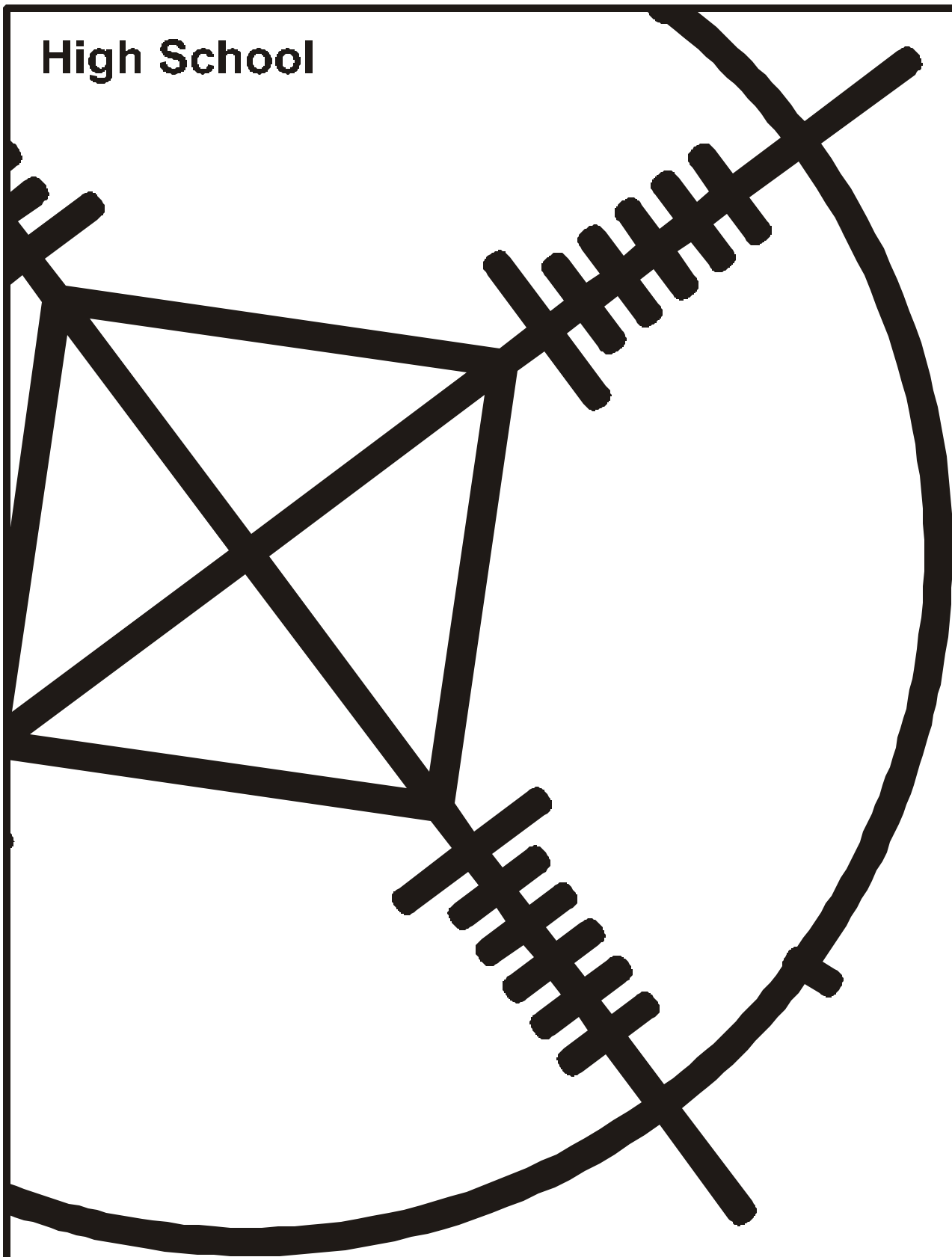


High School



AwanaGames™
Official Rules and Regulations



Varsity AwanaGames™

Official Rules and Regulations

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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 teens.

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 a 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 EVENTS

All AwanaGames meets must be authorized by an Awana missionary, teen ministry specialist or event specialist. 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 specialist.

ORGANIZATION OF AWANAGAMES MEETS

A team consists of a minimum of 10 players (five guys and five girls) and a maximum of 14 players (seven guys and seven girls). 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 a Varsity AwanaGames meet. One 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 Three-legged Race bands and basketballs. 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

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified at a coaches’ meeting held several weeks prior to the meet.

QUALIFICATIONS OF TEAM MEMBERS

1. All teenagers in 9th through 12th grades who have not reached their 19th birthday by September 1, prior to the meet may participate.
2. All high schoolers must complete current “Faith’s Foundations” by day of meet.
3. If short of players, JVers who have met JV requirements may be substituted for high school guys and girls respectively at local Varsity AwanaGames (only).
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 people who do their best to officiate according to AwanaGames rules.

AwanaGames affords teens 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 to the area event specialist prior to the meet, according to the schedule set by the specialist.

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 must 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. Times kept by less than two timers will not be considered official. These records are kept only at the local level.

AWANAGAMES AWARDS

Individual AwanaGames awards are given to

all team members and coaches.

PROMOTING INTEREST IN AWANAGAMES

A good cheering section goes a long way towards 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 Varsity 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 teens who don't participate in Varsity, as well as children and adults who are unfamiliar with Awana, would attend an AwanaGames meet if invited. Use stunts, skits, or other interesting methods to give announcements.
3. AwanaGames should be promoted in church. The Pastor can do much to encourage support of AwanaGames 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 be all they need.
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

As announced at your coaches' meeting.

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

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 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

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 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 SPECIALIST

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

JUDGES

In each circle, three 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 spectators.

OFFICIAL STARTER

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

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

Since the teams are coed, each team may appoint both a man and a woman coach. 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 the Varsity 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

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.

BASKETBALLS

Each team should bring one men's regulation-size basketball to use in events where one is needed, unless balls are provided by AwanaGames officials.

CIRCLE PINS

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. After one warning for poor conduct or unnecessary roughness
2. Knocking over a circle pin
3. Causing interference to other participants
4. Player participation 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 manual
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 circle director. 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. (See Game Circle Diagram)

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 nonparticipating 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

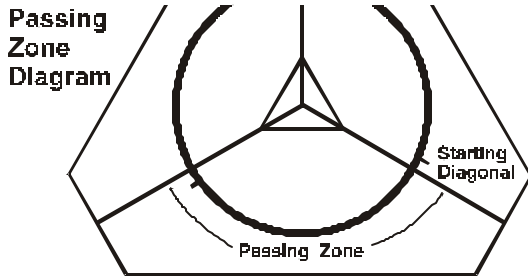
All players are limited to four events in addition to the first and tenth events. Each team member must play in a minimum of two events and a maximum of six events. No contestant can compete in both long-distance running events or both short-distance running events. For instance, Sprint Race runners cannot participate in the Sprint Relay or the Marathon Race, but they may participate in the Marathon Medley. Participants in the Marathon Race cannot participate in the Marathon Medley 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 the Marathon Medley. If a runner is tagged by a hand (not by 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

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



PRACTICES

Each team is allowed an *unlimited* number of practices in preparing for the AwanaGames meet.

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 players' hand(s) only.

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the rules committee, the spirit of the game has been violated. The circle director and judges will declare the team disqualified from that event or heat, even

though the team may have followed the letter of the rules as written.

STARTING DIAGONAL

(See Game Circle 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

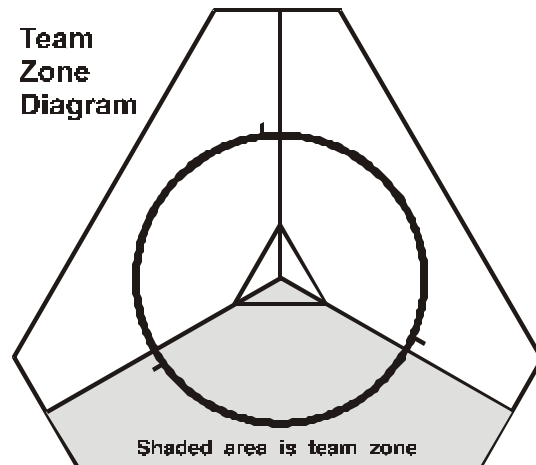
When one runner gains on another and is able to touch or "tag" him/her, **or** if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.)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

TEAM LINES

The colored lines on the triangle mark the team lines. Team members not participating in an event must stay seated behind these lines.

TEAM ZONE

(See Diagram) The area bounded by the team line and two diagonal lines forms the team zone.



TIE EVENTS OR TIE HEATS

If a tie occurs, or it cannot be clearly determined which team finished first or second in any given event or heat, the first- and second-place points will be combined and the total divided equally between those two teams.

TIE SCORE

When two or more teams are tied after the end of the 10th event, the tie is resolved by the best two out of three heats of Basketball Relay. No second-place points.

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 color 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—BASKETBALL RELAY

10 players - three heats

1st heat; five girls

2nd heat; five guys

3rd heat; five girls and five guys

Scoring: Heats 1 & 2: 1st place - three points, 2nd place - one point; Heat 3: 1st place - four points, 2nd place - two points

Equipment: three circle pins, scoring pins, and one men's regulation-size basketball per team.

One player, standing with both feet on the floor and with both feet in game leader triangle (see Diagram), acts as game leader. He/she may stand or move about anywhere in this triangle, but he/she must have both feet in the triangle when throwing or catching basketball.

In the first heat, one girl is positioned in the middle triangle with four girls on the circle.

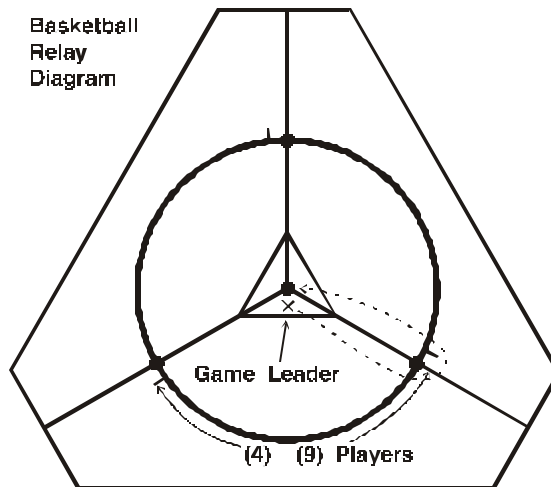
In the second heat, one guy is positioned in the middle triangle with four guys on the circle.

In the third heat, 10 players (5 girls/5 guys) are involved. One guy is positioned in middle triangle. Remaining team players are positioned on the circle (alternating girl, guy, etc., with girl last). In all heats, team members on the circle **must stand** with both feet outside the circle (see Diagram 4). If any part of player's body touches the floor inside the circle, entire team is disqualified.

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 into 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 a basketball chest pass to the player on his/her left (nearest team starting diagonal). Player #1 catches the ball and throws (chest pass) it back to the game leader who throws it to player #2. Play continues until all players on the circle have caught the basketball and returned it to game leader. (The ball must be caught with 2 hands and passed – no batting or slapping.)

On receiving the basketball from last player, the game leader immediately bounce-passes the basketball back to last player again, who bounce-passes ball back to game leader. Play continues back down the line with each player throwing a bounce pass. (No batting or slapping – 2 hands.)



On completion of bounce pass to and from player #1, game leader runs out of circle with possession of the ball, around his/her circle pin, and into the center of the circle to touch or tip scoring pin. The game leader must go around the pin without touching another player. In order to win this event, game leader must retain possession of basketball while scoring.

If any line player drops the basketball, it can be retrieved by any of the line players, providing player does not step inside the circle or outside his/her team zone. The ball, however, must be thrown to game leader by the player who missed or dropped it. The team is disqualified if his/her foot passes through the imaginary planes extending vertically from circle lines.

Balls landing inside the circle and within the team zone may not be retrieved. The game leader must remain within the center triangle. If a team's basketball goes out of the team zone, the team is disqualified. Players must stay in position – no "trailers." No player should attempt to retrieve a basketball that lands in a neighboring team zone. Game leader must stay in triangle, except when going for pin. His/her hands may not touch the floor outside the center triangle.

EVENT 2—SPRINT RELAY

Four runners (two laps each) - one heat
(1st and 3rd runners are guys; 2nd and 4th runners are girls)

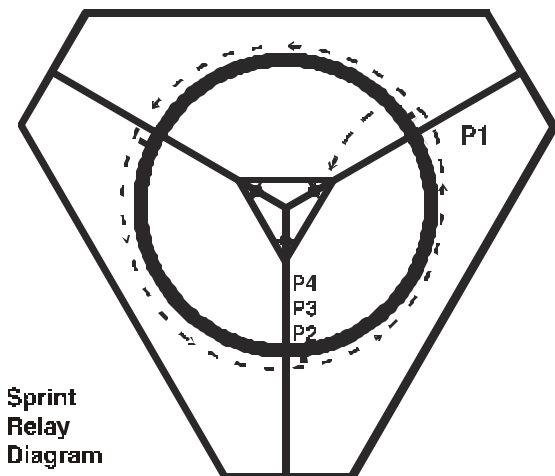
Scoring: 1st place - six points, 2nd place - three points

Equipment: three circle pins, one baton per team, and three scoring pins on the five-foot marks.

Each participant runs two laps and hands baton off to each consecutive runner. The baton must be completely passed within team passing zone (see *General Rules* "Passing Zone"), or the team is disqualified. When runner completes his/her laps, he/she must leave to the right, away from the circle. The fourth runner goes around team circle pin and into center triangle for team color pin. Pin **must** be touched or tipped **only** by player's hand(s). The winner must retain possession of baton to be awarded points for this event. Contestants who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed. However, if baton leaves any team zone, that team is disqualified.

Tag Rule does not apply. Contestants should continue running even though someone tags or passes them. Passing Rule applies (see *General Rules* "Passing Rule"). See Diagram 5 for runners' lineup.

Sprint Relay contestants cannot participate in Sprint Race or Marathon Medley, but may run the Marathon Race.



EVENT 3—THREE-LEGGED RACE

Four runners (two laps per pair) - two heats

One heat; two girls

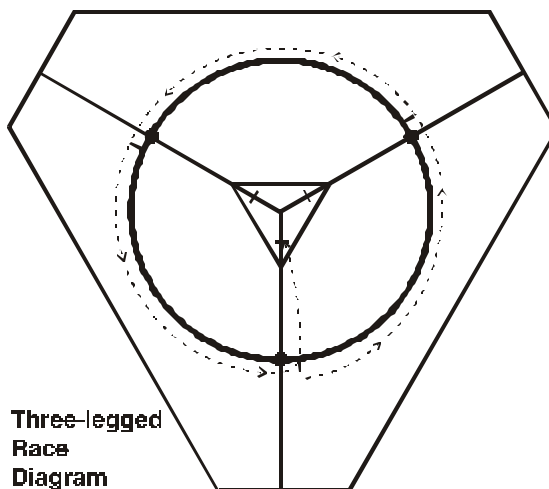
One heat; two guys

Scoring: 1st place - four points each heat, 2nd place - two points each heat

Equipment: three circle pins and three scoring pins positioned on five-foot mark on each team diagonal line. Teams must furnish their own official Awana Three-legged Race bands, which are available from Awana headquarters. One or two leg bands may be used.

The coach securely bands the right ankle of one player to the left ankle of another. Each pair stands 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 triangle for team color pin. Pin **must** be touched **only** by player's hand(s). 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 disqualified from competition. First team player to touch his/her team color pin with hand(s) only wins that heat.

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



EVENT 4—THREE-WAY TUG

Six players - two heats

One heat; three girls

One heat; three guys

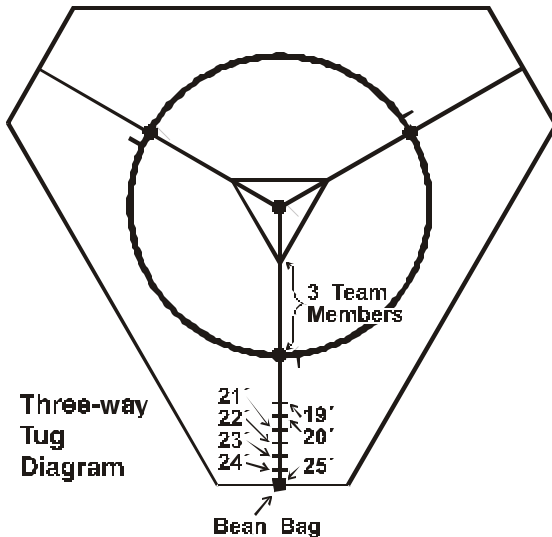
Scoring: 1st place only - four points each heat

Equipment: 15' three-way rope (spliced in middle for even pull) and three beanbags, one of which is placed on 25' mark on each team diagonal line.

Three players per team in each heat, positioned anywhere outside the center triangle within the circle, grab hold of the rope with their hands.* No player is allowed to “wrap” the rope around any part of his/her body. At starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. All team members must be holding the rope when the beanbag is picked up. The winning team is the first team to grab the beanbag while **all** its members are still holding onto the rope.

The beanbag on the 25' mark at start of event is moved one foot for a total of six times toward center of circle with signal at 15-second intervals (see Diagram).

*Three-way Tug team members may wear gloves for this event only.



Three-way Tug Diagram

Bean Bag

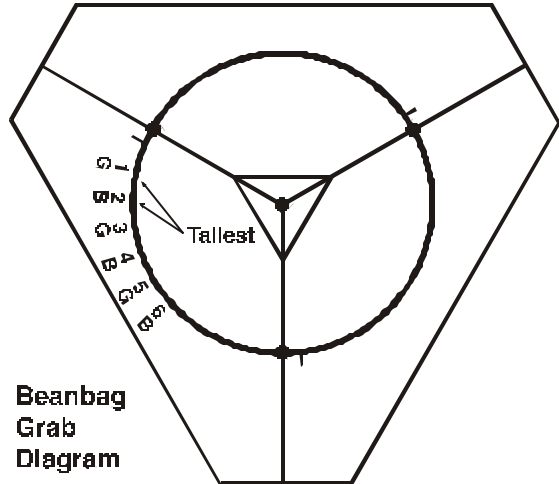
EVENT 5—BEANBAG GRAB

Six players - one heat

Numbers 1, 3, 5 are girls; numbers 2, 4, 6 are guys

Scoring: 1st place - six points, 2nd place - three points

Equipment: three solid-colored beanbags and one striped bag. Winners of this event are determined by total number of units earned throughout entire event.



Players are arranged by height, alternating tallest girl, tallest guy, down to shortest girl, shortest guy. The first girl is assigned number “1”; the other players are numbered consecutively to the shortest guy who is assigned number “6.” Players stand about an arm’s length apart in numerical order outside the circle and centered around their sector. Four beanbags are placed in the center of the circle: one on the five-foot mark on each team diagonal; the striped beanbag in the center (see Diagram).

Solid-colored bags are worth one unit each. Striped bag is worth two units, if another beanbag is in the player’s possession; otherwise the striped bag 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 when at least one foot touches the floor outside the circle.

If any part of the player's body, other than hands or soles of feet, touches the floor inside

the seven-foot square on the initial approach, that player is disqualified*. Bags in his/her possession are ruled out of play and do not count for anyone. This rule does not apply if, in the judgment of the officials, circumstances beyond the player's control caused him/her to touch the floor.

If two players simultaneously grab the same bag on the initial approach, it is called a "contested bag." Contested bags are resolved when a player's foot touches the floor outside the circle. The bag is counted for the team whose sector 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. The bags still in the center will not count for any team. The contested bag is only the bag that both players have hold of.

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 to the circle director the number of units earned.

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

Numbers will be called only once, so players should return to team line after their number has been called. Remaining players must recenter 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 6—SPRINT RACE

Two runners - two heats

One heat; girl - four laps

One heat; guy - four laps

Scoring: 1st place - four points each heat, 2nd place - two points each heat

Equipment: three circle pins and three scoring pins on the five-foot marks.

The Sprint runner stands outside the circle, just behind his/her starting diagonal. At

starting signal, team player runs four entire laps around the circle, then goes around team circle pin, and into center triangle for team color pin. First runner to touch or tip team color pin with his/her hand(s) only wins that heat. Contestants who knock over a circle pin are disqualified.

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

Sprint Race contestants may participate in Marathon Medley, but may not participate in Sprint Relay or Marathon Race.

EVENT 7—MARATHON RACE

Two runners - two heats

One heat; girl - eight laps

One heat; guy - eight laps

Scoring: 1st place - four points each heat, 2nd place - two points each heat

Equipment: three circle pins and three scoring pins on the five-foot marks.

Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, eight laps are run around the circle. The contestant then runs around his/her team circle pin and into center triangle. First runner to touch or tip team color pin with his/her hand(s) only wins that heat. Contestants who knock over a circle pin are disqualified.

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

Marathon Race contestants may participate in the Sprint Relay, but may not participate in Sprint Race or Marathon Medley.

EVENT 8—AGILITY RACE

Four runners (one lap each); four heats

Two heats; one girl each

Two heats; one guy each

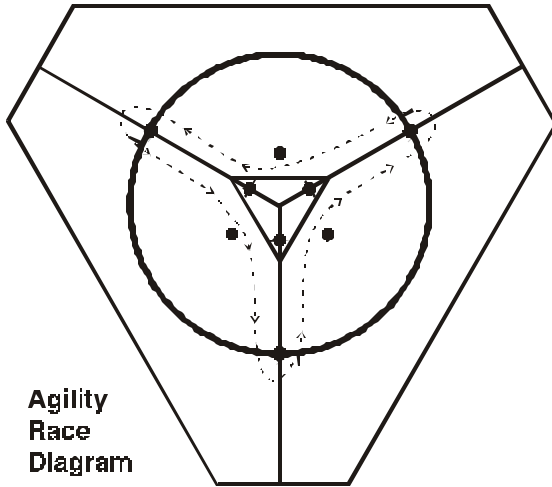
Scoring: 1st place - three points each heat, 2nd place - one points each heat

Equipment: three circle pins, three scoring pins on five-foot marks, and three pins on five-foot marks.

Each runner in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on five-foot mark in center of each team zone (see Diagram 9). After completing one lap, players

run around their own team circle pin and into center triangle. First runner to touch or tip team color pin with his/her hand(s) wins that heat. Contestant who knocks over any pin is disqualified.

Tag Rule does not apply.



EVENT 9—MARATHON MEDLEY

Four runners; one heat

Girl, one lap; guy, two laps;
girl, three laps; guy, four laps

Scoring: 1st place - six points, 2nd place - three points

Equipment: three circle pins, one baton per team, and three scoring pins on the five-foot marks.

This relay is run basically the same as Sprint Relay with each runner increasing the required number of laps:

- Runner 1 (girl) runs one lap and passes baton to runner 2.
- Runner 2 (guy) runs two laps and passes baton to runner 3.
- Runner 3 (girl) runs three laps and passes baton to runner 4.
- Runner 4 (guy) runs four laps, runs around his circle pin, and into center triangle for color pin.

Runners who have completed their laps must leave to their right, away from the circle. Fourth runner goes around team circle pin and into center triangle for team color pin. Pin may be touched by player's hand(s) only. The

winner must have possession of the baton when he touches or tips the team color pin with his hand(s) to win. Contestants who knock over a circle pin are disqualified.

Tag Rule does not apply. Contestants should continue running even though someone passes them. Passing Rule applies (see *General Rules* "Passing Rule").

Marathon Medley contestants may participate in Sprint Race, but may not participate in Sprint Relay or Marathon Race.

EVENT 10—BALLOON RELAY

10 players; two heats

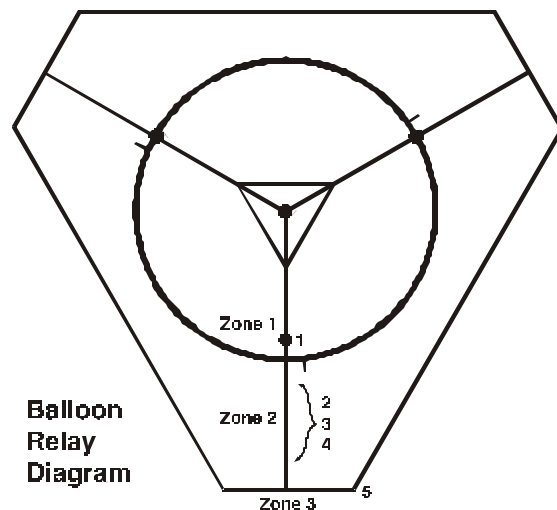
One heat; five girls

One heat; five guys

Scoring: 1st place - six points each heat

2nd place - three points each heat

Equipment: one balloon per team and scoring pin at five-foot mark.



Diagonal line is divided into three zones. The circle line (15' from center) divides Zone 1 and Zone 2; Zone 3 is behind the 25' mark.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram). Throughout the event, the only time a player is not facing the center of the circle is when he/she is retrieving a balloon that went astray, or when he/she is running forward to Zone 1 or to the center of circle at end of heat.

The first player is in Zone 1, and the fifth player is in Zone 3. The first player holds the

balloon with both hands touching the back of his/her neck while waiting for starting signal.

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

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

The player in Zone 1 must not step over the tape marker between Zones 1 and 2. When passing the balloon through his/her legs, player must straddle the diagonal line. The player in Zone 3 must not step over the circle line, and he/she must straddle diagonal line when receiving the balloon from Zone 2 (see Diagram).

On completion of pass from Zone 1, players 1-4 may begin to assume the positions required for the next cycle. No player may pass the balloon to him/herself.

When the player in Zone 3 receives the balloon, he/she runs to the front of the line and takes 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 retain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

PLAY-OFFS (optional)

Immediately following the 10 AwanaGames events in the multiple circles, the first-place winner from each circle compete for the AwanaGames Championship. The five Play-off events are as follows:

Event 1 - Sprint Relay

Event 2 - Basketball Relay (all three heats)

Event 3 - Marathon Medley

Event 4 - Balloon Relay (two heats) one heat each

Event 5 - Three-way Tug (two heats) one heat each

The same players may not participate in Event #1 and Event #3.

Any player may participate in four of the five Championship Play-off events. Participants in the Championship Play-off may be different from those who competed in those same events earlier during the 10-event AwanaGames.

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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