

## #14 -- Slalom

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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 Slalom running across the field at the end closest to the stage. (See Track Map & diagram). Use the least chalk that is adequate.

**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*

## **Slalom (#14)**

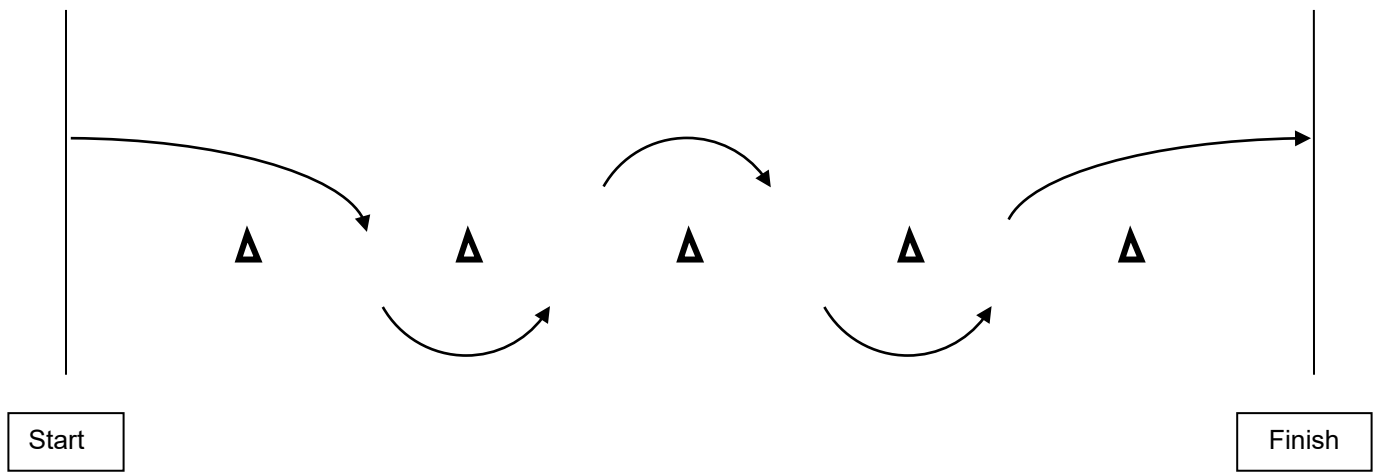
Presented by the Kiwanis Club of Division 1234 Special Games

Both Runners and Wheelchairs.

This is a 30 yard speed Event requiring agility and direction following.

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

Equipment	5 cones, chalk striper, stopwatch.
Setup	Place the first cone 5 yards (long paces) from the start line. Place 4 more cones at 5 yard intervals in a nominally straight line. Chalk a finish line 5 yards beyond the last cone. Mark a curving line that zigzags around the cones, swinging out about a yard from each cone, from Start to Finish. Bend course if necessary to fit available space. See the diagram below.
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 athlete must zig-zag through the line of cones, to the finish line. They must not miss any zigs or zags to have a "legal" run. (see diagram below).
Personnel (6)	<p><u>Leader (1)</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. Preside over the awards ceremony after each Contest.</p> <p><u>Corral (2)</u> -- Greet arriving Groups. Stage athletes into Contests of 3 (or 2, if necessary to balance out the size of the Contests.) <b><i>Never mix athletes from 2 Groups in a single Contest.</i></b></p> <p><u>Coaches (2)</u> -- Stay with the athlete through the run. Spot for any danger. Coach, encourage and guide any athlete needing direction. Provide only the minimum actual physical assistance.</p> <p><u>Place Judge (1)</u> -- Stand at the finish line. Time each run with the stopwatch. Record the times, select the winners, and distribute ribbons for each Contest at the awards ceremony.</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.



# How To Chalkline

## • *Slalom* • *Figure 8*

***Chalking is easy. DON'T SQUEEZE!***

- Hold by handle. Shake gently to stir before removing cap.
- Hold the jug by the handle at right angles to the path of the line being marked, and shake it gently from side to side. Follow the line. That's it.

