

Qajaq rolling battle a la Dubside

Qajaq rolling battle is a game with two teams each of 3 qajaq rollers competing to win the game, earning as much rolling points as possible, and obtaining the highest individual rolling point score.

1. Each team selects a captain
2. The two captains meet and toss a paddle to determine which team is to start
3. The starting team selects a first roll challenger, who goes to the battle place and greets the other team by doing a standard Greenland Roll
4. The other team selects a roller to take the challenge, and sends the roller to the battle place where the other roller is greeted by doing a standard Greenland Roll
5. The roller from the starting team now selects a new roll, tells the name of the roll (or the number in the rolling list) and does this roll.
6. The counter notes the number of rolling points for the roll on the counting sheet
7. If the roller completes the roll, the points are added to the score for the set for the team
8. If the challenger does not complete the roll, the point score is noted as zero, and the other team wins the set.
9. The challenged roller is now to do the same roll.
10. If the challenged roller completes the roll, the points for the roll are also added to the set for the team.
11. If the challenged roller does not complete the roll in three attempts, the point score for the team is zero and the other team wins the set.
12. The challenged roller now gets the challenge role, selects a new roll, tells the name of the roll (or the number in the rolling list) and does this roll.
13. Set winning and points for the second roll are determined and recorded as for the first, and the challenge shifts back.
14. Each set consists of up to 5 rolls.
15. The team winning the set gets 1 set point
16. If all rolls are completed by both rollers the set is called a draw, and both teams get 1 set point each.
17. When all rollers have completed their set, the winner is the team with most set points.
18. If the set score is equal the game can be settled by sudden death.
19. The team with the challenge right selects a roller, who goes to the battle place, selects a roll, tells the name or number of the roll and does the roll
20. If the challenging roller fails the roll, the game is lost.
21. If the roll is completed, the other team selects a roller who goes to the battle place and does the same roll
22. If the challenged roller fails the game is lost
23. If the challenged roller completes the roll, the roller gets the challenge right, selects a new roll, tells the name or number of the roll and does the roll.
24. If the challenged roller fails the roll the game is lost.
25. If the challenging roller fails to repeat the roll in three attempts, the game is lost
26. If the challenged roller completes the roll, the challenge is called a draw, and the challenged team selects a new roller to start a sudden death match.
27. Rolling points from the sudden death rolls are not recorded.
28. A roll cannot be repeated within a set or a sudden death match.

Rolling battle score card

First set		Team A	Team B
Roll name/no	Roll points		
Total roll points			
Set points			

Second set		Team A	Team B
Roll name/no	Roll points		
Total roll points			
Set points			

Third set		Team A	Team B
Roll name/no	Roll points	Tom	Sandra
Total roll points			
Set points			

Game points			
Sudden death			
Roll points			

Lead roller points			

Rolling battle score card

First set		Team A	Team B
Roll name/no	Roll points	Maria	Bodil
Side scull	2	2	2
Armpit roll	3	3	3
etc	3	3	3
	4	4	4
	5	5	5
Total roll points		17	17
Set points		1	1

Second set		Team A	Team B
Roll name/no	Roll points	Per	Aksel
Side scull	2	2	2
Armpit roll	3	3	3
etc	3	3	3
	4	4	4
	8	8	-
Total roll points		20	12
Set points		1	0

Third set		Team A	Team B
Roll name/no	Roll points	Tom	Sandra
Side scull	2	2	2
Armpit roll	3	3	3
etc	3	3	3
	4	4	4
	6	-	6
Total roll points		12	18
Set points		0	1

Game points		2	2
Sudden death		1	0
Roll points		49	47

Lead roller points		20	18
		Per	Sandra

Tournament rules

Winner is determined by:

1. Most games won
2. Most rolling points
3. Highest lead roller points

3 teams.

All against all (3 games, 3 rounds)

4 teams.

All against all (6 games, 3 rounds)

or two rounds where winner meets winner and loser meets loser in second round (4 games)

5 teams

Two rounds: 1-2, 3-4, 5-1, 2-3, 4-5 (5 games, 3 rounds)

6 teams

Two rounds: 1-2, 3-4, 5-6, W1-W2, W3-L1, L2-L3 (6 games, 2 rounds)

W1 is the team with most rolling points, L1 is the losing team with most rolling points.

Alternative second round: RP1-RP2, RP3-RP4, RP5-RP6, where team in second round is ranked according to rolling points obtained.

