



# T&T Awana Games Handbook



## **PREFACE**

This rulebook is for use in the Western Oregon Awana Ministry only. The National Events Committee has given local Awana Missionaries some discretion in its implementation. This rulebook contains the final and official rules for the AwanaGames.

## **INTRODUCTION**

This manual is designed for team coaches, circle directors, and judges who will participate in an authorized AwanaGames meet for third through sixth graders.

## **AWANAGAMES – A GROWING GIANT**

The first official games competition was held in Chicago in 1955 – for boys only. About 120 boys, representing four churches, participated. The next year, the girls insisted on a meet of their own. AwanaGames meets are now held around the world. This unique ministry to boys and girls – and their parents – has grown tremendously over the years, and potential for future growth is practically unlimited.

## **AUTHORIZATION OF AWANAGAMES MEETS**

An Awana missionary must authorize all AwanaGames meets. If several registered churches with Awana clubs are interested in conducting an AwanaGames meet in an area where none is scheduled, they should contact their area Awana Missionary.

## **ORGANIZATION OF AWANAGAMES MEETS**

AwanaGames teams are constituted as follows:

### **Co-Ed Team**

5-7 Boys, 5-7 Girls,

Teams must have at least one 3<sup>rd</sup>/4<sup>th</sup> grade boy and one 3<sup>rd</sup>/4<sup>th</sup> grade girl for the Sprint Race.

The number of boys and girls do not have to be equal, but there must be at least 5 of each.

The number of circles used in a meet depends on the number of teams competing and the size of the facility. The AwanaGames coordinator has final authority to allocate space available and to set registration requirements.

## **REGISTRATION PROCEDURES**

### **REQUIREMENTS**

1. Only currently registered churches are authorized to compete in an AwanaGames meet.
2. The AwanaGames registration form, accompanied by a registration fee, is required. The fee covers part of the operating costs of the AwanaGames. All game equipment is provided. Until the registration fee is paid, a team cannot be officially registered. Registration fees must be postmarked two weeks prior to the event. Teams are accepted on a “first-paid, first-served” basis. No refunds will be issued to teams withdrawing their registration.

### **PROCESSING REGISTRATIONS**

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the AwanaGames meet have been filled, additional team registrations will be accepted only on a “standby” basis. Such teams will be notified accordingly.

## **TEAM ASSIGNMENTS**

Team assignments to a particular team line/color on a particular circle (where there is more than one circle) will be made by the AwanaGames coordinator.

## **QUALIFICATIONS OF TEAM MEMBERS**

- All clubbers in 3rd and 4th grade who have not reached their 11<sup>th</sup> birthday by September 1<sup>st</sup> prior to the meet may participate. All clubbers in 5<sup>th</sup> and 6<sup>th</sup> grade who did not reach their 13<sup>th</sup> birthday by September 1st prior to the meet may participate.
- All team members must have passed 10 sections this current club season. This includes the Start Zone.
- If short of players, Sparkies may be substituted for 3<sup>rd</sup>/4<sup>th</sup> graders. 3<sup>rd</sup>/4<sup>th</sup> graders may be substituted for 5<sup>th</sup>/6<sup>th</sup> graders respectively. The reverse is not allowed.
- Teams may register for only one AwanaGames meet.

## **GOOD SPORTSMANSHIP**

An important aspect of the Awana youth program is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning AwanaGames. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls." Our officials are trained, devoted, impartial, born-again volunteers who do their best to officiate according to AwanaGames rules.

AwanaGames affords boys and girls an opportunity to display a charitable spirit under the pressure of competition. Hundreds of unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that our testimony for Christ is of utmost importance.

## **GENERAL INFORMATION**

### **ROSTER SHEET**

The team roster sheet, showing name, age, grade in school, and date of birth of each player, must be prepared by the team coach and submitted to the AwanaGames registrar on the day of the event.

### **TEAM UNIFORMS**

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of dress. Everyone on the playing floor must wear non-marking gym shoes. This includes coaches, judges, circle directors, and team members.

Team coaches should wear either the Awana uniform or the special uniform chosen for their team. Awana T-shirts, which may be purchased from Awana headquarters, give a team a good appearance on the floor.

### **INSURANCE**

Awana does not carry insurance covering team members. All churches should obtain insurance information for church sponsored activities so they can supply their own protection. The coach must have in his/her possession on the gym floor, a permission slip signed by a parent of each player stating, "emergency treatment may be given if necessary."

Extra players brought by a team on a “standby basis,” or those recruited from the stands to fill in short teams, must also have permission slips before they can participate.

## **AWANAGAMES AWARDS**

### Team Award

Championship Banner

### Individual Awards

Participation Patch for all participants

First Place Medallions

Second through Fourth place ribbons

## **PROMOTING INTEREST IN AWANAGAMES**

A good cheering section goes a long way toward helping a team win! The AwanaGames meet is an enthusiastic introduction to people who have not had any previous contact with Awana.

Here are some suggestions for encouraging spectators to attend:

1. AwanaGames should be promoted at club meetings. Clubbers not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Clubbers not on the team should be made to feel as much a part of the AwanaGames as team members.
2. AwanaGames should be promoted at Sunday School. Many boys and girls who don't attend club, as well as adults who are unfamiliar with Awana, would attend an AwanaGames meet if invited. Use stunts, skits, or other interesting methods to give announcements.
3. AwanaGames should be promoted in church. The Pastor can do much to encourage support of AwanaGames club teams in the weekly church bulletin and in his announcements.
4. AwanaGames should be promoted to parents. People who have never seen an AwanaGames meet may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. AwanaGames should be promoted in the neighborhood. An article announcing the team's participation in the area AwanaGames may be written for a local newspaper. Radio and TV interviews can often be arranged.

## **AWANAGAMES DAY SCHEDULE**

### **ARRIVAL TIME**

Teams must arrive 45 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival. Tickets are not needed for team members accompanied by their coach.

### **CIRCLE AND TEAM LINE LOCATIONS**

No running on the circle or practicing is permitted before the meet begins. Teams will help reduce congestion if they go to their assigned location and stay there.

### **MEETING AWANAGAMES OFFICIALS**

The line judges and circle director will give last-minute instructions to team coaches. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

## **FLAG CEREMONY**

All team members should be instructed before the meet to face the flag during the ceremony and to place their right hand on their heart at the given signal.

## **GOSPEL PRESENTATION**

A brief gospel message is given where unsaved parents and friends (as well as team members) are presented with the plan of salvation. This is a central focus of the meet, since many parents, relatives and friends who might never attend a church-based Awana function may have their only opportunity to hear the gospel. This will be done just prior to the start of the events.

Recognition may also be given to clubbers for outstanding achievements.

*Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.*

## **AWANAGAMES PERSONNEL**

### **CHAIN OF COMMAND ON EACH CIRCLE**

Team members should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults the circle director. The circle director's decision is final. Unless requested by the circle director, no coach is allowed on the game floor to consult him at anytime.

### **AWANAGAMES COORDINATOR**

He or she oversees the entire operation from planning through team registrations to supervision of the AwanaGames meet.

### **CIRCLE DIRECTOR**

Is responsible for:

- Coaches' meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of judges
- Final word on all matters not covered in written rules

### **OFFICIAL STARTER**

He gives the starting signal for all circles at beginning of most events or heats.

### **LINE JUDGES**

In each circle, four trained officials, who are familiar with all AwanaGames events, rules governing each, and how to resolve tie events, tie heats, or tie score, assist the circle director in watching for false starts, broken rules, fallen pins, interference, etc.

### **OFFICIAL SCOREKEEPERS**

Two individuals for each circle record the scores for each event as reported by the circle director.

## **TEAM COACHES**

Coaches are selected from within each club. Teams may have one man and one woman coach. High school aged Awana leaders may assist an adult coach. Only two coaches per team are allowed on the floor during the meet. Team coaches are not permitted in the playing area at any time during the AwanaGames meet, except to assist with securing three-legged race bands. They must give directions from the sidelines only, out of the way of players and judges.

Coaches may ask their line judge to review a decision with the circle director.

A coach may be asked to leave the floor when the circle director considers it necessary.

All coaches are required to attend the AwanaGames coaches' training session.

All coaches must remain behind their team line at all times while AwanaGames events are in progress.

## **GENERAL RULES/DEFINITIONS**

*Arranged alphabetically for quick reference*

### **ADHERENTS**

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. Violators may be disqualified. The best safety measure is a good pair of gym shoes with a clean tread. No cloths will be allowed on the gym floor.

### **BALLOONS**

Nine to eleven-inch balloons are inflated to about eight inches in diameter.

### **CENTER BEANBAG**

In game events that finish in the middle of the circle, and which have second place, a beanbag is placed on the intersection of the two diagonal lines with the center pin on top of it. At the conclusion of the event or heat, second-place points are awarded the team of the player who has possession of the center beanbag (see General Rules "Possession").

### **CENTER PIN**

In events that finish in the middle of the circle, a game pin is set at the intersection of the two diagonal lines. (It is placed on top of the center beanbag when first and second place points are to be awarded.) First-place points are awarded the team whose player has possession of center pin at end of the event or heat (see *General Rules* "Possession").

### **CIRCLE PINS**

(See Game Circle Diagram) All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle pin as if the pin were in its proper place. (Runners may cut inside the circle between circle pins, but they must be outside the circle at each pin.) Anyone knocking over a circle pin during a game disqualifies his team for that event or heat.

### **DISQUALIFICATION**

The circle director and/or judges may disqualify a team at any time during an event for one or more of the following reasons:

- Knocking over a circle pin
- Unnecessary roughness or other poor conduct
- Causing interference to other participants

- Player participating in more than the prescribed number of events (see General Rules “Participation”)
- Breaking other game rules not listed here, but described elsewhere in this book
- Play that is not according to the spirit of the game (see General Rules “Spirit of the Game”)

Coaches should instruct team members to go all the way into the center for each event – no matter how hopeless it may seem – because the apparent winners may have been disqualified.

### **FALSE START**

The circle director and judges will call a “false start” when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team for that event or heat. The remaining teams will be restarted.

### **FLOOR MARKINGS**

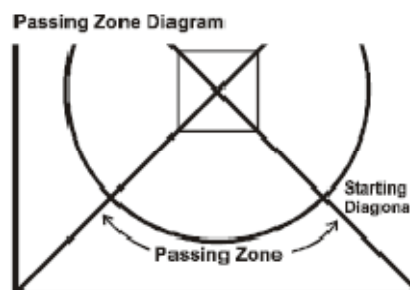
Lines are marked on the floor with tape. The width of the tape provides a margin for error in games that use tape boundaries. If any player’s foot protrudes beyond the tape in these games, his team will be disqualified for that event or heat.

### **INTERFERENCE**

The circle director and judges may declare “interference” if, in the opinions of these officials, a team’s fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams’ or players’ progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a team member or coach causes interference, his team will be disqualified from that event. Interference may also be called when foreign matter or water on the floor hinders players’ progress. When interference is called, the circle director may declare a rerun.

### **PASSING ZONE**

In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team. In other words, any time there are two hands on the baton, there must be four feet in the team zone.



### **PASSING RULE**

This rule applies to the Sprint Relay and the Marathon Relay. If runner is tagged by a hand (not by the baton) he/she must move to the right to allow the tagging team to pass. Failure to move when tagged may result in disqualification.

### **POSSESSION**

In events using the center pin and center beanbag to determine winners, the player must have possession of the center pin or center beanbag to be awarded points at the end of the event/heat. Touching the center pin or beanbag is not enough, except in the Three-legged Race where this rule does not apply. However, if the player

who has possession of the center pin or center beanbag has been disqualified, the next player into the center will receive points (see General Rules “Winner of an Event”).

### **RERUN**

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

- Any of its members were the cause of an interference call, or
- The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see General Rules “Interference”).

In the rerun of the Marathon Race, at the Circle Director’s discretion, new runners may participate or the rerun may be run later in the meet to allow the runners rest.

### **SCORING**

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle or set down the center pin or beanbag until the circle director has determined their team standings.

### **SCORING PINS**

Game pins set at the five-foot mark which are to be touched by player’s hand(s), which may be used in lieu of center pin and center beanbag. When scoring pins are used this eliminates the possession rule.

### **SPIRIT OF THE GAME**

When a team deliberately stretches existing rules to play a game differently from that planned by the AwanaGames Coordinator, the spirit of the game has been violated. The circle director and judges will declare the team disqualified for that event or heat, even though the team may have followed the letter of the rules as written.

### **STARTING DIAGONAL**

(See Diagram) Events that are run around the circle will be started with the player outside the circle and behind the starting diagonal for his team color. All running events are run in a counterclockwise direction.

### **STARTING SIGNAL**

When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

### **TAG RULE**

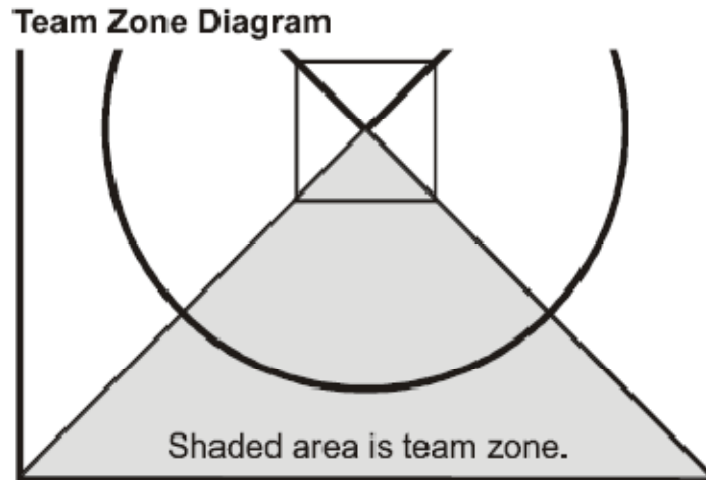
When one runner gains on another and is able to touch or “tag” him/her, *or* if a runner is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another runner will result in team disqualification, although the tagged runner is also disqualified.) In dropping out of the race, tagged runners should leave to the right, away from the circle—never to the center. This rule is enforced in the Three-legged Race, Sprint Race, and Marathon Race.

### **TEAM LINES**

Red, blue, green, and yellow lines forming a square outside the circle give team boundaries. Team members not participating in an event must stay seated behind these lines.

## TEAM ZONE

The triangle within the square, bounded by the team line and the two diagonal lines, forms the team zone.



## TIE GAME (EVENT)

When two teams, in the decision of the circle director, gain possession of the center pin or center beanbag or touching the score pin at the same instant, a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. If it is a tie for second place, second-place points are split. Should this result in a half-point, the half-point is set aside until the end of all events and is used to break a final tie.

## TIE SCORE

When two or more teams are tied after the end of the final event, the tie may be resolved by one team heat of Beanbag Relay (five boys and five girls).

## WINNER OF AN EVENT

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. Players should hold the center pin or center beanbag until the circle director indicates which teams have won. If the player holding the center pin has been disqualified, the player with possession of the center beanbag will receive first place points. If the circle director can determine the third-place player, that player will be awarded second-place points. If the player with the center beanbag is disqualified, the circle director will award second place to the third-place player. Where it is not possible for the circle director to determine the winner, he may call for a rerun

## GAME EVENTS

### EVENT 1 — BEANBAG RELAY

10 players - three heats

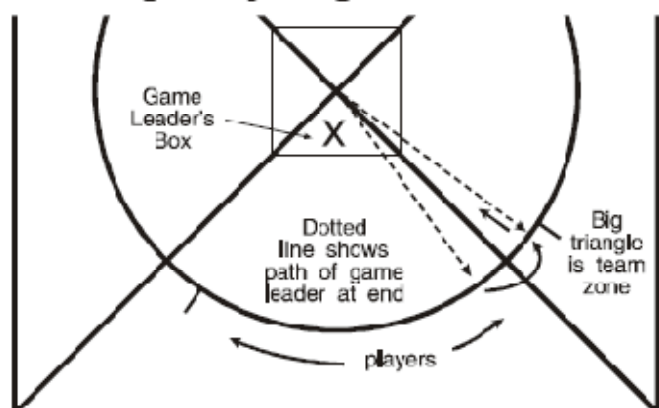
Heat One – 5 girls

Heat Two – 5 boys

Heat Three – 5 girls and 5 boys

(may be a boy or girl in the center)

### Beanbag Relay Diagram





When runners have completed their laps, they must leave to the right, *away* from the circle. The third runner runs one lap, goes around team circle pin, and into the center for the center pin or center beanbag. The winners must retain possession of baton when they grab the center pin or center beanbag to be awarded points. Contestants who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square. Tag rule does not apply. Contestants should continue running even though someone tags or passes them. (see *General Rules "Passing Rule"*)

Players running the Sprint Race may not participate in this event.

### EVENT 3 — KNOCK IT DOWN

Six players; six heats

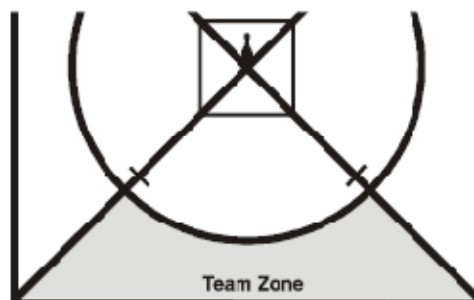
- Heat one – 1 girl
- Heat two – 1 girl
- Heat three – 1 girl
- Heat four – 1 boy
- Heat five – 1 boy
- Heat six – 1 boy

One point each heat

Equipment: Four beanbags, center pin

The player stands outside the circle with the beanbag, just behind the starting diagonal. At starting signal, team player runs around the circle, then to his/her team zone. Player tosses the beanbag at the center pin. First player to knock down pin wins. Players retrieve their own beanbag and go back to their own team zone outside circle and continue play until one player knocks the center pin down. If a player steps over the circle line when throwing and knocks down the center pin, the circle director quickly resets the pin and play continues. Players should continue to play until the Circle Director stops play.

Knock It Down Diagram



### EVENT 4 — THREE-LEGGED RACE

Four runners (two laps each) - two heats

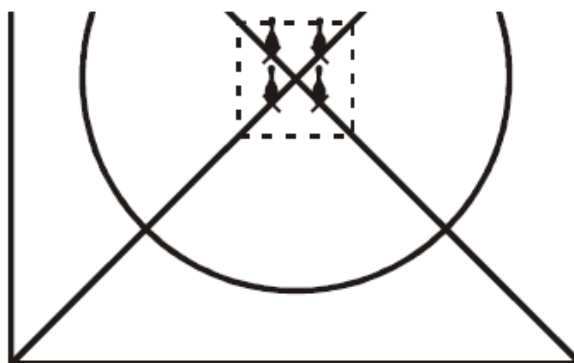
- Heat one - two girls
- Heat two - two boys

1st place - four points each heat

2nd place – two point each heat

Equipment: four circle pins and a special scoring pin on the five-foot mark on the diagonal line for each team (see Diagram). Teams must furnish their own three-legged bands (available through the *Awana Supply Catalog*).

Three-legged Race Diagram



The coach securely bands the right **ankle** of one player to the left **ankle** of another. Each pair starts outside the circle, behind the starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Contestants complete the race by going around their team circle pin and into the center to touch their scoring pin with their hand(s). A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band comes apart. If any team member falls to the floor, that team is not disqualified unless the pair is passed or tagged by contestants from another team. The first team to touch its scoring pin with their **hand(s)** wins that heat.

Tag rule applies (see *General Rules* "Tag Rule"). Teams that have been tagged or passed by another team should make every effort to get away from the circle as quickly as possible so they do not cause another team to stumble.

### **EVENT 5 — SPRINT RACE**

Two runners (three laps each) – two heats

Heat one – one 3<sup>rd</sup>-4<sup>th</sup> grade girl

Heat two – one 3<sup>rd</sup>-4<sup>th</sup> grade boy

1st place - four points

2nd place - two points

Equipment: four circle pins, center pin and center beanbag.

The runner stands outside the circle, just behind the starting diagonal. At starting signal, team player runs three entire laps around the circle, then goes around player's own circle pin and in for the center pin or center beanbag. Contestants who knock over a circle pin are disqualified.

Tag Rule applies (see *General Rules* "Tag Rule").

Sprint Race runners cannot participate in the Sprint Relay or the Marathon Race.

### **EVENT 6 — FOUR-WAY TUG**

Four players - two heats

Heat one – two girls

Heat two – two boys

1st place only

Two points each heat

Equipment: rope and four beanbags, one of which is placed on the diagonal line for each team. The rope is about 16' long and is spliced to form a loop which makes a circle about 5' in diameter. The rope is marked at four equally spaced points. Players may wear gloves of their choice.

Two players from each team take hold of the rope with their hands at one of the four marked points. (Players are not permitted inside the rope.) Play starts with rope taut. One beanbag is placed on the 12' diagonal line for each team. At starting signal, all players pull the rope toward the beanbag on their team diagonal line. Temporary loss of the rope during the tug will not disqualify a player, but the player who picks up the beanbag must have one hand securely on the rope at the same time in order to win. To make it easier to reach the beanbag, players, while holding the rope, may use their feet to draw the beanbag closer.

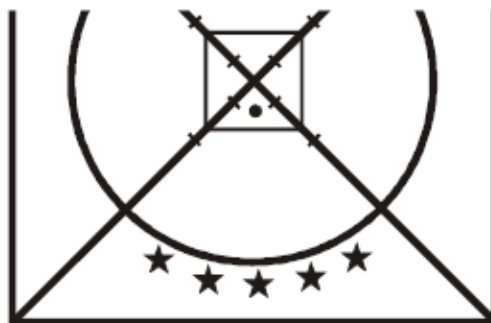
While the teams are tugging, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage.

The points for each heat will go to the team whose player first grabs the beanbag while still holding the rope.

### **EVENT 7 – BEANBAG BONANZA**

10 players; two heats

**Beanbag Bonanza Diagram**



Heat one; five girls  
Heat two; five guys

1st place - four points  
2nd place - two points

Equipment: four circle pins, center pin and center beanbag, one colored bag, and one striped beanbag per team

The colored beanbag is placed in the center of each team center triangle. The five players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round. Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs on into the center of the circle for the center pin or beanbag.

No player may step over the circle line until he/she is handed the bag from the previous player. However, if the player does step over the line, he/she must return behind the circle line with both feet before entering the center triangle to place the beanbag down. Failure to return behind the circle line disqualifies team. The beanbag must be placed, not tossed, within the triangle.

Each time a bag is placed in the triangle, no part of the bag may be outside the triangle, or the team will be disqualified. If a bag goes out of the team zone, that team will be disqualified. When a player returns from placing the beanbag in the triangle, he/she must hand the beanbag just picked up to the next player. Players stand an arm's length apart. No bunching or rotating is allowed.

### **EVENT8 — MARATHON RELAY**

Three runners (two laps each) - two heats

Heat one – three girls  
Heat two – three boys

1st place - four points  
2nd place - two points

Equipment: four circle pins, one baton per team, center pin and center beanbag.

This relay is the same as the Sprint Relay except that runners will run two laps rather than one before passing the baton to the next runner, or before the third runner goes around his/her circle pin and in for the center pin or center beanbag. Runners who have completed two laps should leave to their right, *away* from the circle.

The winners must retain possession of baton when they grab the center pin or center beanbag to be awarded points for this event.

Players participating in the Marathon Race may not participate in this event.

### **EVENT 9 — MARATHON RACE**

2 players (six laps each) – two heats

Heat one – one girl  
Heat two – one boy

1st place - four points  
2nd place - two points

Equipment: four circle pins and center pin and center beanbag.

The Marathon runner stands outside the circle, just behind his/her starting diagonal. At starting signal, six laps are run around the circle. The contestant then runs around his/her team circle pin and into the center for the center pin or beanbag. Contestants who knock over a circle pin are disqualified.

Tag rule applies (see *General Rules* "Tag Rule").

Marathon Race runners cannot participate in the Sprint Race, or the Marathon Relay.

### EVENT 10 — BALLOON RELAY

10 players - two heats; (five different players each heat)

Heat one – 5 girls

Heat two – 5 boys

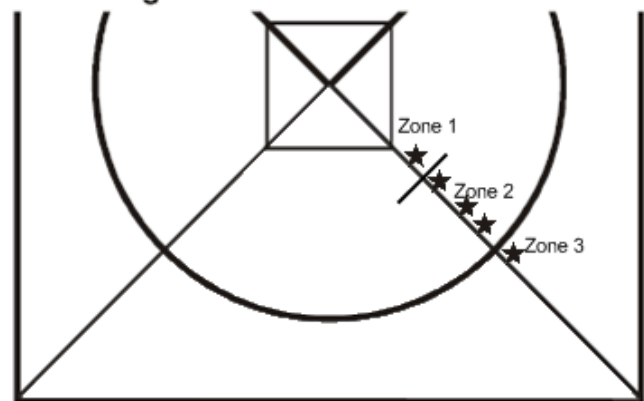
1st place - four points each heat

2nd place - two point each heat

Equipment: one balloon per team and center pin and center beanbag.

The diagonal line is divided into three zones. A tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle.

Zone Diagram



Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram).

The first player stands in Zone 1, and the fifth player stands in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck while waiting for the starting signal. At starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3. It is not necessary for each player to touch the balloon.

Only the players in Zones 1 and 3 will be disqualified for crossing floor markings only when they are in possession of the balloon.

On completion of the pass from Zone 1, players one through four may begin to assume the positions required for the next cycle.

When the player in Zone 3 receives the balloon, he/she runs to his/her new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs in for the center pin. He/she must maintain possession of unbroken balloon, center pin, or beanbag to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

## Official Awana Circle

The Awana Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

### Key to diagram:

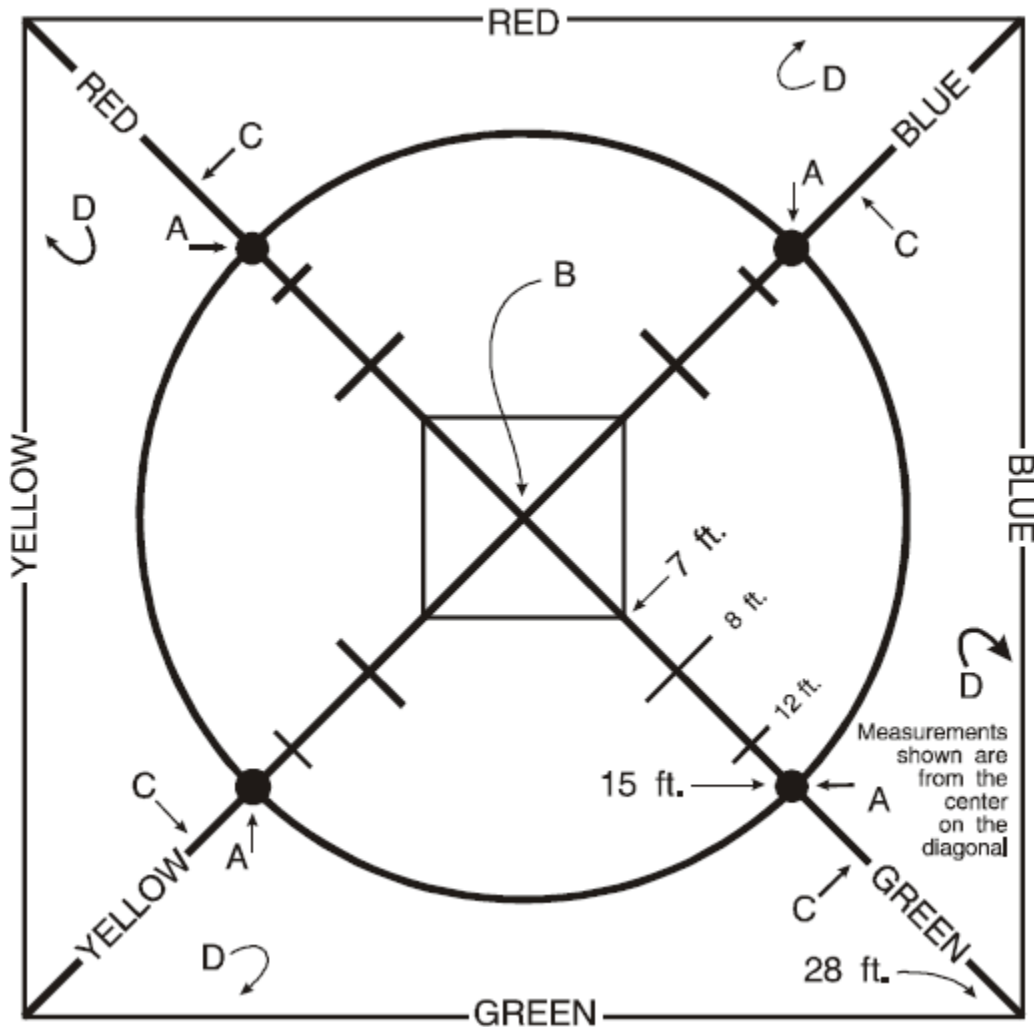
**A**—Circle Pins

**B**—Center Pin; Center Beanbag

**C**—Diagonal or Starting Line

**D**—Team Lines or Olympic Square

Starting position of player(s) is indicated with the rules for each event. Make sure your team is familiar with the Awana Circle.



# Scoring Summary

<b>Event</b>	<b>Scoring</b>
<b>BEANBAG RELAY</b> 1 <sup>st</sup> heat – five girls 2 <sup>nd</sup> heat – five boys 3 <sup>rd</sup> heat – five boys & five girls	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>SPRINT RELAY</b> (one lap each) 1st heat – three girls 2nd heat – three boys	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>KNOCK IT DOWN</b> Heats 1 through 3 – one girl each Heats 4 through 6 – one boy each	1 <sup>st</sup> place only – 1 point each heat
<b>THREE LEGGED RACE</b> (two laps) 1 <sup>st</sup> heat – two girls 2 <sup>nd</sup> heat – two boys	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>SPRINT RACE</b> (three laps) 1 <sup>st</sup> heat - one 3 <sup>rd</sup> or 4 <sup>th</sup> grade girl 2 <sup>nd</sup> heat - one 3 <sup>rd</sup> or 4 <sup>th</sup> grade boy	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>FOUR WAY TUG</b> 1 <sup>st</sup> heat – two girls 2 <sup>nd</sup> heat – two boys	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>BEANBAG BONANZA</b> 1 <sup>st</sup> heat – five girls 2 <sup>nd</sup> heat – five boys	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>MARATHON RELAY</b> (two laps each) 1 <sup>st</sup> heat – three girls 2 <sup>nd</sup> heat – three boys	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>MARATHON RACE</b> (six laps) 1 <sup>st</sup> heat – one girl 2 <sup>nd</sup> heat – one boy	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points
<b>BALLOON RELAY</b> 1 <sup>st</sup> heat – five girls 2 <sup>nd</sup> heat – five boys	1 <sup>st</sup> place - 4 points 2 <sup>nd</sup> place - 2 points