



BRUCE

An abhorrent game of wits and idiocy - The International Edition

Dates

The game of **BRUCE** shall commence on the 27th August 2008 at 10.00* and end on the 19th September 2008 at 22.00 unless otherwise agreed beforehand by all the participants.

Times

Each day the game of **BRUCE** will begin at 10.00 and end at 22.00 unless otherwise agreed beforehand by all the participants.

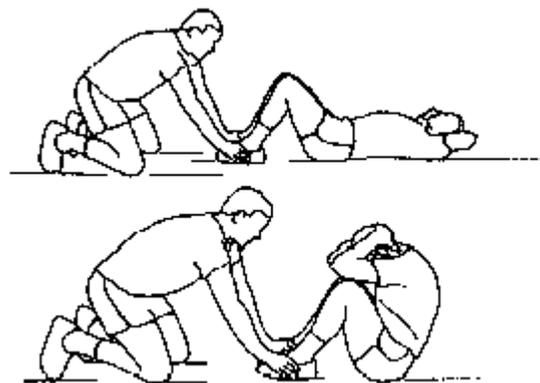
Deciding Roles

Each day at the earliest possible convenience **before BRUCE** begins all participants shall draw a card from a well shuffled standard deck. Aces shall **always** be classed as the highest card. The person who draws the **highest** card shall be thereafter named **BRUCE**. The person who draws the **second highest** card will act as **referee** and the person who draws the **third highest** card will act as **assistant**.

In the event of matching numbers being drawn, the suit will determine the highest card - **hearts** will be **highest**, followed by **clubs, diamonds** and **spades** respectively.

Sit-ups

Sit ups shall be demonstrated to all participants before the start of the game so that everyone is clear. Please take note of the adjacent diagram for the safe and correct method.



Shorts are for demonstration purposes only

Penalties

If you are **BRUCE** when the clock hits hh:00 then 5 sit-ups will be added to your penalty.**

Penalties must be started every hour between hh:00 and hh:05 unless otherwise stated. If **BRUCE** does not initiate the penalty during this time period then it shall be deemed a **failure**.

In order to begin the penalty **BRUCE** must assume the position and signal his intent to begin. Once **BRUCE** has begun then he **MUST NOT** leave said position until the completion of the penalty. Leaving the position before completion of the penalty will result in **failure**.

Time-outs

Additionally, **BRUCE** will be awarded a 20 second time-out per 10 sit-ups. For example, should **BRUCE** have a 20 sit-up penalty he would receive two 20 second time-outs. If he were to have a 15 sit-up penalty he would receive one 20 second time-out. Also, **BRUCE** will be awarded an additional 60 second time-out per 60 sit-ups.

To initiate a time-out **BRUCE** must say "Time-out" or signal as follows:



Additionally, if **BRUCE** is deemed to be inactive for too long then the **referee** shall initiate a time-out on his behalf starting with the shortest available.

Once a time-out has been initiated the **referee** will count down from 20 seconds (or 60 for longer time-outs). Time-outs will end once **BRUCE** continues the penalty or the count reaches zero. Time-out seconds which are not used can not be 'banked'. For example, if **BRUCE** has 2 time-outs and proceeds to only use 10 seconds then he only has one time-out left at 20 seconds.

Should the timer reach zero and **BRUCE** fails to restart then a second time-out will be initiated by the **referee** if it is available. If all time-outs have been used and **BRUCE** has failed to restart then that penalty will be deemed a **failure**.

Failures

Failures occur when **BRUCE** is unsuccessful in completing a penalty. If a failure occurs then the penalty shall be deferred to the subsequent hour.

When the time reaches 22:00 **BRUCE** can no longer defer his penalties. **BRUCE** will have one last attempt to clear as many sit-ups as he can from his accumulated penalties. This can be attempted at anytime between 22:00 and 10:00 the following day. If **BRUCE** fails to clear his quota of sit-ups then he will receive a **fine** for each one he failed to complete.

The **fine** will be \$0.50 per sit-up up to a maximum of \$20 or an alternative which shall be negotiated between the participants after the final attempt. All **fin**es will be kept in the **kitty**.

Gambling

Gambling allows **BRUCE** to pass on his accrued penalty to the **subsequent BRUCE**.

Gambling becomes an option for **BRUCE** once he accrues at least a 15 sit-up penalty. In order to initiate the gamble **BRUCE** must make it known to all that he intends to gamble **before 21:00**. After this time no further gambles can be initiated. Should the gamble still be 'live' at 21:00 then the subsequent hour shall be known as '**the hour of impending doom**'.

Upon gambling **BRUCE** sacrifices **all time-outs** and will not be allowed to attempt his penalty until **after** the game has ended for the day. In effect, if the gamble does not pay off then **BRUCE** will have to complete the entirety of his penalty with no stops or pauses. Failure to do so means that person automatically becomes **BRUCE** the next day as well as having to pay off all the sit-ups that were not completed.

Should the gamble be successful then the new **BRUCE** will inherit the penalty but all other rules will revert back to normal (time-outs will be restored etc.).

Each participant will have a **maximum of one gamble per day**.

Being BRUCE

There can only ever be one BRUCE at any one time.

Once elected as **BRUCE** you **must** refer to yourself at all times as **BRUCE** except when speaking in **first person**. Failure to refer to oneself as **BRUCE** will result in 5 sit-ups being added to the penalty.

Should a **NBP** refer to you by your birth name, nickname or any other associated name then you must reply, clearly and audibly, "**I'm sorry, I think you're mistaken, my name is BRUCE**", at which point said **NBP** will inherit the role of **BRUCE**.

Third Parties

If a **third party** (a non-participant) enquires about your name then you must introduce yourself as **BRUCE**. Failure to do so will result in 5 sit-ups being added to the penalty.

If a **third party** enquires about your second name then you must introduce yourself as **BRUCE WITHERSNAP**. Failure to do so will result in 5 sit-ups being added to the penalty.

Should a **third party** refer to you by your birth name, nickname or any other associated name then you must reply, clearly and audibly, **“I’m sorry, I think you’re mistaken, my name is BRUCE”**.

Non-BRUCE Participants (NBPs)

NBPs must not refer to **BRUCE** by any birth name, nickname or other associated name. Should an NBP fail to do so then another NBP must say **“I’m sorry, I think you’re mistaken, his name is BRUCE”**, at which point the former NBP shall become **BRUCE**.

Failing to Say the Magic Phrase

When a **NBP** refers to **BRUCE** by an improper name participants have one minute to say **“I’m sorry, I think you’re mistaken, my/his name is BRUCE”**. If one minute passes and everyone fails to say the magic phrase then **BRUCE** remains as the current participant and the **NBP** should consider themselves a lucky boy.

The Referee

The referee is responsible for counting sit-ups competed in each penalty attempt and keeping track of time-outs used by **BRUCE**. The referee shall also act as the main adjudicator in any disputes surrounding the game. Should the referee not be available or be the subject of a dispute themselves then the **assistant** shall temporarily take charge.

Referring to the Game

BRUCE must not speak of or refer to the game in anyway at anytime to any non-participants. Failure to abide by this rule will result in that participant remaining as **BRUCE** for the entire day regardless. In this instance **NBPs** may refer to **BRUCE** by any name without punishment, but **BRUCE must** continue to abide by the rules of the game.

Indirectly referring to the game or undermining the rules will also be punished in the same manner. For example **BRUCE** cannot say “My name is x but my nickname is **BRUCE**, so you can call me that.”

NBPs may refer to the game at anytime with whomever they please. However, if **BRUCE** or any other **NBP** attempts to influence another **NBP** though a campaign of terror, bribery, blackmail or any other unsportsmanlike campaign, then said participant will immediately become **BRUCE**, will **automatically inherit the previous BRUCES penalties** and will remain as **BRUCE** for the entire day regardless. In this instance **NBPs** may refer to **BRUCE** by any name without punishment, but **BRUCE must** continue to abide by the rules of the game.

Collusion

Collusion occurs when there is an understanding between two or more persons with the intention of **targeting specific participants** or **creating a non-aggression pact**. Individual participants may target or act passively towards other individuals providing this is done of their own free will. Participants who take part in collusion are subject to a 50 sit-up penalty with no time-outs.

Goading

Participants must not urge third parties to question **BRUCE** about his identity. Participants adjudged to be guilty of goading are subject to an on the spot penalty of 5 sit-ups. Additionally, any penalties which **BRUCE** may have accumulated through goading will be withdrawn.

Double Entendres

Double entendres cannot be used to circumnavigate the rules of the game. For example “David Jones is cool... by which I mean the shop of course.” Participants who break this rule will immediately become **BRUCE**.

Bailing

Bailing is classed as pulling out of saying **BRUCE’S** birth name, nickname or any other associated name mid-word. If a person bails then any participant must state clearly and audibly “**I’m sorry, I think you’re mistaken, my/his name is BRUCE**”.

Examples:

“Orate Ma....ayte.” (Mat)

“Why don’t you get Jiiiiieesus to do it?” (Jim)

“You’re proper gay Mo....n.” (Mog)

The Gentlemen’s Agreement

All participants are expected to be honest and impartial in the playing of the game. All participants are expected to do their utmost to keep **BRUCE** constantly changing.

Special Dispensations

Participants are permitted to say **BRUCES** birth name only if it is required for legal or medical reasons.

If **BRUCE** is travelling (by car, coach or aeroplane) or is unable to begin his penalty (as decided upon by the referee) during the initiation period then he will be allowed to attempt his penalty at the earliest possibly convenience. The referee will deem when the earliest convenience is and will allow a ten minute period for **BRUCE** to begin his penalty. If **BRUCE** chooses not to initiate his penalty at this time then he will fail and will have to wait until the subsequent initiation period.

The Kitty

The kitty shall be the responsibility of all the participants. At the end of each week the funds from the kitty shall be put towards the alcohol consignment or another equally worthy cause decided upon by the participants.

- **Winning the Game**



**I Might Be The Fittest, But I'm Still A Loser -
The person who completed the most sit-ups.**



**The Shrewd Businessman - The person who
accumulated the least amount of fines.**



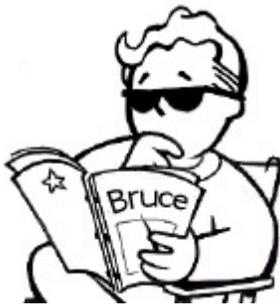
The Lazy Investor - The person who accumulated the most fines.



Schizophrenia - the person who became BRUCE most



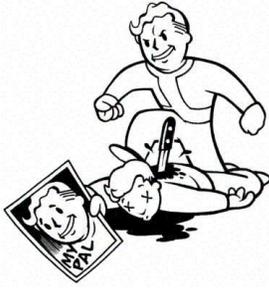
I Might Be Fat, But I'm A Winner Baby - The person who accumulated the least amount of sit-ups.



The Officiator - Longest time spent as a referee.



The Apprentice - Longest time spent as the assistant.



Backstabber – Most 3rd Party BRUCE calls.

* All times stated within the **BRUCE** document are GMT +10 (Australia EST).

** hh = hour