

NEWCASTLE ROLLER DERBY PRESENTS

SUMMER SHOVIN'

5NRD DOUBLE HEADER



VS



VS



GAME DAY PROGRAMME

27TH JUNE 2026

1:30PM | £1



Image credits: Life thru Argo's Lens, Christo Bee



The lights are on, the track is set, and the battle begins.

This Saturday, four of the UK's fiercest roller derby teams descend on Newcastle for an afternoon of hard hits, fast jams and high-stakes action as the 5 Nations T3WN Division reaches its dramatic conclusion.

Expect thunderous blocks, lightning-fast skating and four wheels of fury as teams fight for every point, every victory and a place in November's playoffs. The stakes are high, the energy is electric, and when the whistle blows, there's no holding back.

Welcome to the Showdown!



f nclrollerderby
 @ nclrollerderby

Image credits: Life thru Argo's lens, Track and Trail Sports Photography

TIMINGS:

These times are subject to change.

13:30 DOORS OPEN

14:00 GAME 1: Durham Roller Derby VS Furness Firecrackers

16:00 GAME 2: Newcastle Roller Derby Whippin' Hinnies VS Dundee Roller Derby Bonnie Colliders

17:30 Awards!

17:40 Tidy Up! (all hands on deck please!)

18:00 Vacate Hall

A roller derby game consists of 60 minutes of play, divided into two 30-minute periods with a halftime between them.

Officials

Newcastle Roller Derby would like to say a big thank you to all the Referees, Non-Skating Officials (NSOs), volunteers and announcers helping the event run smoothly. Everyone here today is volunteering their time to facilitate our wonderful sport, and for this we're very grateful.

Referees:

Head Referee
 Hakuna Your Tatas
 IPR Alice
 JR Max
 JR Stella
 OPR Abbie
 OPR Kit
 OPR BookHer

NSOs Game 1

HNSO Peacebreaker
 JT D-Bird
 SBO Crash Matt
 SK Bisto Babes
 SK Goose
 PBM Sheridactyl
 PBT Hard Knox
 PBT Nimmo
 PLT Dropkick Brus
 PLT Lavender Menace
 PW Peacebreaker

NSOs Game 2

HNSO Peacebreaker
 JT D-Bird
 SBO Crash Matt
 SK Bisto Babes
 SK Hard Knox
 PBM Sheridactyl
 PBT Devestation
 PBT Nimmo
 PLT Dropkick Brus
 PLT Lavender Menace
 PW Peacebreaker

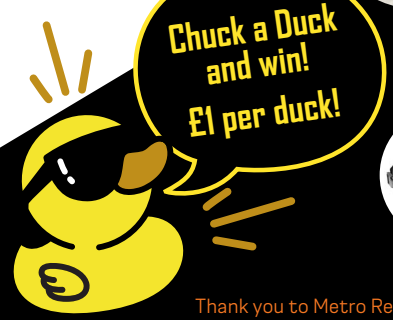
MERCH ALERT!!! MERCH ALERT!!! MERCH ALERT!!! MERCH ALERT!!! MERCH ALERT!!!



MERCH ALERT!!! MERCH ALERT!!! MERCH ALERT!!! MERCH ALERT!!! MERCH ALERT!!!

You can support us at Newcastle Roller Derby by buying some of our fabulous merch, purchasing something from the cake stall, buying a raffle ticket, playing Ducks, or by bringing all of your friends and family to our next home game.

Stay up to date with our social media to find out when our next game will be. You can also join our mailing list to hear about future games.



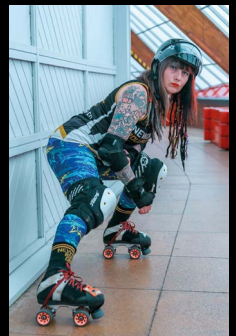
Thank you to Metro Repro Newcastle for their super speedy turnaround and giving us a reduced rate on our programme print!



NEWCASTLE ROLLER DERBY

Where we train...

- Sundays 10am-1pm
Benfield Centre for Sport
- Mondays 5:50-7:50pm
The Dome, Walker
- Wednesdays 7:30-9pm
The Dome, Walker
- Thursdays 7:30-9pm
Benfield Centre for Sport



Photography credits: Life Thru Argo's Lens, Roller Derby on Film, Alla Maistrenko, Dave Moore, Real Time Events

Keep in the loop with our upcoming Home games, New Skater Intake Courses, Taster sessions, Bootcamps and Workshops by following us on social media or emailing us at bod@newcastlerollerderby.co.uk



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DURHAM ROLLER DERBY

00 Access Deynied	11 VennDetta	15 Sorry Not Sorry	18 KO	22 Nice and Spicy
24 Caz Hands	247 Sting Rae	26 Kim Cognito	27 Baby Got Back	31 Pavlov's Dodge
42 Cushtie Skittles	477 Kris N Chips	50 Quinn	54 Cinnabomb	61 Smith
67 Axelhotl	69 Stix	83 O'Grief	818 Mojo Jojo	999 Hit N Run



FURNESS FIRECRACKERS

 11 Slam Shady	 012 Squeak	 29 Pasta la Vista	 14 Waffle
 1701 Dr Crusha	 26 Witch Please	 2811 Flip the Bird	 505 David Flattenborough (VC)
 57 Beans	 666 Hannibal Lect-her	 7 Slaying Mantis	 508 Trypsy Danger
 813 Lucas	 92 Harley	 93 Gruesome (C)	 9397 Buffy Slammers
 94 MishMash	 999 Em-Urgency	 Ginja Ninja Bench	



NEWCASTLE ROLLER DERBY

WHIPPIN' HINNIES



 013 LOCKDOWN	 052 MEOWCH	 0617 RATBOY	 135 TINK REBELLE	 1420 GRIEVE-OUS BODILY HARM
 2009 JOCK N ROLL	 23 SLAMROCK	 232 WEE JIMMY CLANKY	 237 FITZ OF RAGE	 242 SPANKH MORPORK
 248 ZABOTAGE	 293 HANTAGONY	 399 EGG ROLLS	 4 CLAIRELY PSYCHO	 505 BASH POTATO
 558 HELL BLOCK H	 5678 DARCEY TUSSLE	 616 DANI-HELL	 71 DAZE	 808 ALLEGRA FURY



DUNDEE ROLLER DERBY

BONNIE COLLIDERS

 #11 READ HEAD REDEMPTION	 #13 HOLLY	 #14 MEANN JEAN	 #227 TRACTION POTENTIAL
 #247 ANCREA	 #321 YORKSHIRE TRIPPER	 #411 AIDEN ABET	 #444 RUN CMC
 #76 JILL ANTONIC	 #77 SKATEY PRICE	 #902 ANNABELACTIC SHOCK	 BENCH CREW
 #99 LAURYN PERCE			

BONNIE COLLIDERS

ROLLER DERBY EXPLAINED

Roller derby is a contact sport played by two teams of up to 15 players. The game is played in a counter-clockwise direction around an oval track.

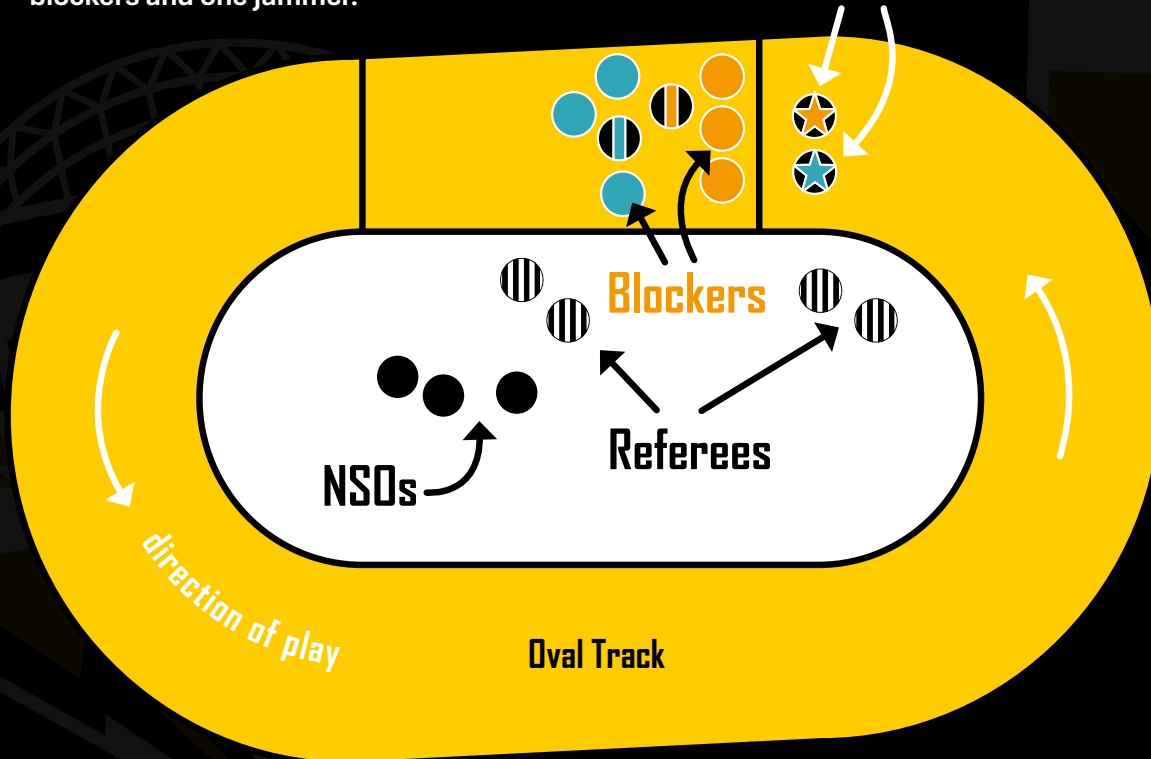
The game consists of two halves of 30 minutes with each half consisting of a series of short **Jams**, with each jam lasting a maximum of two minutes.

At the start of each jam each team fields five players; four blockers and one jammer.

The jammer is the skater who scores points by lapping the players on the opposing team. The blockers attempt to hinder the opposing jammer while assisting their own jammer: playing both defence and offence at the same time.

The first jammer out of the pack gains **lead jammer** status for that jam which means they have the ability to strategically **call off the jam**. However, if the jammer goes to the penalty box, they lose that lead jammer status.

← Pack → Jammers



PIVOT

The pivot is a blocker and can be identified by the **Stripe Helmet Cover** on their helmet. They can be converted to a jammer during a jam if a legal **Star Pass** manoeuvre is successful.

BLOCKER

Blockers prevent the opposing jammer from passing through the pack while assisting their jammer to get through at the same time. They are responsible for maintaining the pack.

PENALTIES

Referees determine penalties. A penalty will land a player in the penalty box for 30 seconds. A penalty is when a player's actions significantly affects game play. If a jam ends before a player gets out of the box, the player remains in the penalty box during the subsequent jam until the penalty is completed.

NSOs

Non-Skating Officials (NSOs) are crucial, off-skate officials responsible for maintaining the integrity, flow, and accuracy of a game. They manage the scoreboard, track penalties, time jams and penalties, and handle official paperwork.

The first lap of the track is called the **Initial pass** and no points are scored.

Once a jammer has completed their initial pass, they can score points. A jammer scores one point for each player of the opposing team they pass as long as they do it **in bounds and legally**.

Jammers continue to skate round the track scoring points for the full two minutes of the jam or until the lead jammer calls off the jam. The lead jammer does this by **repeatedly placing both their hands on their hips**.

JAMMER

The jammer is the player wearing the **Star Helmet Cover** on their helmet. They always start each jam behind the jam line behind the pack. The lead jammer is the first jammer to get through the pack and the opposing team's blockers legally. The lead jammer (only) can call off the jam to prevent the other jammer from scoring points.

ANNOUNCER:



Kelly Younghorn

PHOTOGRAPHERS:

Image: Track & Trail Sports Photography



Life thru Argo's lens

f Life thru Argo's lens

Image: Life thru Argo's lens



Track & Trail Sports
Photography

f Track & Trail Sports Photography

BE WARNED!

Sitting in the track side seats is a great way to view the action, but the chances of being hit by a skater are higher and as such they are strictly for over 18s. Anyone in the audience who grabs or interferes with any skater or official in any way will be immediately ejected without a refund, so please stay behind the line!

OUR SPONSOR:

Clementine

Clementine Services is proud to sponsor Newcastle Roller Derby. Just like a strong pack on the track, their skilled team keeps homes and businesses running smoothly - handling everything from plumbing and electrics to roofing and renewables. Reliable, quick and always up for the challenge, Clementine is a perfect partner for keeping the action going both on and off the track.

www.clementine.services