

LIST OF EVENTS

(For information of Competitors, Judges, etc.)

EVENT NO. 1 - SPARE TYRE RACE (TEAM)

Each team has six tyres. At the starting line of the race, the tyres are in a pile one on top of another, the team captain standing by them. The other 5 members are spaced about 8 yards apart down the race lane. The race begins with the captain taking the tyres one by one and slipping them over the head of the first team member, who must remain perfectly still until the last tyre (sixth) is over his head. Once all six tyres are on, the person inside the tyres must walk or run down to the next member of the team and once along side, the captain transfers the tyres one by one to next member, and so on down the team. The member in the tyres cannot help with the removal of the tyres from himself, but once released, can help transfer them with the captain to the other members. Once the tyres are over the last member of the team, that member is laid flat on the ground - still in the tyres and rolled back to the starting line. All six tyres must stay on whilst rolling.

EVENT NO. 2 - STEPPING STONES (TEAM)

Each team has two empty beer crates - the team operates in pairs, one pair at a time. The first pair commences - one member puts out the two crates, on end, to form stepping stones, the other member steps as quickly as possible from the first to second crate. Once the first crate is not in use it is moved forward to make the third stepping-stone and so on for the length of the agreed course (say about 20 yards). Then the second pair repeats the performance all the way back to the start, where the third pair take over for the final leg. If a "stepper" falls, he/she must remount at the last safe crate position.

EVENT NO. 3 - CHARLIE CHAPLIN RACE (ONE FEMALE)

Member is given a moustache to stick on before race commences. Four tables are spaced at 8 yard intervals down the race lane, on each is a different article - bowler hat, baggy trousers, coat, and a walking stick. Object of race is dress item by item but the bowler hat and moustache must remain on all the time. Once dressed and carrying the walking stick, a balloon found under the last table (in a bucket) will be placed between the legs and the walk back to the starting line will begin. First "Charlie" home is the winner.

EVENT NO. 4 - HOBBY HORSE RACE (ONE MALE)

The race starts with the member running forward to a table on which are a shield, a bowler hat, a lance and a hobby horse. He puts on his bowler, mounts his hobby horse and picking up his lance and shield, rides down the race lane to the first of six similar plastic balls seated on a holder about 12" off the ground. Each ball has a blown up balloon affixed. The object is burst the balloon with the point of the lance then spear the plastic ball and carry it on the end of the lance and pop it in the bucket or the end of the race lane. The one with six balls back in bucket and back over the start line is the winner. The bowler hat and shield must remain on throughout the race, If they fall off, they must be replaced before continuing.

EVENT NO. 5 - HOOP BOWLING (TEAM)

Nine stands placed equi-distant down the lane. Three members of each team at each end of lane. Team leader bowls hoop in and out of stands and passes hoop to first team member waiting at other end, who bowls the hoop back (using hands only), and likewise until every team member has had a go.

EVENT NO. 6 - FISHY BUSINESS (TEAM)

Teams line up at start line - front member holding fishing rod and line with small magnet for a "hook". First member runs down to the first fish, picks him up with magnet and brings him to bucket at start line. Fishes cannot be handled - only picked up and moved by magnet on end of line. After first fish is in the bucket second member of team takes over to collect next fish and so on until all six "fishy" objects are back in bucket.

EVENT NO. 7 - SAUSAGE MACHINE (TEAM)

Five members of team spaced at equal distances down the lane, each holding a cardboard cylinder horizontally in their arms. Sixth member has a string of sausages that must be threaded through each cylinder in turn. Once through the fifth and last cylinder, sausage threader runs back to start line, followed in turn by each cylinder holder.

EVENT NO. 8 - TALL BUCKETS (TEAM)

Six members of team spaced at equal distances down the lane. Team leaders have large cardboard cylinder on which is placed a bucket holding numerous plastic balls. Object of game is to pass cylinder to next person in team and so on without tipping bucket off the top of the cylinder. If balls and bucket fall they must be gathered up before team can continue with race.

EVENT NO. 9 - BREAKFAST SPECIAL (TEAM)

A race to demonstrate how quickly they feed the patients in hospital. Equipment will be set out at far end of race lanes. First member runs down and puts up four folding tables one after the other at set points then back to his place, touching next team member who runs and puts out four cloths on tables and back to place. Third member puts out knives and forks. Fourth member bowls. Fifth member cornflakes in each bowl. Sixth member collects everything from each table in turn by taking four corners of cloths and carrying contents back to start line.

EVENT NO. 10 - PANCAKE RACE (ONE FEMALE)

Member has one wooden frying pan and one rubber pancake. Five tables are placed at 8 yard intervals down the race lane. Race starts with member, still standing on starting line tossing and catching pancake. Once pancake caught in frying pan, runs down to first table - pauses in front of it, then tosses and catches the pancake again. Puts the frying pan on the table and crawls underneath and out the other side. Picks up frying pan and runs on to next table and repeats the same procedure, etc. Once under and through the last table, will find a bucket. Must toss pancake in frying pan into the air and catch it in the bucket. Once pancake caught in the bucket, runs straight back to starting line with the bucket and pancake in it.