



INTRODUCTION

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

AWANAGAMES—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 AWANAGAMES 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 AWANAGAMES MEETS

Teams are as follows:

Division 1: Minimum of 10 players ... Maximum of 12 players
Girls & or Boys Teams: No more than 1/2 the team can be 5th & or 6th graders

Division 2 - Co-Ed: 14 players ... 7 boys & 7 girls
No more than 1/2 the team can be 5th & or 6th graders

New: Every team member must have a completed “Awana Clubs Parental Consent & Release of Liability” form signed by their parent or guardian to participate. If you do not have a signed form they may not participate!

Every church must have a signed Participation Agreement

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 3rd & 4th who have not reached their 11th birthday by September 1st prior to the meet may participate. All clubbers in 5th & 6th grade who did not reach their 13th 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 3rd or 4th graders. 3rd or 4th graders may be substituted for 5th & 6th 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

7 DAYS PRIOR TO THE MEET

ROSTER SHEET

EVENT PARTICIPATION AGREEMENT

AWANA CLUBS PARENTAL CONSENT & RELEASE OF LIABILITY FORM

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 7 days prior** to the meet along with the Event Participation Sheet and each Awana Clubs Parental Consent & Release of Liability form must be signed & faxed 7 days prior to the meet.

Fax sheets to 810.631.9826 email scanned forms to ricks@awana.org

TEAM ASSIGNMENT SHEETS

Team Assignment Sheets must be given to the Line Judge at the Meet.

TEAM OUTFITS

Coaches are responsible that uniforms are respectable & 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.

AWANAGAMES RECORDS

Officials at each area AwanaGames meet may keep their own accurate time records to the 100th of a second for each timed event. These records are kept only at the local level.

AWANAGAMES AWARDS

Championship Banner & Medallions ... 2nd, 3rd, 4th place ribbons for each participant & coach.

PROMOTING INTEREST IN THE AWANAGAMES

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 AwanaGames if invited.
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.

AWANAGAMES DAY

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 AWANAGAMES 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.

GOSPEL PRESENTATION

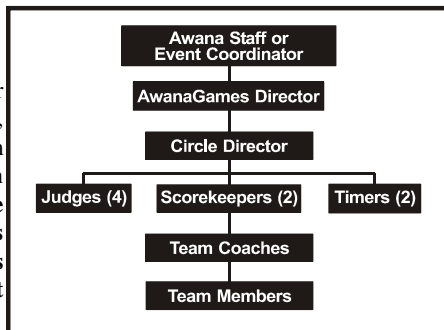
A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet,** since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity 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.**



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 will be coached by women, all boys' teams will 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 must give directions from the sidelines, 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 jeans, shorts, sweat pants, stirrup/stretch pants etc.**

Team Member Attire ... Modest loose fitting clothing!

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.

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 scoring pin 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.

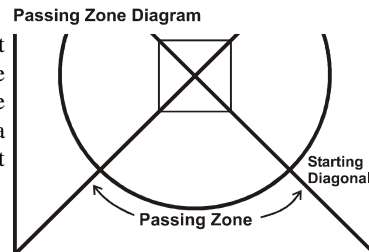
PARTICIPATION

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.

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 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), if pin is missing player must touch the spot where the pin should be with their hand or foot.

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 4 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.

TAG RULE

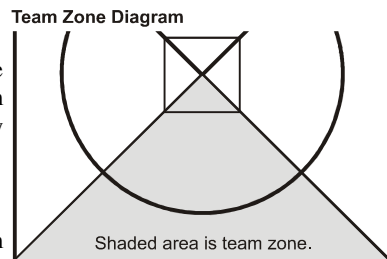
When one runner gains on another and is able to touch or “tag” him/her, or if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.) In dropping out of the race, tagged runners should leave to the right, away from the circle—never to the center. This rule is enforced in the Three-legged Race, Sprint Race, Agility Race and Marathon Race.

TEAM LINES

Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Team members not participating in an event must stay seated behind these lines.

TEAM ZONE

The triangle within the square, bounded by the team line and the 2 diagonal lines, form the team zone.



TIE GAME (EVENT)

When two teams, in the decision of the circle director, touching the score pin at the same instant (or have equal units at the completion of the Beanbag Grab), a tie is declared. Available points are divided equally between the tied teams. If it is a tie for 1st place in a game having 2nd place, 1st & 2nd place points are added together and split, eliminating second place. If it is a tie for 2nd place, 2nd place points are split (except in Beanbag Grab, where 2nd & 3rd place points are split, eliminating 3rd place). Should this result in a half-point, the half-point is set aside until the end of all events and is used to break a final tie.

TIE SCORE

When two or more teams are tied after the end of the 10th event in a semifinals or finals, the tie may be resolved by a **team heat** of Beanbag Relay.

WINNER OF AN EVENT

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. If the circle director can determine the third-place player, that player will be awarded second-place points. If the player is disqualified, the circle director will award second place to the third-place player. Where it is not possible for the circle director to determine the winner, he may call for a rerun.

EVENT 1 — BEANBAG RELAY

Division 1 - three heats ... 10 players

5 players - Heat 1

5 new players - Heat 2

10 players - Heat 3

Division 2 - three heats ... 12 players

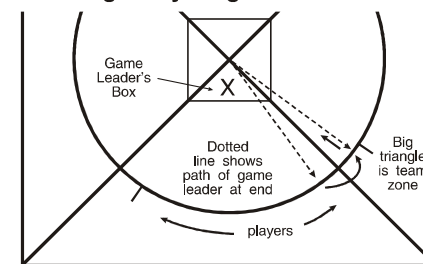
6 girls - Heat 1

6 boys - Heat 2

12 players - Heat 3

1st place - 4 points per heat 2nd place - 2 points per heat

Beanbag Relay Diagram



Equipment: 4 circle pins, 1 beanbag/team, 4 scoring pins.

One player standing in the game leader box (see Diagram) acts as a game leader for this event. He/she may stand or move about anywhere in this box, but must have one foot in this box whenever he/she is throwing or catching the beanbag. (He/she may lift the foot which is in this box, but will be disqualified if it passes through the imaginary plane extending upward from the lines which form the box.)

The other players stand with both feet along the circle as shown in diagram. These players may not step inside the circle at any time during this event. Players must stay in order. No “trailers” are allowed. A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring team when he/she runs to the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

At starting signal, the game leader throws the beanbag to the player to his/her right (farthest from his/her team’s starting diagonal). Player number 1 catches it and throws it back to the game leader, who throws it to player number 2. Play continues until all players on the circle have received the beanbag from the game leader and returned it. When the game leader receives the beanbag from the last player number, he/she runs around his/her own circle pin to the 5' mark to touch their scoring pin with their hand. The game leader must run around the pin without touching another player. He/she must retain possession of the beanbag to win this event. If players around the outside of the circle miss or drop the beanbag, it can be retrieved by any of these players, providing they do not step inside the circle or outside their team zone. However, the bag must be thrown to the game leader by the player who missed or dropped it. A player may lift his/her foot, but will be disqualified if it passes through the imaginary plane extending upward from the line.

Bags landing inside the circle and within the team zone may be retrieved by the game leader, but he/she must then step back into game leader box before resuming play. If a team’s beanbag goes out of the team zone, the team will be disqualified. No player should attempt to retrieve a beanbag that has gone into a neighboring team zone.

Teams with less than the required number of players must throw the beanbag 1 additional time. (From outside the circle line ... Div 1 makes 10 tosses ... Div 2 makes 12 tosses)

Division 2 - full team - heat 3 ... the person in the box must be a boy. If a team has less than 6 boys or 6 girls player(s) may make 1 additional toss.

EVENT 2 — SPRINT RELAY

Three runners (one lap each)

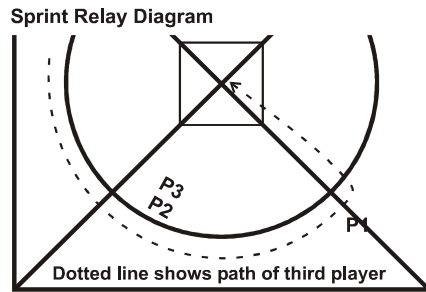
Division 1

Two 3rd - 4th graders & one 5th - 6th grader

Division 2 - Girls

Two 3rd - 4th graders & one 5th - 6th grader

1st place - 4 points 2nd place - 2 points



Equipment: 4 circle pins, 1 baton/team, 4 scoring pins.

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 to touch the scoring pin with their hand. The winners must retain possession of baton when they touch the scoring pin with their hand 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

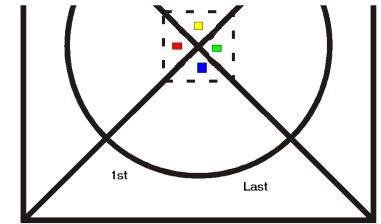
Division 2

10 players; two heats

1st heat - 5 girls; 2nd heat 5 boys

1st place - 4 points

2nd place - 2 points



Equipment: 4 circle pins, 4 scoring pins

A colored beanbag is placed in the center of each team’s 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 toward the center of the circle to touch the scoring pin

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

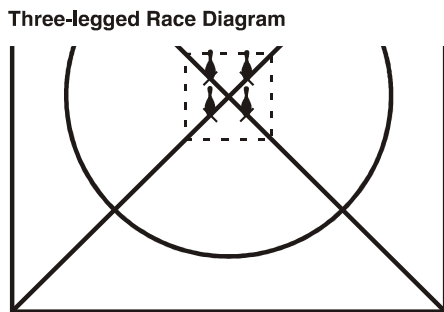
Four runners (two laps each) - two heats

Division 1

1st heat - two 3rd - 4th graders
2nd heat - two 5th - 6th graders

Division 2

1st heat - two 3rd - 4th boys
2nd heat - two 5th - 6th girls



1st place - 4 points each heat 2nd place - 2 points each heat

Equipment: 4 circle pins and a scoring pin on the five-foot mark on the diagonal line for each team. Teams must furnish their own three-legged bands (official Awana leg bands).

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) 3rd - 4th grader - one heat

Division 2

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

1st place - four points 2nd place - two points

Equipment: 4 circle pins, 4 scoring pins.

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 to touch the scoring pin with their hand. 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

1st heat - two 3rd - 4th graders

2nd heat - two 5th - 6th graders

Division 2

1st heat - two 3rd - 4th grade girls

2nd heat - two 5th - 6th grade boys

1st 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 (3rd - 4th graders on the 11' mark; 5th - 6th 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 3rd - 4th graders

Heats 2 & 4 5th - 6th graders

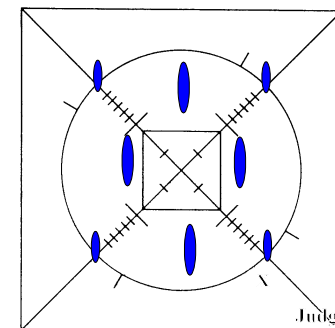
Div 2

Heat 1 .. 3rd - 4th grade girl; Heat 2 .. 3rd - 4th grade boy

Heat 3 .. 5th - 6th grade girl; Heat 4 .. 5th - 6th grade boy

1st place - 2 points 2nd place - 1 point

Equipment: 8 colored pins, 4 scoring pins



Each runner in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned 7' from the center of the circle in each team zone After completing one lap, players run around their own team circle pin and into center to touch scoring pin with their hand. 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 3rd -4th grader & two 5th - 6th graders

Division 2

One 3rd - 4th grade boy & two 5th - 6th grade boys

1st place - 4 points

2nd place - 2 points

Equipment: 4 circle pins, 1 baton per team, 4 scoring pins.

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 to touch the scoring pin with their hand. Runners who have completed two laps should leave to their right, away from the circle.

The winners must retain possession of baton when they touch the scoring pin with their hand 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

1st place - 4 points

2nd place - 2 points

Equipment: 4 circle pins and 4 scoring pins.

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 to touch the scoring pin with their hand. 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

1st place - 4 points

2nd place - 2 points

Equipment: 1 balloon per team and 4 scoring pins.

The diagonal line is divided into three zones. A line 8' 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).

At the beginning of the event 1 player must be in Zone 1, 3 players in Zone 2 and 1 player in Zone 3.

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.

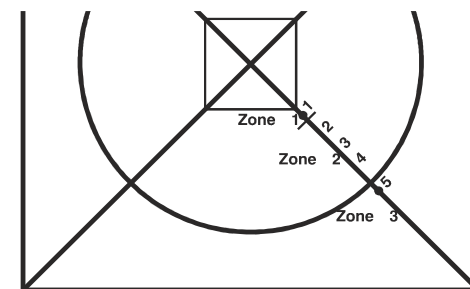
Only the players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are in possession of the balloon.

On completion of the pass from Zone 1, players one through four may begin to assume the positions 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 to touch the scoring pin with his hand. He/she must maintain possession of unbroken balloon when touching the scoring pin to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

Assignment, roster sheets, participation agreement, Parental Consent and release of Liability forms must be completed ... they are available online at www.awana-mi.com

Balloon Relay Diagram



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