

#6 -- 100 Yard Dash

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Please distribute these specific Event instructions, and the "Adult Club Packet " (tinyurl.com/zwyrajz) to every member of your group -- Thanks!

EQUIPMENT LOCATION. Gear for the 18 events is set out, in order, along the edge of the track, starting to the left of the stage.

STARTING and FINISH LINES. The long straight in front of the yard-marked wall will be fully utilized, but there is plenty of space. Your start line will be the start line at the main gates end. (See Track Map & picture). The 100 yard finish line will be at the 40 yard line at the other end of the field.

CORRAL. There is be plenty of space to stage your waiting athletes. Expand as necessary towards the track without impeding traffic.

FIELD MARKERS, FLAG, PODIUM, GROUP SIGNS. Martha will be in charge of a small army of Key Clubbers who will be setting up field markers, flags & podiums all over the stadium well before the start of the Games. Yours will be deployed initially along the outside edge of the track. As soon as the opening ceremonies are over, move them over to just beyond 6 lanes to establish the edge of your event. The signs for the Groups assigned to you as their first Event will be delivered to you. Help arriving Group Leaders locate their signs.

TRAFFIC FLOW. We want to maintain a generous circuit completely around the track, consisting of the inner 3 lanes and a generous swath of the adjacent infield to accommodate travelers. It is your Event's responsibility to manage traffic flow in the vicinity of your Event.

AFTER THE GAMES. Detailed instructions (especially for decommissioning the flag) in "General Event Instructions", in the packet. Field markers will be picked up by the same team that deployed them. Police the field in your area absolutely spotless.





Kiwanis Special Games

10_[#10], 25_[#9], 50_[#17], 100_[#6] Y'd DASH

Presented by the Kiwanis Club of Division 1234 Special Games

Both Runners and Wheelchairs.

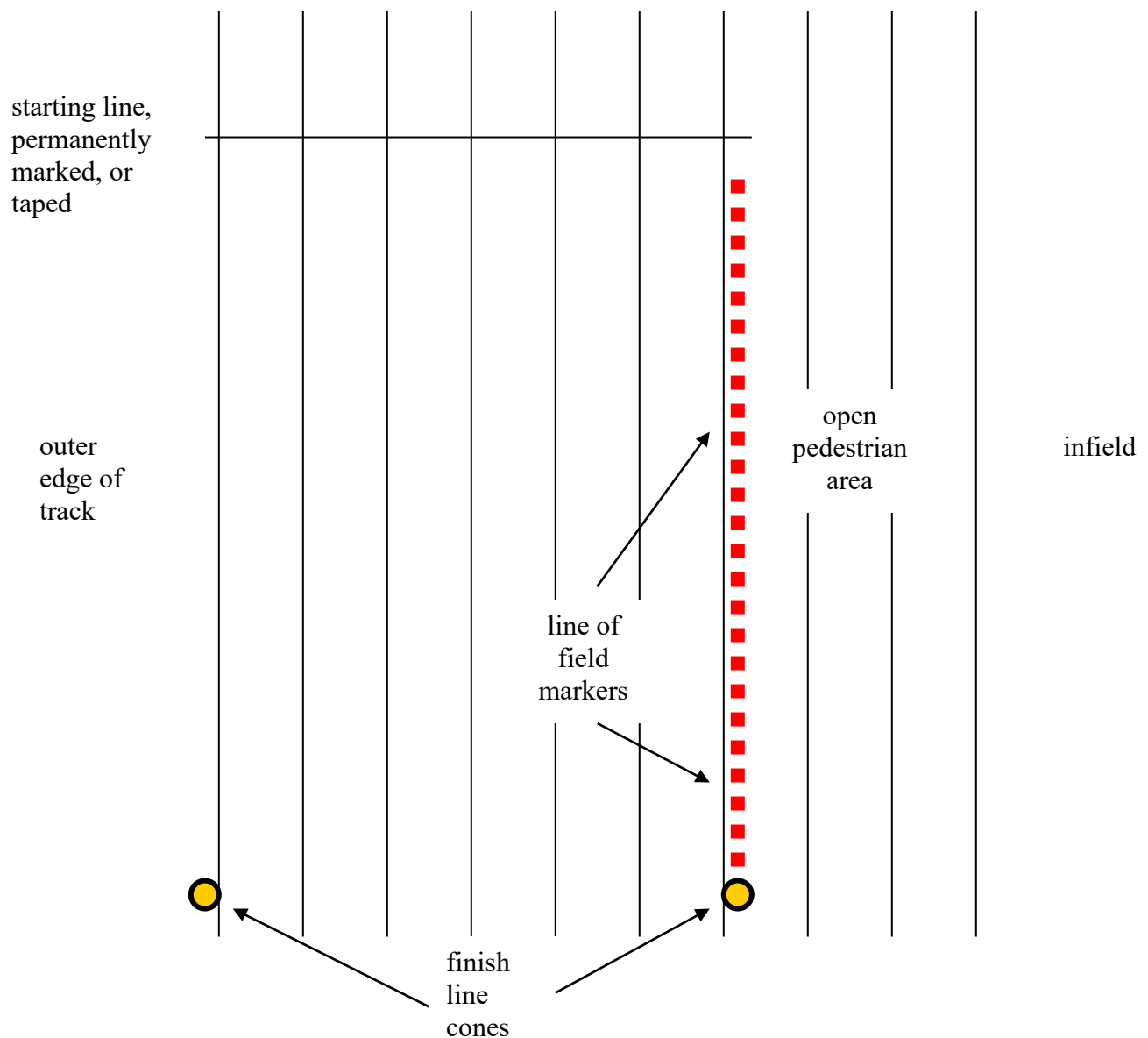
These are straight speed events.

Each Contest accommodates up to 6 athletes

Equipment	2 cones/length, colored tape, long winding measuring tape, duct tape.
Setup	See diagram and discussion below.
Rules	The athletes will stand behind the starting line (feet or front wheels) until the starter says "go" and drops their hand. The first three athletes across the finish line are the place winners.
Personnel (14)	<p><u>Leader/Starter (1)</u> -- Overall supervisor. Explain rules and assign lanes for each Contest. Stand at the starting line. When the athletes and personnel are ready say "go" and drop your hand.</p> <p><u>Corral (3)</u> -- Greet arriving Groups. Stage athletes into Contests of 6 (or fewer if necessary to balance size of the Contests within the Group).</p> <p><i>Never mix athletes from 2 Groups in a single Contest.</i></p> <p><u>Coaches (6)</u> -- Assist with staging and organizing athletes at the Starting Line. Some athletes may need help being led through the course, so that they stay in their lane. With each race, determine who may need this assistance in consultation with adult chaperones. Some wheelchair athletes need pushers. In general, use the least assistance, such as verbal encouragement or a slight hand assist, rather than running and pulling the athlete along. Remain alongside the athletes during the race, providing encouragement and assistance as necessary.</p> <p><u>Place Judges (4)</u> -- Each dedicated to spot the first, second, third place or best effort (the rest) athletes. The first and second place spotters hold a colored tape across the track at the finish line. Conduct the award ceremony at the finish line after each Contest.</p>
Winners	Place in the order they cross the finish line.

SETUP -- If there's an available line straight across the track, use that as the Starting Line, otherwise duct tape down a starting line of colored tape across the track. Measure the distance of the course, and tape down a finish line between two cones on either side of the track at that distance.

Protect the play area from incursion by passers by. Run your event in the outer 6 lanes of the track, leaving the inner 3 lanes free for travelers heading to other events. Place a line of field markers, 6 feet apart, just on the infield side of the 6th lane in.



Kiwanis Special Games

Track Surface Events

Presented by the Kiwanis Club of Division 1234 Special Games

Special Instructions for:

- All 4 Dash Events (10, 25, 50, 100 Yards)
- Flag Relay
- Tennis Ball Target

Your event is laid out on a section of the track surface that will be in use during the parade.

You can't set up till the parade has passed (of course!)

But you can work out all the logistics, get everything measured and staged, ready to go, as soon as the track is clear.