

KOOMB RULES OF ENGAGEMENT

The following general rules apply to the Kunsan Officers' Open Mess Bar during hours the bar is in operation:

I. General definitions and overall rules.

A. At the main entranceway to the bar, on the right hand side of the door, there will be a bilingual sign that states: "HE WHO ENTERS COVERED HERE, BUYS THE HOUSE A ROUND OF CHEER." A person with his hat on will be considered as having entered the bar area when both feet have crossed over the threshold (Blue carpet) of the doorway to the barroom. Persons in the barroom noticing this violation must yell "HAT ON IN THE BAR" or ring the bell while the violator still has his hat on his head. Any person (MALE) who puts his hat on inside the bar area during the time the bar is open, will buy a round of drinks for all personnel in the bar provided the "HAT ON IN THE BAR" call is made or the bell is rung prior to removing the hat or departing the bar. Anyone placing a hat upon another person in the bar will buy a round of drinks if the bell is rung or the call made.

B. The BAR AREA is defined as: That space physically encircled by the walls of the Kunsan Officers' Club main bar.

C. DEFINITION OF A PERSON AT THE BAR: For the purpose of these rules, a "Person at the bar" is defined as an individual, male or female, who is standing or seated within the bar area.

D. HAT ON THE BAR: Any person at the bar who places a hat or cover on the bar during bar operating hours, and the bell is rung, will buy the other persons at the bar a round of cheer.

II. The following games, played by persons at the bar, are detailed and explained for your edification and enlightenment:

A. DEAD BUG:

1. The rules for DEAD BUG will be posted in a conspicuous place. Only the person or persons who are signed for the bug may call "DEAD BUG". When "DEAD BUG" is called, the caller must be within the bar area and must say "DEAD BUG" in a voice loud enough to be heard by all persons in the bar. All persons at the bar, except the caller, must then drop themselves to the floor, their hands and feet clearly in the air, in the fastest manner possible. If the caller drops his head below the bar, he buys a round of cheer. The person calling "DEAD BUG" will observe all persons at the bar to determine who was the last one(s) to assume the floor position. The last individual down will buy the bar a round of cheer and sign, with the time, the Bug Ownership Board located behind the bar. In the event it cannot be determined who was the last one down, the ownership will be retained by the caller. (The Bartender will pass the ownership board to the person assuming ownership for the purpose of signing as required.) If the board is not signed within five minutes, ownership returns to the Bartender. The individual signed for the bug has one hour from the time on the board in which to call "DEAD BUG". However, the call cannot be made for at least 15 minutes after signing the board in order to give the Bartender time to make the previous round of drinks and collect his money. If "DEAD BUG" is not called by the owner at the expiration of one hour, ownership of the bug reverts to the Bartender who may pass the bug to anyone he deems most eligible and worthy.

2. If the bar closes and "DEAD BUG" has not been called within the required one hour time period, ownership of the bug will again revert to the Bartender. The Bartender will then take whatever appropriate actions required to insure that the bug is suitably bestowed upon the first individual to enter the bar area after 1630 hours the next day. If persons are already present in the bar prior to 1630 hours, the Bartender will employ his best discretion in awarding the bug to the most eligible of those persons in attendance. This person so awarded with the bug will properly sign the Bug Ownership Board and note the time. Normal rules (above) will then apply.

3. Any person, other than the owner(s) of the bug, who calls "DEAD BUG" at the bar will buy the bar a round of cheer and will not assume ownership of the bug for making this unauthorized call.

4. In the event two or more persons tie for ownership of the bug, each co-owner splits the purchase of buying the bar a round of cheer before signing for the bug. Any co-owner may call "DEAD BUG" with or without the presence of the co-owner, within one hour. The loser, who could possibly be a co-owner, will buy the bar a round of cheer and sign for the bug. At this time, co-ownership of the bug terminates.

5. In the case that an owner of the bug becomes overzealous and calls "DEAD BUG" before he has signed the ownership board, he will buy a round of cheer but will still retain ownership of the bug.

6. The entire barroom area, as defined above, is the "DEAD BUG" area. All persons in the area who are not listed on the Game Rosters will exercise due care to avoid interfering with other persons attempting to play the game. If interference is called the owner of the

bug will determine the issue. Interference voids the game and the owner of the bug retains ownership.

B. DICE GAMES: The following rules apply to any dice game played at the bar utilizing 5 dice.

1. During any game, if five natural aces are rolled in any one roll, the roller will buy all persons in the bar a round of drinks.

2. During any game, if five natural sixes are rolled in any one roll, the club will buy all persons in the bar a round of drinks.

3. During any game, if five natural 2's, 3's, 4's, or 5's are rolled on any one roll, the person rolling the dice will buy all persons in the game a round of drinks. The game will then continue to determine the game loser. The "natural" roller (five of a kind) will buy an extra or bonus round.

4. Stacked dice do not count as a point in any game and the dice must be rolled again to complete the point. Stacked dice are defined as dice that do not rest on the bar surface, i.e., one dice stacked upon another. During any game, if stacked dice are rolled two times consecutively while rolling for one point, then he who has rolled the stacked dice will buy all persons in the game a bonus round of drinks. The game will then continue to determine the game loser. All rolled dice must remain on the flat surface of the bar to be effective. These same rules will also apply to cocked dice, i.e., a dice that is cocked against some

object such as the bar pad and does not rest flat on the bar surface.

5. If, during any roll (either while shaking the cup or rolling the dice from the cup) a die hits the floor, the roller will buy a bonus round of drinks for the other players in the game. The game will then continue to determine the game loser.

6. When persons at the bar are rolling "Horses" to eliminate all but two persons, the following apply:

a. If there are five or more players, triple naturals or better must be rolled for elimination.

b. If there are four or less playing, high natural dice will be rolled for elimination.

7. There is no limit to the variety of dice games or other games that may be played, or, the rules placed upon these games. Persons at the bar playing games may establish any rules they so desire for that particular game, providing the rules are verbally agreed upon by all participating in the game. Once the contest is determined, all other verbal rules are null and void. The rules of paragraph B1 through B5 above apply at all times during any game played with five dice.

C. BEHIND THE BAR: Only club employees are permitted behind the bar during bar operating hours. Personnel making emergency repairs to equipment, performing health inspections, making surprise cash counts, etc., are permitted behind the bar on the verbal approval of the Club Manager. A person will be considered to be behind the bar when he is physically upright after passing through the bar access door. Persons at the bar detecting an unauthorized person behind the bar will bring the violation to the attention of other persons at the bar by ringing

the bell suspended from the ceiling. The bell must be rung while the offender is behind the bar. The offender will buy all persons in the bar a round of cheer. A club employee must be present behind the bar when the violation occurs or the bell ringer will buy those at the bar a round of cheer.

D. FIREMAN: On occasion, a careless act may result in a fire in an ashtray on the bar. When a fire breaks out, the Bartender will request the assistance of a person at the bar in extinguishing the blaze. This is usually accomplished by pouring a drink over the fire. Since the person at the bar has performed a great and honorable service to the club, he becomes a fireman. As a fireman, it is mandatory that the patron wear the fireman's hat so all persons at the bar will know who has saved their club from fire. At this time, however, the fireman will be in the bar with a hat on. Persons at the bar noticing this violation will make the error known to the offender by ringing the bell above the bar. The offender will buy the bar a round of cheer. At this time, the offender will be encouraged to return the fireman's hat to its proper resting place behind the bar. Should the offender pass behind the bar in returning the fireman's hat, persons at the bar noticing this violation of club rules may sound the bell. The offender will buy the bar a second round of cheer. Should he refuse to return the hat himself, then the Bartender will hang the hat in its original place behind the bar for him.

E. BELL RINGING:

1. The bell above the bar may be rung by anyone during bar operating hours. The person ringing the bell may do so for two reasons:

a. To signal that he intends to buy all persons in the bar a round of cheer.

b. To call to the attention of other persons at the bar that an infraction of the bar rules is taking place.

2. The bell may be rung by pulling the clapper into the side of the bell or pushing the bell into the clapper. Pushing the bell into the clapper may be accomplished in a number of ways. Under no circumstances, however, will any object be thrown at the bell for the purpose of ringing it. Anyone throwing any object at the bell, whether or not he actually hits the bell, will buy all persons in the bar a round of drinks.

F. DRINKS ON THE BAR:

1. Any person who allows five or more drinks to accumulate in front of him on the bar, and the bell is rung, will buy all persons in the bar another round. Persons at the bar will not conspire to purchase numerous drinks for another person in order to put five or more drinks on the bar in front of that person. In no way is this to be meant as a hindrance, however, for one patron to buy another patron a friendly glass of cheer to demonstrate geniality.

2. Any person at the bar should never be encouraged to "chug-a-lug" the drinks in front of him; however, if a person with five drinks before him so desires, he may "chug-a-lug" his drinks within one minute's time. If he so succeeds, then the person who rang the bell shall buy the round of cheer.

3. Once a person has been caught for the five drinks rule, he is exempted from this rule for the remainder of the evening.

G. REFREX: The specific rules of engagement for REFREX are as follows:

1. All players will be assigned a measuring standard for determining how high their hand must be elevated above the bar. Basically, the standards are as follows:

a. 0-6 and above, approximately 3 inches or the height of a "Beefeaters on the rocks" glass.

b. 0-4 and 0-5, approximately 5 inches or the height of a standard 8 ounce highball glass.

c. 0-1 through 0-3, approximately 7 inches or the height of a standard beer can.

d. All civilians will compete using the 0-1 through 0-3 standard.

2. The hand of each player must be suspended palm down at the appropriate height above, and parallel to, the bar surface. The elbow may not be rested on any part of the bar.

3. No more than two (2) practice rounds may be authorized at any time. This will be controlled by the Bartender.

4. The countdown will be made by the Bartender and will be "LEADY, ONE, TWO, THREE, GO!" The Bartender will be the final judge in determining who the loser(s) may be.

5. The last person at the bar to hit the bar with his palm buys the bar a round of cheer.

6. In the event of a possible tie, the losers will split the cost of the round of cheer purchased. In no case will more than one round of cheer be served for any one game of REFREX.

H. All persons wishing to play the games described in Section II of these rules may signify his participation by his affirmative act of placing his name upon the Game Roster maintained by the Bartender. Signing the Game Roster places participant in all games and participants may not place limitations or qualifications upon their participation. Any member may permanently remove his name from the Game Roster at any time and for any reason, provided however, he must first have discharged all obligations incurred by his participation prior to the removal. No person may receive any benefits of the games unless he is a signed participant. Any person whose name appears on the Game Roster may temporarily excuse himself from all games by placing his name on the Temporary Games Excusal Roster. The member must first have discharged all obligations incurred by his prior participation.

I. DILEMMA OF "WORDS": At various times, the predicament arises as to the definition of a particular "word" or a "misinterpretation" of the KOOMB Rules of Engagement. This awkward question will be solved by the members at the bar employing a democratic voice vote. This will be the sole determining factor as to the validity of any misinterpretation, etc. A majority affirmation or negation on each separate occasion will be required.

III. All other games that may be played in the bar area, for the amusement and enjoyment of the members, that have not been written in the Rules of Engagement, must be agreed upon by the participating members and adhered to in good FAITH.

IV. The singing of fighter pilot songs, ballads, "hymns," etc. in the bar area is approved and encouraged. However, such singing must be strictly controlled in accordance with social good taste and propriety

so as not to offend any persons within the bar area or within normal hearing distances. Normally, we are most concerned here with invited female guests. However, any person who is offended by the sounds emanating from the bar area may make her/his objections known to the Bartender or Club Manager who will notify the participants. Suitable and/or appropriate actions will then be commenced by those persons concerned in the bar.

V. All amendments to the KOOMB Rules of Engagement should be acknowledged to the Club Secretary who shall bring them to attention at the next scheduled meeting of the Board of Advisors.

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2 August 1972

All other bar rules previous to
this date are null and void.