

### **The rules:**

Our version of this famous travel game.

Taking it in turns during a journey, one player bats and the other bowls.

The batter scores 1 run for each pub you pass on your journey which includes the name of an animal or a colour (e.g. The Pig and Whistle, The Bear and Ragged Staff, The Spread Eagle, The Swan With Two Necks, The Blue Anchor and The White Hart etc) and 6 runs for each pub you pass with both an animal and a colour in its name (e.g The White Swan, The Red Lion etc).

### **Fall of wicket - OUT**

However the batter is out if the pub name includes the word Kings, Queens or Marquis and it is then his/her opponents turn to bat.

If a pub name includes neither an animal, a colour or the word Kings, Queens or Marquis, nothing happens and you move on to the next pub.

Similarly if a pub name includes both a key word from the batter's perspective and a key word from the bowler's perspective this can be deemed a no ball and nothing happens and you move onto the next pub.

### **End of the game:**

The game ends at the end of your journey or when both players have lost a designated number of wickets, up to a maximum of 10.

The player with the highest score wins.

### **HAPPY CRICKETING - AND SAFE MOTORING!**

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