

Brooklawn's Intense Games 2008

Event #6 – Grand Relay

PARTICIPANTS: 12

TIME ALLOWED: Elapsed time will be recorded and scored as below...

SCORING:	PLACE	1st	2nd	3rd	4th	5th	6th
	Student Teams	12	10	8	6	4	2
	Adults/Alumni	12	8	4			

EVENT RULES:

- Each event in the Grand Relay starts and finishes at the start line. Team members line up by the event that they will participate in – each must participate in exactly one. All events of this relay (except for the Four Person Ski Walk and Pogo Stick Race) require participants to go around the cone at the opposite end of the lane and back to the start line. When all members of the team have completed their events and are seated, the clock will stop and the time will be recorded. The events of the Grand Relay are listed below, in the order they must be completed:

<u>Member:</u>	<u>Event:</u>
1 st , 2 nd	DOUBLE SCOOTER RACE – two team members lock legs and sit on their own scooter, as they race from the start line to the other end of the gym and back. They may move forward or backward, but the legs of the second member must be locked around the body of the first member at all times.
3 rd , 4 th , 5 th , 6 th	FOUR PERSON SKI WALK – four team members will travel from the start line to the far end of the gym, using the four-person skis. The ski walkers may only advance forward if all four members have BOTH of their feet on the skis.
7 th	POGO STICK RACE – once the ski walkers have crossed the far end line, one team member will Pogo back to the start line. When jumping on the pogo stick, he or she may only advance one step if they fall off.
8 th	HUFFY HOPPER RACE – one team member will race from the start line to the other end of the gym and back, riding on a 24" Huffy Hopper.
9 th , 10 th	RADIO FLYER RACE – one team member sits in the wagon and steers and a second team member pushes from behind, as they race from the start line to the other end of the gym and back. Wagons must safely cross the finish line, with other team members out of the way.
11 th , 12 th	GIANT BALL RACE – two team members will race while holding a giant ball between them back to back. They must be facing away from each other, with their backs toward the giant ball and their arms linked around the giant ball. If the ball falls out at any time, they must go back and start over.

PENALTIES:

- A ten-second penalty will be added for any illegal tag where a team member leaves before the previous relay leg has been completed, or for any failure to go around the opposite end cone on any leg of this relay (except for the Four Person Ski Walk and the Pogo Stick race).