

WESTDEUTSCHER RUNDFUNK

- T é l é v i s i o n -

COLOGNE

JEUX SANS FRONTIERES 1975

M A N N H E I M

le 15 juillet 1975

LA POSTE

TEAMS: - B NL I CH D F GB

JUDGES: - NL I D B F GB CH

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LA POSTE

Titres des jeux	manches filles garçons		sans	
1. Poste aérienne	1 x 6	2	-	F
2. Le charriot de bagages	3 x 2	-	5 + 1 en- traîneur	GB
3. Le tampon à oblitérer	2 x 3	1	-	I
4. Les boîtes postales	1 x 6	-	1	NL
5. Le coup de téléphone	3 x 2	1	4	B
6. Le facteur	2 x 3	1	1	CH
7. Le tapis-roulant	3 x 2	1	3	D
8. Les paquets	1 x 7	1	1	
9. Fil rouge: Attention! Chien méchant!	7 x 1	1	3	
10. Jeu de réserve: La chaîne vivante	1 x 6 ou 1 x 7	-	5	

L'équipe comprend:

+
+

4 + 8
1 entraîneur
1 entraîneur assistante

GAME 1: AERIAL POST

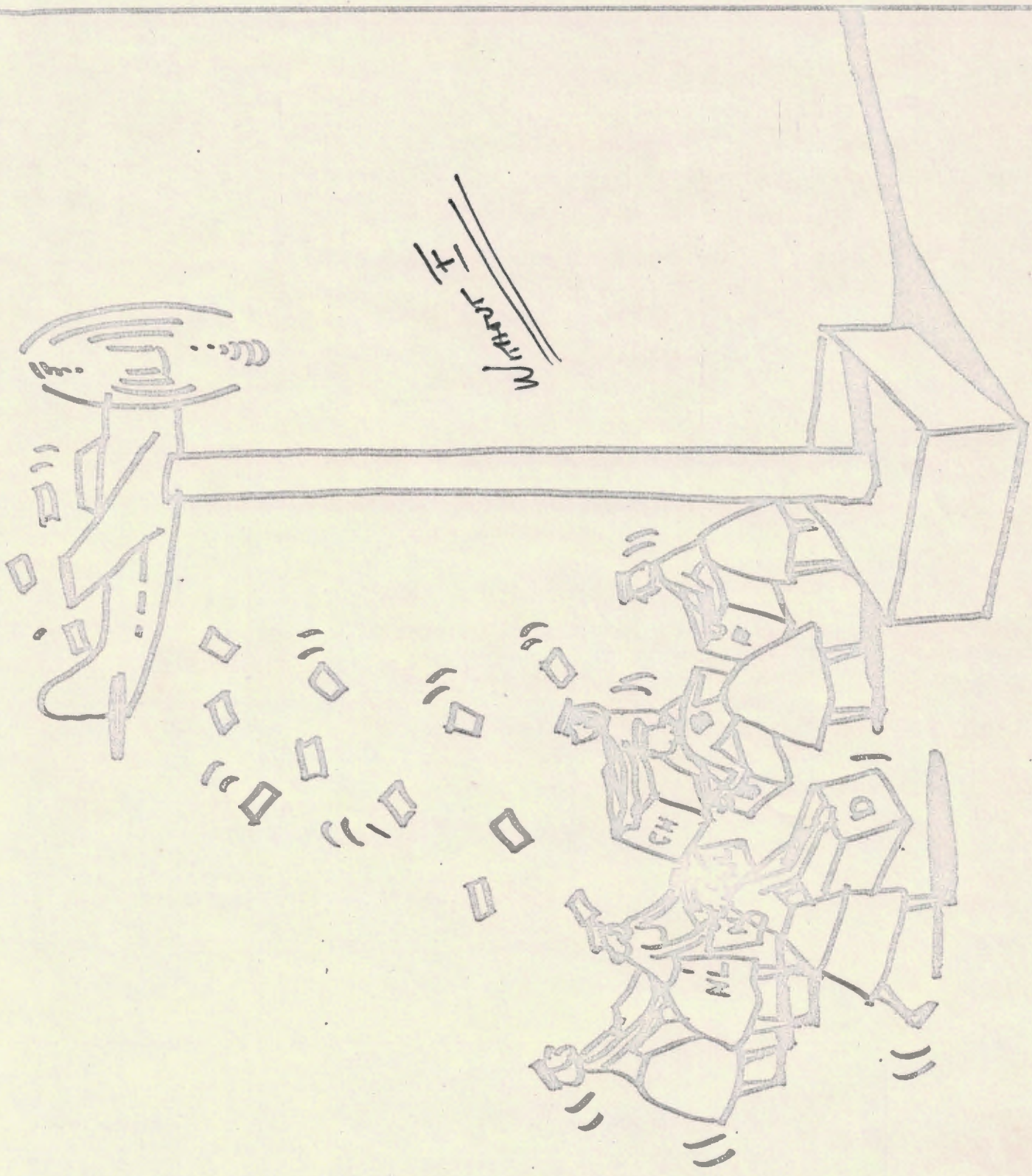
1 girl.

1 heat of 6 teams.

Without France.

F Stoney Be 1st
on Fil Bayk.

In the centre of the arena is a tall mast on the top of this mast turning round is a model aeroplane which throws letters into the arena. 6 girls are positioned around the mast each dressed as post-women. Each girl holds an outsized post-bag and she must attempt to catch the letters in the bag as they fall to the ground. Only letters which are caught will be counted.



Wasser F

1. LUFTPOST

GAME 2: BAGGAGE TRAIN

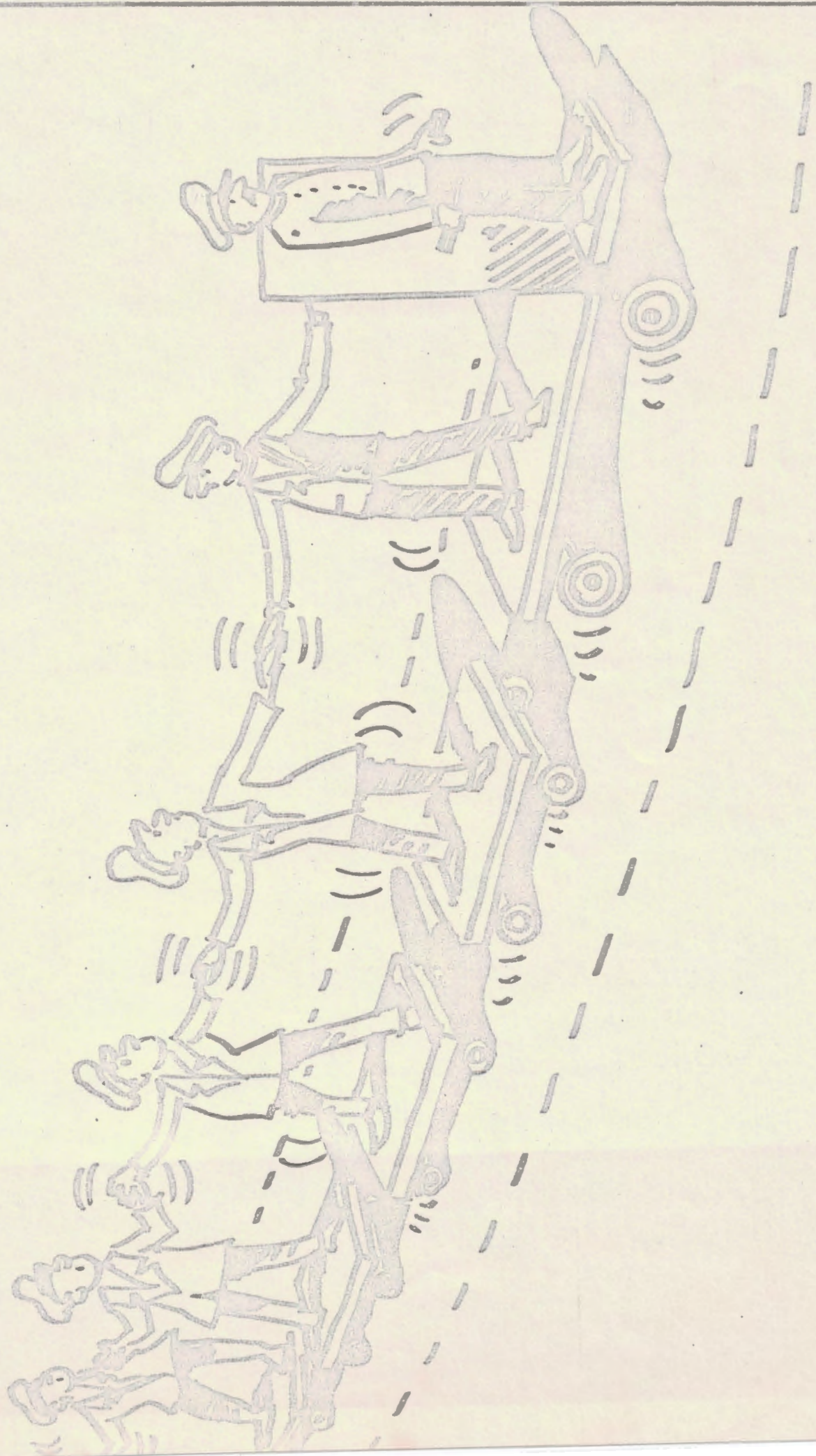
5 men plus the captain.

3 heats of two teams

Without Great Britain

The driver operates an electric post-wagon which has behind it four small wagons. The wagons are connected to each other by the competitors standing on each wagon holding hands. The train travels through a circuitous route. If the chain breaks the driver must reverse the wagon to make up the chain once again.

There will be a draw for each electric wagon.



2. DER GEPÄCKWAGEN

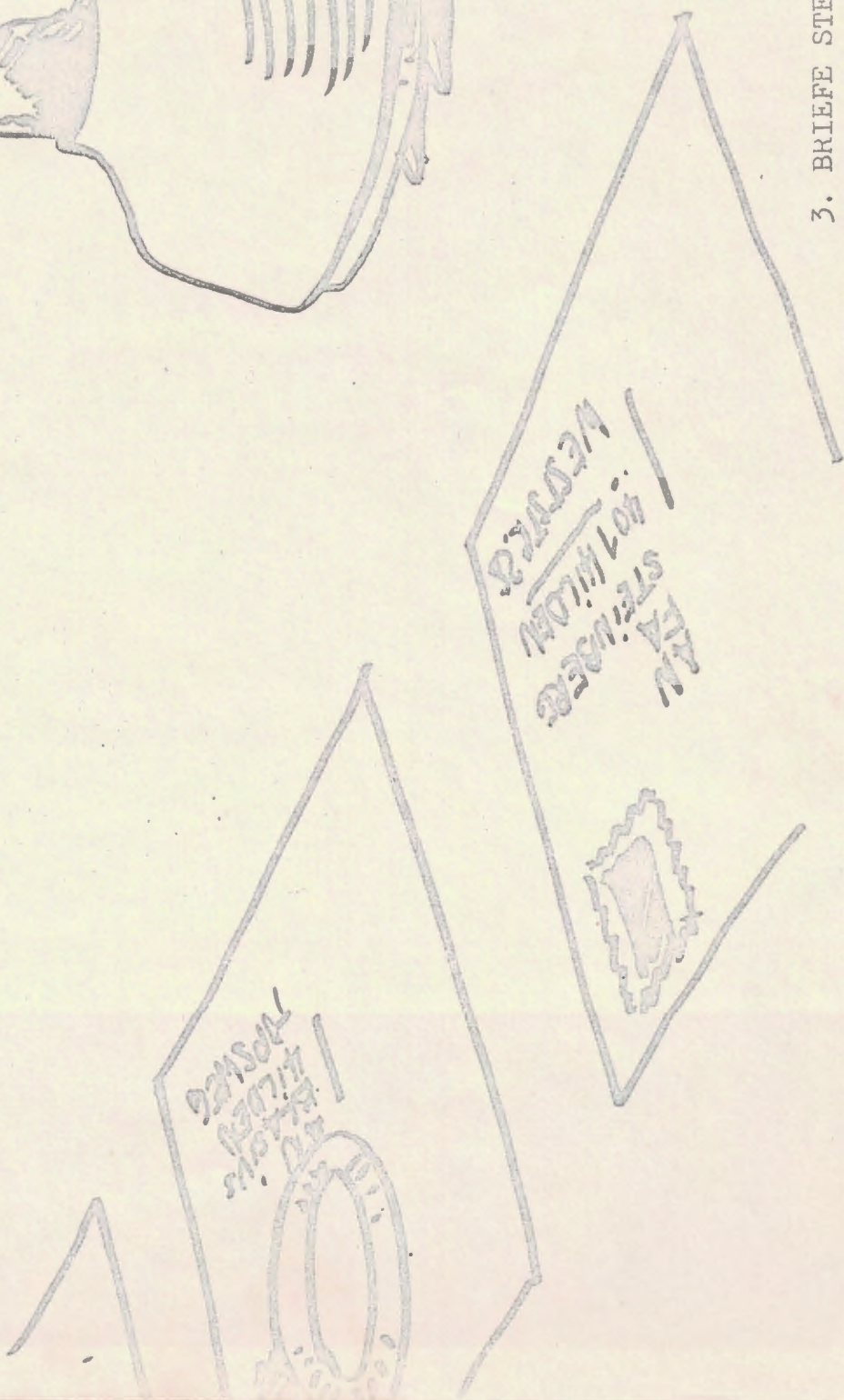
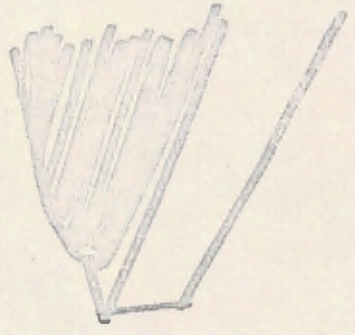
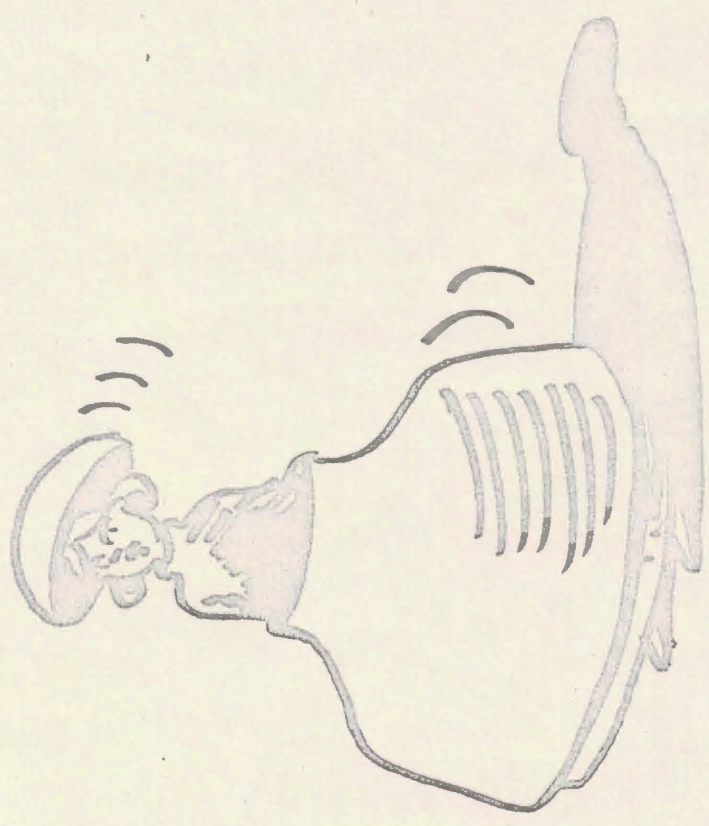
GAME 3: THE RUBBER STAMP

1 girl per team.

2 heats of 3 teams.

Without Italy

The girl competitor is disguised as a rubber stamp. At the beginning of the game she must lift up her skirt and jump on to a pad which is covered in ink. Having collected ink on her she must then hop forward to one of the letters which is laid out in front of her and cancel the stamp. Each time she returns to the stamping pad and the winner will be the girl which cancels the most letters.



3. BRIEFE STEFFLN

GAME 4: THE POSTAL BOX

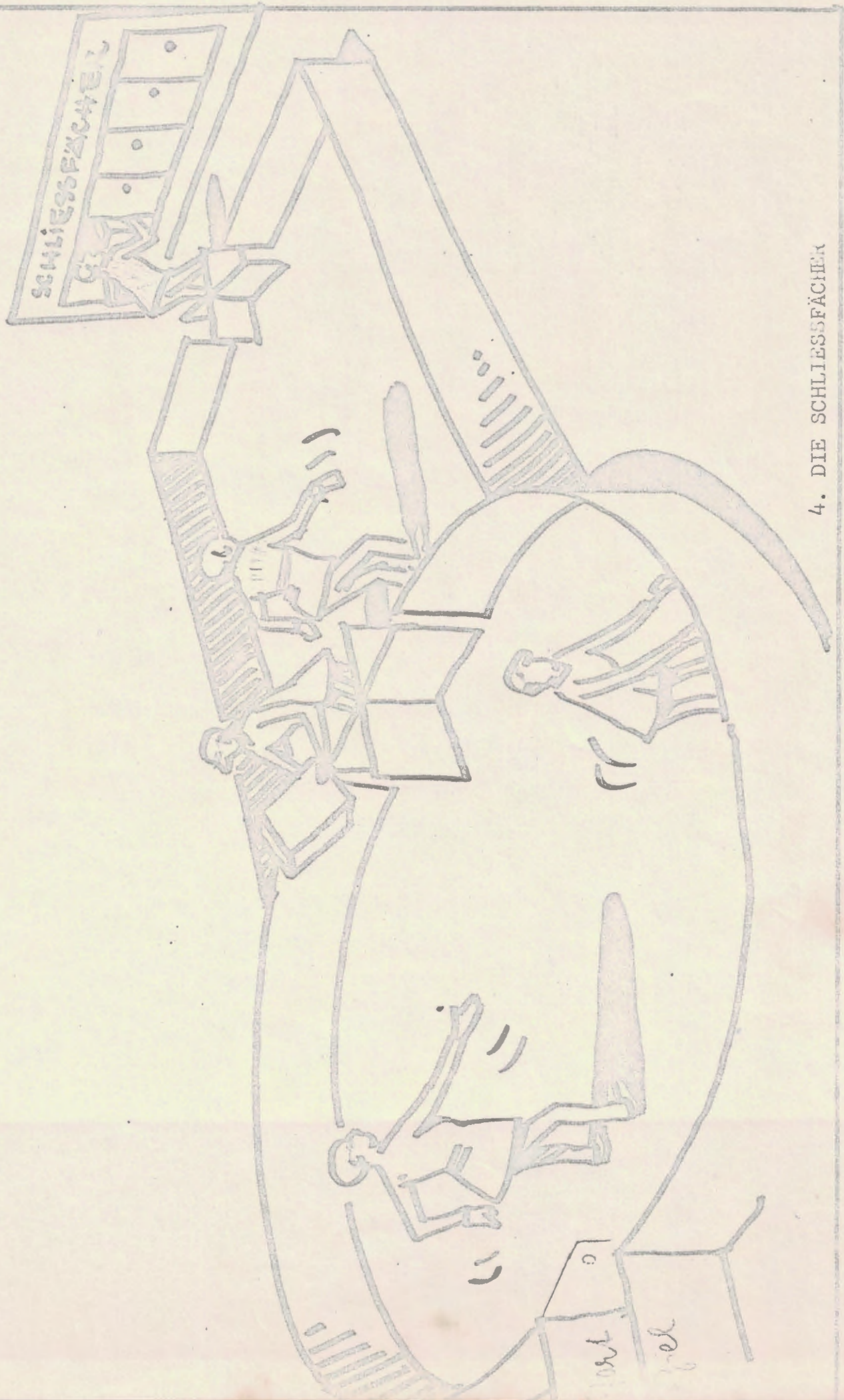
1 man per team

1 heat of six teams

Without Holland

The whole of the area is surrounded by a small wall and the six competitors are blindfolded. At the start of the game they must move down the arena through various turnstiles to the postal boxes. Having reached the boxes they must open one of them and take out a parcel. With this parcel they must return back along the same course, the winner being the competitor who arrives first.

In each box there is one parcel and obviously, the first competitor to arrive will have the greatest opportunity to select a box. Competitors arriving later will find that many of the postal boxes are already empty.



4. DIE SCHLIESSFÄCHER

GAME 5: THE TELEPHONE RELAY

1 girl: 4 men:

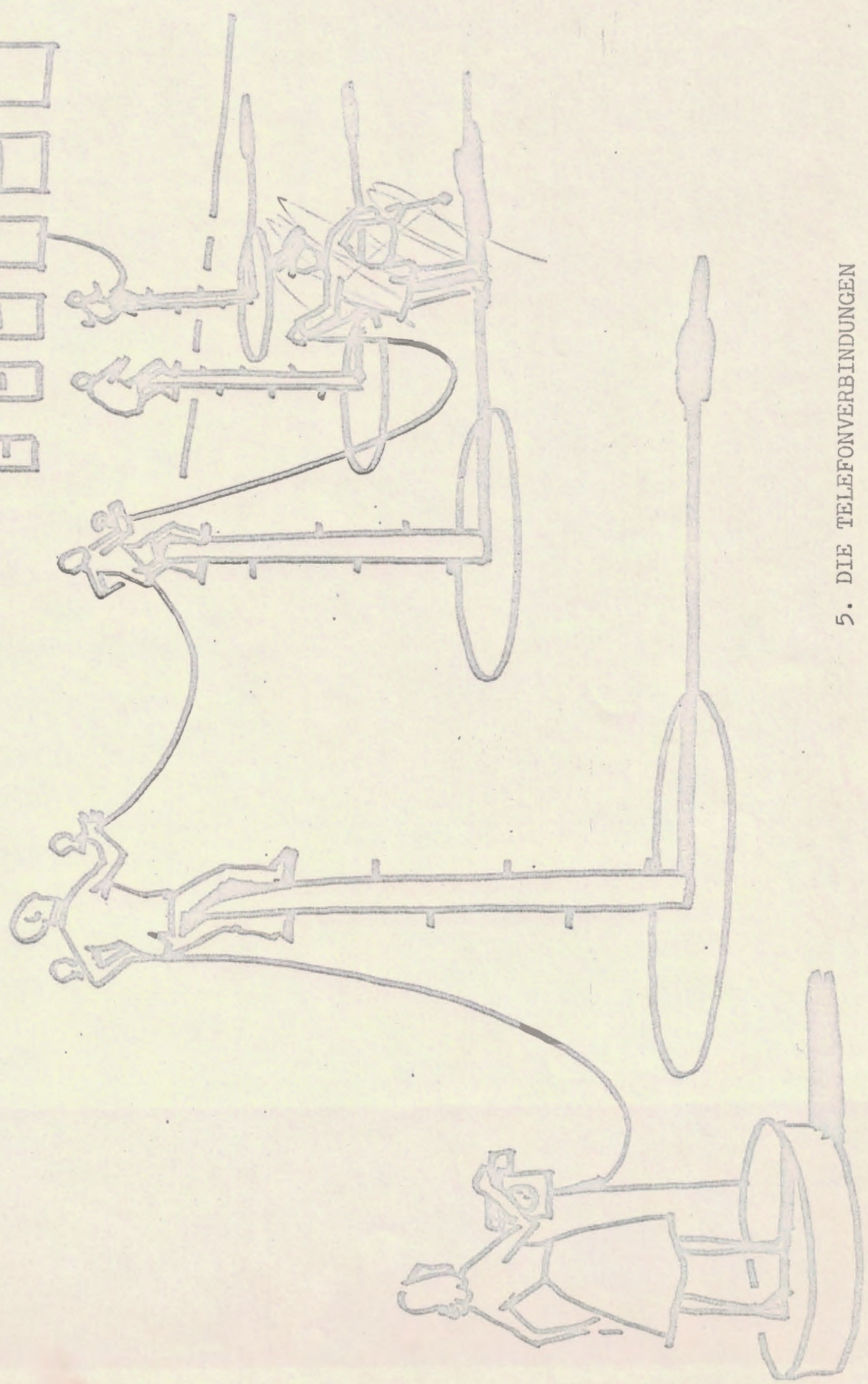
3 heats of 2 teams.

Without Belgium

Along the course there are 4 telegraph poles and it is the task of the competitors to connect these poles together with the wires which are supplied to each team. At the beginning of the game the girl competitor gives the first wire to her male companion who has already climbed the first pole. He then makes the connection with an electric plug and throws the remaining end of the cable to his team mate who has climbed the second pole. In this way the wires are connected from pole to pole until the 4th connection has been made. The young lady is then able to return to her telephone which will put her in direct contact with the commentator in his box who will then pass a message to her.

This is the end of the game. Security belts are provided for the pole climbers.

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5. DIE TELEFONVERBINDUNGEN

GAME 6: THE POSTMAN

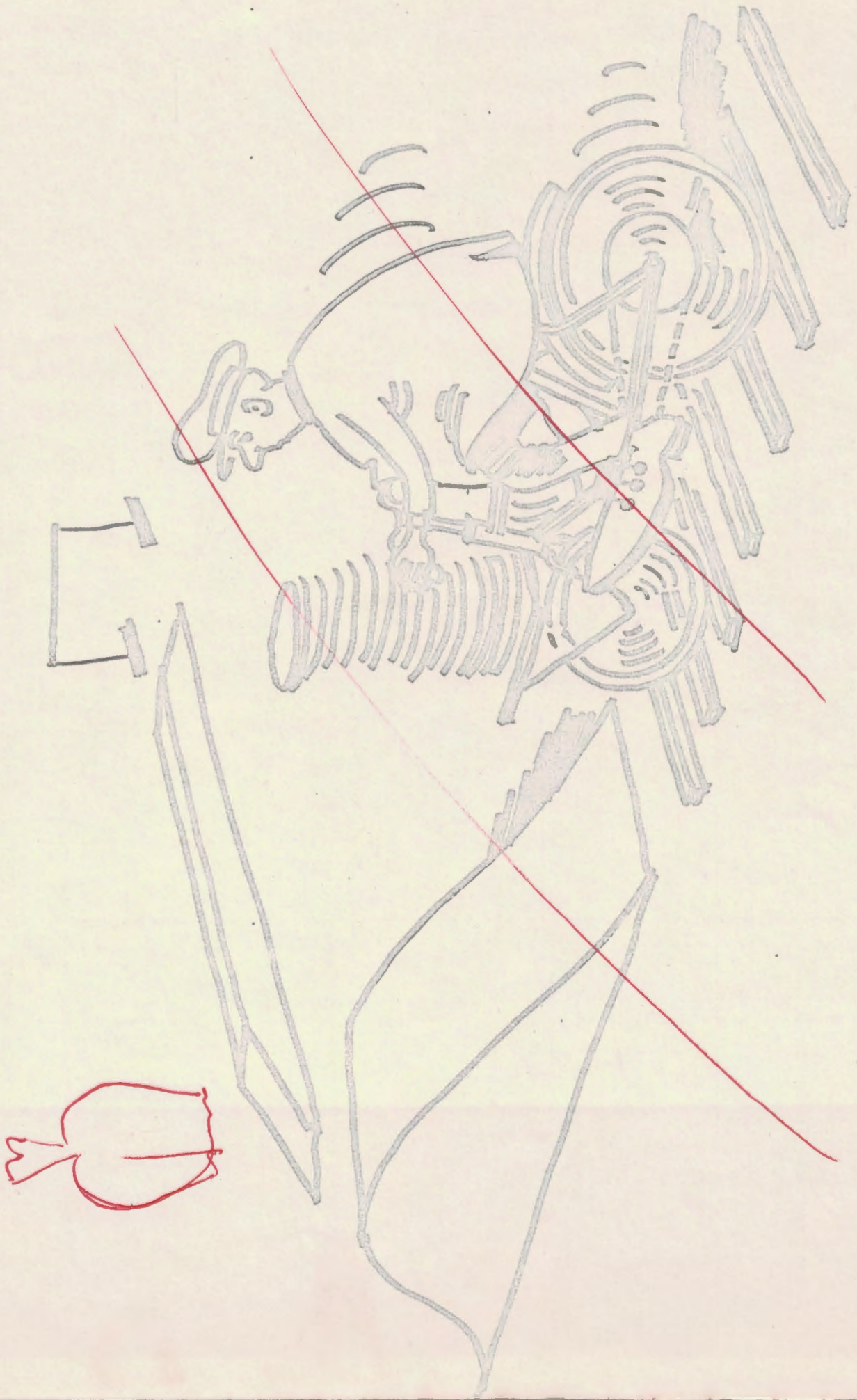
1 man.

2 heats of 3 teams.

Without Switzerland.

The competitor rides a bicycle and has to negotiate various obstacles. The front wheel of the bicycle is much smaller than the rear wheel and, therefore, when peddling, the back moves quite rapidly. The competitor is wearing a very large postman's uniform which will obviously make it difficult for him to negotiate the bike. He is also carrying a pile of money on the carrier of the bike and should any of this fall off, as he is passing through the obstacle course, then he must stop and re-build the pile.

The winner will be the competitor who arrives with all the money in the fastest time.



GAME 7: THE REVOLVING CARPET

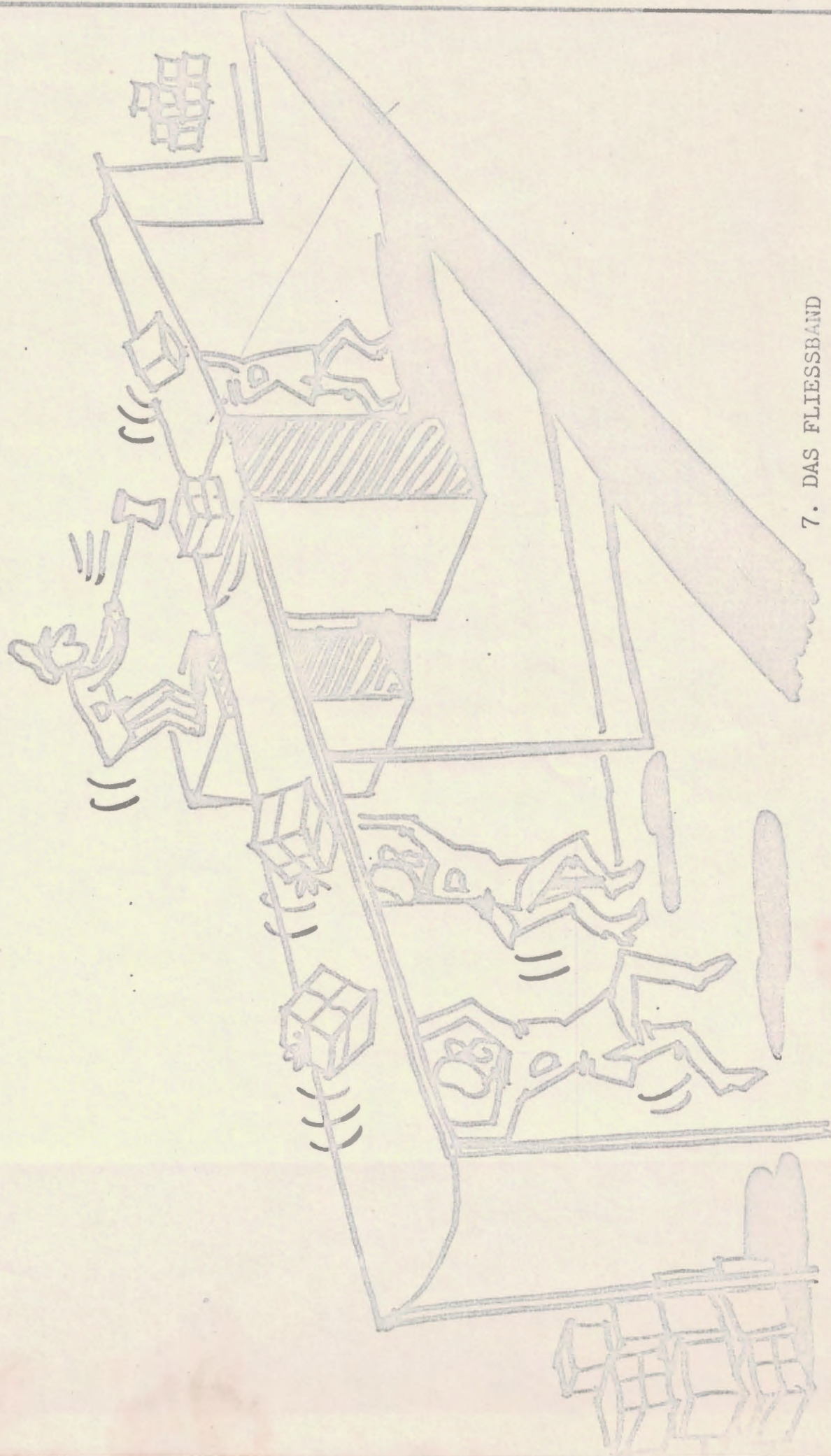
1 man: 3 girls.

3 heats of 2 teams.

Without Germany.

A narrow carpet, 15m. in length, is fixed at either end of the course. The male competitors must push the parcels which are supplied, along the carpet and as they arrive at a certain platform along the course, the girl competitor stamps them as indicated on the drawing. The parcels should then be delivered to the end of the carpet and placed in a pile.

The winner will be the team which transports the largest number of parcels in the shortest time.

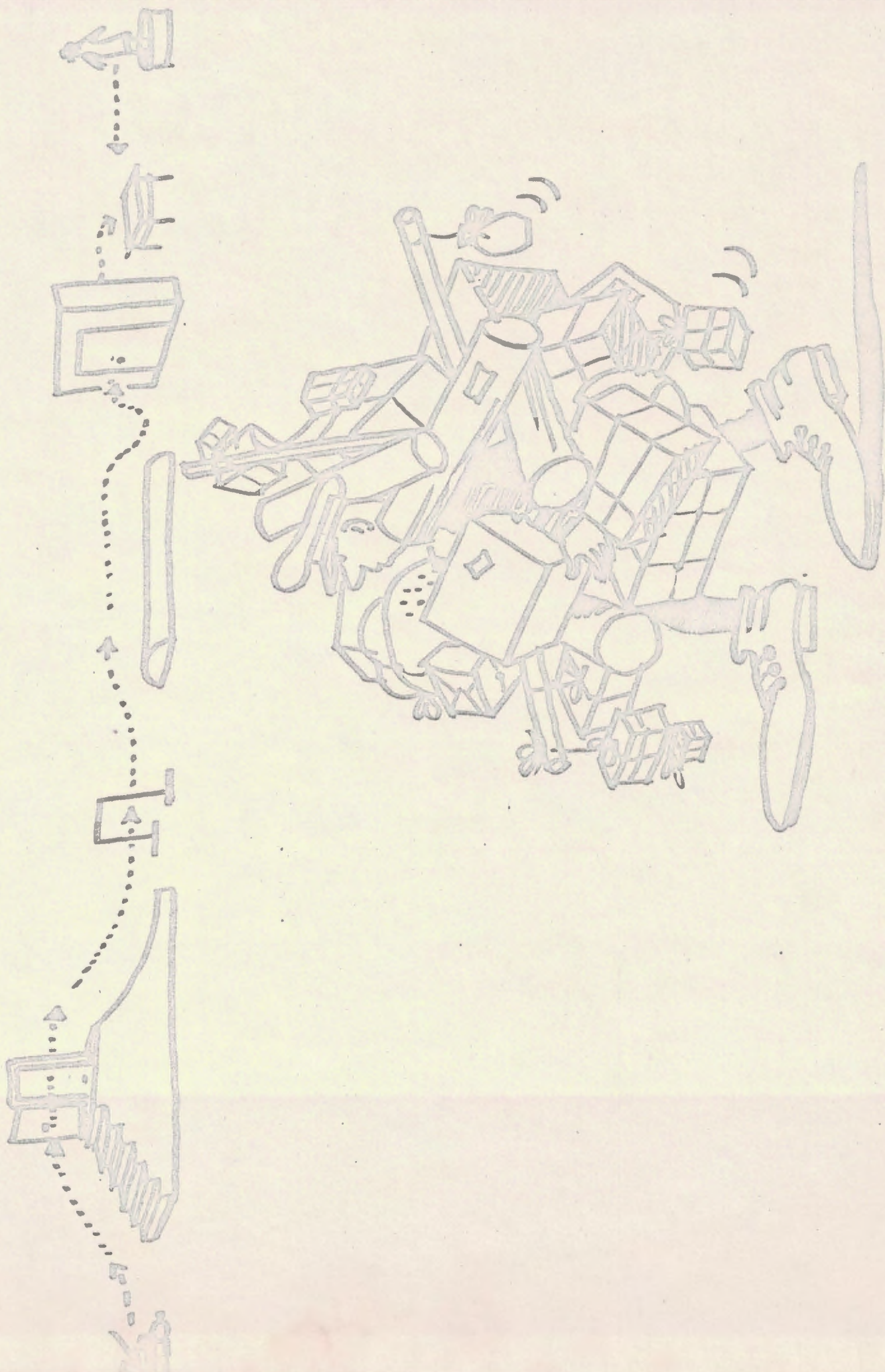


GAME 8: THE PARCEL MAN

1 man: 1 girl.

1 heat of 7 teams.

At the beginning of the course there are a large quantity of parcels of varying sizes. The postman will be given several pieces of small cord in order to tie the parcels together. He is allowed to tie them in any order he wishes and having done this he must set off along an obstacle course. He eventually arrives at a door, he must ring the bell and the girl competitor then opens the door, helps him through and assists him in piling up the parcels.



8. DIE PAKETE

FIL ROUGE:

1 man: 1 girl. plus 2 boys disguised as dogs from an opposing team

The girl competitor stands at the door of the house and the postman stands at the garden gate. Between the two of them is a revolving carpet on which stand the two opposing team members dressed as dogs. If the "dogs" do not keep their balance they will be taken by the revolving carpet and deposited in a pool by the side of the house. The postman throws the letters to the girl and the dogs attempt to stop these letters reaching her.

The winner will be the team who collects the greatest number of letters in the time allowed for the game.

20
27



9. FIL ROUGE: VORSICHT! BISSIGE HUNDE!