

The Official World Spoofting Championship Rules



Introduction

The rules of spoofing were written many years ago, with a view to ensuring a level of consistency and quality for those participating in the game of spoofing. Though the game has grown over the years, and things such as alternative calls etc. and the addendum to the rules (added in 2016), the base rules have remained the same.

As with any set of rules, they are there to promote a fair and equitable match, at all times and under any circumstances. This is the spirit in which they were written and reflects the spirit in which we play the game.



Rules

- 1 The names of all those participating are randomly drawn and schools of the requisite size(s) formed. Ideally a First Round school will number 5 spoofers; some schools may have to contain 6 spoofers to accommodate all those attending.
- 2 The school will form in the order the names were drawn, each spoofer standing to the left of the spoofer drawn immediately beforehand. The school will form in an approximate circle, the spoofer whose name was drawn last standing to the right of the spoofer whose name was drawn first in that school. (A table may be placed in the middle of the school, if desired, for the placement of refreshments, etc.)
- 3 The first name drawn in each school will bring the school to order and spin a dead match to determine who should start or nominate.
- 4 Spoofers must use 3 coins only for the purposes of spoofing; the value or country of origin of the coins is irrelevant, however etiquette decrees that the 3 coins be of equal size.
- 5 Each spoofer in the school displays a clenched fist holding his choice of 3 coins, 2 coins, 1 coin, or 0 coins. When the fists are all displayed the dead match will be spun as described in Rule 3 above; the spoofer to whom the dead match points (or most nearly points) may choose to either commence spoofing, or nominate another spoofer in the school to commence. The intention of the exercise is to calculate – and the word is used advisedly – the total number of coins held in all the displayed fists including one's own fist. After the opening call spoofing continues in a clockwise direction until all spoofers in the school have called.
- 6 No spoofer may select in any one spoof a call previously chosen by another member of that school.



7 No spoofer may call an "Impossible Call" – ie. a call that is impossible taking into account

- The number of people in the school
- The calls already made
- The number of coins in his hand

In the event of an Impossible Call being called, the Spoofer responsible shall provide a bottle of Port for the consumption of all those attending the Championship.

8 Any spoofer accusing another spoofer of making an Impossible Call, and the accusation subsequently proving to be incorrect, shall himself forfeit a bottle of Port.

9 In the event of a spoofer being unable to call a valid total, taking into account the calls previously made, and the number of coins in his hand, he must call "The Cawood Pass"; (pronounced 'Kaywood'); failure to do so will result in a fine of a bottle of Port.

10 When all spoofers in the school have called, the hands are displayed and the total counted in a clockwise direction, starting with the opening call. The spoofer who has correctly calculated the total number of coins held in all the hands drops out and keeps the score for the remainder of that round. In the event of no spoofer calling the correct total, the school will re-spoof, but the first call will be made by the spoofer standing immediately to the left of the spoofer who previously opened the calling.

11 Points are scored as follows:-

School of 5 spoofers (say)	1 st out	5 points
	2 nd out	4 points
	3 rd out	3 points
	4 th out	2 points
	5 th out	0 points



The points scoring system is adaptable to any size of school, the first spoofer out scoring points equal to the number in the school etc. etc. The loser always scores 0 points.

- 12 Depending on the call made by the respective committee, competitions can be either 'mugs away' or 'clockwise'.

For 'mugs away' - At the completion of each spoof, the loser of that spoof may choose to either start the next spoof, or nominate the spoofer he wishes to commence it. After the opening call spoofing continues in a clockwise direction until all spoofers in the school have called.

For 'clockwise' - At the completion of each spoof, the spoofer immediately to the left of the spoofer who started the previous round, may choose to either start the next spoof, or nominate the spoofer he wishes to commence. After the opening call spoofing continues in a clockwise direction until all spoofers in the school have called.

The dead match is only used to determine the starter/nominator at the commencement of each round.

13 ROUNDS

ROUND 1 - Each school will spoof 7 times, and the points scored by each spoofer in each round (as described in Rule 11 above) will be accumulated. The spoofer in each school with the most points will proceed directly to the Quarter Finals; the remainder proceed to the Repechage.

ROUND 2 - THE REPECHAGE - The names of all the spoofers in the Repechage will be randomly drawn, and schools of the requisite size(s) formed. Spoofing will proceed in accordance with Rules 2 - 12 above. Each school will spoof 6 times and the points scored by each spoofer will be accumulated. The spoofer in each school with the most points will



join the Round 1 winners in the Quarter-Finals; the remainder proceed to the "Early Handwash" and take no further part in the competition.

ROUND 3 - QUARTER-FINALS - The names of all the Round 1 and Repechage winners will be randomly drawn and the respective schools formed. Spoofing will proceed as described in Paras 2 - 12 above. Each school will spoof 6 times and the points scored by each spoofer accumulated. The spoofer in each school with the most points will proceed to the Semi-Finals. The remainder proceed to "The Handwash" and take no further part in the competition.

ROUND 4 - SEMI FINALS - The names of the Quarter-Final winners will be randomly drawn and two schools formed.

Spoofing will proceed as described in Paras 2 - 12 above. Each school will spoof 7 times and the points scored by each spoofer accumulated. The spoofer in each school with the most points will proceed to the FINAL. The remainder proceed to "The Last-Chance Handwash" and take no further part in the competition. The dead match will be spun by a neutral observer to determine who should call first or nominate..

In the event of 2 or more spoofers scoring equal points at the ends of Rounds 1, 2, 3 or 4 those spoofers will participate in a "Spoof -Off". The tying spoofers will spoof until any one spoofer has lost 2 spoofs; he will then drop out and the remaining spoofers will continue until another spoofer has lost 2 spoofs. This will continue until one spoofer is left, who proceeds as Winner to the next round.

THE FINAL - The final is played on a Head-to-Head basis, the winner being the first spoofer to call 4 correct calls. The Chairman will spin the dead match to determine who should either call first or nominate. After the first spoof, the opening call will alternate between the 2 spoofers, irrespective of who lost the previous spoof.



- 14 The Chairman or Committee of any Spoofing Championship is empowered to amend the number of Rounds in that Championship and/or the number of spoofs within each Round before or during the Championship to suit the time available for the event to take place. Any such amendment must be advised to the protagonists at the earliest possible opportunity. The number of spoofs within a particular round may not be amended once any one school has commenced that round.
- 15 Spoofers may use local or international substitutes for specific calls (eg. Steffi Graf/The German Virgin - 9), but must also advise the actual number if any member of the school is not aware of the meaning of the call.
- 16 "The Haughton Six" may be called only in a school of 3, by a spoofer holding 3 coins, when the call of "6" has not been called by another member of the school. By calling "The Haughton Six" that spoofer must be holding 3 coins (failure to do so will result in a fine of a bottle of Port) and is therefore in effect declaring his hand. Any spoofer in a school of 3, who is holding 3 coins, is not required to call "The Haughton Six", it is purely a bravado call!
- 17 All participants in any Spoofing Championships played under these Rules must be aware - or be made aware - of the Rules before the commencement of Spoofing. No excuse can be accepted for lack of knowledge once spoofing is underway.
- 18 Gloating by any member of a school who correctly calculates the total in any given spoof is considered an extremely heinous offence punishable by a fine of a bottle of Port and/or re-admittance to that particular spoof, as determined by the majority of the other members of the school. It is permitted to say "A pleasure to spoof with you, Gentlemen", and/or to press the digit finger into one's cheek, turning the wrist backwards and forwards ("An Italian").



ADDENDUM (25 April 2016)

19. Should any spoofer be unable to continue a round due to unforeseen circumstances (emergency, sickness, incapacitation), their score for all subsequent spoofs in the current round will be automatically calculated as zero (0). The remaining players will continue to score accordingly, with the lowest score for those players being Two (2).
20. For all significant spoofing championships i.e. World/Country etc. a disputes committee must be appointed. The number of participants can vary, but must include at the very least a 'Chairman'. Any decisions made by the disputes committee upon making a ruling during a competition, shall be the final say and no further discussion will be entered into.
21. For all significant spoofing championships i.e. World/Country etc. it is the responsibility of the organiser (previous winner) to provide a printed programme, including, a list of competitors, the country they are representing; a list of past champions; the names of the nominated disputes committee; a copy of the 'rules of spoofing'.
22. To be considered a 'formally sanctioned' event, a World Spoofing Championship must include representatives from a minimum of seven (7) competing countries to constitute an officially recognised quorum.

Gentlemen ...
When the Hands Are Out

