

## Championship rules

1. All plots must be the same size.
2. Each team must be given the same time to charm worms.
3. Your team can only collect worms from your plot - so no pinching from next door's :O)
4. No digging, watering or using washing up liquid - these are cheating.
5. Collect your worms once they've fully emerged, don't pull them out from the ground.
6. Keep your worms happy and safe in a worm pod.
7. If the competition ends in a draw, hold a 'sudden death' charm-off - the teams who are tied have to compete against each other and the first to catch a worm is crowned the overall champion. (This sudden death stage doesn't involve the death of any worms :O)
8. Release all the worms somewhere dark and damp, like safely under some bushes, or at the end of the day after the birds have gone to roost - otherwise they'll end up as dinner.

