



## INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for 3<sup>rd</sup> - 6<sup>th</sup> grade.

### AWANA GAMES—A GROWING GIANT

The first official games competition was held in Chicago in 1955—for boys only. About 120 boys, representing four churches, participated. The next year, the girls insisted on a meet of their own. AwanaGames meets are now held around the world. This unique ministry to boys and girls—and their parents—has grown tremendously over the years, and potential for future growth is practically unlimited.

### AUTHORIZATION OF AWANA GAMES MEETS

All AwanaGames meets must be authorized by an event coordinator, or Awana missionary. If several registered churches with Awana clubs are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their area Awana event coordinator.

### ORGANIZATION OF AWANA GAMES MEETS

Boys' teams and girls' teams are constituted as follows:

**Division 1:** Minimum of 10 players ... Maximum of 12 players  
**Girls & or Boys Teams:** Maximum of 6 ... 5th/6th graders

**Division 2 - Co-Ed:** 14 players ... 7 boys & 7 girls  
No more than ½ the team may be 5th/6th graders with not more than either 4 boys or 4 girls among those 5th/6th graders

The number of circles used in a meet, organization of the meet according to Division 1 - Division 2 classifications, and the assignment of teams to Division 1 - Division 2 (if both are offered) depends on the number of teams competing and the size of the facility. The AwanaGames meet director has final authority to allocate space available to either or both division requirements and to set registration requirements.

## REGISTRATION PROCEDURES

### REQUIREMENTS

1. Only currently registered churches are authorized to compete in an AwanaGames meet. Only one boys' team and one girls' team may be registered from each church. Additional teams, however, may be accepted on a standby basis, subject to available space.
2. The AwanaGames registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the AwanaGames. All game equipment is provided, except bands for the Three-legged Race. Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a "first-come, first-paid" basis. **No refunds will be issued to teams withdrawing their registration.**

### PROCESSING REGISTRATIONS

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the AwanaGames meet have been filled, additional team registrations will be accepted only on a "standby" basis. Such teams will be notified accordingly.

All teams accepting a "standby" position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 48 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams not asked to replace another team will be refunded the full registration fee following the AwanaGames meet.

### QUALIFICATIONS OF TEAM MEMBERS

1. All clubbers in 3<sup>rd</sup> & 4<sup>th</sup> who have not reached their 11<sup>th</sup> birthday by September 1st prior to the meet may participate. All clubbers in 5<sup>th</sup> & 6<sup>th</sup> grade who did not reach their 13<sup>th</sup> birthday by September 1st prior to the meet may participate.
2. All team members must have passed 10 sections this current club season.
3. If short of players, Sparkies may be substituted for 3<sup>rd</sup> or 4<sup>th</sup> graders. 3<sup>rd</sup> or 4<sup>th</sup> graders may be substituted for 5<sup>th</sup> & 6<sup>th</sup> graders respectively. The reverse is not allowed.
4. Teams may register for only one AwanaGames meet.

### GOOD SPORTSMANSHIP

An important aspect of the Awana youth program is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning AwanaGames. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls," but our officials are trained, devoted, impartial, born-again volunteers who do their best to officiate according to AwanaGames rules.

AwanaGames affords boys and girls an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that our testimony for Christ is of utmost importance.

## GENERAL INFORMATION

### ROSTER SHEET & EVENT PARTICIPATION AGREEMENT & TEAM ASSIGNMENT SHEET

The team roster sheet, showing name, age, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the area event coordinator 7 days prior to the meet. The Event Participation Sheet must be signed & faxed 7 days prior to the meet. Team Assignment Sheets must be given to the Line Judge at the Meet.

**Fax sheets to 810.631.9826** or complete forms on the web page [awana-mi.com](http://awana-mi.com)

### TEAM OUTFITS

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Gym shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team members.

### INSURANCE

**Awana does not carry insurance covering team members.** All churches should obtain insurance information for church-sponsored activities so they can supply their own protection. The coach must have in his/her possession on the gym floor a permission slip signed by a parent of each player stating “emergency treatment may be given if necessary.”

Extra players brought by a team on a “standby basis,” as well as those recruited from the stands, to fill in short teams **must** have permission slips before they can participate.

### AWANA GAMES RECORDS

Officials at each area AwanaGames meet may keep their own accurate time records to the 100th of a second for each timed event. Times kept by less than two timers will not be considered official. These records are kept only at the local level.

### AWANA GAMES AWARDS

Championship Banner & Medallions ... 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> place ribbons

Individual awards are given to all team members and coaches.

### PROMOTING INTEREST IN AWANA GAMES

A good cheering section goes a long way toward helping a team win! AwanaGames meets are an enthusiastic introduction to people who have not had any previous contact with Awana. Here are some suggestions for encouraging spectators to attend:

1. AwanaGames should be promoted at club meetings. Clubbers not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Clubbers not on the team should be made to feel as much a part of the AwanaGames as team members.
2. AwanaGames should be promoted at Sunday School. Many boys and girls who don't attend club, as well as adults who are unfamiliar with Awana, would attend an AwanaGames meet if invited. Use stunts, skits, or other interesting methods to give announcements.
3. AwanaGames should be promoted in church. The Pastor can do much to encourage support of AwanaGames club teams in the weekly church bulletin and in his announcements.
4. AwanaGames should be promoted to parents. People who have never seen an AwanaGames meet may need an extra push to get them there the first time. A visit or a letter may be all they need.

## AWANA GAMES DAY SCHEDULE

### ARRIVAL TIME

Teams must arrive 35 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival.

### CIRCLE AND TEAM LINE LOCATIONS

No running on the circle or practicing is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned location and stay there.

### MEETING AWANA GAMES OFFICIALS

Line judges & circle director will give last-minute instructions to team coaches who will be given opportunity to ask last-minute questions of officials before the meet begins.

### FLAG CEREMONY

All team members should be instructed before the meet to face the American flag during the ceremony and to place their hands on their heart at the given signal.

### MEMORY VERSES

All AwanaGames personnel—including circle directors, judges, scorekeepers, and coaches—should be prepared to **recite 2 Timothy 2:15** in unison with all team members at the close of the flag ceremony. Teams should be drilled on these verses for several weeks to give them confidence for reciting in front of spectators.

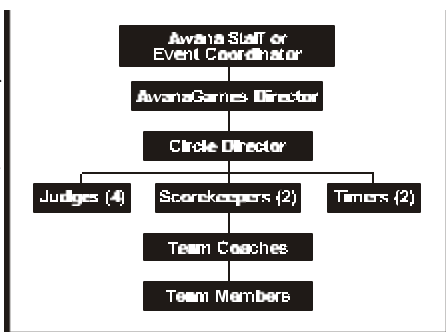
### GOSPEL PRESENTATION

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a “halftime” break during the event.

Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

## AWANAGAMES PERSONNEL CHAIN OF COMMAND ON EACH CIRCLE

Team members should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults the circle director. **The circle director's decision is final. Unless requested by the circle director, no coach is allowed on the game floor to consult with him at anytime.**



### AWANAGAMES COORDINATOR

He oversees the entire operation from planning through team registrations to supervision of the AwanaGames meet.

### CIRCLE DIRECTOR

Is responsible for:

Coaches' meeting at start of meet; Circle operation after official start; Declaring reruns; Indicating event winners; Coordination and ultimate responsibilities of judges; Scorekeepers' activities; Timers' activities; Final word on all matters not covered in written rules

### OFFICIAL STARTER

Gives the starting signal for all circles at beginning of most events or heats.

### JUDGES

In each circle, four trained officials, who are familiar with all AwanaGames events, rules governing each, and how to resolve tie events, tie heats, or tie score, assist the circle director in watching for false starts, broken rules, fallen pins, interference, etc.

### OFFICIAL SCOREKEEPERS

Two individuals for each circle record the scores for each event as reported by the circle director. Additional helpers post these scores where they are visible to the spectators.

### OFFICIAL TIMERS

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of two timers per circle must be used to establish records.

### TEAM COACHES

A coach is a leader selected from within each club. All girls' teams should be coached by women, and all boys' teams should be coached by men. Division 2 Co-Ed teams must have 1 man & 1 woman coach. Only two coaches per team are allowed on the floor during the meet. Coaches are **not** permitted in the playing area at any time during the meet, except to assist with securing Three-legged Race bands. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their team judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are required to attend the AwanaGames coaches' training session.
4. All coaches must remain behind their team line at all times while AwanaGames events are in progress.

## GENERAL RULES/DEFINITIONS

### ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. Violators may be disqualified. The best safety measure is a good pair of gym shoes with a clean tread. No cloths will be allowed on the gym floor.

### ATTIRE

**Coaches Attire** ... Modest loose fitting slacks, skirts, culottes. Skirts & culottes must come to at least the bottom of the knee. **No shorts, sweat/wind pants jeans, stirrup/stretch pants etc.**

**Team Member Attire** ... Modest loose fitting clothing - no shorts!

Skirts & culottes must come to at least the bottom of the knee. **No shorts!**

### BALLOONS

9" - 11" balloons are inflated to about 8" inches in diameter.

### CENTER BEANBAG

In game events that finish in the middle of the circle and which have second place, a beanbag is placed on the intersection of the two diagonal lines with the center pin on top of it. At the conclusion of the event or heat, second-place points are awarded the team of the player who has possession of the center beanbag (see General Rules "Possession").

### CENTER PIN

In events that finish in the middle of the circle, a game pin is set at the intersection of the two diagonal lines. (It is placed on top of the center beanbag when 1<sup>st</sup> & 2<sup>nd</sup> place points are to be awarded.) 1<sup>st</sup> points are awarded the team whose player has possession of center pin at end of the event or heat (see General Rules "Possession").

### CIRCLE PINS

(See Game Circle Diagram) All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle pin as if the pin were in its proper place. (Runners may cut inside the circle between circle pins, but they must be outside the circle at each pin.) Anyone knocking over a circle pin during a game disqualifies his team for that heat.

### DISQUALIFICATION

A team may be disqualified by the circle director and/or judges at any time during an event for one or more of the following reasons:

1. Unnecessary roughness or other poor conduct
2. Knocking over a circle pin
3. Causing interference to other participants
4. Player participating in more than the prescribed number of events (see "Participation")
5. Breaking other game rules not listed here, but described elsewhere in this book
6. Play which is not according to the spirit of the game (see "Spirit of the Game")

Coaches should instruct team members to go all the way into the center for each event—no matter how hopeless it may seem—because the apparent winners may have been disqualified.

### FALSE START

The circle director and judges will call a “false start” when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team for that event or heat. The remaining teams will be restarted.

### FLOOR MARKINGS

Lines are marked on the floor with tape. The width of the tape provides a margin for error in games which use tape boundaries. If any player’s foot protrudes beyond the tape in these games, his team will be disqualified for that event or heat.

### INTERFERENCE

The circle director and judges may declare “interference” if, in the opinions of these officials, a team’s fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams’ or players’ progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a team member or coach causes interference, his team will be disqualified from that event. Interference may also be called when players’ progress is hindered by foreign matter or water on the floor. When interference is called, the circle director may declare a rerun.

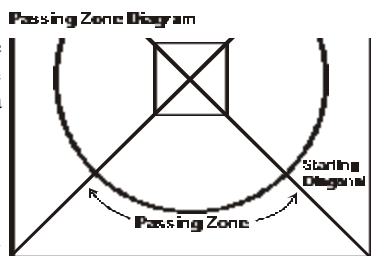
### PARTICIPATION

Each team member must play in a minimum of two and a maximum of six events. No contestant may compete in more than one of the four long-distance and short-distance running events.

[Sprint Relay runners cannot participate in the Sprint Race, Marathon Relay, or Marathon.](#)  
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### PASSING ZONE

In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team (see Diagram). Passing the baton in any other zone—including passing it over a starting diagonal—disqualifies that team for that event.



### PASSING RULE

This rule applies to the Sprint Relay and the Marathon Medley. If runner is tagged by a hand (not by the baton) of another player he/she **must** move to the right to allow the tagging team to pass. Failure to move when tagged may result in disqualification.

### POSSESSION

In events using the center pin and center beanbag to determine winners, the player must have possession of the center pin or center beanbag to be awarded points at the end of the event/heat. Touching the center pin or beanbag is not enough, except in the Three-legged Race where this rule does not apply. However, if the player who has possession of the center pin or center beanbag has been disqualified, the next player into the center will receive points (see General Rules “Winner of an Event”).

### PRACTICES

In preparing for the AwanaGames, **a maximum of 4 practices are permitted.**

### RERUN

A rerun of a heat/event will be held for interference.. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its members were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see General Rules “Interference”).

**In the rerun of the Marathon Race, new runners may participate.**

### SCORING

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle or set down the center pin or beanbag until the circle director has determined their team standings.

### SCORING PINS

Game pins set at the five-foot mark which are to be touched by player’s hand(s), which may be used in lieu of center pin and center beanbag. When scoring pins are used this eliminates the possession rule.

### SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the national event team, the spirit of the game has been violated. The circle director and judges will declare the team disqualified for that event or heat, even though the team may have followed the letter of the rules as written.

### SPORTSMANSHIP POINTS

Each team receives 3 sportsmanship points at the conclusion of each event plus 3 points if a coach or representative attends the annual coaches meeting. If a team member, coach or spectators displays un-sportsmanlike conduct as determined by the judges & circle director, that team will lose the points for the one event.

### STARTING DIAGONAL

(See Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his team color. All running events are run in a counterclockwise direction.

### STARTING SIGNAL

When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.



## EVENT 2 — SPRINT RELAY

Three runners (one lap each)

### Division 1

Two 3<sup>rd</sup> - 4<sup>th</sup> graders & one 5<sup>th</sup> - 6<sup>th</sup> grader

### Division 2 - Girls

Two 3<sup>rd</sup> - 4<sup>th</sup> graders & one 5<sup>th</sup> - 6<sup>th</sup> grader

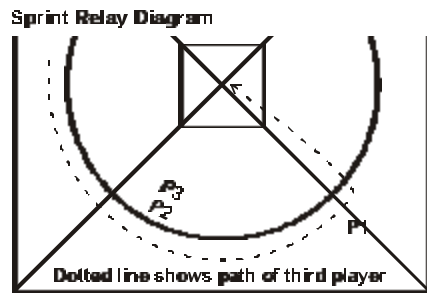
1<sup>st</sup> place - 4 points

2<sup>nd</sup> place - 2 points

**Equipment:** 4 circle pins, 1 baton/team, center pin and center beanbag.

The first runner—with the baton—starts outside the circle, just behind the starting diagonal (P1). The other two runners wait inside their circle within their team zone (P2 & P3). At starting signal, the first runner goes around the circle and passes the baton to the second runner. The baton must be completely passed within team passing zone (see “Passing Zone”), or the team is disqualified. The second runner runs one lap and passes the baton to the third runner. When runners have completed their laps, they must leave to the right, away from the circle. The third runner runs one lap, goes around team circle pin, and into the center for the center pin or center beanbag. The winners must retain possession of baton when they grab the center pin or center beanbag to be awarded points. Contestants who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. Tag rule does not apply. Contestants should continue running even though someone tags or passes them. (see “Passing Rule”)

Runners may not participate in the Sprint Race, Marathon Relay, or the Marathon Race.



## EVENT 3 — BEANBAG BONANZA

### Division 1

10 players; two heats of 5

Each heat must have new players

### Division 2

10 players; two heats

1<sup>st</sup> heat - 5 girls; 2<sup>nd</sup> heat 5 boys

1<sup>st</sup> place - 4 points

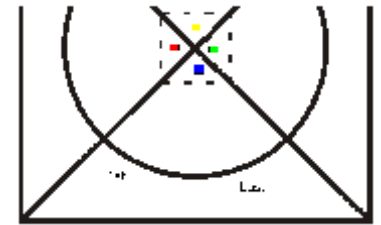
2<sup>nd</sup> place - 2 points

**Equipment:** 4 circle pins, center pin, center beanbag, 1 colored bag, 1 striped beanbag/ team

The colored beanbag is placed in the center of each team center triangle. The players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until the last player switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round. Each player will run into the circle two times. The second time the last player goes in, he/she does not switch the bags; rather, he/she runs on into the center of the circle for the pin or center bag

No player may step over the circle line until he/she is handed the bag from the previous player. However, if the player does step over the line prior to receiving the bag, he/she must return behind the circle line with both feet before entering the center triangle to place the beanbag down. **Failure to return behind the circle line disqualifies team.** The beanbag must be **placed**, not tossed, within the triangle.

Each time a bag is **placed** in the triangle, no part of the bag may be outside the triangle, or the team will be disqualified. If a bag goes out of the team zone, that team will be disqualified. When a player returns from **placing** the beanbag in the triangle, he/she must **hand** the beanbag just picked up to the next player. Players stand an arm's length apart. No bunching or rotating is allowed.



## EVENT 4 — THREE-LEGGED RACE

Four runners (two laps each) - two heats

### Division 1

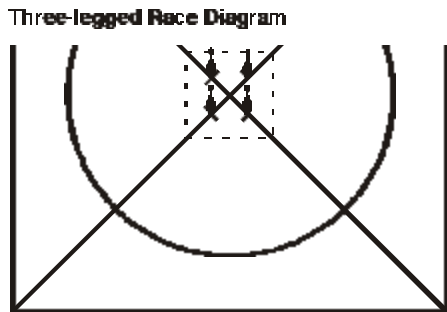
1<sup>st</sup> heat - two 3<sup>rd</sup> - 4<sup>th</sup> graders

2<sup>nd</sup> heat - two 5<sup>th</sup> - 6<sup>th</sup> graders

### Division 2

1<sup>st</sup> heat - two 3<sup>rd</sup> - 4<sup>th</sup> boys

2<sup>nd</sup> heat - two 5<sup>th</sup> - 6<sup>th</sup> girls



1<sup>st</sup> place - 3 points each heat

2<sup>nd</sup> place - 1 point each heat

**Equipment:** 4 circle pins and a special scoring pin on the five-foot mark on the diagonal line for each team (see Diagram). Teams must furnish their own three-legged bands (available through the Awana Supply Catalog).

The coach securely bands the right **ankle** of one player to the left **ankle** of another. Each pair starts outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Contestants complete race by going around their team circle pin and into the center to touch **with hand(s)** their scoring pin. A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart. If any team member falls to the floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. The first team to touch its scoring pin **with hand(s)** wins that heat.

Tag rule applies (see “Tag Rule”). Teams that have been tagged or passed by another team should make every effort to get away from the circle as quickly as possible so they do not cause another team to stumble.

## EVENT 5 — SPRINT RACE

### Division 1

One runner (three laps) 3<sup>rd</sup> - 4<sup>th</sup> grader - one heat

### Division 2

One runner (three laps) 3<sup>rd</sup> - 4<sup>th</sup> grade **boy** - one heat

1<sup>st</sup> place - four points

2<sup>nd</sup> place - two points

**Equipment:** 4 circle pins, center pin and center beanbag.

The runner stands outside the circle, just behind the starting diagonal. At starting signal, team player runs 3 laps around the circle, then goes around player’s own circle pin and in for the center pin or center beanbag. Contestants who knock over a circle pin are disqualified.

Tag Rule applies (see “Tag Rule”).

Sprint Race runners cannot participate in the Sprint Relay, Marathon Relay, or the Marathon

## EVENT 6 — FOUR-WAY TUG

Division 1 ... Four players - 2 heats

1<sup>st</sup> heat - two 3<sup>rd</sup> - 4<sup>th</sup> graders

2<sup>nd</sup> heat - two 5<sup>th</sup> - 6<sup>th</sup> graders

### Division 2

1<sup>st</sup> heat - two 3<sup>rd</sup> - 4<sup>th</sup> grade girls

2<sup>nd</sup> heat - two 5<sup>th</sup> - 6<sup>th</sup> grade boys

1<sup>st</sup> place only  
2 points each heat

**Equipment:** 4 Way Tug Rope and 4 beanbags, which are placed on the diagonal lines

Two players from each team take hold of the rope with their **hands** at one of the four marked points.\* (Players are not permitted inside the rope.) One beanbag is placed on the diagonal line for each team (3<sup>rd</sup> - 4<sup>th</sup> graders on the 11' mark; 5<sup>th</sup> - 6<sup>th</sup> graders on the 12' mark). At starting signal, all players pull the rope toward the beanbag on their team diagonal line. Temporary loss of the rope during the tug will not disqualify a player, but the player who picks up the beanbag must have one hand securely on the rope at the same time in order to win. To make it easier to reach the beanbag, players, while holding the rope, may use their feet to draw the beanbag closer.

While the teams are tugging, judges on the diagonal line, when signaled by the starter, will move the beanbags 12 inches closer to the center every 15 seconds. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage.

The points for each heat will go to the team whose player first grabs the beanbag while still holding the rope.

## EVENT 7 — AGILITY RACE

### Div 1

Heats 1 & 3 3<sup>rd</sup> - 4<sup>th</sup> graders

Heats 2 & 4 5<sup>th</sup> - 6<sup>th</sup> graders

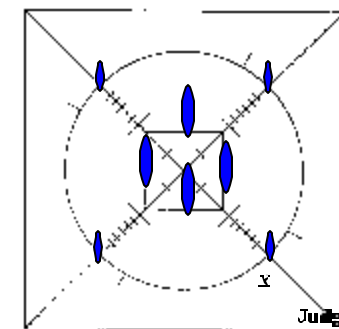
### Div 2

Heat 1 .. 3<sup>rd</sup> - 4<sup>th</sup> grade girl; Heat 2 .. 3<sup>rd</sup> - 4<sup>th</sup> grade boy

Heat 3 .. 5<sup>th</sup> - 6<sup>th</sup> grade girl; Heat 4 .. 5<sup>th</sup> - 6<sup>th</sup> grade boy

1<sup>st</sup> place - 2 points      2<sup>nd</sup> place - 1 point

**Equipment:** 8 colored pins, center pin & bean bag



Each runner in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned in the center of the inner 7' square of each team zone After completing one lap, players run around their own team circle pin and into center for the center pin or bean bag triangle. Contestant who knocks over any pin is disqualified. Tag rule is in effect!

## EVENT 8 — MARATHON RELAY

Three runners 2 laps each

### Division 1

One 3<sup>rd</sup> -4<sup>th</sup> grader & two 5<sup>th</sup> - 6<sup>th</sup> graders

### Division 2

One 3<sup>rd</sup> - 4<sup>th</sup> grade boy & two 5<sup>th</sup> - 6<sup>th</sup> grade boys

1<sup>st</sup> place - 4 points

2<sup>nd</sup> place - 2 points

**Equipment:** 4 circle pins, 1 baton per team, center pin and center beanbag.

This relay is the same as the Sprint Relay except that runners will run two laps rather than one before passing the baton to the next runner, or before the third runner goes around his/her circle pin and in for the center pin or center beanbag. Runners who have completed two laps should leave to their right, away from the circle.

The winners must retain possession of baton when they grab the center pin or center beanbag to be awarded points for this event.

Marathon Relay runners cannot participate in the Sprint Relay, Sprint, or the Marathon.

## EVENT 9 — MARATHON RACE

Division 2 ... girl

1<sup>st</sup> place - 4 points

2<sup>nd</sup> place - 2 points

**Equipment:** 4 circle pins and center pin and center beanbag.

Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, player run around the circle (girls run 5 laps ... boys 6 laps). The contestant then runs around his/her team circle pin and into the center for the center pin or beanbag. Contestants who knock over a circle pin are disqualified.

Tag rule applies (see "Tag Rule").

Marathon runners cannot participate in the Sprint Relay, Sprint, or the Marathon Relay.

## EVENT 10 — BALLOON RELAY

### Division 1

10 players - 2 heats;

five different players each heat

### Division 2

10 players - 2 heats;

Heat 1 ... 5 girls

Heat 2 ... 5 boys

1<sup>st</sup> place - 3 points

2<sup>nd</sup> place - 1 point

**Equipment:** 1 balloon per team and center pin and center beanbag.

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle.

Five players, straddling the diagonal line, line up and face the center (see Diagram).

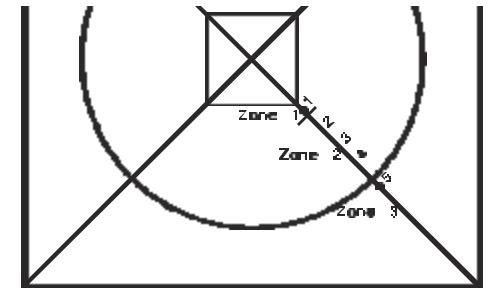
The first player stands in Zone 1, the fifth player in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

Only the players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are in possession of the balloon.

On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle.

When the player in Zone 3 receives the balloon, he/she runs to his/her new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs in for the center pin. He/she must maintain possession of unbroken balloon, center pin, or beanbag to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

Balloon Relay Diagram



*Revised 1/23/07*