

#2 -- Obstacle Course

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Please distribute these specific Event instructions, and the "Adult Club Packet " (tinyurl.com/zwyrjz) 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.

EVENT LOCATIONS. Set up the Obstacle Courses on the sides of the hemisphere between the end zone and the track closest to the main gates. (See Track Map & picture). You have field markers, chalk (we have permission to chalk), tape -- use whatever works best to mark the course. Position the event close to the center and right against the end zone leaving as much space as possible free for your corral and for traffic flow.

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. Work with the field marker team to mark the perimeter 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

Obstacle Course (#2)

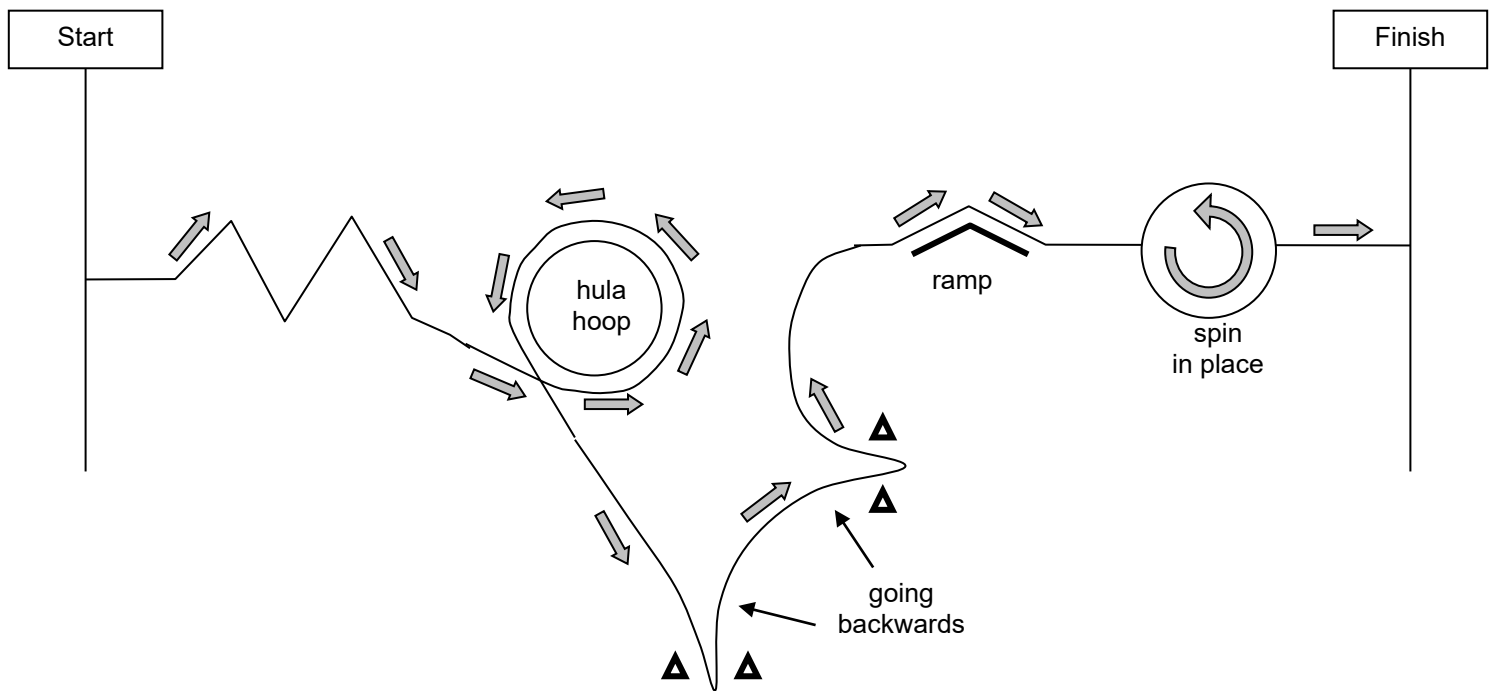
Presented by the Kiwanis Club of Division 1234 Special Games

Both Runners and Wheelchairs.

This is a speed Event requiring good agility and direction following.

This Event accommodates a Contest of (optimally) 3 athletes, one at a time.

Equipment	Ramps, hula hoop, 4 cones, masking tape, and stopwatch.
Setup	Lay out the obstacles as shown in the diagram. Mark the course, and the Start & Finish, with the masking tape. Assemble the ramp upside down with nuts and bolts, then flip it over. Adapt the course, as necessary, to fit the available space.
Rules	Athletes are timed as they run through the course one at a time. They will stand behind the starting line (feet or front wheels) until the starter says "go" and drops their hand. The course will require the athlete to zigzag, go up and down a wooden ramp, around an object, forward and backward between cones and turn in a small space (see diagram below).
Personnel (8)	<p><u>Leader</u> -- Overall supervisor and starter. Explain the rules and organize the Contests. Stand at the starting line. When the athlete and all personnel are ready say "go" and drop your hand. Conduct the awards ceremony.</p> <p><u>Corral</u> (2) -- Greet arriving Groups. Stage athletes into Contests of 3 (or 2, if necessary to balance out the size of the Contests.) <i>Never mix athletes from 2 Groups in a single Contest.</i></p> <p><u>Coaches</u> (4) -- Stay with the athlete through the run. Spot for any danger, especially up and over the ramp. Coach, encourage and guide any athlete needing direction. DO NOT pull the athlete through the Event.</p> <p><u>Place Judge</u> -- Stand at the finish line. Time each run with the stopwatch. Record the times, select the winners, and distribute ribbons In each Contest.</p>
Winners	First, Second, Third ribbons will go to athletes according to the order of finish In their Contest. Best Effort ribbon if there is a 4th Athlete.



Kiwanis Special Games

End Zone Events

Presented by the Kiwanis Club of Division 1234 Special Games

Special Instructions for:

- Bean Bag Drop (#12)
- Hit The Cans (#1)
- Beach Ball Soccer (#18)
- Obstacle Course (#2)
- Figure 8 (#13)

Your Event is located in one of the big half moons at either end of the football field end zones.

These are very high traffic areas.

Please locate your event right against the end zone. Take as much space as you need, but please leave as much space as possible for traffic to spill off the track into the half moon. By locating your event as far as possible away from traffic, you will protect it from being overrun by travelers passing through.