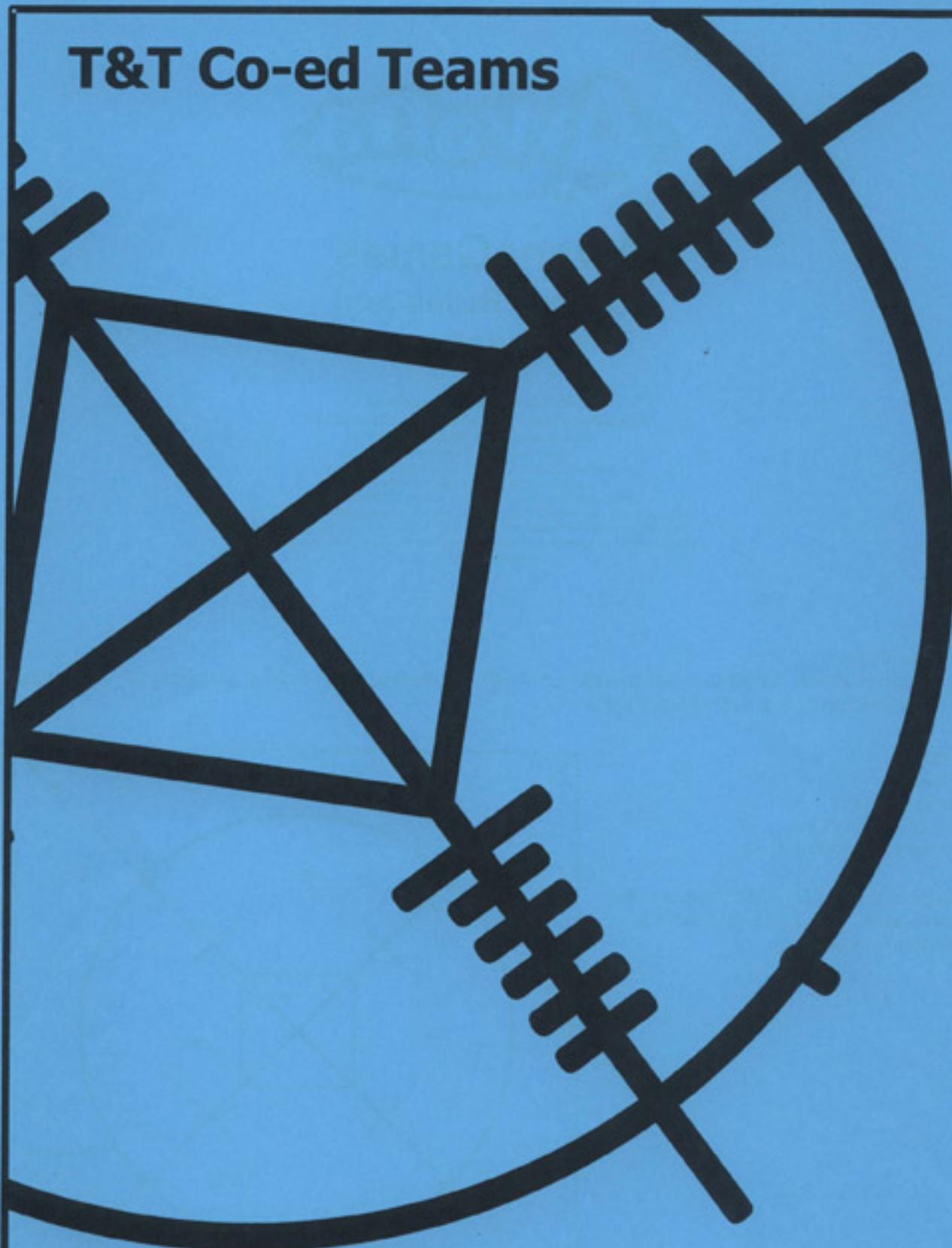


T&T Co-ed Teams



AwanaGames™
Official Rules and Regulations



AwanaGames™ Official Rules and Regulations

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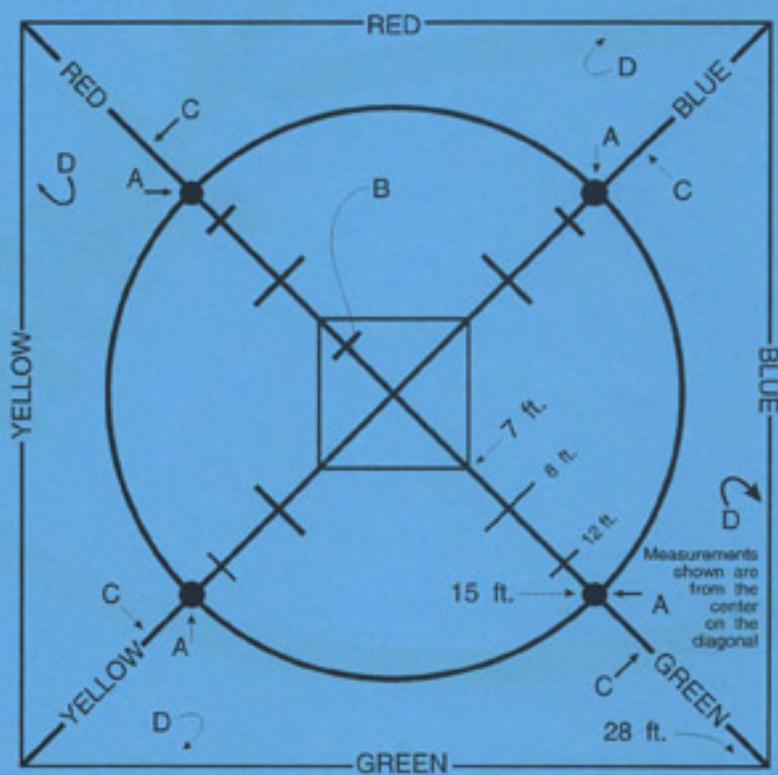
Official Awana Circle

The Awana Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

Key to diagram:

- A—Circle Pins
- B—5ft. scoring pin mark
- C—Diagonal or Starting Line
- D—Team Lines or Olympic Square

Starting position of player(s) is indicated with the rules for each event. Make sure your team is familiar with the Awana Circle.



INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for third- through sixth-graders.

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 your Awana Missionaries.

ORGANIZATION OF AWANAGAMES MEETS

Co-ed teams are constituted as follows:

- Minimum of 5 boys and 5 girls
- Maximum of 7 boys and 7 girls

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in an AwanaGames meet.
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. 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 24 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams that are not asked to replace another team will be refunded the full registration fee following the AwanaGames meet.

TEAM ASSIGNMENTS

The procedure for team assignments to a particular team line/color on a particular circle (where there is more than one circle) will be specified prior to the meet.

QUALIFICATIONS OF TEAM MEMBERS

1. All T&T clubbers 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. 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

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 at the coaches' check in table prior to the meet.

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. Team coaches should wear either the Awana uniform or the special uniform chosen for their team. Awana T-shirts, which may be purchased from Awana headquarters, give a team a good appearance on the floor.

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 AWARDS

Championship Banner

Medallions

Individual AwanaGames awards are given to all team members.

PROMOTING INTEREST IN AWANAGAMES

A good cheering section goes a long way toward helping a team win! The AwanaGames meet is 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 in church. The Pastor can do much to encourage support of AwanaGames club teams in the weekly church bulletin and in his announcements.
3. 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.
4. Please inform the parents of the cost and arrival time.

AWANAGAMES DAY SCHEDULE

ARRIVAL TIME

Teams must arrive 60 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival. Tickets are not needed for team members accompanied by their coach.

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.

FLAG CEREMONY

All team members should be instructed before the meet to face the 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.

Recognition may also be given to clubbers for outstanding achievements.

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

AWANA MISSIONARIES

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

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 him at anytime.**

CIRCLE DIRECTOR

Is responsible for:

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

OFFICIAL STARTER

He 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.

TEAM COACHES

A coach is selected from within each club. Team should have one male and one female coach for child protection. (This policy should also be followed at practices.) Only two coaches per team are allowed on the floor during the meet. Team coaches are **not** permitted in the playing area at any time during the AwanaGames meet. 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 encouraged to attend the AwanaGames coaches' training session each year.
4. All coaches must remain behind their team line at all times while AwanaGames events are in progress.

GENERAL RULES/DEFINITIONS

Arranged alphabetically for quick reference

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.

BALLOONS

Nine- to eleven-inch balloons are inflated to about eight 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 event or heat.

DISQUALIFICATION

A team may be disqualified by the circle director and/or judges 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 General Rules "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 General Rules "Spirit of the Game")

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.

FINISH

Coaches should instruct team members to always finish each event—no matter how hopeless it may seem—because the apparent winners may have been disqualified.

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 three and a maximum of six events. No contestant may compete in more than one of the four long-distance and short-distance running events. For instance, Sprint Relay runners cannot participate in the Sprint Race, the Marathon Relay, or the Marathon Race.

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

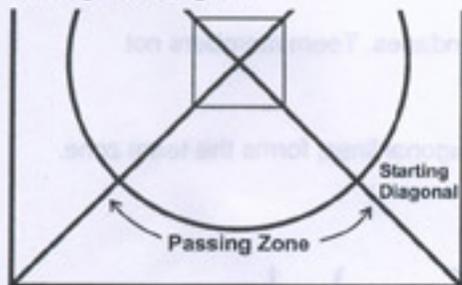
Marathon Relay runners cannot participate in the Sprint Relay, Sprint Race, or the Marathon Race.

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

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 Zone Diagram



PASSING RULE

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

PRACTICES

In preparing for the AwanaGames, only three or four practices are recommended.

RERUN

A rerun of an event or heat will be held for interference calls. 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").

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.

SCORING PINS

Game pins set at the five-foot mark, which are to be touched or tipped by player's hand(s) only.

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.

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

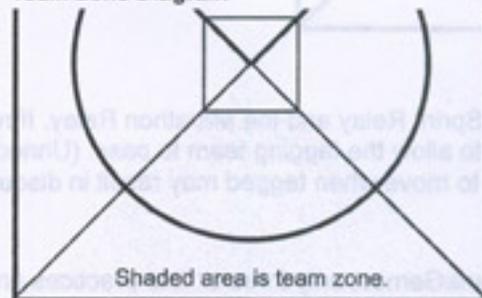
When one runner gains on another and is able to touch or "tag" him/her, or if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.) 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 Sprint 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 two diagonal lines, forms the team zone.

Team Zone Diagram



TIE GAME (EVENT)

When two teams, in the decision of the circle director, touch the score pin at the same instant a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. If it is a tie for second place, second-place points are split. 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.

WATER BOTTLES

No water bottles are allowed on the playing floor for participants or coaches.

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 player touching or tipping the colored scoring pin has been disqualified, the second-place player receives first-place points. If the second-place 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.



GAME EVENTS

EVENT 1 — BEANBAG RELAY

10 players - three heats

1st Heat - 5 girls

2nd Heat - 5 boys

Team heat - 5 boys & 5 girls

1st place - four points

2nd place - two point

Equipment: four circle pins, one beanbag per team, scoring pins

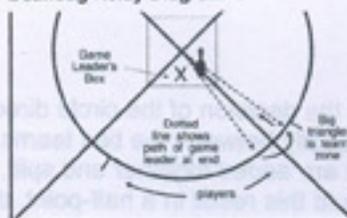
One player standing in the game leader box (see Diagram) acts as a game leader for this event. He/she may stand or move about anywhere in this box, but must have one foot in this box whenever he/she is throwing or catching the beanbag. (He/she may lift the foot which is in this box, but will be disqualified 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, he/she runs around his/her own circle pin and into the center of the circle (see Diagram) to touch or tip the teams colored scoring pin. 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 1-9 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

Beanbag Relay Diagram



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. Team Heat - one boy is positioned in the middle triangle. Remaining players are positioned on the circle (alternating girl, boy, etc., with girl last).

EVENT 2 — SPRINT RELAY

Three Boys (one lap each) - one heat

1st place - four points

2nd place - two points

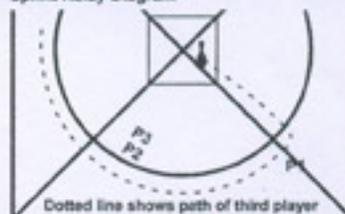
Equipment: four circle pins, one baton per team, scoring pins.

The first runner—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other two runners wait inside their circle within their team zone (P2 and P3 in Diagram 5). 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 General Rules "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 scoring pin. The winners must retain possession of baton when they touch or tip scoring pin (with hand only) 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 General Rules "Passing Rule")

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

Sprint Relay Diagram



EVENT 3 — BEANBAG GRAB & GO

Six players (3 girls & 3 boys)

1st place - two points

2nd place - one point

Equipment: four beanbags and four colored buckets, circle pins.

Girls are assigned numbers 1-3, tallest to shortest.

Boys are assigned numbers 4-6, tallest to shortest.

(Tallest player stands farthest from the teams starting diagonal, see diagram) Players about an arm's length apart in numerical order are centered on their portion of the circle. One colored bean bag is placed in each of the colored buckets inside the center square. (see Diagram).

When the official starter calls a number, the player with that number runs into the center. He/she grabs the bean bag out of the team bucket, run back out where he/she had entered the circle, runs a complete lap and rounds the team colored circle pin before running into the center to put the bean bag back into the bucket.

First-place points go to the player who places their bean bag back into the bucket first, second place points awarded to the second player who gets their bean bag back into their team bucket. Bucket must be standing upright inside the inner triangle at the end of the game for a team to receive points.

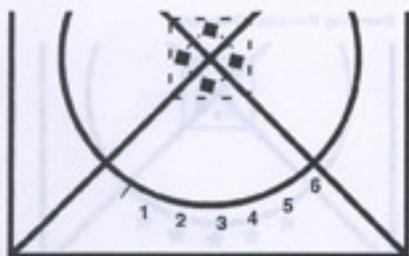
Numbers will be called just once, so players should leave the playing area after participating. Remaining players must re-center themselves.

If a player whose number has not been called steps over the circle line with both feet, no points will be counted for his/her team on that heat.

Players standing on the outside of the circle must stand upright so as not to cause interference with the players as they run around the circle.

Tag rule does not apply

Final player will start on the official starting buzzer. Final player retrieves the bean bag and does not need to exit exactly where they entered the circle. They may exit the circle anywhere in the team's zone.



EVENT 4 — KNOCK IT DOWN

Eight players; eight heats

Girls are assigned numbers 1-4

Boys are assigned numbers 5-8

1st place - two points

2nd place - one point

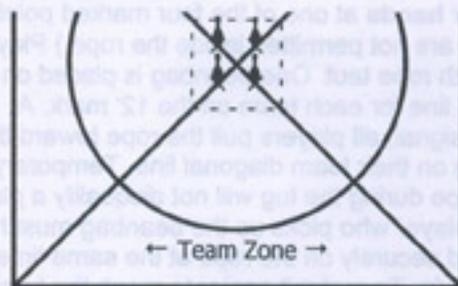
Equipment: Four basketballs, four circle pins, four colored scoring pins

One player for each team stands outside the circle with the basketball, just behind the starting diagonal. At starting signal, player bounces the basketball while running around the circle, into to his/her team zone. Once the player is in his/her own team zone they roll the basketball (underhanded) at their team colored scoring pin. Player gets one roll to try to knock down their colored scoring pin. If a player's basketball knocks down the colored pin of another team then that team would receive the appropriate points in any.

First and second places awarded.

Players can disqualify themselves by knocking down a circle pin, not running on the outside of the circle pins, throwing the ball instead of rolling it, having their basketball go outside the playing area, not bouncing the ball while running, or stepping over the circle line when rolling the ball at the scoring pin.

Tag Rule does not apply.



EVENT 5 — SPRINT RACE

One Girl (three laps) - one heat

1st place - four points

2nd place - two points

Equipment: four circle pins, four scoring pins

The runner stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three entire laps around the circle, then goes around player's own circle pin and into the center to touch or tip the scoring pin. Contestants who knock over a circle pin are disqualified.

Tag Rule applies (see General Rules "Tag Rule").

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

EVENT 6 — FOUR-WAY TUG

4 players - 2 heats

1st Heat - 2 girls

2nd Heat - 2 boys

1st place - four points

Equipment: rope and four beanbags, one of which is placed on the diagonal line for each team. The rope is about 16' long and is spliced to form a loop which makes a circle about 5' in diameter.

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.) Play starts with rope taut. One beanbag is placed on the diagonal line for each team 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 official 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.

*Four-way tug team members may wear gloves for this event only.

EVENT 7 — BEANBAG BONANZA

10 players; two heats

1st Heat - 5 girls

2nd Heat - 5 Boys

1st place - four points

2nd place - two points

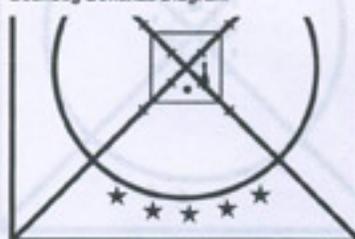
Equipment: Four circle pins, four scoring pins, one colored bag, and one striped beanbag per team.

The colored beanbag is placed in the center of each team center triangle. The five 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 player #5 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 player #5 goes in, he/she does not switch the bags; rather, he/she runs into the center of the circle to touch or tip the scoring pin. Player #5 must have possession of the colored Bean Bag when finishing the event.

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.

Beanbag Bonanza Diagram



EVENT 8 — MARATHON RELAY

Three **Girls** (two laps each) - one heat

1st place - four points

2nd place - two points

Equipment: four circle pins, one baton per team, 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 or tip the scoring pins. 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 or tip the scoring pin to be awarded points for this event.

(*Passing Rule applies*)

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

EVENT 9 — MARATHON RACE

One **Boy** - (four laps) one heat

1st place - four points

2nd place - two points

Equipment: four circle pins and four scoring pins.

To begin the Marathon runner stands outside of the circle, just behind his/her starting diagonal. At starting signal, player runs the appropriate number of laps around the circle. The contestant then runs around his team circle pin and into the center to touch or tip the scoring pin. Contestants who knock over a circle pin are disqualified.

Tag rule applies (see General Rules "Tag Rule").

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

EVENT 10 — BALLOON RELAY

10 players - two heats

1st Heat - 5 girls

2nd Heat - 5 boys

1st place - four points

2nd place - two point

Equipment: one balloon per team and four scoring pins.

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.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram).

The first player is standing in Zone 1 holding the balloon with both hands with the balloon touching the back of his/her neck. Player #1 must be standing in an upright position while waiting for the starting signal.

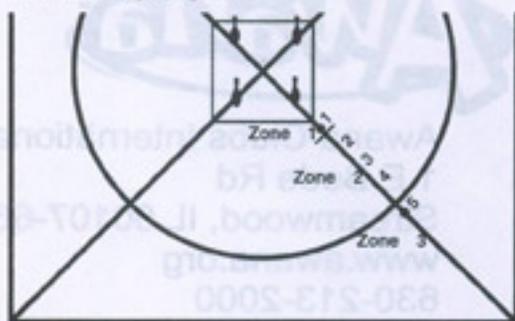
At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

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 to touch or tip the scoring pin. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

Balloon Relay Diagram



AwanaGames™ meets are exciting, but they couldn't even be scheduled without your Awana missionary. He's doing a big job, and he needs help. You invest time and effort in your local club...are you investing in your missionary, too?

Your Awana missionary travels throughout his territory starting new clubs/programs and counseling established ones. But he's often hindered by lack of support.

Today, more than ever, your Awana missionary needs people to share in his ministry. Can he count on your faithful support?

...the laborer is worthy of his hire.

Luke 10:7



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3rd through 6th grade

