

Kiwanis Special Games -- West Valley College Stadium

## #11 -- Skittle Bowl

### Menlo Park Club

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Please distribute these specific Event instructions, and the "Adult Club Packet " ([tinyurl.com/zwyrajz](http://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.

**EVENT LOCATION.** Set up on the yard-marked side of the field at the main gates end, in the infield from about the 7 yard line to the 40. Penetrate about 50 feet into the infield.

**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*

## **Skittle Bowl (#11)**

Presented by the Kiwanis Clubs of CalNevHa Divisions 34 & 12, managed by:  
 The Los Altos Kiwanis Club -- organization and operation  
 The DeAnza Kiwanis Club -- equipment and venue

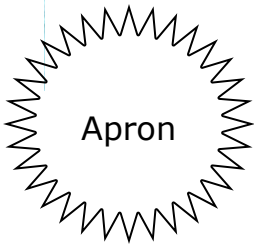
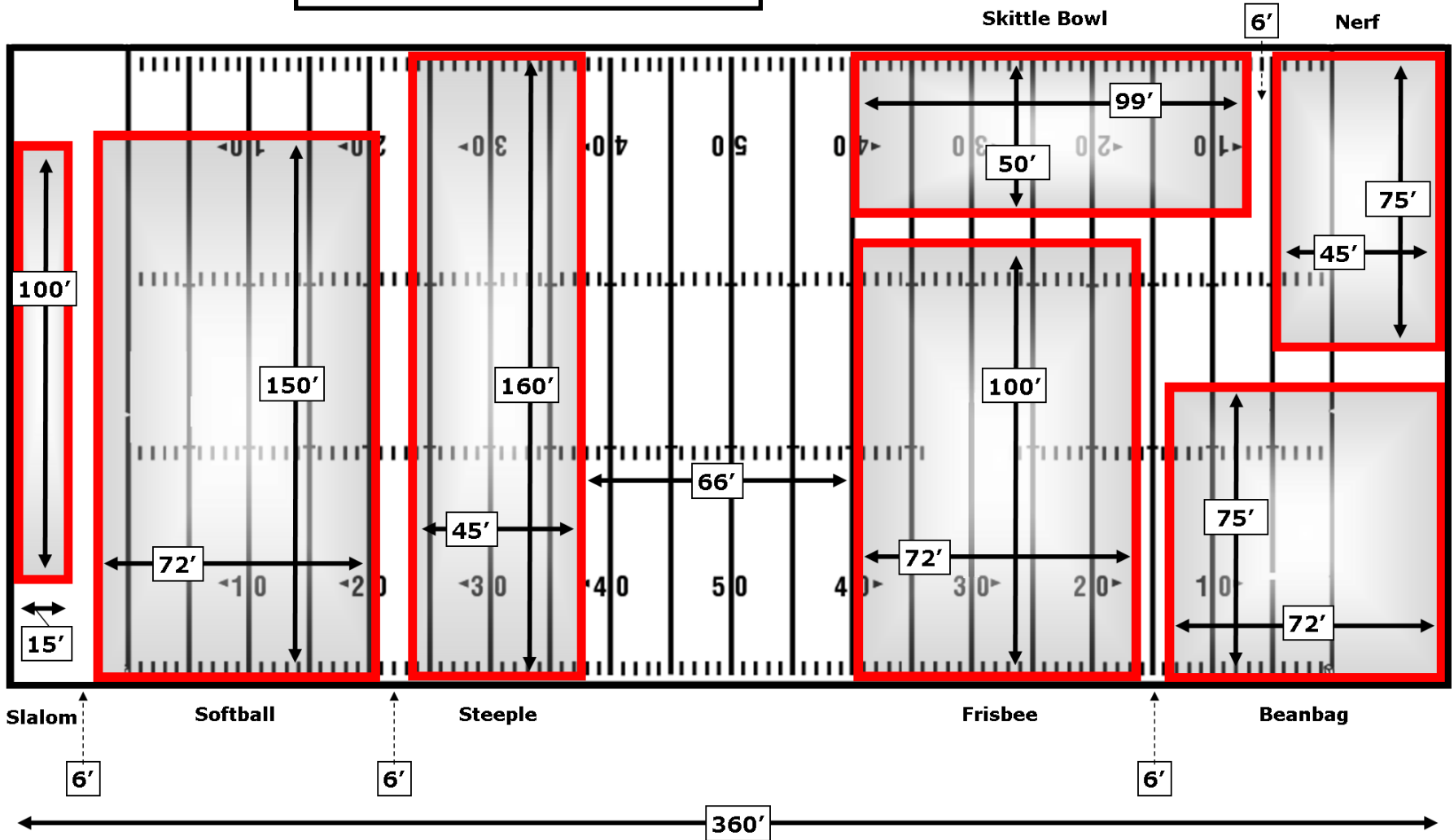
Both Runners and Wheelchairs.

This is a manual accuracy Event.

The Event accommodates 4 simultaneous Contests of up to 3 athletes each.

Equipment	<b>TWELVE</b> positions, each consisting of 10 pins, base and ball assembly. Section Flags.
Setup	<ol style="list-style-type: none"> <li>1. Pace out the available area, preferably in a gentle curve. Dividing by 11 will give you the approximate spacing for the 12 positions. Arrange them as 4 sections of 3 positions each. Provide each section Leader with a Section Flag to signal Corral for next set of athletes.</li>   <li>2. Set out the concrete filled post holders at the outer edge of the curve. Place the yellow fiberglass bases over the post holders.</li>   <li>3. Unwind the ball string, and push the tip onto the top (marked green) of the post. Seat the post firmly in the post holder. The tip should point forward to the middle of the ball triangle.</li>   <li>4. Note the hook on the post to keep the ball out of the way while you are setting the pins.</li>   <li>5. The pins go right at the edge of the triangle (black marks to cue alignment), and one in the middle. (It's very easy.)</li> </ol>
Rules	<p>There are ten pins on a triangular base, and the object of the game is to knock them down. After each try, the pins are reset. Each athlete has 3 turns, and the athlete's score for the Contest is the total number of pins knocked down during all three turns. (So the max score is 30).</p> <ul style="list-style-type: none"> <li>&gt;&gt; Athletes may throw to either the right or the left of the board</li> <li>&gt;&gt; Athletes may hold the string or the ball when throwing</li> <li>&gt;&gt; Pulling on the string, or in any way causing the pins to fall before the ball reaches them will be a foul, and the athlete takes the turn over.</li> <li>&gt;&gt; An athlete's third foul results in a score of zero for that athlete for the Contest.</li> </ul>
Personnel	<u>Event Leader</u> -- CEO

(24)	<p><u>Section Leader (4)</u> -- Section supervisor. Explain the rules and organize the Contests. Supervise determination of winners. Preside over the award ceremony after each contest. After each contest, hold up the Section Flag to signal the Corral for next Athletes.</p> <p><u>Corral (3)</u> -- Greet arriving Groups. Stage athletes into Contests of 3 (or 2 if necessary to balance size of the Contests within the Group). <b><i>Never mix athletes from 2 Groups in a single Contest.</i></b></p> <p><u>Coaches (12)</u> -- (One per position) Coach athletes. Reset pins. Note your athlete's score on pad. After each contest, report your athlete's score to section place judge.</p> <p><u>Place Judges (4)</u>. -- One per Section. Work with Coaches to determine winners. Award ribbons at the award ceremony.</p>
Winners	Place determined by total score. In the case of identical scores in a given contest, it's OK to award the same color ribbon to more than one contestant.



***Kiwanis Special Games  
West Valley Infield Layout Plan***

