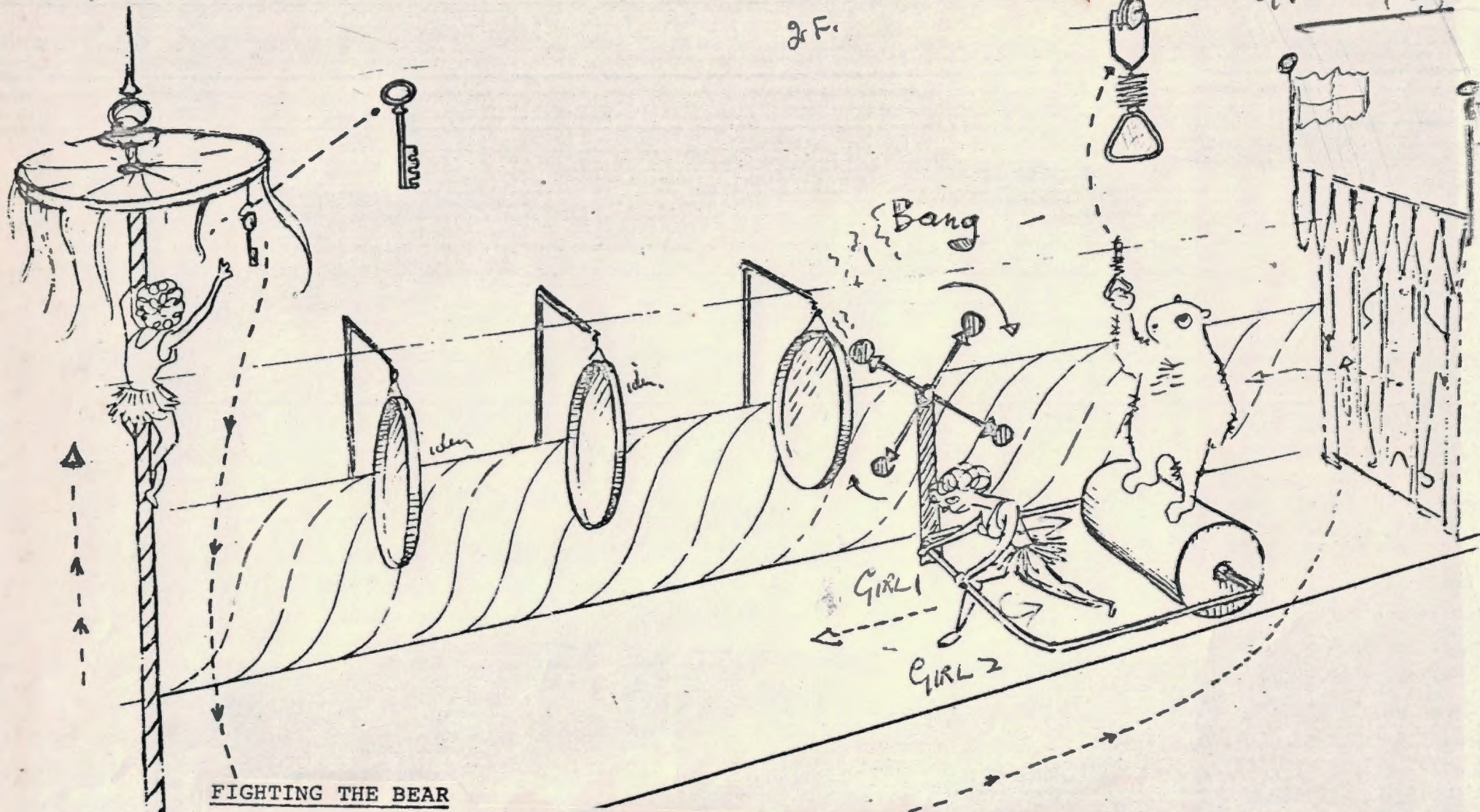


IM
2F.

GAME 2.



FIGHTING THE BEAR

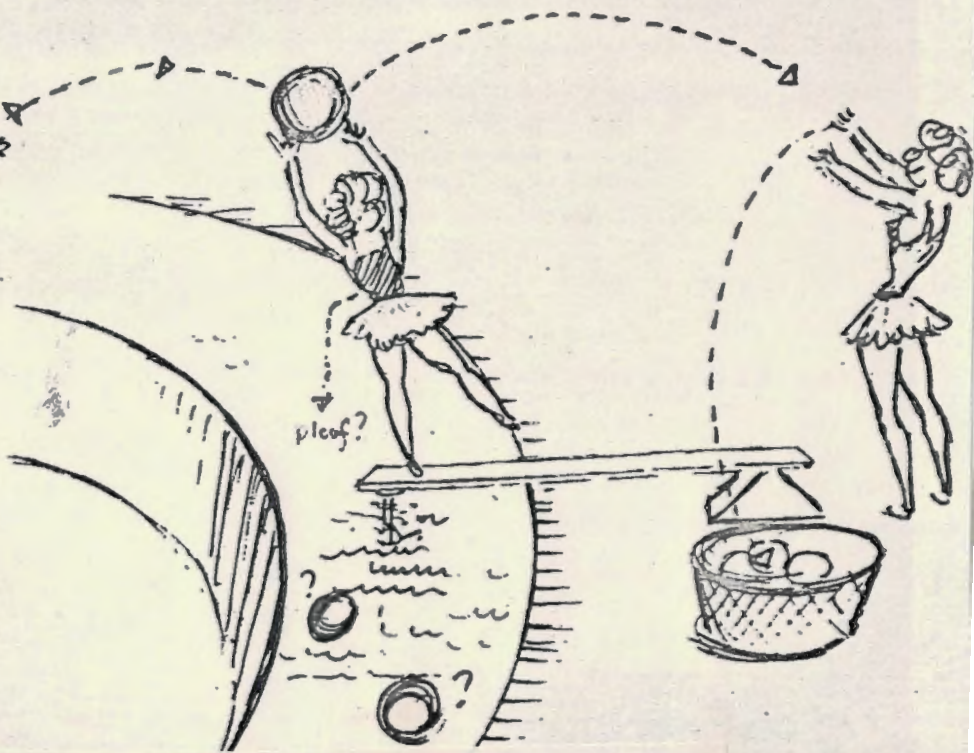
From the start, a girl will climb the mast where she gets the key of the cage in which the bear of her team is kept locked up. She will open the door to the cage and help the bear onto a barrel which she then pulls towards the winningpost. The bear may keep his balance by gripping a hold that runs on an overhead cable. With the other hand he will strike 3 or 4 gongs by hitting a swinging arm connected to another arm that follows the swinging motion and may throw off the bear from his barrel by hitting his back. The girls may continue to pull only if and when the gong has been struck. The purpose consists in covering the track in a minimum of time.
 Per team : 1 boy/1 girl.

14

3F.

GAME

3



THE MERRY-GO-ROUND

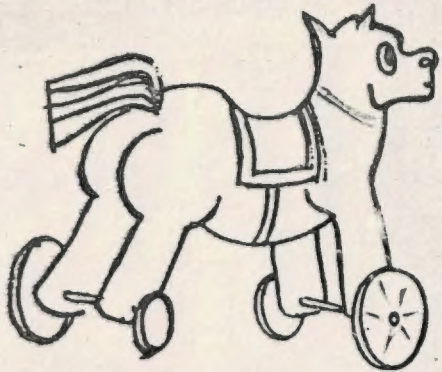
The merry-go-round has two seats for each team ; one of each pair of seats carries the basket filled with balls. The contestants riding the merry-go-round pitch these balls in the direction of their team-mates. These team-mates are standing on a balanced girder above a water pool and try to catch a maximum number of balls. Contestants who drop into the pool must leave their place to the next in line.

Per team : 1 girl riding the merry-go-round.

2 girls for catching the balls.

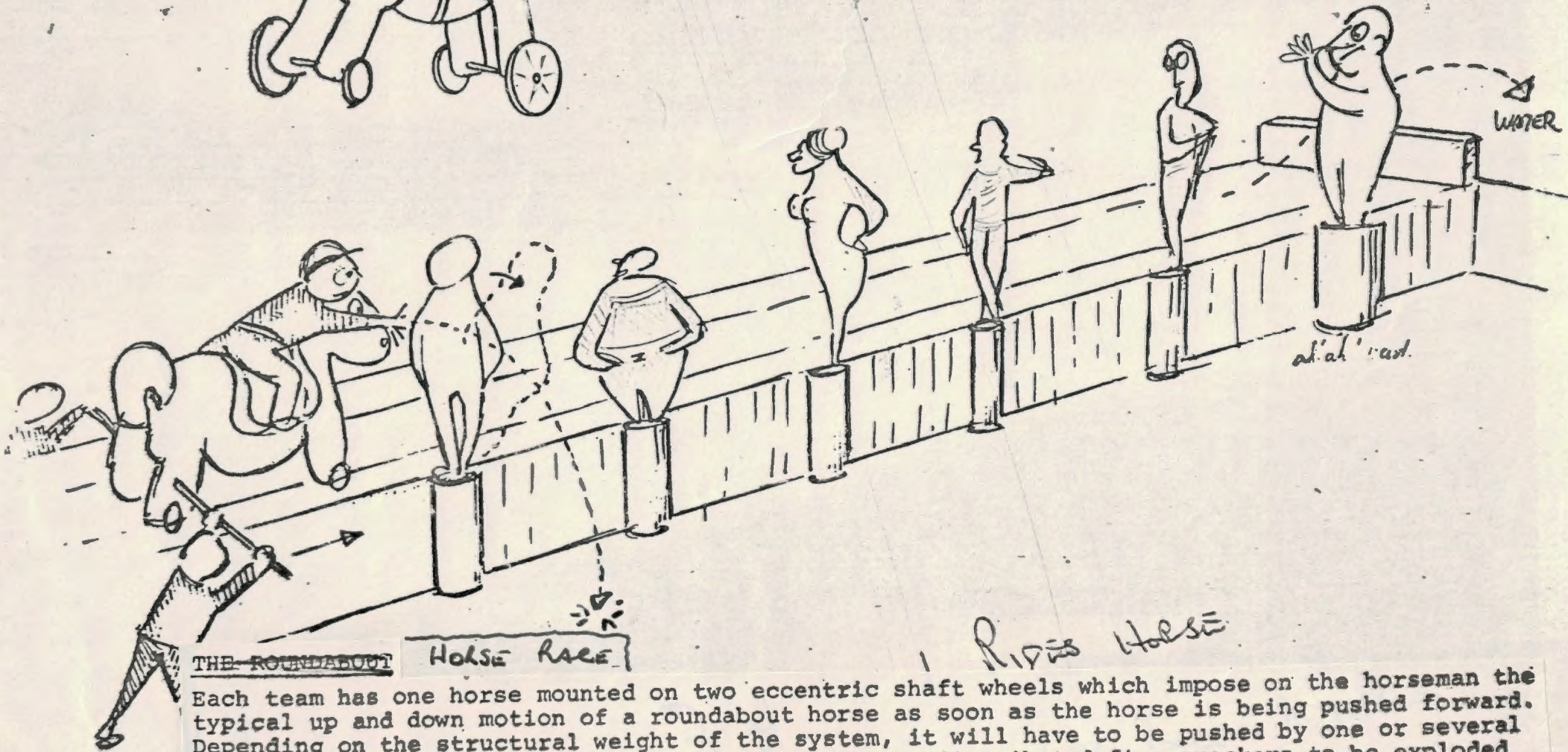
+ 1 boy

Game 4. Fil rouge



3 M.

- 1 RIDES HORSE
- 2 ADVERSARIES.

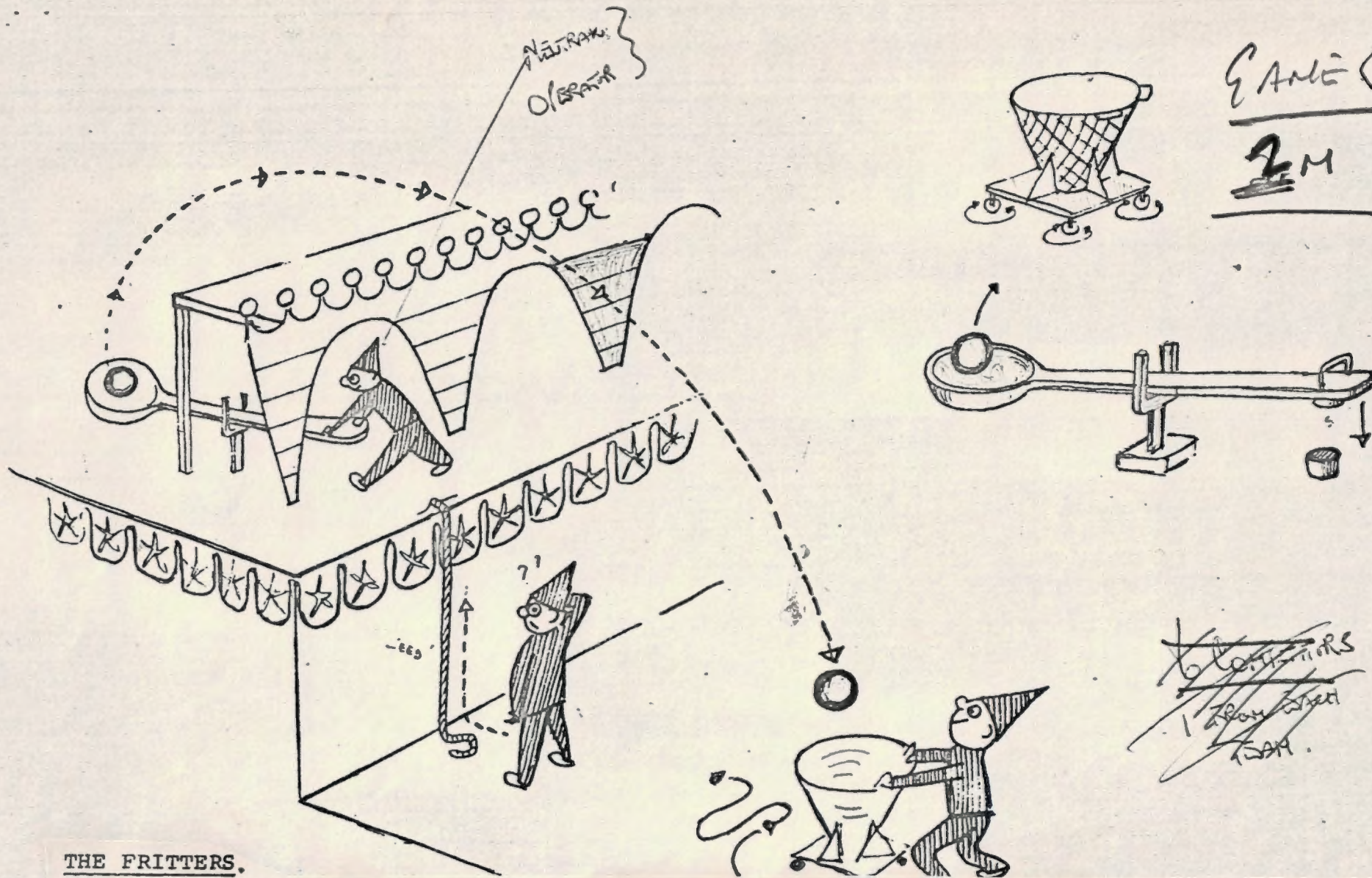


THE ROUNDABOUT

HORSE RACE

1 RIDES HORSE

Each team has one horse mounted on two eccentric shaft wheels which impose on the horseman the typical up and down motion of a roundabout horse as soon as the horse is being pushed forward. Depending on the structural weight of the system, it will have to be pushed by one or several contestants. Over a semi-circular distance will be distributed fire-crackers to be exploded or suspended items to be collected. The structural design of the system will include a hold-fast bar for the contestant! 3 boys



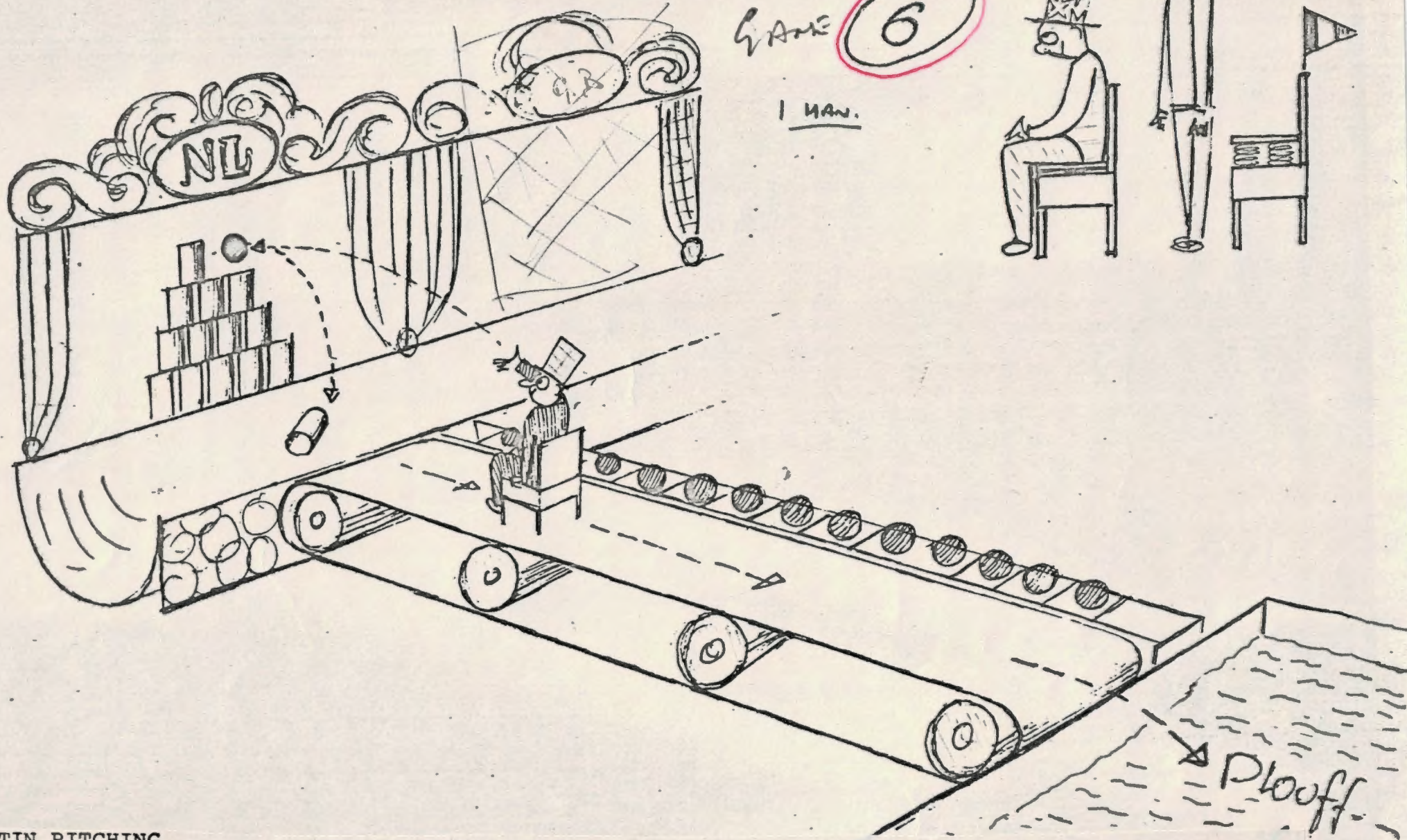
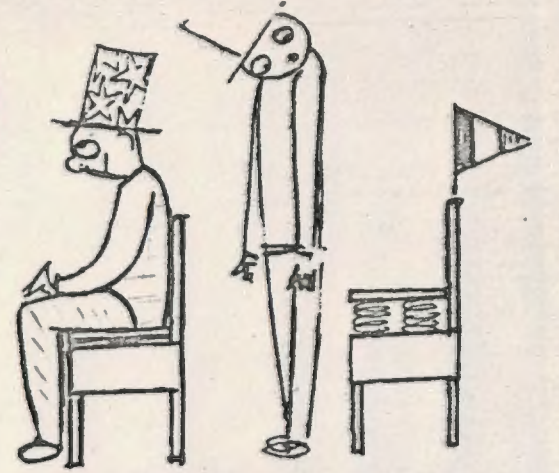
THE FRITTERS.

From the start, four contestants of each team will run to the wall of the fritters stand. Two of them climb to the top where they find 10 fritters each. They will have to "hurl" these fritters onto the field by using a heavy hammer to strike the 2nd half of a swing. Contestants number three and four pick up their cone and try to catch a maximum number of fritters. These cones will be installed on a rolling platform. Each team will have to catch a maximum number of fritters in the shortest possible time.

Per team : 4 boys. 4

GAME 6

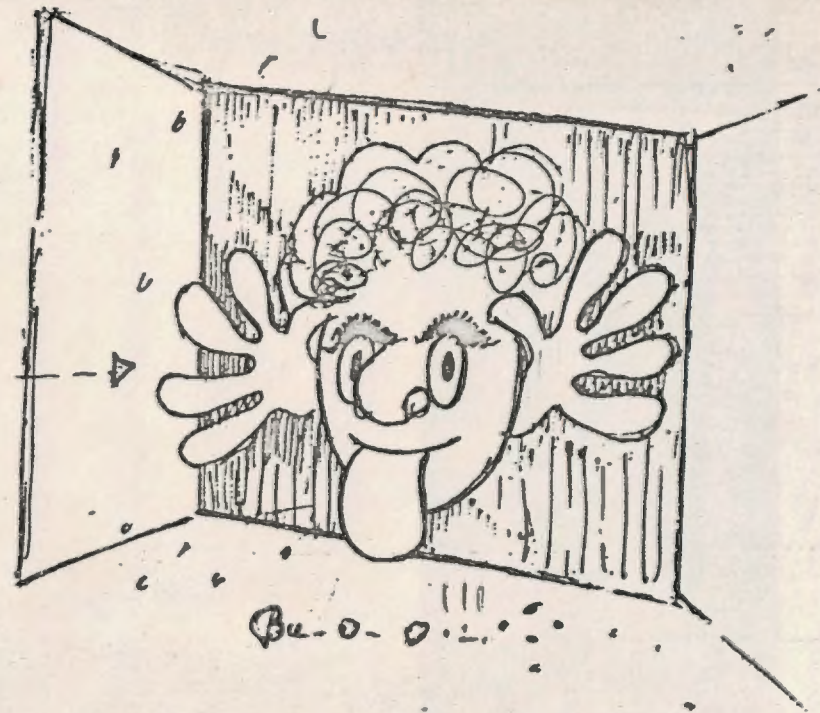
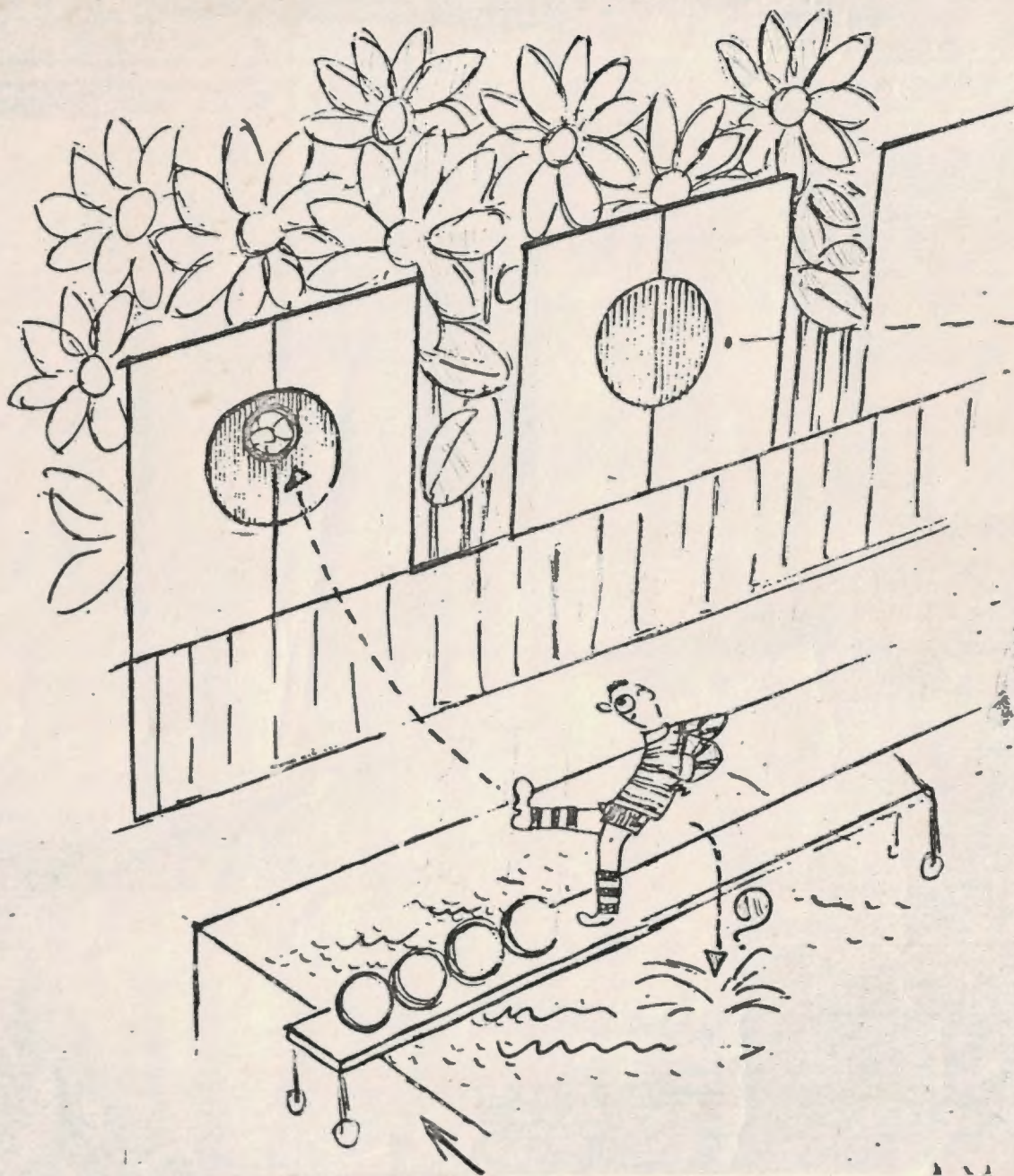
1 MAN.



TIN PITCHING

On a conveyor belt has been installed a chair on which a contestant will sit. The chair will move slowly to the rear (above a pool) which will allow the contestant to stretch a catapult that he may release at any time. His interest will be to stretch the catapult as tight as possible before releasing the device. By releasing the system he may throw over tins set up in a pile at the other end of the game area. 1

op

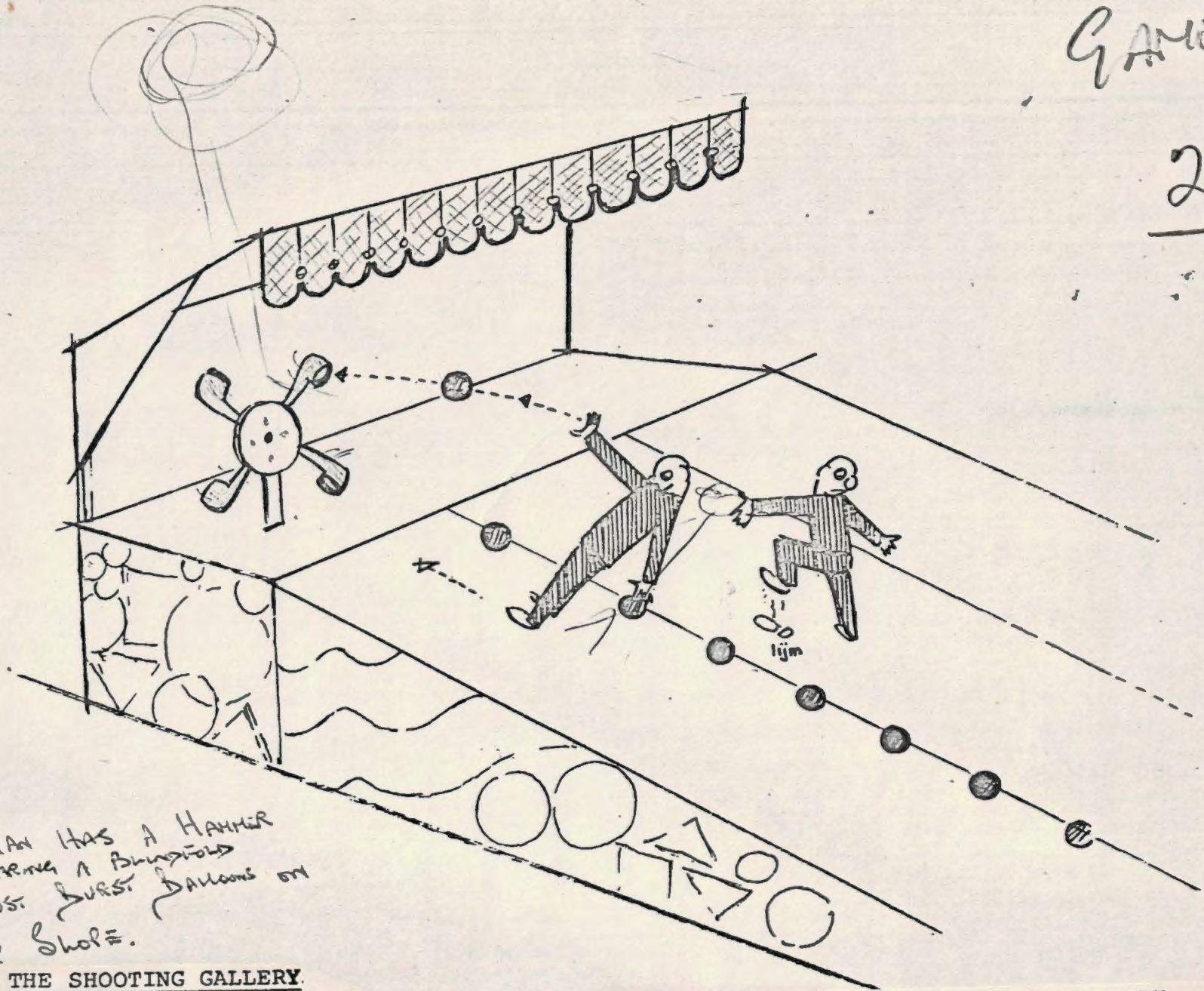


3M
GAME (7)

Three men in turn kick footballs at the target. When the target is cleanly struck, the doors open and reveal a clowns face.

GAME 8

2 M



2 MEN.

~~THE~~ MAN HAS A HAMMER
 AND IS ALSO WEARING A BLINDFOLD
 AND MUST BURST BALLOONS ON
 WAY UP SLOPE.

THE SHOOTING GALLERY.

A long sloping surface will be coated with very strong glue that is NOT SLIPPERY. As opposed to the slippery obstacle caused by soft soap, any contestant will have to increase his efforts as he climbs the slope. At the top we have a rotary target wheel with large-sized pipe-bowls for each team. The contestant will have to shoot all pipe-bowls off the target wheel carrying the letter of his country by means of a gun found at the top of the slope.

Per team : 2 boys.