

## Farmyard Crosswords

The rules for Farmyard Crosswords are as follows:

1. There must be a minimum of two teams of two people, but it can be played with more teams, or more people per team.
2. Each team consists of a Gatherer and one or more Hunters. Each team is a farmyard animal.
3. At the start, the Gatherers stay in one room, while the Hunters search the rest of the House/Flat for clues, which are in envelopes. These will be visible without opening drawers or cupboards. When a Hunter finds a clue, he/she calls the Gatherer, using their animal call. The Gatherer follows the sound to find the Hunter, and picks up the clue. (NB. Only a Hunter can find a clue and only a Gatherer can pick the clue up. Two Hunters may call/compete over the same clue, but it goes to the first Gatherer who can gather it. Only one clue can be harvested at a time, even if the Hunter has spotted more than one.)
4. When a clue has been harvested, it must be solved by the team and entered in the grid. Only after this can the team go on to harvest another clue as before. If the team finds it impossible to solve the clue, they can get permission to go to another clue, but will lose 1 point.
5. One point is scored for every letter entered in the grid. A team may only enter answers to clues which it has gathered. No points for using a letter which has already been entered as part of another word.
6. Where a team has accumulated clues, by "passing" on a clue and paying a forfeit, it may enter more than one answer in the grid at a time as the answers come to them.
7. The game is over when the crossword is completed.