

IDEA DEVELOPMENT WORK



First generation Caribbean homes would have a very special room called 'The Front Room'.

Filled with glass cabinets; ornaments; artificial flowers; family portraits; pennants; a gramophone, most commonly, 'The Blue Spot'.

Place for them to entertain couldn't go out into the clubs, pubs and bars due to the racial tensions of the time.

Place of pride.

Showed that they had 'made it'.

Bringing a taste of home to England.

Naming Ideas

Front room street address house number family names e.g Allen, Anderson, Higgins, Harris, Smith, Clarke, Jones, Brown, Powell, Winston, Williams, Campbell





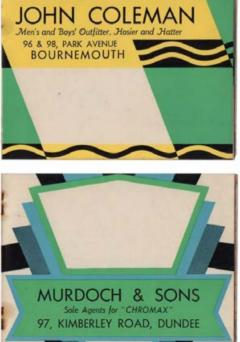














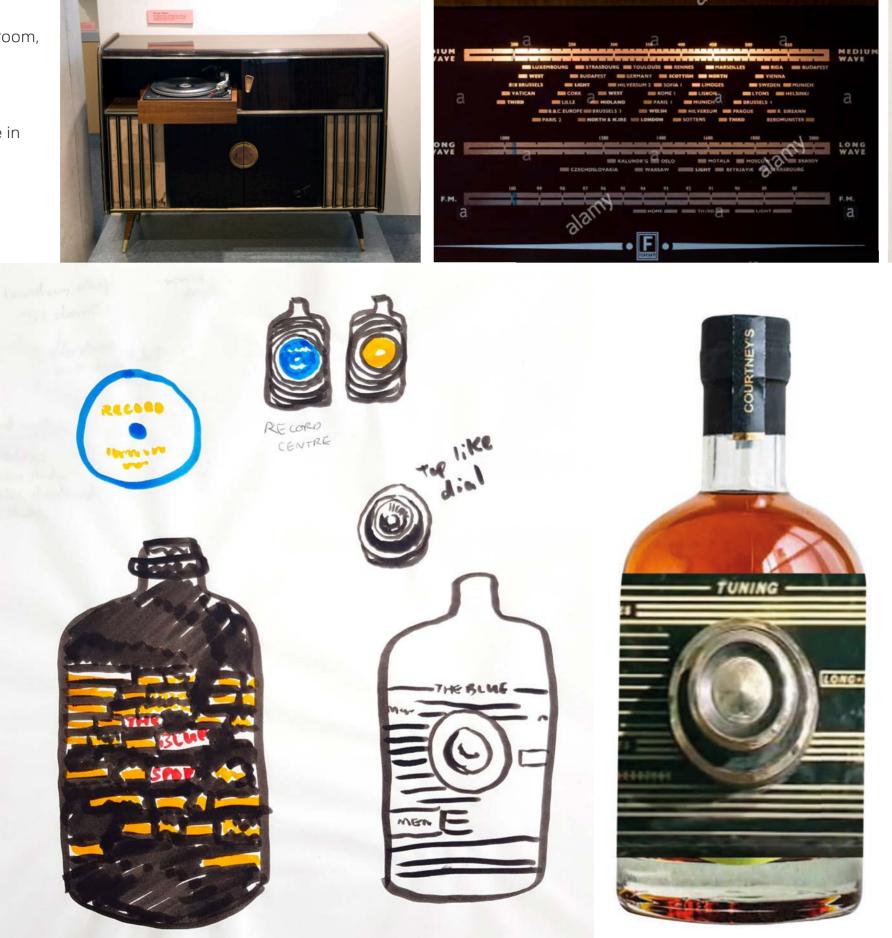


CONCEPT 2 THE BLUE SPOT

Blue Spot Radiogram

Integral part of the front room, the "Gram"

West Indians excluded from pubs and clubs, so entertainment took place in the home.







CONCEPT 3 SOUND SYSTEMS

Duke Vin, The Pioneer

Vin stowed away on a ship bound for England in 1954 with his friend and fellow selecter, Count Suckle. Shocked by the dull nightlife in London, Vin decided to build his own soundsystem to play the sounds of RnB coming from the States. He called it the Tickler. Playing in houses and renting out the system for 5 pounds a night, his innovation was unpopular with the local police.

Vin is seen as one of the most important figures in the popularisation of Jamaican music in Britain. His innovations were foundational to the development of British club music. Elton John and the Rolling Stones learnt from his sets, he brought US RnB to London and he imported reggae and ska as they were pioneered. Every derivative of the soundsystem - from jungle to grime - owes its very existence to London's original soundman. of the front room, the "Gram"

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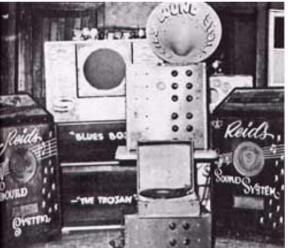
































CONCEPT 4 DOMINOES

Brings people together

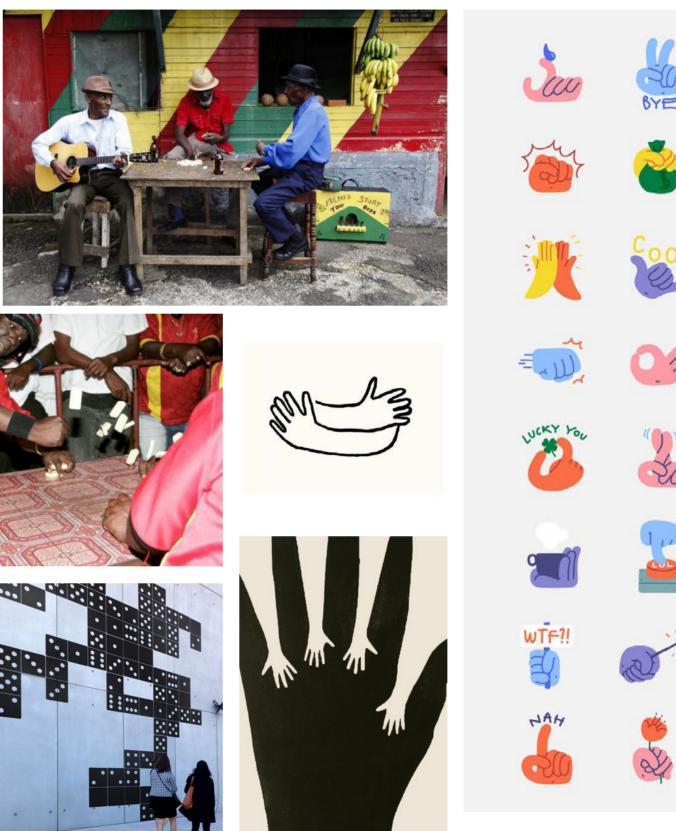
Minister Olivia Grange declared the game a national sport in 2010

Seen as a great 'equalizer' as people of different socioeconomic backgrounds and classes can come together and face each other over a domino table.

Boneyard- The draw deck of shuffled dominoes

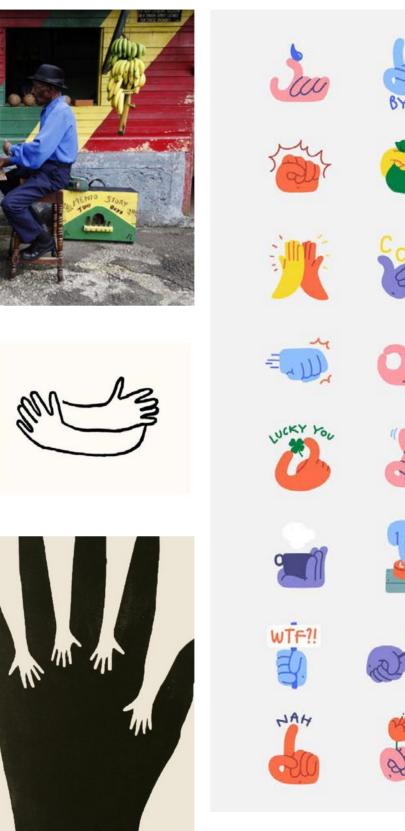
High emotion and energy when played







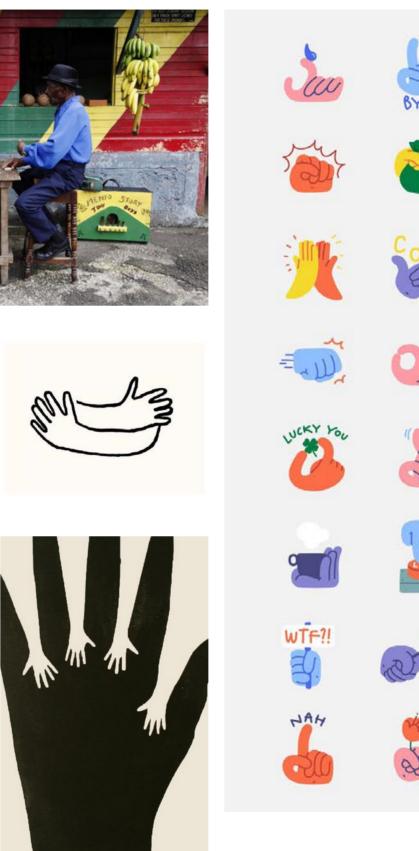




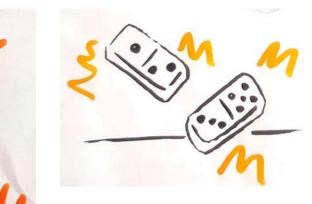






















TYPE INSPIRATION

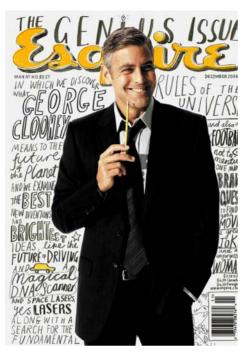










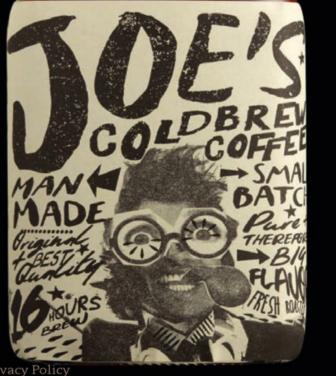








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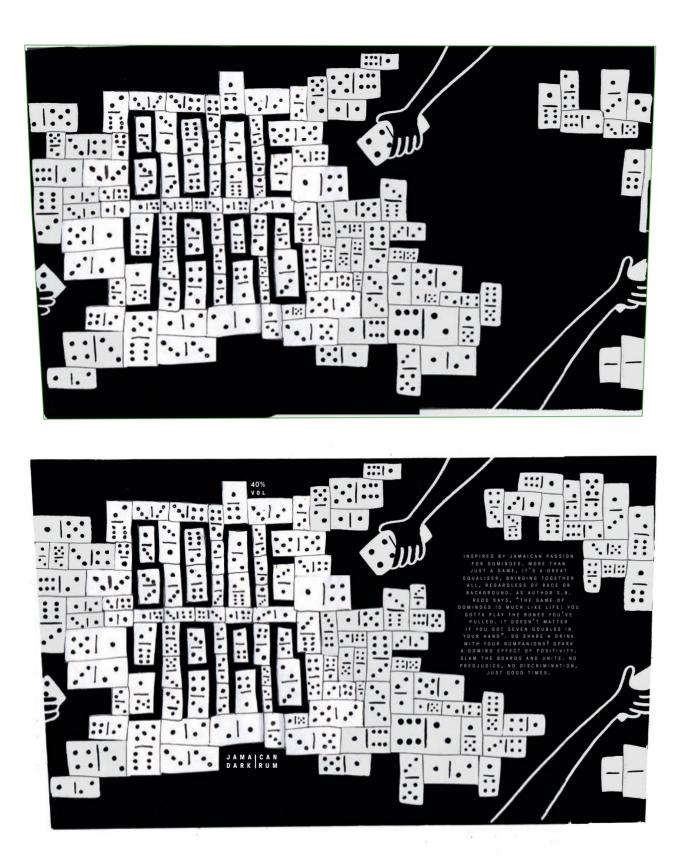


















IDEAS

lick some dominoes slammin it down played among rumpanions gathered to shoot the breeze Hold dat

He slams down a piece and takes a swig of his beer

Dash dem away















B⁰NE YARD JAMAICAN RUM



PANIONS COMING TOGETHER AROUND THE DOMINO TABLE, THE GREAT EQU ALIZER. SLAMMING DOMINOES. GOO













PANIONS COMING TOGETHER AROUND THE DOMINO TABLE, THE GREAT EQU ALIZER. SLAMMING DOMINOES. GOO













PASSION.

40% 402

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thort to the

DARK

RUM



DOWA INO PIRI R DOL









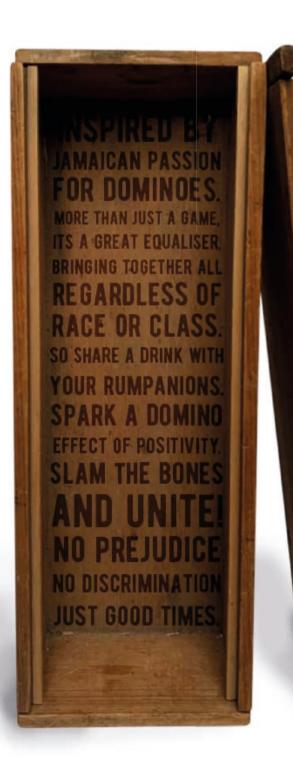








NECK LABELS





"42" PLAYED WITH DOMINOES RULES OF PLAY

RULES OF PLAY "42" is cos of the oldest and most popular games among Texans of all ages. It is an easy game to play and becomes sampler and more, entertaining as yet hears. "42" requires all but most depends on LUCK. "42" requires 4 players transed in 2 pairs (or past-mers). Partners take their position directly across the rable-from core assocher. This makes it possible for a player of each team to follow an opposing player's play.

1. TERMS USED IN "42"

Suit -- There are seven dominors in each rolt, six with the number of dots on one end being the name and one with the number of dots on both ends the same. The latter is called a double.

Example-Listed in the order of their importance: 2.2, 2-6, 2-5, 2-4, 2-3, 2-1, and 2-0. Doubles can adia be classed as a suit, for instance, in the same order of importance: 6-6, 5-5, 4-4, 3-3, 2-2, 1-1, and 0-0.

There over a total of 8 different suits: Blanks, I's, 2's, 3's, 4's, 5's, 6's and Doubles.

Trumps -- The highest bldder's suit becomes the main tramps for the duration of one hand. Trumps are higher than any domino and will take tricks in-cluding doubles of other suits.

Offs — Any domino in a bidder's hand that is not a trump or double is considered an "off." Walker — Any domino which has not been played, and is the highest in its suit after the double and oth-er higher ones have been played is said to be a "walk-er." This domino, like a double, is a good lead.

Count dominoe, the 3 sources at a good sease $T_{\rm eff}$ and $T_{\rm eff}$ and

1

0

0

0

starts b) any player who plays a double may add another domino if he is able;
c) a player who has played all his dominoes calls "tiddle-a-wink."

(Another version of the game is played by six to nine players with three dominoes each from a set of 28 dominoes. In this version, dominoes are added to only one side of the starting double and bets are made as in Domino pool.)



MATADOR

MATADOR Matador is a draw game in which adjacent ends on the layout do not match, but total 7. An open 6 calls for a 1, 5 for 2, 4 for 3, and so on. A blank is closed to the play of anything but a matador, one of the four bones 0-0, 6-1, 5-2, 4-3. A matador may be played at any time anywhere, without regard to the numbers, and with either end against the layout. Doublets are placed endwise, thus counting singly. For example, 1-1 is playable on a 6, not on a 5.

TIDDLE-A-WINK

This is a form of Block dominoes particularly suited to larger groups of people. It is often played with sets of 55 or 91 dominoes.

At the start of each hand the dominoes are shared out equally between the players; any remaining dominoes are left face downward on the table. Play proceeds as for the basic block game except that: a) the player with the highest double always

SEBASTOPOL

Sebastopol is in effect a block game because there is no boneyard. Four play, and each draws seven bones. The 6-6 must be set, and the turn then rotates to the left of the first player. The 6-6 is open four ways, and the first four plays after the set must be upon it -- no branches may be extended until all four have sprouted. In all other respects the rules are those of the Block Game.

BINGO

This game is purely a matter of chance but nevertheless it is quite entertaining.

Start by turning all the dominoes face downwards, shuffle them well and arrange them all in one long row, side by side. Now turn them all face upwards, without disturbing the order.

Starting from the leftmost end of the row, begin counting from 0 to 12, touching a domino as you speak each number. Add the pips on each domino as you do so, and if they match the number you speak, you may remove it from the line.

When you reach 12 start counting from 0 again, and when you get to the end of the row close up all the gaps and continue from the leftmost end of the row The aim is to remove all the dominoes

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50 Years of Manufacturing Dominoes TRY OUR COLOR DOT DOMINOES IN DOUBLE 9 AND DOUBLE 12 COMBINATIONS

