

ST. GILES-IN-THE-WOOD

SKITTLE CLUB

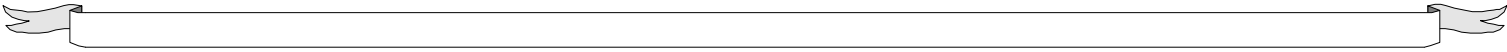
Knockout Challenge Cup

1933 was the year when a group of founding Skittle Club Members set up a competition that was to be competed for annually, covering a stretch of 33 years inclusive.

With a list of 22 individual names engraved on the plinth, 5 of these winning twice, and 2 skittlers coveting the prize with 3 wins each, this surely is a title worth competing for!

In the year of 1965 the Challenge Cup was finally won outright by the late Mr J. Nancekivell. (known to us as Jacker) after winning for the fourth time.

This brings us to the reintroduction of this historic competition with the return of the Cup.





Rules for Entry:

- 1: Skittler must be a current Club Member.
- 2: Competition to be run on a *Knockout* format.
- 3: Matches to consist of 6 alternate rubs per player. (However, if after 6 rubs each a draw is reached, then players will play off individual rubs alternately until a result has been achieved).
- 4: Each match to be arranged by Skittlers, and completed by the next Draw Date stated.
- 5: Skittlers to be drawn from *Cup* after each round has been completed (Skittlers that have not played their match by the next Draw Date will be eliminated).
- 6: Quarter's, Semi's and the Final all to be played on the same evening (Finals Night) stated on entry form.
- 7: Entry fee £1.00 per skittler
- 8: Skittlers wishing to play must be entered by the First Round Draw stated on the Entry Form.

“I should never have won, I had the luck of the devil that night”



