

Kiwanis Special Games -- Event Team Size

	Location	Setup	Leader	Corral	Coaches	Ribbons	Harvester	Total	Positions	Sections
10 Yard Dash	10	2	1	3	6	4		14	6	1
25 Yard Dash	9	2	1	3	6	4		14	6	1
50 Yard Dash	17	2	1	3	6	4		14	6	1
100 Yard Dash	6	2	1	3	6	4		14	6	1
Beach Ball Soccer	18	3	5	3	12	4	4	28	12	4
Bean Bag Drop	12	2	4	3	9	3		19	9	3
Bean Bag Throw	8	3	5	3	12	4	8	32	12	4
Flag Relay	5	2	1	3	12	4		20	6	1
Figure 8	13	2	1	2	2	1		6	1	1
Frisbee Throw	4	3	5	3	12	4	8	32	12	4
Hit The Cans	1	3	4	3	9	3		19	9	3
Nerf Archery	7	3	4	3	9	3	6	25	3	3
Obstacle Course	2	4	1	2	4	1		8	1	1
Skittle Bowl	11	3	5	3	12	4		24	12	4
Slalom	14	2	1	2	2	1		6	1	1
Steeplechase	16	6	1	3	30	4		38	6	1
Softball Throw	15	3	5	3	12	4	8	32	12	4
T-Ball Target	3	3	4	3	9	3	9	28	9	3

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NOTES:

1. The Setup Squad **MUST** be at the field, ready to go, at 8AM
2. The rest of the Full Team may arrive at 9 AM
3. If your club can't field the full team, don't worry
 -- stop in at registration, and they will find additional workers for you
4. "Full Team" is the optimum. The Events routinely run with less.

Corral	Greeting, organizing and staging athletes arriving at the event, and waiting to compete.
Coaches	Helping athletes while they are engaged in the contest
Ribbons	Determine contest win ranking, award ribbons. Typically dedicated to a particular place (1st, 2d, ...).
Harvester	Retrieve, sort, reset thrown projectiles. Determine contest win ranking.

5/17/2017