

## **WELCOME TO COMPETE FOR THE TITLE OF WORLD CHAMPIONS!**

Below you can find the tournament system with the sections.

### **Check-in:**

The teams are asked to check-in at the tournament site to the tournament office (kisa-toimisto). The team cards, that were sent beforehand, need to be returned to the tournament office filled with the names and contact information of the team members. The card can be filled when you return it but it is requested that teams fill the cards beforehand! That way we can avoid long queues.

Preliminary Round I Teams check-in from 8.30- o'clock. The games begin at 9.00.

Preliminary Round II Teams check-in from 11.00- o'clock. The games begin at 11.30.

Preliminary Round III Teams check-in from 13.30- o'clock. The games begin at 14.00.

Preliminary Round IV Teams check-in from 16.00- o'clock. The games begin at 16.30.

Be there on time!

The prizes will be given out right after the final game at 20.00.

## **TANSSIVA LAHTI IS PART OF MÖLKKY WORLD CHAMPIONSHIPS!**

Dancing Bay offers high quality dancing, music and singing performances and concerts. Free entrance for all Tanssiva Lahti events! Tanssiva Lahti is a show case for Päijät-Häme's dance, music and singing activities.

Tanssiva Lahti helps the cooperation of different styles of dance. Performers consist of young talents that bring joy to the spectators in a dynamic and colourful way. Concerts are aimed for everyone, from children to elderly people.

Tanssiva Lahti is an international event. Dance and music group St. Petersburg Souvenir from Russia brings a colourful addition to the event.

Tanssiva Lahti's stage is at alatori (smaller part of the market square)

For more information:

Aimo Hentinen +358 40 5589755

**Welcome to play and enjoy the events!**

## **Information and regulations about Molkky World Championship Tournament**

### Participation / Teams

In the games teams have 4 players. A team can have a total of six (6) players. In the check-in the teams will fill a competition card, where the captain and team members are identified. The captain will get a C-mark. During the games only the captain is allowed to discuss with the referee. Always, before a new game, the captain announces, which members (4) will play in that game and their order of throwing. It is not allowed to change players in the middle of a game except in a case of injury (the referee will decide). There are no limitations concerning age or sex of team members.

### Playing fields

Playing fields are numbered and marked with white lines. Only the players, who are just playing are allowed to be on the playing fields. Cheerleaders and other friends can watch the games with other spectators in the areas reserved for them. If for some reason after the throw the skittle goes over the white line, the skittle will be put to the playing field, straight from the place it stopped, according to the view of the referee. The skittle will be placed mölkky's length from the white line.

### Referees

In each game there are 1-2 referees, who are interpreting the rules. Principle is that "The referee is always right". The referees have yellow card (warning) and red card (setting off from the game). The referee gives a yellow card if the referee's orders are not followed, in that case the throw is cancelled. If the team or a member continuously doesn't follow the referee's orders it is possible to get the red card and the team can be eliminated from the ongoing game or the whole tournament. The head referees in the tournament are Juha Semeri and Hannu Nipuli.

**In addition to the referees there are also official security officers in the area.**

### **Head Principle**

*Good sportsmanship is necessary in the tournament. Please take your co-players into account and use pleasant language and don't drink alcohol beverages in the competition area. Smoking is forbidden during throwing in the playing field. The players must also use a shirt. If these orders are not followed, a team can, in the worst case, be removed from the tournament.*

### **Alcohol**

Bringing any drinks with alcohol in them to the playing fields is absolutely forbidden. Teams are not allowed to drink alcohol during a game and violation of this will cause a team to be removed from the tournament. According to the police permission the Security Officers must pay special attention to that alcohol is not brought to the area from outside and that alcohol is enjoyed only in areas marked for that.

### **Prizes**

All the players are given a wooden medal as a commemorative when they check-in before the games. Award ceremony will take place immediately after the final games.

### **Maintenance**

First-Aid is available in the tent of referees (Tapahtumatoimisto). Toilets are in the area (guidance by signs). Every team will take care of their own maintenance using opportunities available at the market area and services provided by its entrepreneurs.

### **Other regulations**

In the tournament the Mölkky-games are thrown behind "Mölkkaari", a wooden stick (size 51 cm x 25 cm). The throwing must happen inside the Mölkkaari and the player will leave it backwards. If player's foot is on the Mölkkaari while throwing or the player leaves it to the side or to front, the throw is not counted and is marked as Step Failure. Inside the Mölkkaari player has about 20 sec time to throw. The Team can discuss on the following throw also 20 sec. It means that one throw can take 40 sec. When the Team has 38 or more points, Step Failure is judged so that team's points drop to 25 and the throw is not counted.

All styles of throwing are allowed.



The preliminary rounds, qualifying rounds and playoffs begin at the time stated on the competition program. **If the whole team (4 players) doesn't come to the game field within five minutes of the beginning of the starting time, the whole team is removed from the game.** That decision is made by the field referee.

Times stated in the competition program from the continuation of playoffs forward, are inexact. **When the field announcement informs the time for the game, that information must be followed exactly. The whole team must enter the game field within 5 minutes from the starting time. Failing to do so could mean, in the worst case, that the team is excluded from the games.** That decision is made by the game jury.

Teams are advised to stay close proximity to game fields so they can hear the field announcement.

Players that are taking part in an ongoing game can not leave the playing field without the referees permission. Players leaving without permission are given a yellow card and if the offence is repeated they will be given a red card.

The games are played with official Mölkky-games made by Tuoterengas -company.

**Everyone rooting for each other creates a good atmosphere for the games!**

### **The Tournament will be played in seven phases:**

**Sat 27<sup>th</sup> of Aug.**      **Phase I:** Preliminary Rounds at 9.00, 11.30 and 16.30 o'clock

**Sun 28<sup>th</sup> of Aug**      **Phase II:** Qualifying Rounds I/1 at 9.00, II/2 at 10.30 and III/3 at 12.00 o'clock

**Phase III:** Playoffs P1 and P2 about 13.30 and 15.00 o'clock

**Phases IV and V :** Playoffs will continue about 16.00 and 16.30 o'clock

**Phase VI:** Semi-finals, about 17.00 o'clock

**Phase VII:** The Medal games

- Bronze game about 18.30- o'clock

- Gold game about 19.00- o'clock

## **Saturday 27<sup>th</sup> of August in 2011**

### **Phase I: Preliminary Rounds:**

**I at 9.00, II at 11.30, III at 14.00 and IV at 16.30 o'clock**

During the preliminary rounds that are played at separate times, there will be four (4) or five (5) games played and the whole team will throw. The number of games depends on the number of teams participated in the round. Games will be played with the normal rules of Mlkky.

In preliminary rounds, each game is over when one team gets exactly 50 points (throwing round will not be finished). The winning team gets 50 points and the others as much as they had, when the game was announced over. The points of four/ five games will be counted together for each team. Two (2) best teams will continue and the others will be eliminated. In sections, each team will begin one at a time.

If several teams have even points, continuing teams will be selected primarily by the overall sum of placements teams have had so far (smallest sum is the best). If that sum is also even between those teams, the continuation of teams is solved by the superiority of their placements. If that is also even the mlkout. Mlkout will be played if it needs to be solved which of the teams will continue.

In Mlkout skittles no. 7-12 are lined by the referee. Each team member will throw one at a time and skittles are lifted up to their original places after every throw. Points are counted according to the normal Mlkky rules. Team's total points are the same as all team members points counted together. If situation is even, after four (4) members, Mlkout will continue member by member until the result is reached.

**PRELIMINARY ROUND I****9.00 o'clock**

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Section F</b>
Mosamäen MLKY	Tuoppikari	Mummon luukku	Wood Pub	NASSU	Konna & Koukku
Team Tornado	VEGA SC	Jekku Ladyt	Lahjattomat	Halki Meni	Tusinatapit
Oravat	Vikasuku	ViWa	Mölberi	Rumahiset	Radio Voima
MC Aspex	Team Laulurastas	Päätybaari	Paalupanut	Vitaset	APK
Field 7	Field 8	Field 9	Field 10	Field 11	Field 12
<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>	<b>Section K</b>	<b>Section L</b>
WP-Ystävät	Anan Pub	Iloinen Kulkija 1	Hii Hoo Team	Tuoterengas	SanDels
Hongan Kolistajat	Oldi 2	Vika Janezk1	Rotukissat	Kipee Kone	J-Urhot
PIJEF	Vispaajat	Kaameet Apinat	Tasapeli	PUUANTTI	DNA Lahti
Nikkarit	Pokerihemmot	Super Six	Kukkulan Kingit	Teerenpeli	Jänne

**PRELIMINARY ROUND II****11.30 o'clock**

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Section F</b>
Iloinen Kulkija 2	Grand Slam	Luhangan Väre 1	Lahti Aqua	Team SS	WP-Vekkuli
Tammelan Papat	Team Ääliöt	Preerian Olutseura 2	TOKA Janezk1	Mahlun Mөлkkääjät 3	Billy Boys
Päivin Palikat	Puotinkamari 3	Kuusikymppiset	Hollolan Hutiheittäjät	MC Nulli 1	Mestaajat lavalla
Mahlun Mөлkkääjät 2	Timpan grillikioski	Team Kuul	Orimattilan Mөлkkööri 3	Kansainvälisen Pönttökerhon Sisäkehä	MC Nulli 2
Field 7	Field 8	Field 9	Field 10	Field 11	Field 12
<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>	<b>Section K</b>	<b>Section L</b>
Möysän Mesut	YKK	Saariston Mөлkkylilijät	Iloinen Kulkija 3	Sampot	Mainospaita Team
MAM'S 78	Puotinkamari 1	Fagersta Fantoms	MC Tervis	Tapsan Ansat	Kesäheinola/Hallaus
MS Trombi	STAR WARS	WP-Oleaton	Hämeen Tuoppi	Team KetFox	KöMö03/Epo
Orimattilan Mөлkkööri 1	FIPATTAJAT	HyPKi	Haavikontien Mөлkkyy	Puotinkamari 2	Long Johns

**PRELIMINARY ROUND III****14.00- o'clock**

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Section F</b>
Liekki 1	Eesti 1	Romania	Eesti 2	Jannut	ČASPV - RS
Team JAHAAH	Fipa 2	Räpeltäjät	HIID	Slovakia Alfa	Fipa 1
Mikan Enkelit	Mölkäävät Pölkyt	P-Ukot	Kalikan kaatajat	Mölkky forever	I Hill
Team Tuhnu	Team Dyfoon	PEPU	Team Pölkky	LaLeLi	Oxenna Bois
<b>Field 7</b>	<b>Field 8</b>	<b>Field 9</b>	<b>Field 10</b>	<b>Field 11</b>	<b>Field 12</b>
<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>	<b>Section K</b>	<b>Section L</b>
Slovakia Omega	Team Japan	Team England	Le B□ton Mouche	KöMÖ03/SS	Iskurit
MC Nelospenkki	Team Palikka	Pirtin Tikka 3	LaPa	DeFi	Gluteus Maximus
Liekki 2	Entiset Nuoret	Rotat	Paljaat Uneksijat 1	Number kuus	Vakaa Käsi
Katastrof	Helena Koskinen	The Lainers	HST ku	WP-Uskomaton	Luhangan Väre 2
Noutajat	Kamut	Chiabatha	MC Nulli 3	Team Jalkapuoli	Duracell 1

**PRELIMINARY ROUND IV****16.30- o'clock**

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Section F</b>
Team Skipidiveinau	P-H M&M Team	Truutholma 55ers	Oldi 1	Hiivololan Hiihtoveikot	Vettynyt Halko
Born to mölk	Bileinsinöörit ry	Preerian Olutseura 1	AC Ölvi Oulu	WP-Suurpedot	Durchfall MC
Team Kaato	Messipallo	Team Kaatajat	HäPy	Mahlun Mölkääjät 4	Hml:n ILVES
Kalinka	EL Forssan yhdistys	KöMö03/HT	Elokolon Ystävät 1	Lumikki ja 3 kääpiötä	GAY ARMY
Pölkyt	Vajukki Oravat	Mölkyn Pölkyttäjät	Varma Sorsa	Arsenal	LAHRY
<b>Field 7</b>	<b>Field 8</b>	<b>Field 9</b>	<b>Field 10</b>	<b>Field 11</b>	<b>Field 12</b>
<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>	<b>Section K</b>	<b>Section L</b>
Pirtin pöydällä	Tyykikylän Mölkky	Pirtin Tikka 1	Kyrölä Pyllistys	Härkävehmaan Pullistus	EKA Janezk1
Mölkkyhöperöt	Mölk Klubben 46	Los Cabrones	Täydellinen Rajoitus	Mahlun Mölkääjät 1	Immilän Ns.
Sirkkulahden Tikka	Orimattilan Mölkköori 2	WP-Hyvä	Overload	CouchSurfing Lahti	No huh huh
VaVaVe	Happo HC	Högfors Frenchship	KöMö03/LEIDIT	Mölksuckers	SMS2
Tiim kauhojat	Uus Number Kuus	Paalupaikka	Mölkky Pölkyt	HST:n K-U 2	SuPo

## Sunday 28<sup>th</sup> of August

### Phase II Qualifying Rounds:

**I/1 at 9.00, II/2 at 10.30 and III/3 at 12.00 o'clock**

There are three qualifying rounds (played in different times). Three (3) games will be played and the best team of the round will continue. All team members play the same game and throw in turns. Teams are situated in qualifying rounds as marked on the competition program bellow: two of best teams of Saturdays qualifying rounds (96 teams). Starting order is marked in competition program and after that it continues by taking turns one after another. Game is over when a team gets 50 points. Points are counted as in Phase I.

#### I/1

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>	<b>Field 5</b>	<b>Field 6</b>
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Section F</b>
I/A1	I/B1	I/C1	I/D1	I/E1	I/F1
III/I1	III/J1	III/K1	III/L1	IV/A1	IV/B1
II/E2	II/F2	II/G2	II/H2	II/I2	II/J2
<b>Field 7</b>	<b>Field 8</b>	<b>Field 9</b>	<b>Field 10</b>	<b>Field 11</b>	
<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>	<b>Section K</b>	
I/G1	I/H1	I/I1	I/J1	I/K1	
IV/C1	IV/D1	IV/E1	IV/F1	IV/G1	
II/K2	II/L2	III/A2	III/B2	III/C2	

#### I/2

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>	<b>Field 5</b>	<b>Field 6</b>
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Section F</b>
I/L1	II/A1	II/B1	II/C1	II/D1	II/E1
IV/H1	IV/I1	IV/J1	IV/K1	IV/L1	I/A2
III/D2	III/E2	III/F2	III/G2	III/H2	III/I2
<b>Field 7</b>	<b>Field 8</b>	<b>Field 9</b>	<b>Field 10</b>	<b>Field 11</b>	
<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>	<b>Section K</b>	
II/F1	II/G1	II/H1	II/I1	II/J1	
I/B2	I/C2	I/D2	I/E2	I/F2	
III/J2	III/K2	III/L2	IV/A2	IV/B2	

**III/3**

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>	<b>Field 5</b>
<b>Section A</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>
II/K1	II/L1	III/A1	III/B1	III/C1
I/G2	I/H2	I/I2	I/J2	I/K2
IV/C2	IV/D2	IV/E2	IV/F2	IV/G2
<b>Field 6</b>	<b>Field 7</b>	<b>Field 8</b>	<b>Field 9</b>	<b>Field 10</b>
<b>Section F</b>	<b>Section G</b>	<b>Section H</b>	<b>Section I</b>	<b>Section J</b>
III/D1	III/E1	III/F1	III/G1	III/H1
I/L2	II/A2	II/B2	II/C2	II/D2
IV/H2	IV/I2	IV/J2	IV/K2	IV/L2

**Phase III: Playoffs P1 and P2**

**P1 about 13.30 o'clock and P2 about 15.00 o'clock**

32 Teams will play Cup-games, from where the team with two wins will continue. All team members play the same game and throw in turns. Game is over after a team reaches 50 points. Opponents are assigned on the competition program bellow. Which team begins the first game is selected by tossing a coin. The team that has got the most amount of "little points" will start the third game.

**P1**

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>	<b>Field 5</b>	<b>Field 6</b>	<b>Field 7</b>	<b>Field 8</b>
<b>Game 1</b>	<b>Game 2</b>	<b>Game 3</b>	<b>Game 4</b>	<b>Game 5</b>	<b>Game 6</b>	<b>Game 7</b>	<b>Game 8</b>
I/A1 – III/J1	I/B1-III/I1	I/C1-III/H1	I/D1-III/G1	I/E1-III/F1	I/F1-III/E1	I/G1-III/D1	I/H1-III/C1

**P2**

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>	<b>Field 5</b>	<b>Field 6</b>	<b>Field 7</b>	<b>Field 8</b>
<b>Game 9</b>	<b>Game 10</b>	<b>Game 11</b>	<b>Game 12</b>	<b>Game 13</b>	<b>Game 14</b>	<b>Game 15</b>	<b>Game 16</b>
I/I1-III/B1	I/J1-III/A1	I/K1- II/A1	II/B1- II/K1	II/C1-II/J1	II/D1-II/I1	II/E1-II/H1	II/F1-II/G1

**Phase IV: Playoffs continue about 16.00 o'clock.**

This is the phase where the winners of previous games play one against another (games are numbered). Team will continue with two (2) wins. All team members play the same game and throw in turns. Game is over after a team reaches 50 points. Opponents are assigned on the competition program bellow. Which team begins the first game is selected by tossing a coin. The team that has got the most amounts of "little points" will start the third game.

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>	<b>Field 5</b>	<b>Field 6</b>	<b>Field 7</b>	<b>Field 8</b>
Game 17	Game 18	Game 19	Game 20	Game 21	Game 22	Game 23	Game 24
1 - 16	2 - 15	3 - 14	4 - 13	5 - 12	6 - 11	7- 10	8- 9

**Phase V: Playoffs continue about 16.30 o'clock**

Team will continue with two (2) wins. All team members play the same game and throw in turns. Game is over after a team reaches 50 points. Opponents are assigned on the competition program bellow. The team which begins the first game is selected by tossing a coin. Which team begins the first game is selected by tossing a coin. The team that has got the most amounts of "little points" will start the third game.

<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>
Game 25	Game 26	Game 27	Game 28
17 - 18	19 - 20	21 - 22	23 - 24

**Phase VI: Semifinals about 17.00 o'clock**

Team will continue with three (3) wins and the lost teams will meet at the bronze game. All team members play the same game and throw by taking turns. Game is over after a team reaches 50 points. Opponents are assigned on the competition program bellow. Which team begins the first game is selected by tossing a coin. The team that has got the most amounts of "little points" will start the fifth game.

<b>Field 1</b>	<b>Field 2</b>
Game 29	Game 30
25 - 26	27 - 28

**Phase VII: Medal games**

**Bronze game about 18.30 o'clock**

Team will win bronze medals with two wins. All team members play the same game and throw in turns. Game is over after 50 points. Opponents are assigned on the competition program bellow. Which team begins the first game is selected by tossing a coin. The team that has got the most amounts of "little points" will start the third game.

<b>Field 1 (Game 31)</b>
Bronze game Game 29/2 – Game 30/2

**Gold game about 19.00 o'clock**

Team will win gold medals with three wins. All team members play the same game and throw in turns. Game is over after 50 points, except in the possible fifth (5) game after 70 points. Opponents are assigned on the competition program bellow. Which team begins the first game is selected by tossing a coin. The team that has got the most amounts of "little points" will start the (possible) fifth game.

<b>Field 1 (Game 32)</b>
Gold game Winner of game 29 - Winner of game 30