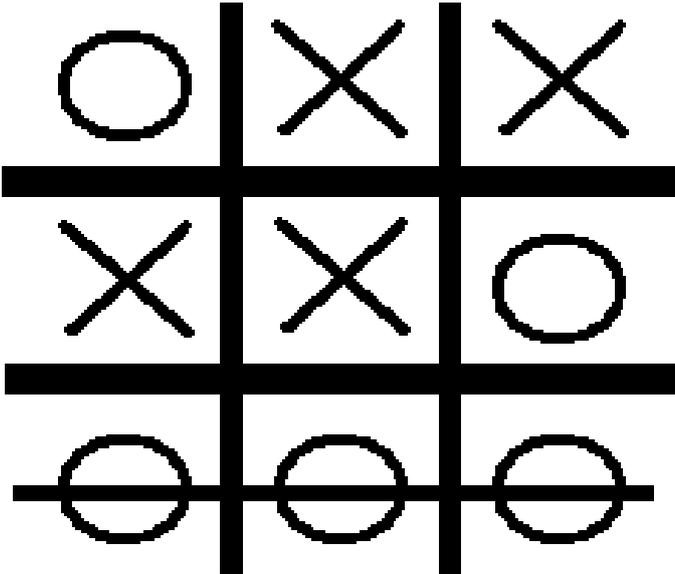


Noughts and Crosses



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1. Introduction

GreenHouse Mentoring is a community project of Stopsley Baptist Church, a company limited by guarantee, Registered in England and Wales, Company Number - 7605036, Registered Charity Number - 1150563, Registered Office - Stopsley Baptist Church, St Thomas' Road, Luton, LU2 7XP

GreenHouse Mentoring (GHM) has been operating since 2002 following a successful pilot from 2000.

This document describes the games of Noughts & Crosses

2. Applicability

This document is intended for use by all GHM Sponsors, Management Committee, Staff, Volunteers, Mentees, Buddies, External Body ¹

3. Definitions

Within this document, the following definitions are understood:

Volunteers any person currently volunteering with GHM with a signed Volunteer Agreement;

Service User or Mentee any young person who has or is receiving service from GHM;

Staff any member of the GHM Team with a formal written and signed contract;

Buddy any person who agrees to assist a volunteer by ensuring that mentoring sessions are completed on time and safely

External Persons any other person or organisation that has had or is having contact with GHM and does not fall into the above three categories.

¹ Delete as appropriate

4. Document Authority

This document is approved by the GreenHouse Mentoring Manager.

Written By	Version/ Date	Comments
Ian Pirks	25/03/2020	Initial Issue

5. The Rules

Noughts and Crosses is a simple game played by two people.

The object of Noughts and Crosses is to get a winning line of Noughts or Crosses in either a horizontal, vertical or diagonal row.

The Noughts and Crosses board is usually a square grid containing nine squares arranged in threes.

The game is played by two people who either play as Noughts (Os) or Crosses (Xs). They can either be drawn or objects resembling these two options can be used. In giant noughts and crosses for example, the two objects are the noughts and crosses themselves.

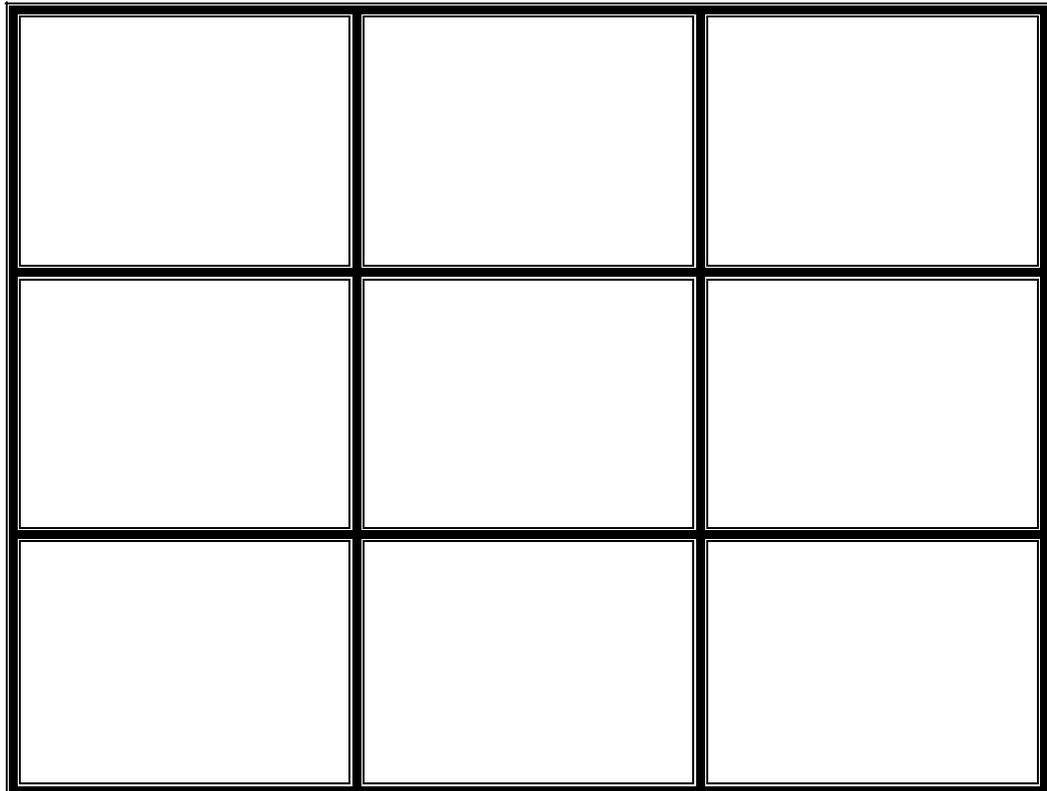
The player with the Xs starts the game by positioning his X in a square. The player with the Os follows and both players take turns to move and occupy the squares of the grid trying to make a row of three and at the same time also block their opponent.

In Noughts and Crosses the opening player has a slight advantage so it is advisable to alternate who starts first in order to keep the games fair. There is only a maximum of nine moves in any game so due to the speed and brevity of a Noughts and Crosses game, every turn counts.

Despite the simple form of Noughts and Crosses it has been calculated that there are in excess of 255,168 possible layouts on the board. However it is a very simple game to play and because of this Noughts and Crosses is a very popular game for children. The giant noughts and crosses board is particularly fun to use, and especially for children.

6. Playing Grid Layouts

6.1 Usual Grid



6.2 Alternatives

We know of some possible alternatives:

6.2.1 3 dimensional 3 x 3 x 3 Grid

Experiment playing in 3 Dimensions – adds a little spice

6.2.2 4 x 4 Grid

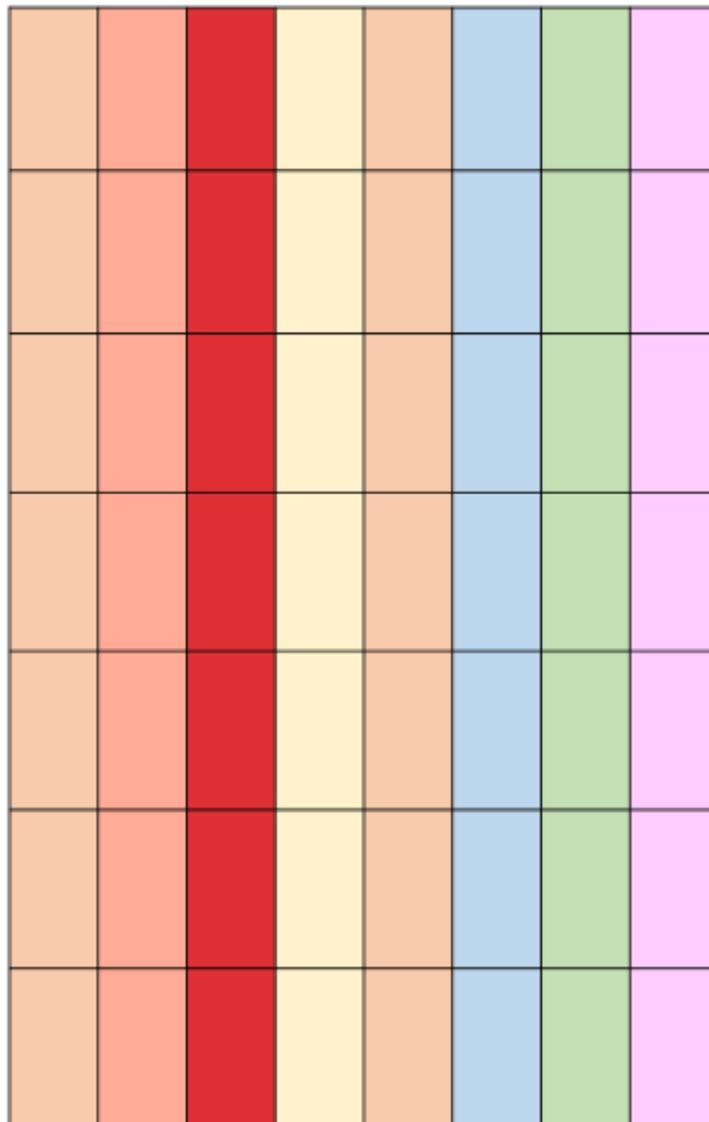
This is where the grid is 4 x 4 and the objective is to get 4 in a row. Takes slightly longer and is less predictable

6.2.3 3 dimensional 4 x 4 x 4 Grid

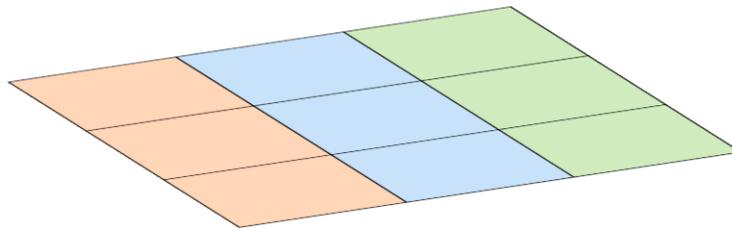
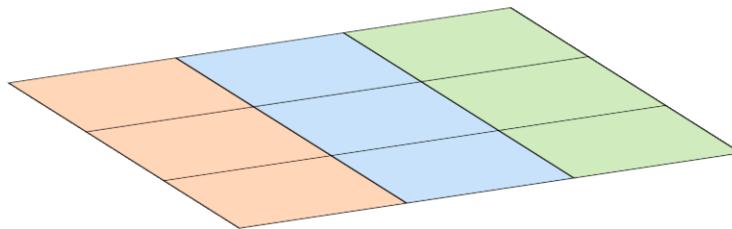
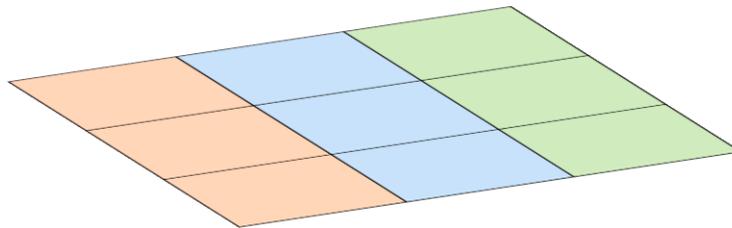
For the slightly more adventurous, you have 4 boards of 4 x grids and you have to form four in a row on one of the boards or across the boards.

6.2.4 Any other shape you like!

Random Shape - Noughts & Crosses
Just cross out the squares you don't want

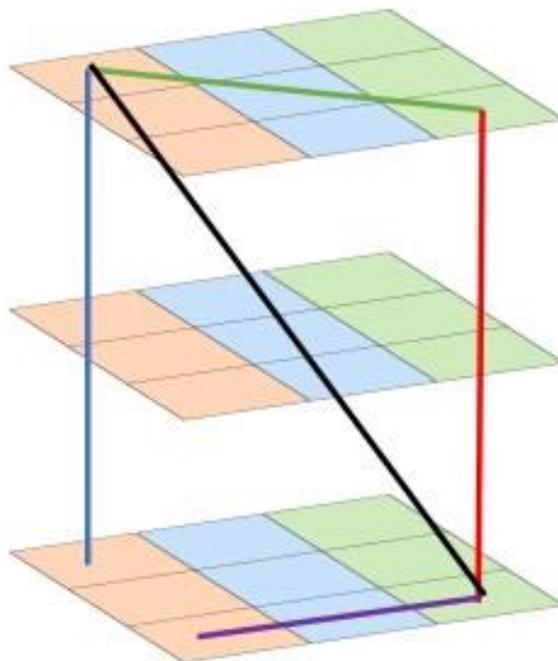


6.3 3 x 3 x 3 Grid

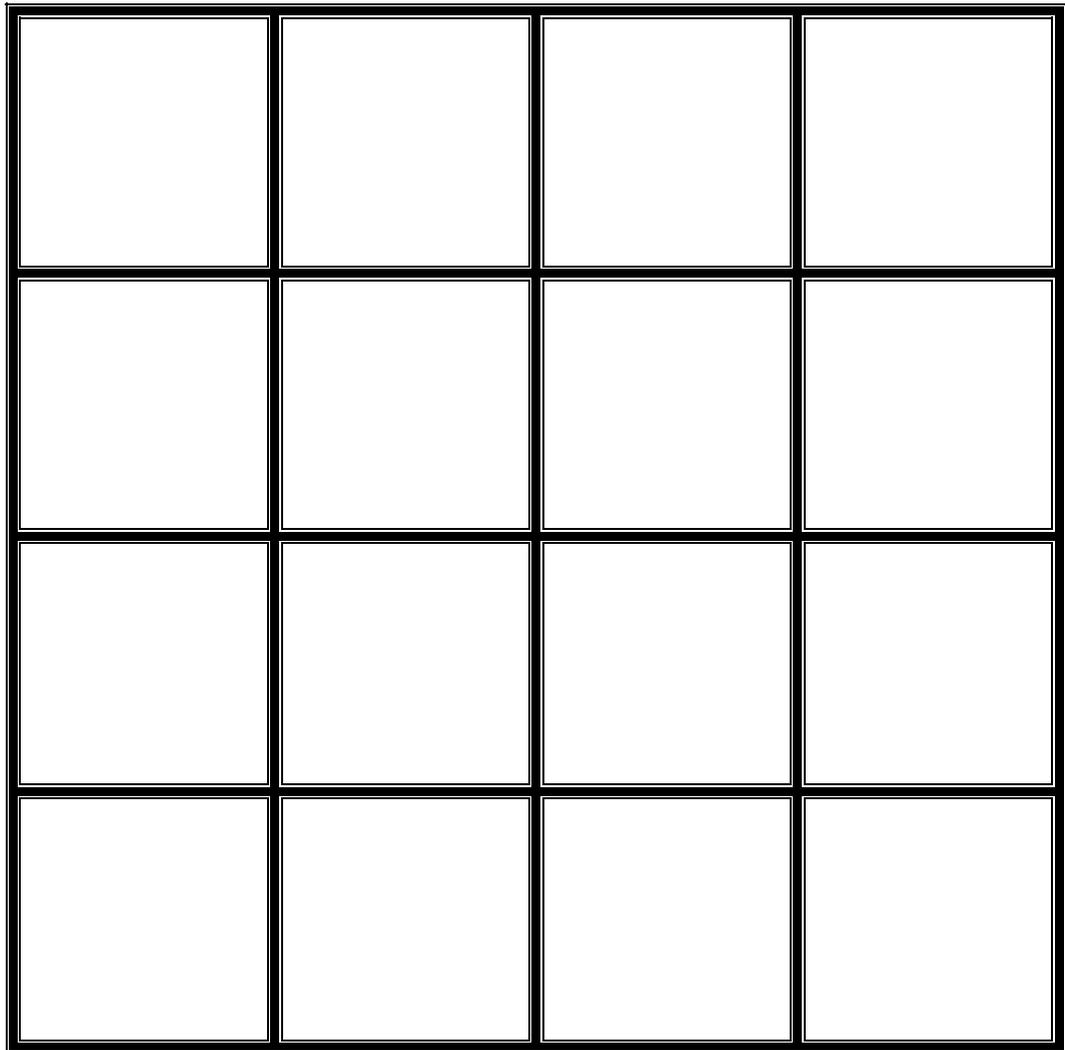


6.4 3 Dimensional Noughts & Crosses - Some Winning Lines

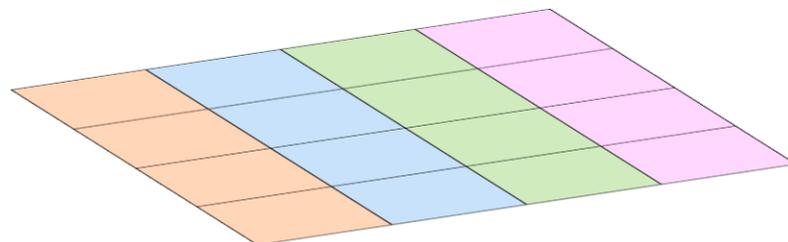
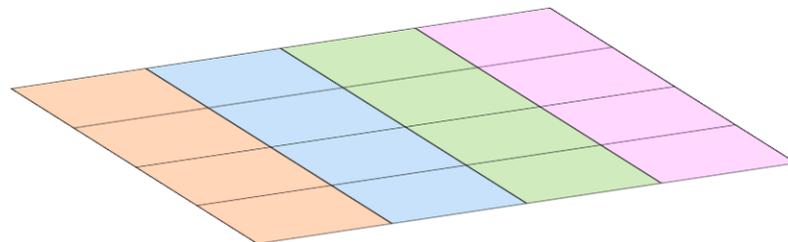
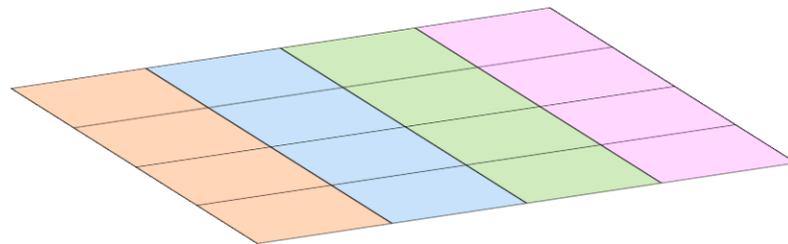
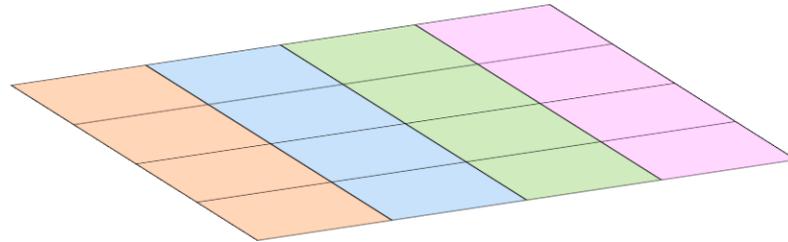
3 Dimensional Noughts & Crosses
Some Winning Lines



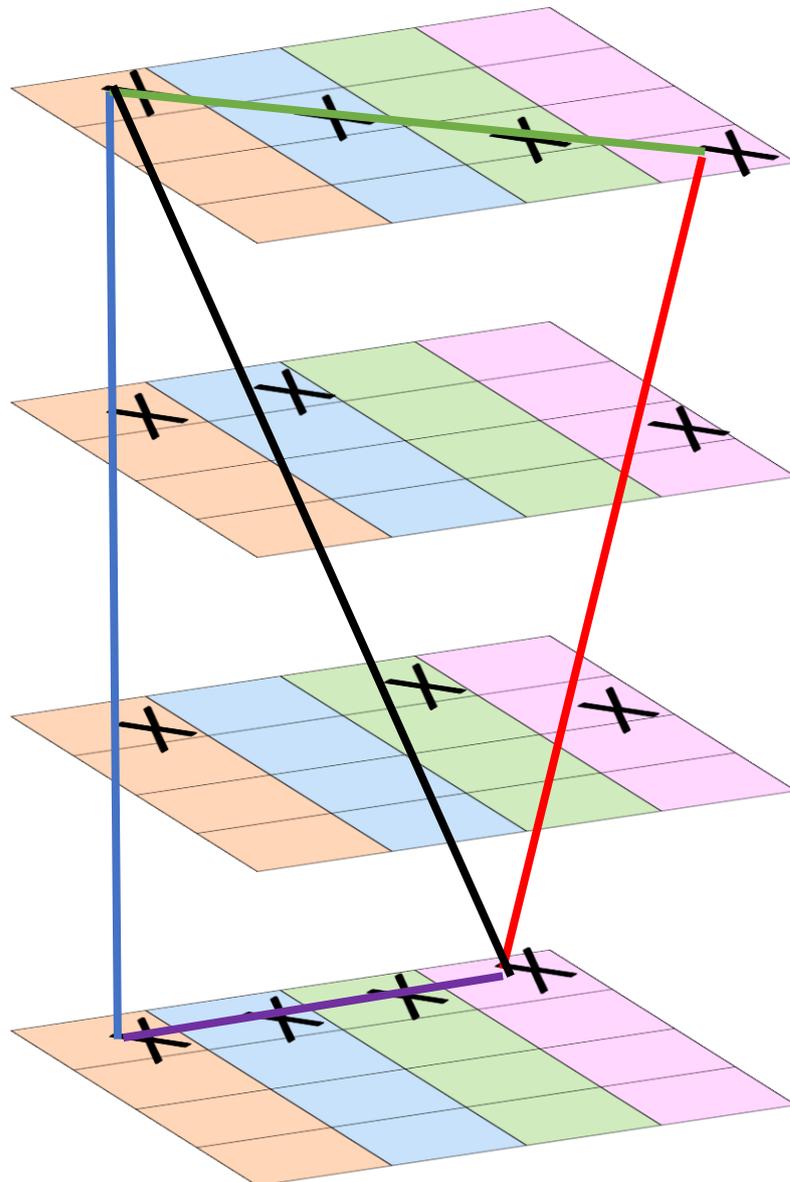
6.5 4 x 4 Grid



6.6 3 Dimensional 4 x 4 Grid



6.7 3 Dimensional 4 x 4 Grid – Some Winning Lines



7. Playing online

If you want to play online, then <https://playtictactoe.org/> is useful.

You can have one person putting the X and 0 in and can share their screen using video conferencing. This can also be played against the computer.

<https://papergames.io/en/r-ByyJKROLL>

8. Document Review

Next policy review due before: March 2023

Document last reviewed on: 25/03/2020

Approved by:

Sue Pirks

(GreenHouse Mentoring Manager)

Date

SBC Executive Director

Date