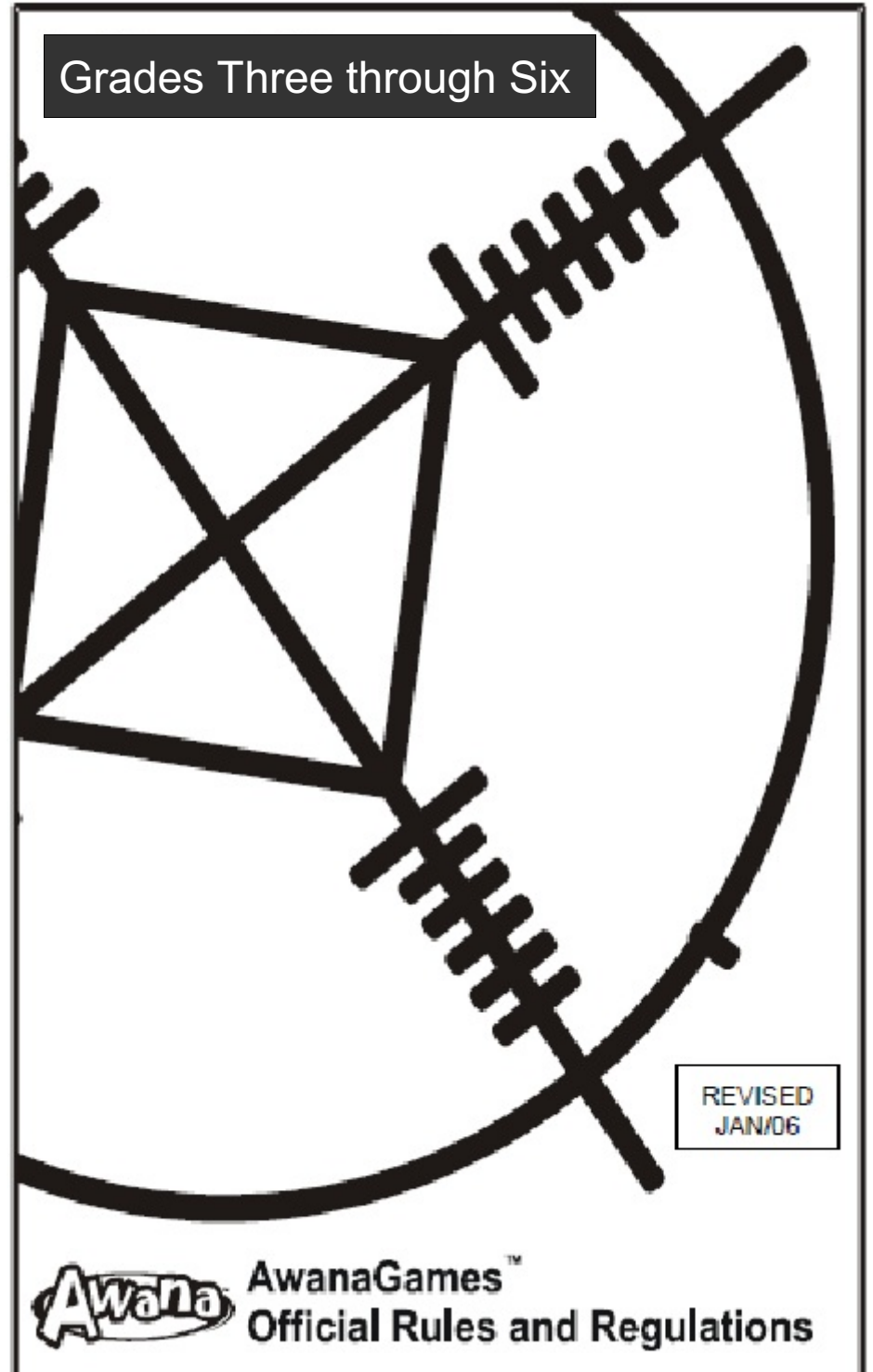




**Hosted by Your BC Awana Missionaries**  
John and Mary Skelton and  
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Grades Three through Six



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## INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for T&T teams.

### ***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. In 1956, the girls insisted on an AwanaGames meet of their own. AwanaGames meets are now held around the world. This unique Awana ministry to young people—and their parents—has grown tremendously, and potential for future growth is practically unlimited.

### ***AUTHORIZATION OF AWANAGAMES MEETS***

All AwanaGames meets must be authorized by an Awana missionary, event coordinator. If several registered churches 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***

Boys teams OR Girls Teams consist of a minimum of 10 players (Maximum 5 Grade 5/6 clubbers) and a maximum of 18 players (maximum 50% Grade 5/6 clubbers ). A minimum of three teams will compete on each circle. The number of circles in a meet depends on the number of teams competing.

## 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 and event coordinator's discretion.
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.

3. 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 registrations.**

### ***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**

Team assignments to a particular team line / colour or a particular circle (where there is more than one circle) will be determined in the weeks prior to the meet.

### ***QUALIFICATIONS OF TEAM MEMBERS***

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

### **GOOD SPORTSMANSHIP**

An important aspect of the Awana ministry 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 will demonstrate 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 shouldn’t mistake enthusiasm for un-sportsman-like outbursts. Officials in all sports make “wrong calls,” but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to AwanaGames rules.

AwanaGames affords kids 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, indicating name, age, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the team registration personnel prior to the meet.

#### ***TEAM OUTFITS***

Coaches are responsible for making 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 the team. (Team t-shirts are also available through the “Awana Ministry Guide.”)

## ***INSURANCE***

**Awana does not carry insurance covering team members.** All churches must obtain insurance information from their sponsoring church. The coach must have in his 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 at the meet **must** have permission slips before they can participate.

## ***AWANAGAMES RECORDS***

Official timers at each area AwanaGames meet will keep accurate time records to the 100th of a second for each of the timed events. Times kept by less than two timers will not be considered official. These records are kept only at all sanctioned events.

## ***AWANAGAMES AWARDS***

### **Semifinal Meets: (BC Competition Level)**

AwanaGames award stripe\*

Second-place ribbons\*

Third-place ribbons (optional)\*

Fourth-place ribbons (optional)\*

### **Final Meets:**

Championship Banner

Medallions\*

Second-place ribbons\*

Third-place ribbons (optional)\*

Fourth-place ribbons (optional)\*

### **One meet only:**

Championship Banner

Medallions or patches\*

Second-place final ribbons\*

Third-place ribbons (optional)\*

Fourth-place ribbons (optional)\*

\*Individual AwanaGames awards are given to all team players and coaches.

## **PROMOTING INTEREST IN AWANAGAMES**

A good cheering section goes a long way towards helping a team win! (Pompoms, banners and signs are all welcome!) 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. Those not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Those 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 who don't participate in 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 teams in the weekly church bulletin and 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 encourage them to attend as your special guests.

5. AwanaGames should be promoted in the neighborhood. An article announcing the team's participation in the area AwanaGames may be written for a local newspaper. Radio and TV interviews often can be arranged.

## **AWANAGAMES DAY SCHEDULE**

### ***ARRIVAL TIME***

Teams must arrive 60 minutes prior to the starting time of the meet. Coaches should check in with their entire team when they are ready to enter the games floor.

### ***CIRCLE AND TEAM LINE LOCATIONS***

No running on the circle or practicing is permitted before the meet begins. Following check in, teams are asked to sit quietly on their assigned color team line.

## **MEETING AWANAGAMES OFFICIALS**

The line judges and circle director will give last-minute instructions to team coaches. Team coaches 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 flag during the ceremony.

## **MEMORY VERSES**

**All AwanaGames personnel** – including circle directors, judges, scorekeepers, and team coaches – should **be prepared to recite the Awana theme verse, 2<sup>nd</sup> Timothy 2:15 (KJV)** in unison with all team members at the close of the flag ceremony. Teams should be drilled on this verse for several weeks to give them confidence for reciting in front of spectators.

## **GOSPEL PRESENTATION**

A brief gospel message will be given where unsaved parents and friends (as well as team members) will hear the plan of salvation. **This is a central focus of the meet** since many parents, relatives and friends, who might never attend church-based Awana functions, 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.

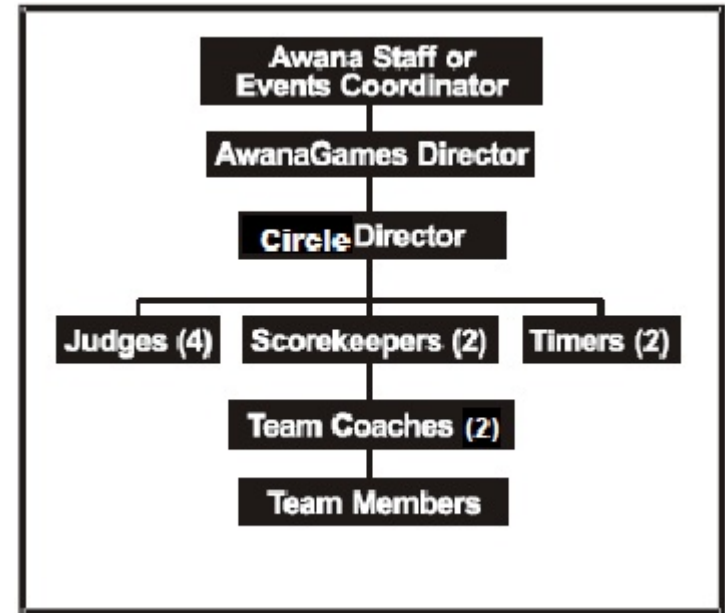
## **AWANAGAMES PERSONNEL**

### **CHAIN OF COMMAND ON EACH CIRCLE**

Team members should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the line judge on his/her team line. If the judge cannot answer the question satisfactorily, the judge consults with 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 any time.**



## **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

### **LINE JUDGES**

In each circle, three or 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 in 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 STARTER/ANNOUNCER**

He gives a brief event explanation and the starting signal for all circles at beginning of most events or heats.

### **OFFICIAL TIMERS**

In each circle, two officials 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**

Two coaches are selected from within each club. Girls teams should be coached by women, and boys teams by men. Team coaches are **not** permitted in the playing area at any time during the AwanaGames 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 their 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 an AwanaGames training session.
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.\* The best safety measure is a good pair of gym shoes with a clean tread. No cloths will be allowed on the gym floor.

\*Violators may be disqualified.

### **BALLOONS**

Nine- to 11-inch balloons are inflated to about eight 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 first- and second-place points are to be awarded.) First-place 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 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/her team from that event or 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 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”)

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 official starter. Two false starts in one event or heat by a single team disqualifies that team from 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/her team will be disqualified from that event or heat.

### **INTERFERENCE**

The circle director and judges may declare “interference” if, in the opinion 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 non-participating players of opposing teams.

When a team member or coach causes interference, his/her 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 can compete in both long distance events or in both short-distance events. For instance, Sprint Race runners cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Marathon Relay. Participants in the Marathon Race cannot participate in the Marathon Relay or the Sprint Race, but may participate in the Sprint Relay. Reverse participation also applies.

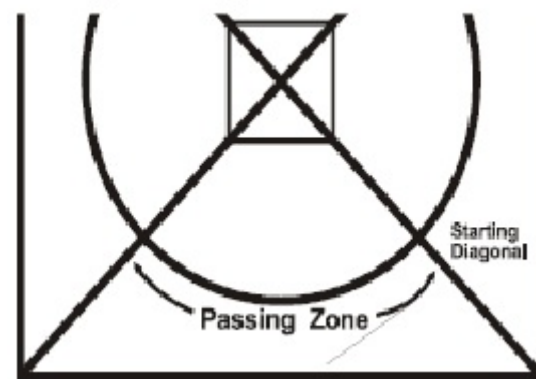
### **PASSING RULE**

This rule applies to the Sprint Relay and 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. Failure to move when tagged may result in disqualification.

### **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 the starting diagonal —disqualifies that team for that event.

Passing Zone Diagram



### **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 AwanaGames, only 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 previous violation (e.g.: 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. 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 five-foot mark which are to be touched or tipped by players hand(s) only and may be used in lieu of center pin and center beanbag. When scoring pins are used this eliminates the possession rule.

## **SLIDE RULE**

If any part of the player's body, other than hands or soles of feet, touches the floor inside the 7-foot square on the initial approach\*, that player is disqualified. This rule does not apply if, in the judgment of the officials, the player touched the floor because of circumstances beyond his/her control.

\*THE "INITIAL APPROACH" ENDS WHEN A PLAYER CHANGES DIRECTION AFTER ENTERING THE SEVEN-FOOT SQUARE.

## **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 Passing Zone Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her 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 Three-legged Race, Sprint Race, and Marathon Race.

## **TEAM LINES**

(See Game Circle Diagram) 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.

## **TIE GAME (EVENT)**

When two teams, in the decision of the circle director, gain possession of the center pin or center beanbag or 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.

(Continued on next page)

### **TIE GAME (EVENT) - Continued**

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 (except in Beanbag Grab, where second- and third-place points are split eliminating third 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 10<sup>th</sup> event, the tie will be resolved by the best two of three heats of the Beanbag Relay.

### **WINNER OF AN EVENT**

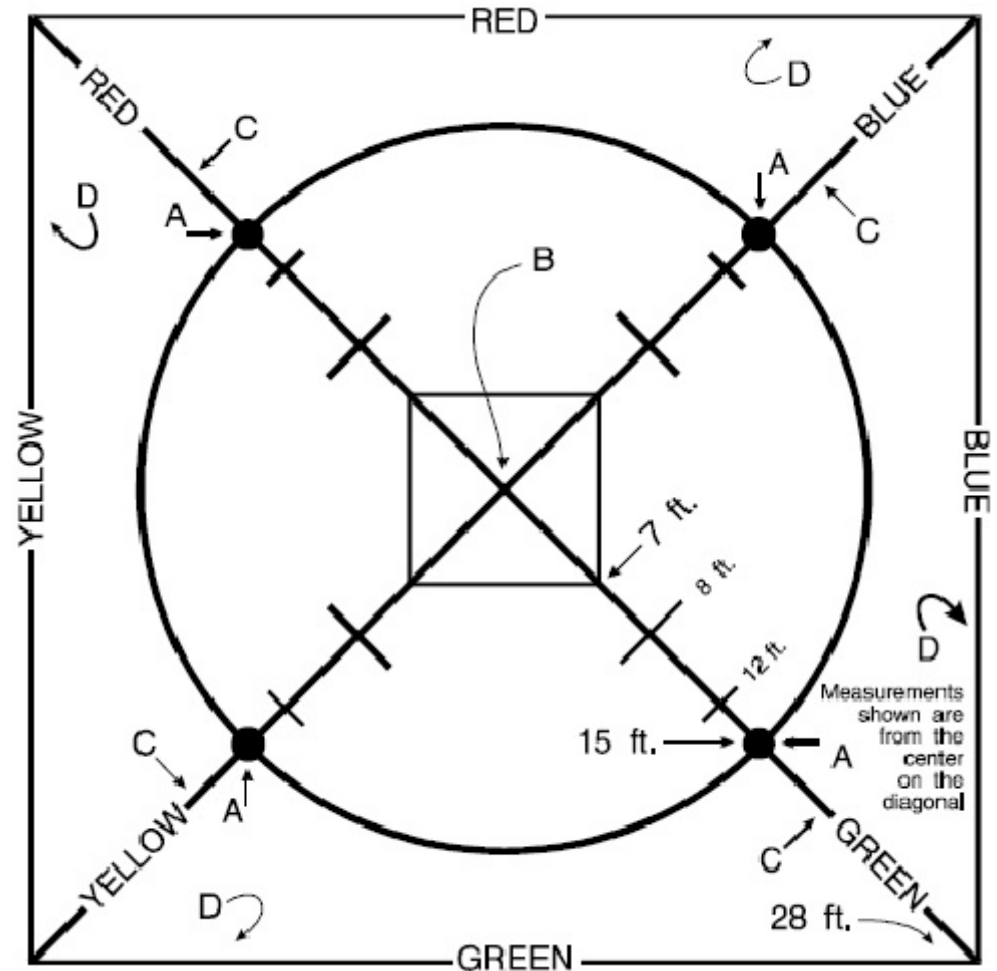
The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. If the player touching or tipping the colour pin has been disqualified, the second-place player receives first-place points. If the second-place player is disqualified, the circle director 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.

### **Official AwanaGames Circle**

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

Starting position of player(s) is indicated with the rules for each event. **P=Player** in the diagrams on the following pages. Make sure your team is familiar with the Awana Circle.

**For the safety of all, water bottles are NOT allowed in the gym or near the games floor. Any team and/or coach who disregards this, may be disqualified and/or have water confiscated.**



### **Key to diagram:**

- A** CIRCLE PINS
- B** CENTER PIN; CENTER BEANBAG
- C** DIAGONAL OR STARTING LINE
- D** TEAM LINES OR AWANAGAMES SQUARE

## GAME EVENTS

### **EVENT 1 — BEANBAG RELAY**

16 players - Three heats

Heat #1 - 8 players (7 tosses)

Heat #2 - 8 different players (7 tosses)

Heat #3 - Team heat - 16 players (**15 tosses** total)

1st place - four points per heat

2nd place - two points per heat

**Equipment:** four circle pins, one beanbag per team, center pin and center beanbag.

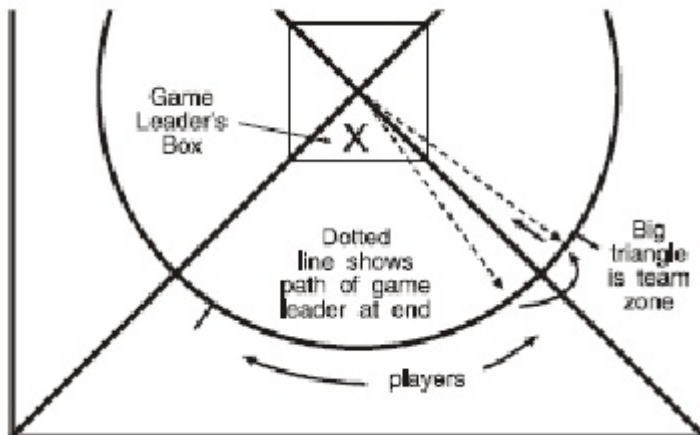
One player standing in the game leader box (see Diagram) acts as a game leader for this event. He/she may stand or move about anywhere in this box, but must have one foot in this box whenever he/she is throwing or catching the beanbag.

(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 outside 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.

### **Beanbag Relay Diagram**



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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 and into the center of the circle (see Diagram 4) for the center pin or center beanbag.

The game leader must run around the pin without touching another player. He/she must retain possession of the team beanbag to win this event. If players 1-15 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 an additional time. No player may throw the bag more than twice with the exception of the game leader.

**Bean Bag Relay is ALWAYS run on a 4 way circle.**

**Slide Rule applies.**

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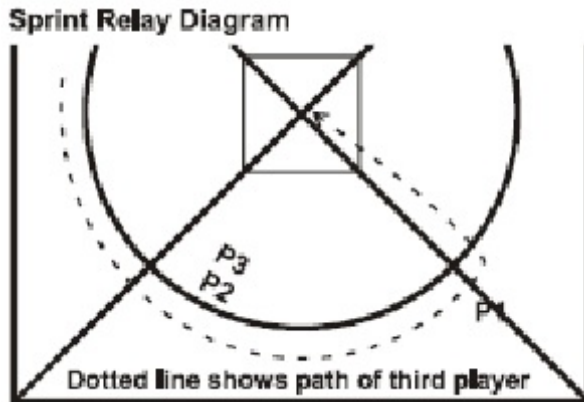
## EVENT 2 — SPRINT RELAY

Three runners (one lap each) - One heat  
Two grade 3 - 4 players and one grade 5 - 6 player  
1st place - four points  
2nd place - two points

**Equipment:** four circle pins, one baton per team, center pin and center beanbag.

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 center pin or center beanbag.



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 *General Rules* “Passing Rule”)

Sprint Relay runners cannot participate in the Sprint Race, or the Marathon Relay. **Slide Rule applies.**

## EVENT 3 – BEANBAG GRAB

Six players - One heat  
Three grade 5 - 6 and three grade 3 - 4 players  
1st place - 6 points, 2nd place - 4 points, 3rd place - 2 points

**Equipment:** four solid-coloured beanbags and one centre beanbag.

Winners of this event are determined by the total number of units earned throughout the entire event.

Grade 5-6 players are assigned numbers 1-3, tallest to shortest; Grade 3-4 players are assigned numbers 4-6, tallest to shortest. Players stand about an arm’s length apart in numerical order centered on their portion of the circle. Five beanbags are placed in the center of the circle. The centre beanbag is placed at the intersection of the two diagonal lines, and one of the four solid-coloured bags is placed on each of the five-foot markers on the diagonal line (see Diagram).

Solid-coloured bags are worth one unit each. The centre beanbag is worth two units if another beanbag is in the player’s possession, otherwise it is worth one unit.

When the official starter calls a number, the player with that number runs into the center. He/she grabs as many bags as possible, and brings them back across his/her circle line. Tossed bags will not count. Only bags in his/her possession count after at least one foot touches the floor outside the circle.

### Slide Rule Applies

If two players simultaneously grab the same bag on the initial approach, it is called a “contested bag” Contested bags (held by two or more players) are resolved when a foot of a player touches the floor outside the circle. The bag is counted for the team whose quarter-circle line has been crossed, as well as all bags in players’ possession. “Time” will be called by the circle director when the game seems to be at a standstill. All bags points are given.

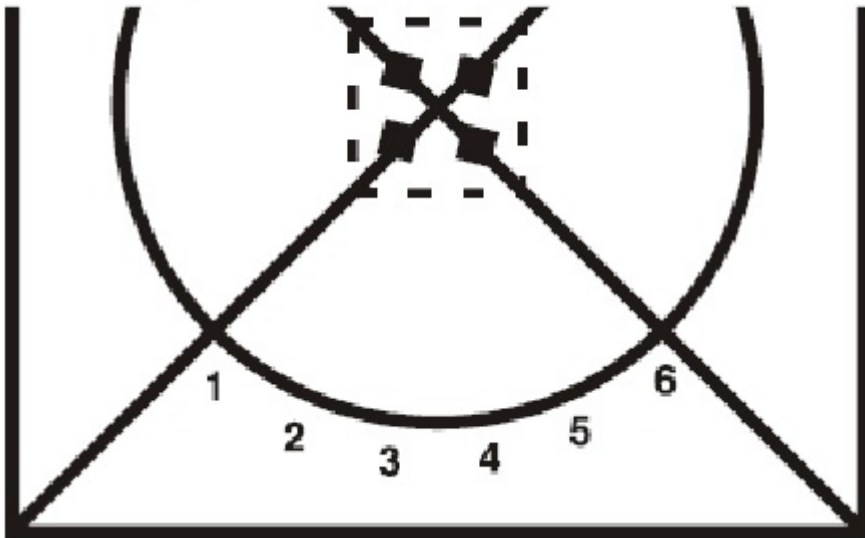
(Event #3 - Continued on next page)

### EVENT 3 --- BEANBAG GRAB - CONTINUED

A “no stealing rule” is enforced. Bags may not be snatched from other players. Bags that have been taken out of the circle by players should be returned to the judge, who will report the number of units earned to the circle director.

Units earned by all six players on each team are totaled. First-place points go to the team with the highest total units. Second and third-place points are awarded teams with the next highest totals.

**Beanbag Grab Diagram**



Numbers will be called just once, so players should leave the playing area after participating. Remaining players must reenter themselves and always keep about an arm’s length apart. If a player whose number has not been called steps over the circle line with both feet, no units will be counted for his/her team on that play.

### EVENT 4 — THREE-LEGGED RACE

Four runners (two laps each) - Two heats

Heat #1 - two grade 3-4 players

Heat #2 - two grade 5-6 players

1st place - three points each heat

2nd place - one point each heat

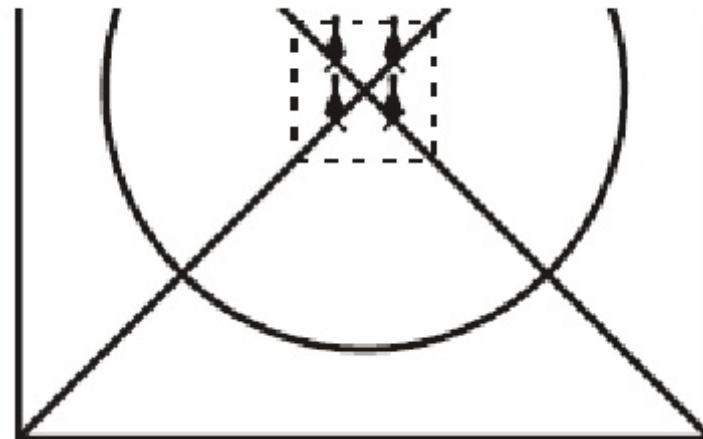
**Equipment:** four circle pins and a special scoring pin on the five-foot mark on the diagonal line for each team (see Diagram).

Teams may furnish their own three-legged bands (available through the *Awana Ministry Catalogue*).

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 *General Rules* “Tag Rule”). Teams that have been tagged or passed by another team should make every

**Three-legged Race Diagram**



effort to get away from the circle as quickly as possible so they do not cause another team to stumble.

## **EVENT 5 — SPRINT RACE**

One runner (three laps) grade 3-4 player - One heat

1st place - four points

2nd place - two points

**Equipment:** four circle pins, center pin and center beanbag. 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 in for the center pin or center beanbag. Contestants who knock over a circle pin are disqualified.

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

### **Slide Rule applies**

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

## **EVENT 6 — FOUR-WAY TUG**

Six players - Three heats

Heat #1 - two grade 3-4 players

Heat #2 - two grade 5-6 players

Heat #3 - two grade 5-6 players

1st place only

Two points each heat

**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. The rope is marked at four equally spaced points.

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 (grade 3-4 players on the 11' mark; grade 5-6 players 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.

## **EVENT 7 — BEANBAG BONANZA**

10 players; Two heats

Heat #1 - five players

Heat #2 - five different players

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

**Equipment:** Four circle pins, center pin, center beanbag, two coloured beanbags per team

The coloured beanbag is placed in the center of each team center triangle. The five players line up on their circle line. Player #1 holds a 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 their beanbag for the coloured beanbag, runs back to circle line, and hands the coloured bag to player #2. Player #2 runs into the team center triangle and switches the coloured beanbag back for the other beanbag, returning to circle line to hand the 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 on into the center of the circle for the pin or center beanbag. Player #5 must have possession of a team beanbag.

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.

**Slide Rule applies.**

## **EVENT 8 — MARATHON RELAY**

Three runners (two laps each) - One heat

One grade 3-4 player and Two grade 5-6 players

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

**Equipment:** four circle pins, one 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, or the Marathon Race.

**Slide Rule applies.**

## **EVENT 9 — MARATHON RACE**

One runner - One heat

Six laps – grade 5-6

1st place - four points

2nd place - two points

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

Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, six laps are run around the circle. 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 *General Rules* “Tag Rule”).

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

**Slide Rule applies.**

## **EVENT 10 — BALLOON RELAY**

Three heats; five players each heat

1st place - three points each heat

2nd place - one point each heat

**Equipment:** one 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.

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

The first player stands in Zone 1, and the fifth player stands 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 or she runs in for the center pin. He or she must

maintain possession of the unbroken balloon, the center pin, or the beanbag to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

**Slide Rule applies.**

**Balloon Relay Diagram**

