

AIHEC 2005 Handgame Tournament General Information, Rules and Roster

Registration Form

College: _____

Contact: _____ Phone: _____

Address: _____ Email: _____

PLEASE NOTE: This registration form is to assist the host committee in scheduling and develop the brackets. Teams are not required to submit full team rosters prior to the conference. However, all teams will be required to provide a roster once they arrive at the conference. With the roster a team must provide documentation which indicates the affiliation of the team members as either staff or student. (see -Roster)

Registration Fee: \$50 per team.

- The Registration Fee must accompany this form.
- Send a check or money order payable to AIHEC 2005.
- Registration **MUST BE** postmarked by March 1, 2005.

Send registration and payment to:
Bob Sutton
AIHEC Conference 2005
C/O Institute of American Indian Arts
POB 5310
Santa Fe, NM 87502

2005 AIHEC Handgame Tournament
Sunday, April 3, 2005
1 to 9 p.m.
Albuquerque Convention

For more information contact:

Jeremy Shield, Co-Coordinator (785)749-8467

jshield@haskell.edu

Brady Tapedo, Co-Coordinator (785)749-8467

btapedo@haskell.edu

2005 AIHEC HANDGAME RULES

Team rosters must be submitted to the AIHEC Planning Committee by March 1st, 2005

TEAMS

Teams must consist of 6 no more than 12 players. **Only players listed on the team's roster can hide and/or guess.** Additional people may help sing and, but are not allowed to hide or guess. Players cannot be listed on more than one roster.

- Rosters can list up to 12 players with one being designated as the Team Captain.
- A minimum of 6 players must be present during each game.
- This is a double elimination competition. After the first loss, the losing team moves into the loser's bracket. After the second loss the team is eliminated.
- Teams must be ready to play when called upon. **NO EXCEPTIONS!**

TEAM CAPTAINS

1. Captains' are responsible for getting 1 judge for each of their games. Judges can be a player on another team's roster.
2. Captains will notify judges of their guesser(s) and hider(s).
3. Captains select 2 hidere each time the 'bones' come into their team's possession.
4. Captains are responsible for giving out and collecting the bones.
5. Captains can change hidere only after possession of both sets of bones have been lost.
6. Captains are responsible for telling their team's hidere when to hide and when to open their hands and reveal the bones. If the hider reveals the bones before the guess, 1 stick will be forfeited.

GUESSERS

In the interest of time, when there are two hidere, the guesser will always guess both at the same time AND there will be a time limit for hiding, not to exceed 1 minute. When there are two hidere, the guesser can use any of the following 4 hand signals (except when there is only one hider, then the guesser can only choose right or left):

- **OUTSIDE**-With the thumb and index finger pointed outward in opposite directions. (Guessing the outside of the hands of the hidere)
- **INSIDE**-With a flat vertical hand, making a downward chopping motion. (Guessing the inside of the 2 hidere)
- **RIGHT**-With the thumb down, pointing the index finger to the right (Guessing the right hand(s) of 1 or 2 hidere)
- **LEFT**-With the thumb down, pointing index finger to the left. (Guessing the left hand(s) of 1 or 2 hidere)

Guessers keeps guessing until possession of bones are regained or hiding team scores all available points. Gueser can pass his/her guessing privilege to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing Team Captain.

HIDERS

1. Once the hidiers are selected they are the teams' hidiers until the team loses possession of the bones.
2. Hidiers will each be given a set of bones (1 marked and unmarked). The guesser will be trying to find the MARKED BONES.
3. Once bones are hidden hidiers must keep both hands in view of the opposing guesser.
4. The hider will open their hands and reveal the bones when the judges indicate that the guess has been made.
5. If the hider reveals the bones before being guessed, 1 stick will be forfeited.
6. Hidiers will continue to hide as long as the opposing teams guesses incorrectly.
7. When hidiers are guessed by the opposing team, they return the bones to the Team Captain.

JUDGES

1. Judges must be present at the start of the game and for the full duration of the game.
2. Judges will oversee the game by confirming each guess and each point scored.
3. Judges rulings are final.
4. Judges are utilized for fairness.

TEAM SPIRIT

1. Teams can use shakers, clap, etc. but can not block the guesser's view.
2. Teams may use any means (within reason) to distract the guesser, but can not touch opposing teammates with any objects during the game.
3. Once instructed or warned by a judge to clear the guesser's view, 1 stick may be forfeited.

SCORING POINTS

1. The team who wins the coin toss before the game begins will get to hide first.
2. Only the hiding team who has possession of the bones is able to score points. The guessing team is only able to regain possession if both bones are guessed.
3. The objective for the guesser is to find the "MARKED BONES" of the hider.
4. If a hider brings up their hands to be guess, then puts their hands back together or conceals hands again 1 stick will be forfeited.
5. Hiding team continues to hide until both sets of bones are lost.
6. Guessing team continues to guess until both sets of bones are won.
7. If the guessing team correctly guesses 2 hidiers correctly, they regain possession of the bones and the opportunity to score points.
8. If the guessing team guesses 2 hidiers incorrectly, the hiding team remains in possession of the bones and the opportunity to score points.
9. If the guessing team guesses 2 hidiers incorrectly, the hiding team maintains possession of the bones and scores 2 points.

10. If the guessing team incorrectly guesses one hider and correctly guesses the other hider, the hiding team scores 1 point and the hider who 'fooled' the guesser hides again and is the game is played with one hider. If the guesser misses the next guess, both hidere resume play.
11. The game continues on until all available points have been scored.

SCORING

1. 2 sets of bones for each team. (2 **marked** and 2 **unmarked** for each team)
2. Only the bones provided by the tournament coordinators may be used.
3. Identical Point Set for each game or 2 sets of scoring sticks (5 stick set for each team plus one KICK stick).

For more information contact the Handgame coordinators or the AIHEC Planning Committee.

ROSTER for AIHEC 2005 Handgame Tournament

College Name : _____

Team Members

Minimum of 6 and Maximum of 12

(print or type)

Status

Indicate by circling one

- | | |
|-----------|---------------|
| 1. _____ | Student/Staff |
| 2. _____ | Student/Staff |
| 3. _____ | Student/Staff |
| 4. _____ | Student/Staff |
| 5. _____ | Student/Staff |
| 6. _____ | Student/Staff |
| 7. _____ | Student/Staff |
| 8. _____ | Student/Staff |
| 9. _____ | Student/Staff |
| 10. _____ | Student/Staff |
| 11. _____ | Student/Staff |
| 12. _____ | Student/Staff |

Verified by:

Students

I, _____, College Registrar do verify that the above
(print name)

listed individuals are students at _____.

Signature: _____ Date _____

Staff

I, _____, Personnel/HR Office staff, do verify that the above
(print name)

listed individuals are employees at _____.

Signature: _____ Date _____

Photo ID will be required for each team member prior to start of
the tournament registration.

AIHEC 2005 Handgame Tournament AWARDS

Team - Trophies/Prizes

- Top 4 finishers – 1st, 2nd, 3rd, 4th
- Best Dressed
- Most Spirited
- Best Singers

Individual – Trophies/Prizes

- Best Guesser
- Best Hider
- Most Points Male/Female

Before the Start of the Tournament

1. Captains must attend informational meeting. Place - TBD
2. Team Rosters must be submitted by 12:30 p.m. to Registration Table on 4/3/05. NO CHANGES AFTER ROSTER is submitted.
3. All team members will be required to check in at the Registration Table and provide a valid photo ID to host committee.
4. Team should be ready to play at 1 p.m.