag penalty = -50 pts (bag count is set back to zero for the penalized player)
 - Successful Nil bid (zero bid and zero taken) = 50 pts.
 - Failed Nil bid (zero bid but one or more taken) = -50 pts.
 - Reneging = -50 pts
- Play continues for 4 rounds. (Each person deal)
- Top two scores are considered winners and stay at the table. Lower two scores move to the next table.
- Play will continue for 5 games.
- Placement will be determined by the total points of all 5 games.
- In the event of a tied total point score, the winner will be determined by the person with the highest individual game score.

Please Remember:

- The Ace of Spades is the highest card in the deck.
- A spade can trump or beat all other suits.
- A card laid is a card played and cannot be picked up unless, YOU realize before anyone else you reneged.
- No blind bids; no minimum bids; no shoot the moon
- No displaying/turning over cards except in play
- No throwing your hand in; No Redeals; No partners

Gameplay Example

Let us say that the dealer places down a Jack of Hearts as the lead card. The next player has 3 cards of the Heart suit but, none of them beat a Jack. Player #2 sloughs the round and places a 7 of Hearts on the table. The third player places down an Ace of Hearts, winning the trick so far. The fourth player does not have any Hearts and they place their 2 of Spades on the table. Because Spades trump the deck, the fourth player wins the trick and plays the next lead.

2025 Senior Games Rules

Table Tennis

Divisions:

- Men: Ages 50-59, 60-64, 65-69, 70-74, 75- 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.
- Women: One age group only

Game Rules:

- Modern 40mm balls, either yellow or white, as supplied by Community Center will be used.
- Singles:
 - 1 Game to 11 points; must win by 2 points
 - A match is winning 2 out of 3 games.
 - 2 Serves per player and then it rotates to the other player for 2 serves
 - Starting server is determined by hiding the ball under the table. His opponent guesses in which hand the ball is hidden. If he guesses correctly, he chooses to either serve or to have the ball holder serve. If he guesses wrong, the ball holder serves.
- Doubles:
 - Partners will be drawn from a hat by the coordinator. The coordinator will determine if you are an A player or a B player. Teams will consist of an A and B player.
 - The server to start the game will be determined by hiding the ball. His opponent guesses in which hand the ball is hidden. If he guesses correctly, he chooses to either serve or to have the ball holder serve. If he guesses wrong, the ball holder serves. A second hiding of the ball can determine who the server serves to on the opposing team if necessary.
 - Games will be played to 11 - Must be won by 2 points.
- A match will consist of two out of three 11-point games. Each server will serve only twice each turn then it rotates to the other team for 2 serves.
- In doubles, the partners must alternate hitting the ball.
 - Example: Art and Bob make up one team while Charlie and Dan make up the other. If Art serves to Charlie; Bob must hit Charlie's return then Dan must hit Bob's return, etc. If the wrong partner hits the ball it is a point for the other team.
- In Doubles, upon the third game, players will change ends when either team reaches five points. Moreover, the receiving team will change places so that the other player is receiving the serve.
 - Example: If Art is serving to Charlie when the first team reaches five points, after they change ends, Art will serve to Dan; *unless* that was Art's second and last serve. In that case, Charlie will serve to Art.
- ***If you find this confusing, ask the committeeman running the tournament. He can get you completely bewildered! Or, by mutual consent, both teams can forget the whole thing and not change ends. But, if either team insists, you must change ends and serve as described above. AND BE SURE TO GET IT RIGHT! But if you get it wrong, the score counts anyway.***



2025 Senior Games Rules

Test Your Trivia

Game Rules:

- Teams are formed at check in. In past years, the number of participants on a team have been 5 or 6. Teams can be mixed with men and women.
- Men and women compete in 1 division
- There will be 7 rounds of 7 questions.
- For the most part, questions will be read and displayed 1 at a time.
- You will have 45 seconds to answer the questions. If everyone has their “finished flags” displayed before the 45 seconds is up, we will move to the next question
- No electronic devices. This includes phones, watches, tablets, etc....
- You may have 4 stickers that count as mulligans. A mulligan is a free point. You can only use 1 mulligan in a round.
- Each member on the winning team will earn 10 points to their running Senior Games points total. This holds true for all members on the 2nd, 3rd, and 4th place teams too.
- Tie breaker 1 is a 3 question playoff. If still tied, the team to answer the fastest will win the tie breaker.



2025 Senior Games Rules

Timed Jigsaw

Divisions:

- Ages 50-59, 60-64, 65-69, 70-74, 75- 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- You will be given 100 piece puzzle.
- 15 people can compete at a time. When a puzzle is completed, another participant will be set up to do the competition when the volunteer has that station ready.
- A volunteer will start the time as soon as the participant takes the pieces out of the bag/box.
- When the puzzle is completed, say finished, and a volunteer will record your score.
- Check out at the check in station. Fill out an evaluation.



2025 Senior Games Rules

Timed Walk

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75 – 79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Competition is open to men and women and will be set up by age groups.
- The distance to be walked will be two miles.
- Competitors will report to the event Coordinator 30 minutes prior to start time.
- The command of the starter will be, "On the mark, set, GO!"
- Competition times and results will be recorded by the scorer.
- Max time for the event is 45 minutes.
- Coordinators may adjust the course as needed for weather, hazards, etc.
- Participants must carry their time card and present it when they cross the finish line.
- No running!!!



2025 Senior Games Rules

Walking Tour

Game Rules:

- Walk will be 1.8 miles or other distance defined by the Coordinator.
- If a team or individual does not score any points within 10 minutes of starting the round, both teams or individuals must forfeit the entire event.



2025 Senior Games Rules

Wheeling/Dealing Bicycle Ride

Bike Ride Rules:

- All riders shall have bikes in good working condition.
- Helmets are recommended and must be worn properly.
- We are using the River Greenway system. Pedestrians have the right of way. Defer to them and slow down.
- Pass on the left and let people know you are passing them.
- Safe riding is mandatory. No horseplay! Obey rules of greenway etiquette.
- This is **NOT** a race. Keep bike under your control at all times. Slow down in congested area. Slow down on steep grade.



2025 Senior Games Rules

Wii Bowling

Divisions:

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75-79, 80+
- There should be at least four people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Individual competition.
- Nintendo Wii bowling will be used.
- Must stay behind 5' line when releasing.
- All players are to use wrist straps properly.
- Each participant will play two rounds. The total points of the two games will determine the score. If there is a tie the highest score of an individual game will be first tie-breaker. If it is still tied the second highest score of an individual game will be second tie-breaker. If still tied after the second tie-breaker, a 3 frame bowl off will occur and continue until someone has taken the lead.