

#16 -- Steeplechase

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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 LOCATION. Set up the starting line along the sideline opposite the yard-marked wall, from the 23 yard line at the stage end, to the 38 yard line. (See Track Map & infield layout.)

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

Steeplechase (#16)

Presented by the Kiwanis Club of Division 1234 Special Games

Runners.

This is a speed and agility Event.

The Event accommodates a Contest of up to 6 athletes, one athlete at each position.

Equipment	SIX positions. Each position is equipped with a blue plastic rectangle ("river"); 8 plastic rings ("lily pads"); 2 uprights and crosspiece ("fence"); 2 side frames and 8 crosspieces ("cave"); Measuring tape. Field markers.
Setup	<p>Lay out the event between the sidelines of the field, using 3 adjacent 5-yard strips, 2 lanes per strip. Four obstacles, equally spaced, are present within each lane:</p> <ul style="list-style-type: none"> • RIVER - a blue rectangle of plastic held down with sandbags; • FENCE - a folding structure providing uprights, and crosspiece; • SWAMP - 8 rings (lily pads) in a staggered pattern, spaced to accommodate alternating left-right traversal by the athlete; • CAVE - a folding structure providing 2 side frames, and topped with 8 crosspieces. <p>Lay out rows of field markers, about 6' apart, to mark the perimeter of the event and lane edges not marked by permanent field lines.</p>
Rules	This event is an obstacle footrace. Up to 6 athletes, each in their own lane, race against each other. Athletes all start together at the starting line when the Starter shouts "GO!" Each athlete is allowed two chances to cleanly overcome each obstacle. There will be a judge at each obstacle to replace crosspieces and assist the athletes.
Personnel (38)	<p><u>Leader (1)</u> -- Starter, & overall supervisor. Explain the rules and organize the Contests. Preside over the award ceremony after each Contest.</p> <p><u>Corral (3)</u> -- Greet arriving Groups. Stage athletes into Contests as whole Groups <i>Never mix athletes from 2 Groups in a single Contest.</i></p> <p><u>Obstacle Coaches (24)</u> -- One at each obstacle. Coach athletes through obstacles.</p> <p><u>Athlete Coaches (6)</u> -- One per position. Assist athlete at the starting line. Explain the Event. Run with them if necessary.</p> <p><u>Place Judges (4)</u>. --One judge assigned to each ribbon type. Spot your</p>

	place winner. The first and second place judges hold a colored tape across the finish line. Award ribbons at the award ceremony.
Winners	The winner is the first to cross the finish line.



