



COMPETITION INFORMATION PACK

LOCATION & PARKING

Once again the World Conker Championships will be taking place in the village of Southwick in Northamptonshire on this coming **Sunday, the 10th of October**. As ever, it will be hosted behind the village pub, the Shuckburgh Arms, over a combination of the pub's grounds and the former village cricket field.

Free parking is available and it is located on fields adjacent to those the event is held on. To find the entrance to the parking please follow the event signage laid out on all surrounding roads and throughout the village.

Please be aware that the fields designated for parking and the tracks leading to them are **off road terrain**. We have made efforts to level them out, but vehicles with low ground clearance will struggle. Therefore, if possible, please endeavour to travel to the event in a suitable vehicle. Please be aware that **we don't accept liability for any damages** that may occur to vehicles on the event grounds.

If you plan to arrive in a large vehicle such as a minibus or large van, please **contact us in advance**, as we will need to make separate arrangements to get you parked safely.

The site also has a **separate disabled parking section**. If you are eligible for disabled parking, please notify the onsite stewards and they will guide you towards the designated area.

Lastly, parking in the village of Southwick itself is **strictly prohibited** to all outside visitors. Anyone caught parking in the village, will be **immediately disqualified** and asked to leave the event.

We please ask that you also be mindful when driving through the village, as without local support from the lovely people of Southwick and the surrounding area, the World Conker Championships wouldn't be able to continue.

COMPETITION TIMETABLE

The venue will be open to the public from 9:30 and player registration will be open **until 11:00**.

If you arrive later than this, we cannot guarantee that you'll be able to play.

Therefore, to ensure you are registered in time, we recommend arriving by around **10:30 at the latest**. This would be a massive help to all the volunteers and allows us to ensure the championships run smoothly.

That said, sometimes life happens and if you get caught in traffic or sleep through an alarm, don't panic. Instead, ensure you have your **confirmation email to hand** and show it at the main gate to get free entry. Then make your way to the adult competition ring and ask for your bib at the **ring's exit gate**.

Please keep in mind that from 11:00 the competition will have started and the exit gate will be busy. So, please be patient with the volunteers and they'll assist you when they can in between their other roles.

The Junior Championships opening ceremony will kick off at 10:30 and the Adult Championships ceremony will follow shortly after at 10:45. The competition will then **run up until around 16:00**, at which point the finals will be held and the new Conker King and Queen for 2027 will be crowned.

If you're travelling from a long distance and know you're likely to arrive late, please email competition@worldconkerchampionships.com in advance of the event to make us aware.

Please note that these timings may change ahead of the event. Depending on demand, we might look to start earlier to accommodate more games. You will be updated on this if it happens in advance of the 2027 competition.

COMPETITOR REGISTRATION

Registration has once again been paired with the front entrance gate to the event. Therefore, as a pre-registered competitor, you will need to **queue on the registration side of the entrance**, which will be clearly signed.

As you enter the event from the car park, the registration section of the gate will be to your right. Therefore, please head to that side and the registration team will sign you in and **provide you with your player bib**. Your bib is effectively your ticket to compete, so be careful not to lose it.

Additionally, as a prepaid competitor, you will not need to pay again to enter the event. If you are asked to pay for entry it's a good sign that you are at the wrong entrance. Although, please be aware that your free entry is only valid for you as an individual. Any additional family members or friends will **need to pay separately** at the main entry gate to access the event.

Lastly, it is very likely that we will **not have any places available** to claim on the morning of the championships. We have sold out the past 2 years with a significant number of names on the waitlist both times. Therefore, if you know someone that would like to take part, please encourage them to enter sooner than later!

Please also note this includes last minute substitutions. If you want to swap your place with someone else, please email in advance to let us know. We might accept swaps on the day with clear permission, but this will be at our discretion.

ORDER OF PLAY

The competition is broken down into **multiple rounds** and is played in 1v1 knockout games where **only the winner progresses** to the next round.

Should you win a match, the match umpire will **give you a wristband**. This is your entry ticket to the next round of play and **must be given to an umpire** in order to play your next game. Each round will award a different coloured wristband that the winner will take to replace their previous one.

Through the earlier rounds, the competition is split into 6 groups for each colour of bib. Each colour is called in turn and this continues typically through the 1st and 2nd round. Therefore, be sure to **stick within earshot of the commentator** as he will announce which colour needs to queue up next as the competition progresses.

If you are new to the game of conkers or would like to brush up on the rules, please notify one of the umpires overseeing the game and they will explain the official rules we have in place for the World Conker Championships. Alternatively you can read up on them in advance at the link below.

<https://worldconkerchampionships.com/compete/rules/>

TEAM COMPETITION

The team competition is decided by a points system that rewards players for progressing further in the competition. A player is awarded points simply for playing in any given round. Captains score double, and the team with the most points will win. The points for each round are as follows:

Round 1	1 Point
Round 2	2 Points
Round 3	4 Points
Quarter Finals	6 Points
Semi Finals	8 Points
Finals	10 Points

Please note, points don't stack per round. Instead you are awarded a final total based on the round you reach. For example, a team with 1 person out in Round 1, 2 people out in Round 2 and the last out in the Quarter Finals would score 11 points (1+1+2+6).

ENJOY THE DAY

Hopefully this information pack has given you all the details you need to make the most of the event. However, if you have any additional queries, feel free to send them to competition@worldconkerchampionships.com.

We're certainly hoping for another great Championships and we can't wait to see you there on the day. Good luck and happy conkering.