

11 MEN 7 GIRLS.

18 players.

# GAMES FOR BERN.

		<u>Formula of the game</u>	<u>men</u>	<u>girl</u>
GAME 1	The porter	1 x 6	✓ 1	1
GAME 2	The patissier	2 x 3	✓ 3	-
<del>GAME 3</del>	<del>The laundrywoman</del>	<del>2 x 3</del>	<del>-</del>	<del>2</del>
GAME 4	The page	1 x 6	✓ 1	-
GAME 5	The wardrobe	3 x 2	✓ 1	1
GAME 6	The quick waiter	6 x 1	✓ 8	-
GAME 7	The cook	<u>1</u> x <u>6</u>	<u>1</u>	<u>1</u>
GAME 8	Souvenirs	<u>1</u> x <u>7</u>	✓ 1	4
FIL ROUGE	The pianist	<u>7</u> x <u>1</u>	✓ 1	0

2. 4

G. & No. 1 in Game 3

# THE PORTER

METHOD:

At the arrival of the customers the porter takes the luggage of his guests. His task is, to carry it on the other side. By walking on the carpet roll he unrolls the carpet and on his way back he has to roll it up again. Then he repeats his way. The porter is free to carry at a time as many pieces of luggage he likes to.

VALUATION:

Number of pieces of luggage. Time limited.

COMPETITORS:

✓ 1 girl  
1 man

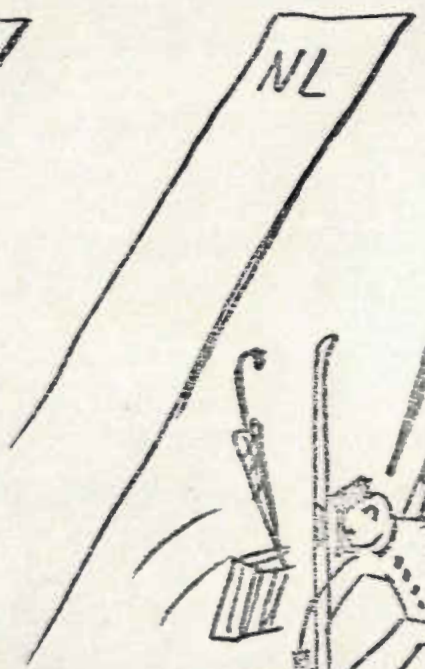
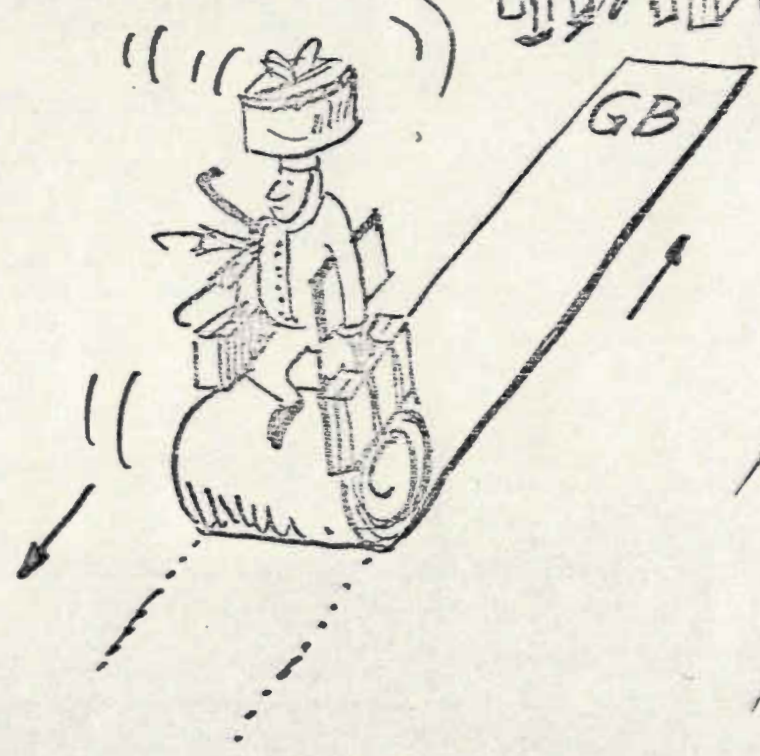
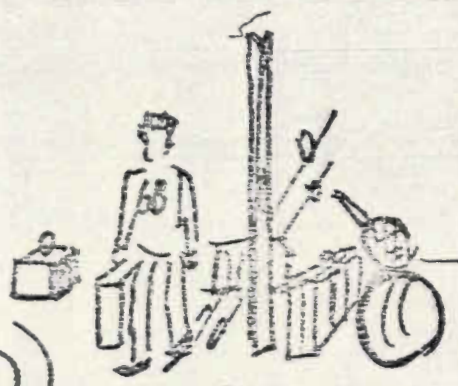
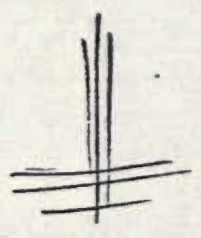
TIME 2-30

WINE JUDGE PUSH ROLL BACK?

FORMULA OF THE GAME:

1 x 6





# THE PATISSIER

METHOD:

The "patisier" has to fish with a large fork pancakes out of an immense pan, then to throw them over a high partition wall, where two other "patisiers" have to catch them with a big flour pot.

VALUATION:

Number of pancakes (in the corresponding colour) in the flour pot.

COMPETITORS:

✓ 3 men

FORMULA OF THE GAME:

2 x 3



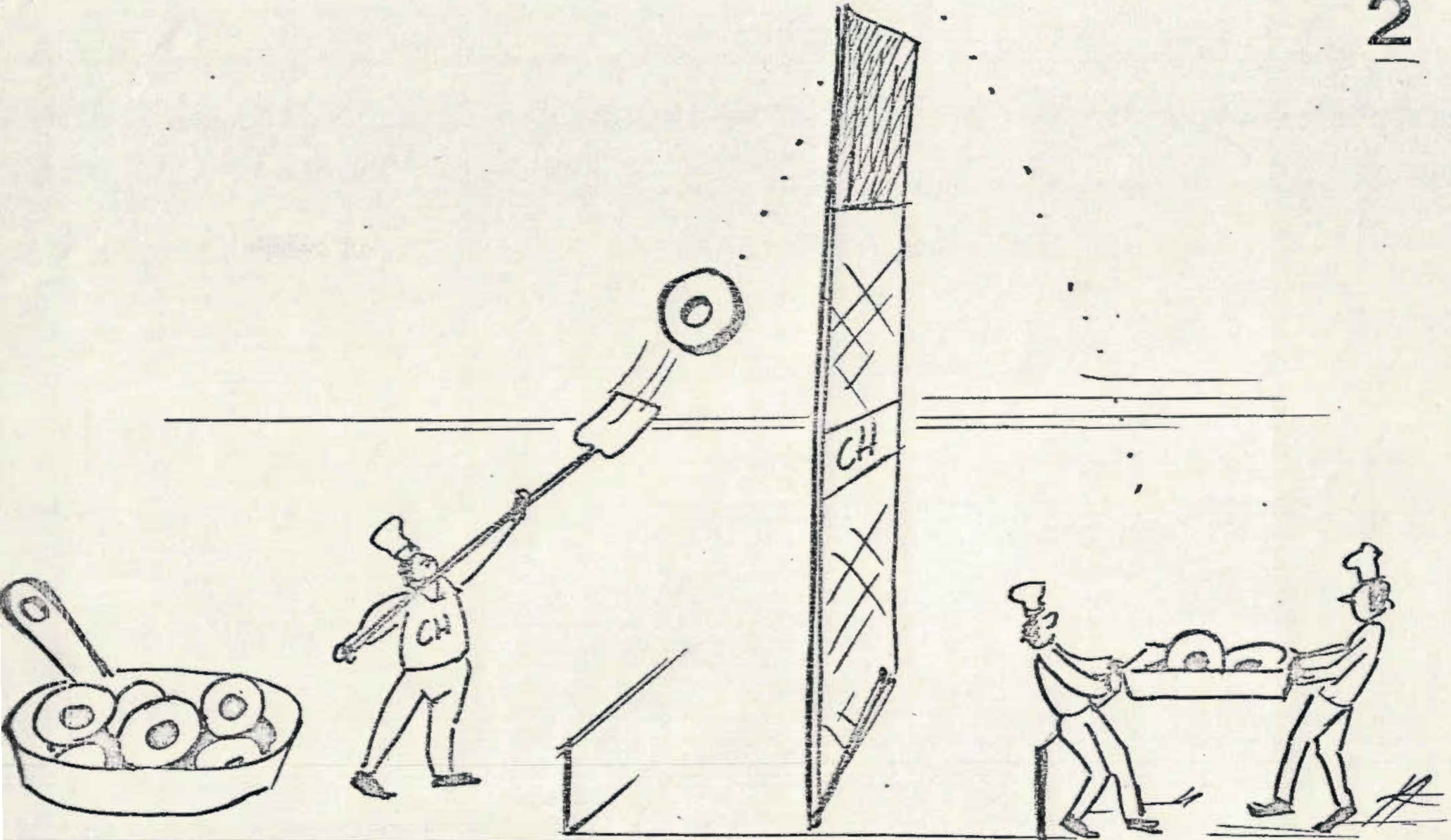


Figure 2

# THE LAUNDRYWOMEN

NOT G.B

METHOD:

In a washing-basin of about 1,50m of height are standing two laundrywomen. They have to wring out the sheets lying in the water and to throw them afterwards on a scale.

VALUATION:

Number and weight of the wrung out sheets.

COMPETITORS:

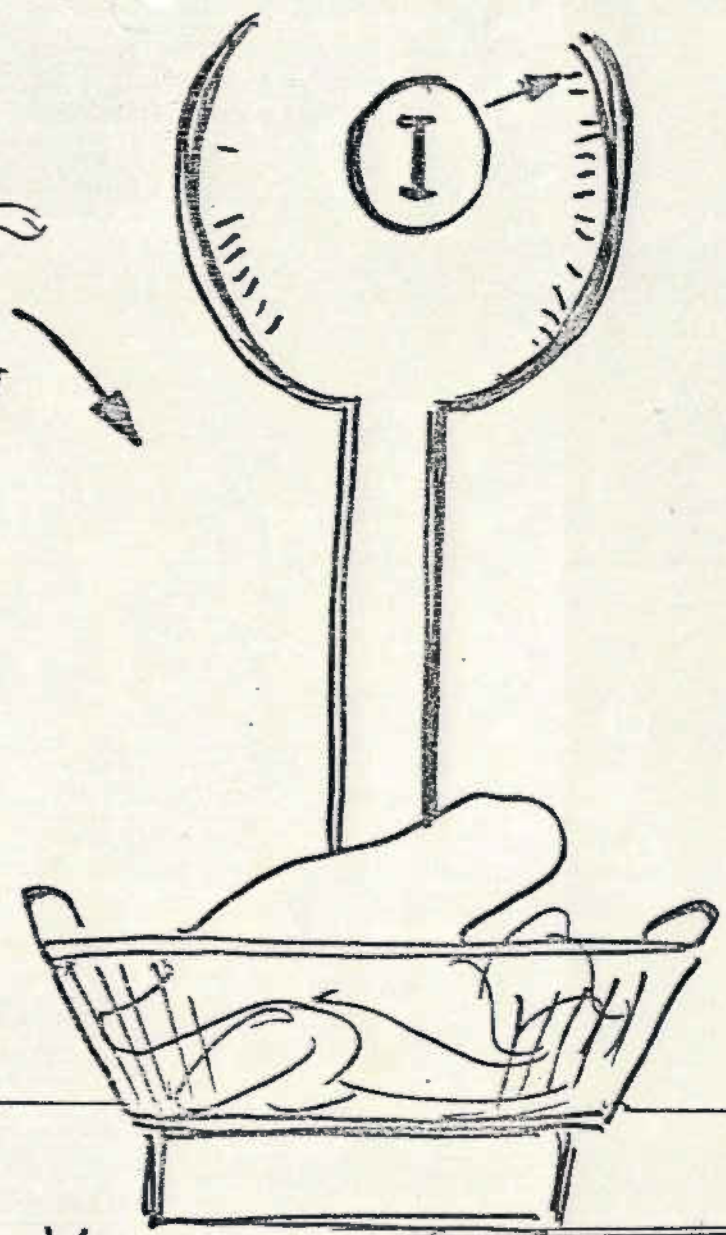
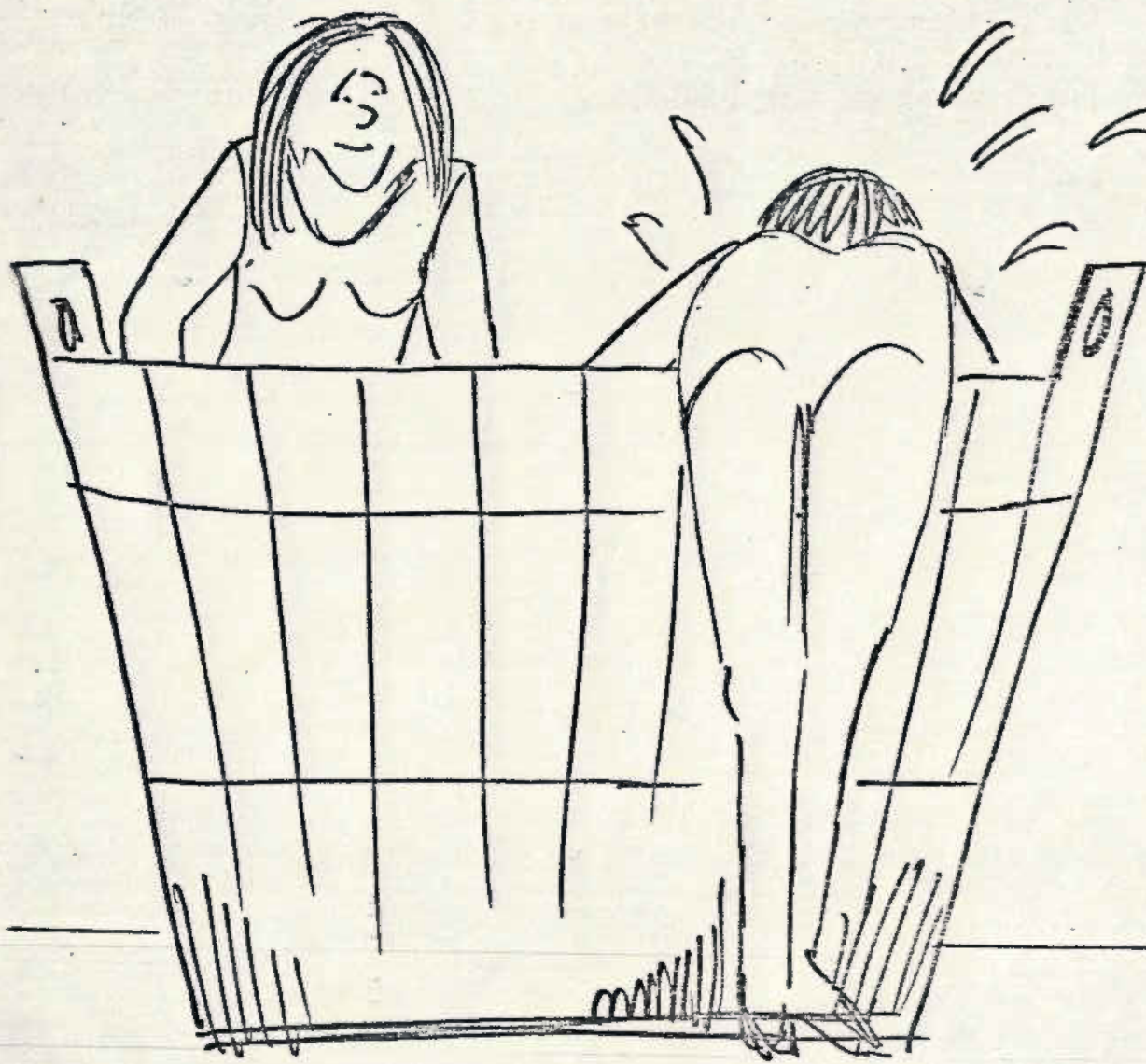
2 girls

NOT G.B (BANBURY)

FORMULA OF THE GAME:

2 x 3





# THE PAGE

METHOD:

An immense magpie has carried all the keys of the rooms in her nest. All these keys are now hanging around the nest. The page has to jump and try to catch the keys, marked in the colour of his country, from the nest and deposit them on the corresponding key-board.

VALUATION:

Number of keys (in the corresponding colour) on the key-board.

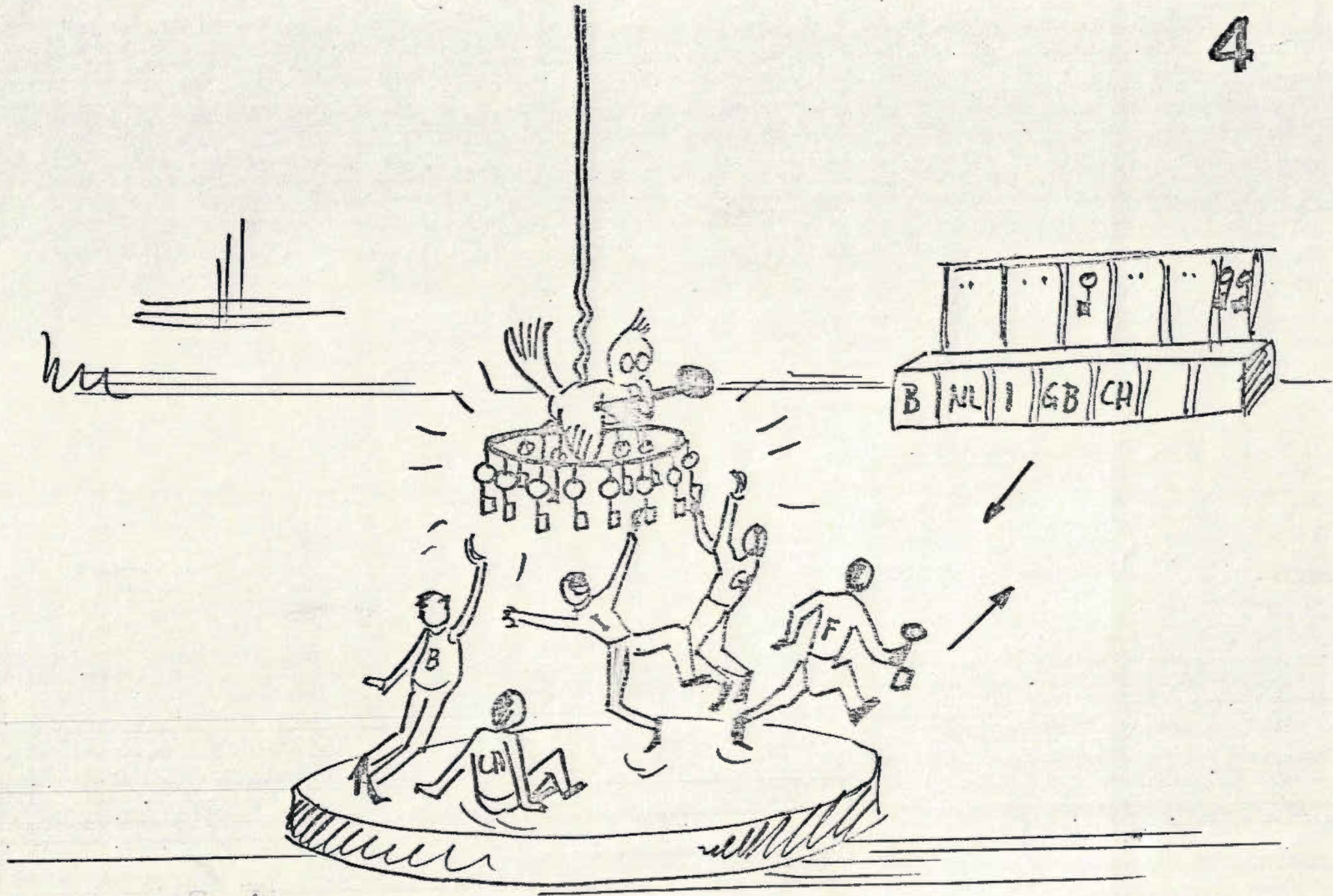
COMPETITORS:

✓ 1 man

FORMULA OF THE GAME:

1 x 6





# THE WARDROBE

METHOD:

After the customer gave the check to the cloakroom attendant he gets a cape or a scarf and a hat. With these articles of clothing he has to cross a passage with obstacles and get another check.

VALUATION:

Number of articles. Time limited.

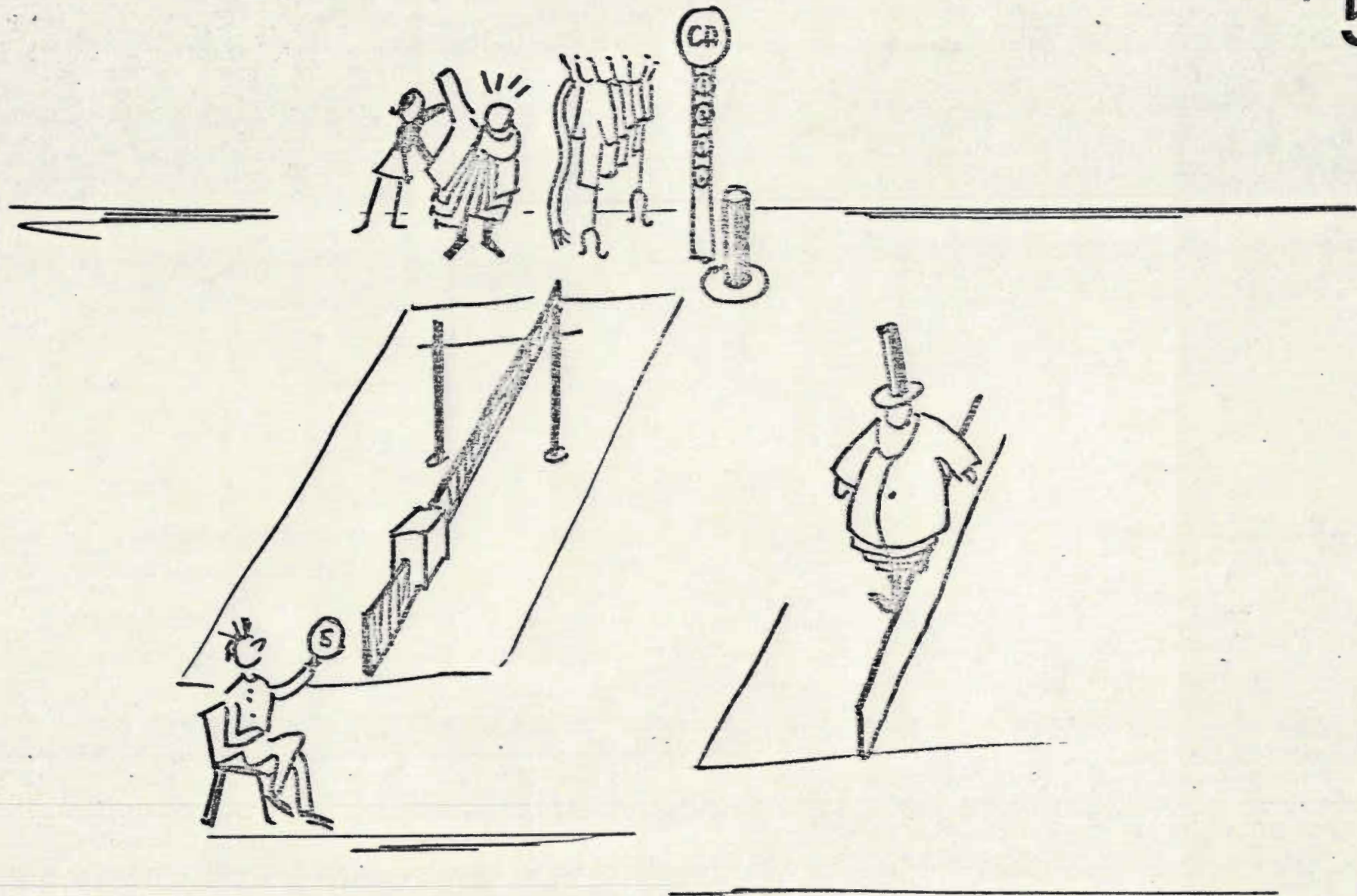
COMPETITORS:

✓ ~~2 girls~~ 1 GIRL  
✓ 1 man 1 MAN

FORMULA OF THE GAME:

3 x 2





Sketch

# THE QUICK WAITER

METHOD:

On the table-cloth of a long table are standing seven co-workers of the hotel, holding in their hands a tray with several objects. Next to the table stands the waiter. He has to draw away the table-cloth, while the staff have to jump up on the table.

VALUATION:

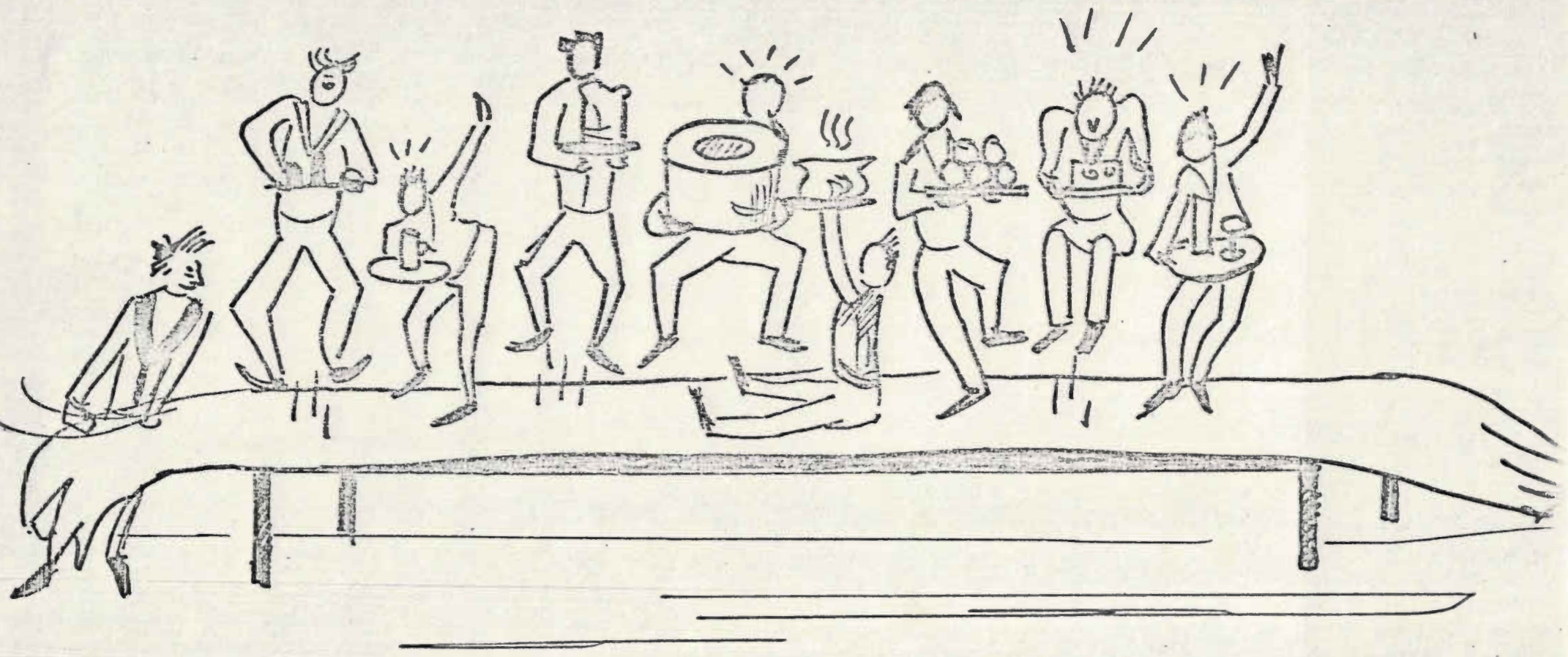
In the limited time the table-cloth has to be drawn away. Fallen objects will be deducted.

COMPETITORS:

✓ 8 men

FORMULA OF THE GAME: 6 x 1





? H. J. ... & ...

# THE COOK

METHOD:

The cook prepares a salad of sausage. For that he has to climb a climbing-pole of fibre, to take the corresponding food (sausages, cucumber, onions etc.) out of a basket. To reach the food he has to make swing the pole. He is only allowed to take one object at a time.

Near the climbing-pole could stand a girl who brings the articles of food to a table.

VALUATION:

Number of objects on the table. (Two objects of the same kind are not counted).

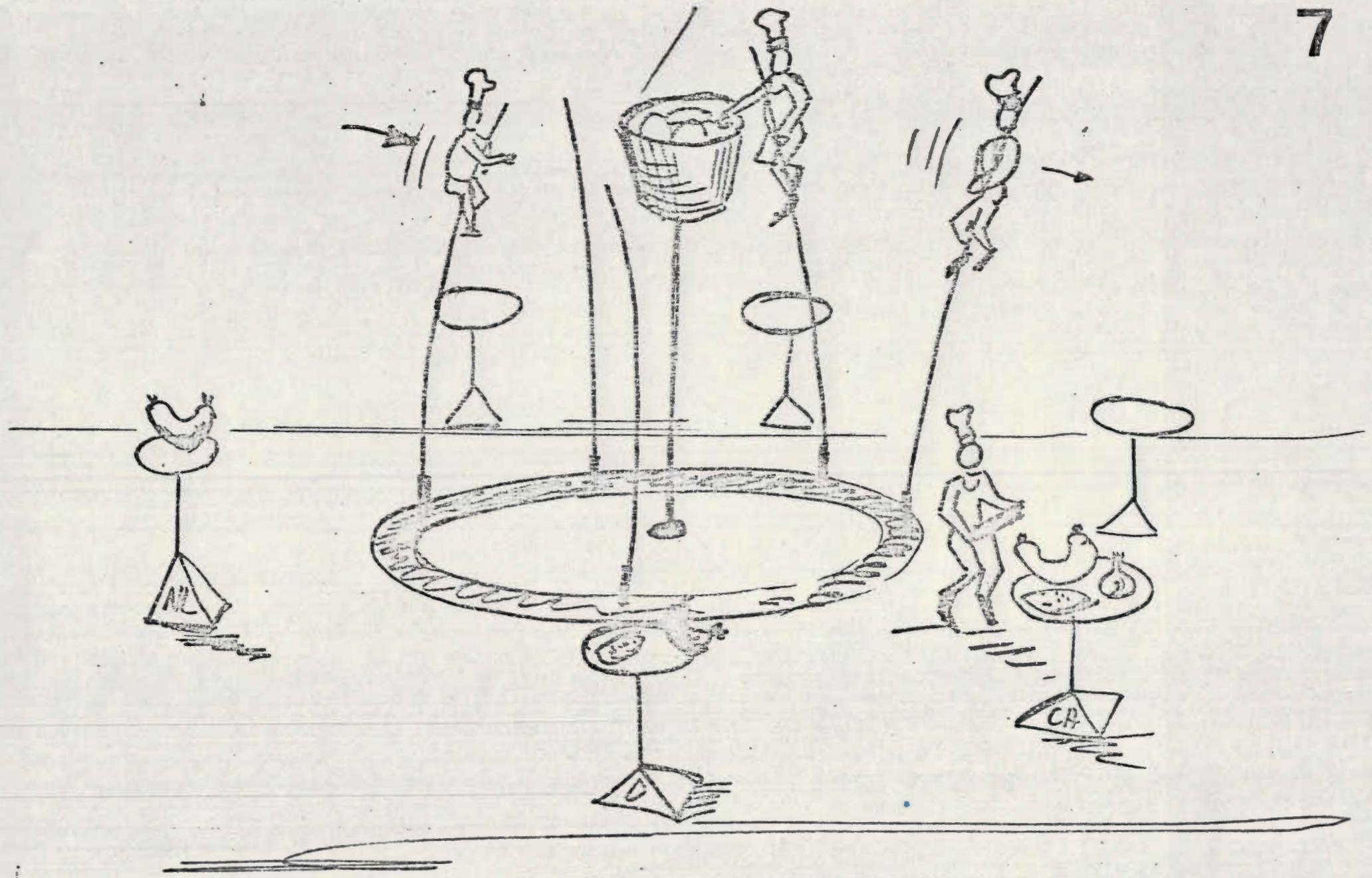
COMPETITORS:

✓ 1 man  
✓ 1 girl

FORMULA OF THE GAME:

1 x 6





# SOUVENIRS

METHOD:

The guests leave the hotel with souvenirs. They have to load a cart with as many souvenirs as pieces of luggage as possible. Besides, four guests have to ride on the cart.

VALUATION:

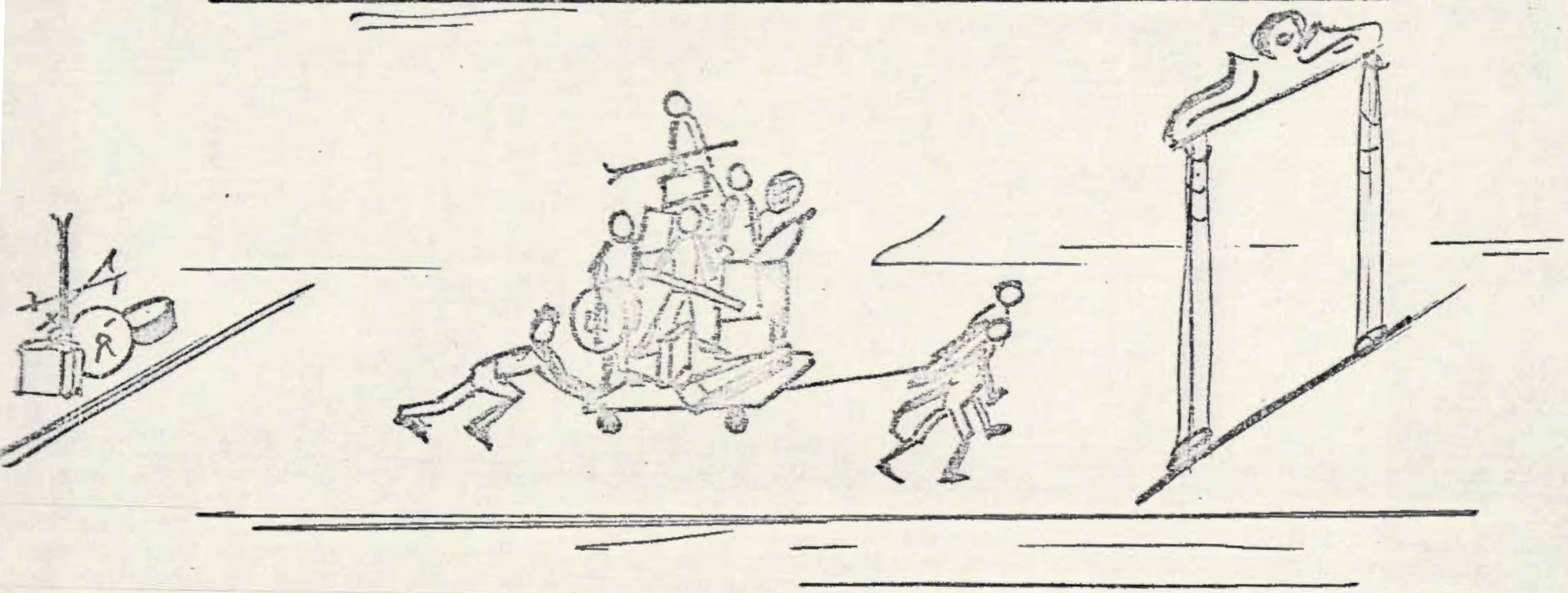
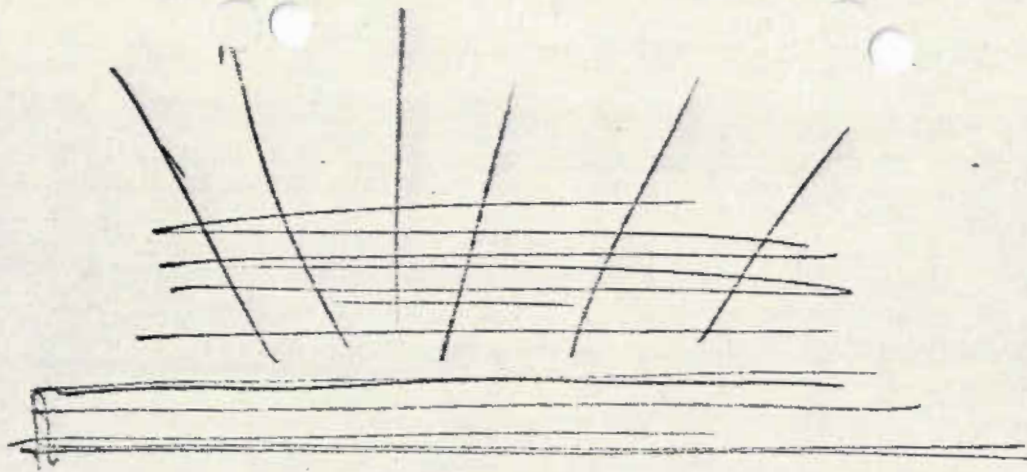
In the limited time the cart has to arrive on the signed mark. Fallen down or not transported objects will be deducted.

COMPETITORS:

~~1 girl~~ 4 GIRLS ✓  
~~6 men~~ 1 MAN ✓

FORMULA OF THE GAME: 1 x 7





# FIL ROUGE

## THE PIANIST

METHOD:

On a platform of approximately 1,50 m of height is placed a piano. The pianist stands on a board, carried on both sides by a heap of tins. The other six pianists have now the occasion to interrupt his playing by throwing balls on the tins, in order to make fall down the pianist.

VALUATION:

The time the pianist is able to play without interruption.

COMPETITORS:

~~8 men~~ 1 MAN ✓  
~~2 girls~~

FORMULA OF THE GAME: 7 x 1



# FIL ROUGE

