

**THE JOLLY FISHERMAN
EURO 2020 ACCUMULATOR RULES**

Rules of entry into the accumulator and goal sweep are very simple indeed. Simply predict the score for each match by filling in the boxes provided adjacent to the appropriate teams – you will score half the points available if you do not get the score right but you do predict the correct winner (or drawn match). Remember that there cannot be a draw in the knock-out stages as each match is played until there is a result whether it be in normal time, extra time or by penalty shoot-out. The scores counting for this competition will be taken from the final result of the match (including all goals scored in extra time and penalty shoot-outs), not the result at the end of normal time. A match that finishes 2 – 2 after extra time and is then decided by a score of 5 – 3 in a penalty shoot-out will show as a 7 – 5 result in this competition.

If all that is too much hassle, tick the box for a lucky dip entry.

Points will be scored as indicated on the entry form. Apart from the match predictions, points are scored for predicting the winner and runner-up of each group. Two points are scored for each correct prediction and one point if you predict a team in the top two in the group but placed in the wrong position. E.g. If you were to predict Turkey to win Group A and Italy to be runners up, you would score four points if this turns out to be the correct result. If you made the same prediction, but Italy won the group with Wales being runners up, you would score one point.

Red card bonus. A bonus of ten points will be awarded to each entrant who correctly predicts the first team to have a player sent off.

Matches in the knock-out stages are as specified on the Entry Form i.e. the predicted result you entered on the form for Round of 16 Match 37 will refer to the result of the match between Runner-Up Group A and Runner-Up Group C even though you failed to predict the Winner or Runner-Up of the groups correctly. It is therefore possible to wrongly predict every match in the group stages of the competition, yet your match predictions for the knockout stages, quarter finals, semi finals etc will still count regardless of which teams are playing. As noted above, there cannot be a draw in the knock-out stages as each match is played until there is a result whether it be in normal time, extra time or by penalty shoot-out.

You may submit more than one entry, but please use a separate Entry Form for each submission.

Updates will be issued on a regular basis during the competition and posted in The Jolly Fisherman. They will also be forwarded electronically if you enter your e-mail address in the entry form.

PRIZES

Each entry must be accompanied by an entry fee of £ 3.00. The prize fund will consist of the sum of the entry fees and will be split into two parts.

The first £2.50 will be allocated to the Points Accumulator and will be distributed as below:

Winner One half of the prize fund

Second One third of the prize fund

Third One sixth of the prize fund

If more than one person finishes on the same prize winning total the prize fund will be distributed by aggregation of the appropriate prizes (i.e. if two people finish with the same winning total, the first and second place prizes will be added together and split between the winners). If more than one person finishes on equal scores in third place, the third place prize will be split equally.

The remaining 50p. from each £3.00 entry fee will be allocated to the Total Goals sweep. The person who makes the nearest estimate to the total number of goals scored will win the full amount of the prize fund allocated to the Total Goals sweep. In the event that there is more than one winner, the fund will be split in equal shares between all winners.

Entry forms to be placed behind the bar at the Jolly Fisherman or submitted electronically. Closing date for entries is 23:00, Thursday 10th. June 2021.