

UTTC WELCOME WEEK HAND GAME TOURNAMENT



TOURNAMENT RULES

GAME PLAY

- Games will be played in Flathead-Style
- Only four basic hand singles used: Left, Right, Middle, Outside. No thumbs or fork guessing. Violators will forfeit one (1) stick. Hand signals will be reviewed at the tournament before the first game.
- Games will be timed. If a game does not conclude before the time is up, the team with the most sticks will be declared the winner.
- There will be a 10-minute break between games.
- Three (3) team members must be present to start the game otherwise it will be considered a forfeit.
- Teams will be limited to one minute for guessing and hiding.
- The tournament will be double elimination rounds. After the first loss, losing teams will move into the loser's bracket. The team is eliminated after the second loss.
- A coin toss will be used to determine who guesses first on the kick stick. The team that guesses correctly gains possession of the bones.

JUDGES

- Judges shall be present at the start of the games they judge and be available for the full duration of the game.
- Judges will oversee the game by confirming each guess and each point.
- Judges will handle disputes, if there is no resolution, an official tournament coordinator will make final determinations if necessary.

CONTACT

For questions or inquiries, please contact:

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TEAMS/PLAYERS

- Each team must have a minimum of three (3) players and a maximum of five (5) players with a designated team captain.
- Team members must be a TCU student and provide their school ID at check-in.
- Each team will designate one team member to serve as a judge for other teams' games.
- Only registered players will be able to guess or hide.
- Players are not allowed to be registered on more than one team.
- Additional people (non-TCU students) may help sing but are not allowed to hide/guess.

TEAM CAPTAINS

- Only team captains may address the judges for any concerns.
- Team captain will notify the judge of their team's guesser(s) and hider(s).
- Team captains will collect and distribute the bones.
- Captains will sit in the middle of their team.

HIDING & GUESSING

- When there are two (2) hidiers, the guesser will always guess both hidiers at the same time.
- Guesser(s) keep guessing until the possession of bones are regained or the hiding team scores all available points.
- No fake guessing allowed. Faking guessing will result in forfeiting a stick.
- Once the bones are hidden, hider(s) shall stand and keep both hands in view of the opposing guesser.
- If bones are dropped or tossed by mistake, the offending team will lose a stick.

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FLATHEAD STYLE BASICS

The object of the game is for each team to fool the opposing team, earning sticks (points). The first team to win all of the sticks wins the game.

Bones

There are two sets of marked (male) and unmarked bones (female) used during gameplay. The captain of the hiding team selects two players to “hide” a set of bones in each hand. The captain of the guessing team selects one player to guess.

In Flathead-style gameplay, the guessing team is trying to find the unmarked bones. The guesser uses one hand signal to guess which hand the bone is hiding in for both hidiers at the same time.



Hiders

Each hider conceals a marked and unmarked bone in their hands. Hiders will hide the bones behind their backs or use scarves to cover their hands while they hide. Hiders bring their hands to the front when they are done hiding. Hiders can move their hands around in an attempt to distract their opponent.



Once the guesser makes their guess, the hider stops any distracting movements and opens up both hands to reveal the bones. **In the event a hider reveals their bones before the guesser makes their guess, the hider forfeits possession of their bones.**

If the hider is successful and has fooled the other team into guessing the wrong bone, the hiding team earns a stick and the hider continues to hide the bones.

If the hider is unsuccessful and the opposing team guesses the correct bone, the hider loses possession of their set of bones to the other team. Once both sets of bones are lost, the round is over and

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the opposing team starts a new round hiding the bones. Only the team hiding the bones has the opportunity to score sticks.

Guessing

The job of the guesser is to guess what hand the unmarked bone is in and to win back possession of the bones. The guesser uses hand signals to guess both players at the same time. The guesser continues to guess until possession of both sets of bones has been obtained.



Hand Signals

OUTSIDE*:

To guess both of the outer hands of the hidiers, hold hand out with the thumb and index pointed outward.

← *In the photo to the left, the guesser is holding out her hand with her thumb and index finger pointed outward. This is to guess that the desired bone is located in the outside hands of the hidiers.*

INSIDE*:

To guess the inside hands of both hidiers, make a downward chopping motion with a flat vertical hands. The thumb should be down. If the thumb is up, the judge may call the guess as outside.



← *In the photo to the left, the hider uses the inside hand signal with the thumb in an up position. A judge may rule this call as "outside" because of the position of the thumb. **To call the inside hands, keep your thumb down.***



Please note that **Outside** and **Inside** hand signals are only used if guessing two hidiers at the same time. When there is only one hider, the left or right signal are the only options.

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Left: With no thumbs, the hand is out with the index finger pointing to the left.

Right: With no thumbs, the hand is out with the index finger pointing to the right.



Team Captains

Each team designates a team captain that sits in the middle of the team. The team captain decides which players hide and guess for their team. Additionally, the team captain handles all other interactions with the opposing team; only the team captain may pass sticks and bones to the opposing team's captain. If this protocol is not followed, the erring team will lose one stick.

Other Violations

Traditionally the bones in hand games were made of actual bone and therefore considered sacred. Dropping the bones is taboo and if done during gameplay, even if on accident, will result in the offending team losing a stick.