

*Miles Swann.*

WESTDEUTSCHER RUNDfunk  
- Television -

IT'S A KNOCK OUT 1975  
MANNHEIM, July 15th 1975

ORDER OF GAMES

Title of games	Fil rouge	Rounds	Girls	Men	Time
1. Airmail Fil rouge Beware of the dog!	F	1 x 6	2	-	*GT 2'00
2. The Luggage-Van Fil rouge Beware of the dog!	GB	3 x 2	- Trainer	5+	*MT 3'00
3. Franking Letters Fil rouge Beware of the dog!	I	2 x 3	2	-	MT 2'00
4. The Lockers Fil rouge Beware of the dog!	NL	1 x 6	-	1	MT 4'00
5. Telephone Connections Fil rouge Beware of the dog!	B	1 x 6	1	4	MT 4'00
6. The Money-Pestman Fil rouge Beware of the dog!	CH	3 x 2	1	1	MT 2'30
7. The Conveyor-Belt Fil rouge Beware of the dog!	D	3 x 2	1	3	GT 1'30
8. The Parcels		1 x 7	-	1	MT 4'00
Reserve Game		1 x 6 O r 1 x 7	2	3	MT 2'00

\*GT = Time of Game  
\*MT = Maximum Time

*LIVES. BE ON SITE <sup>red</sup> 8 pm  
(Maximum game will be demonstrated)*



ADDITIONAL CHANGES TO THE GAMES

1. Airmail

Maximum Time: 2'00

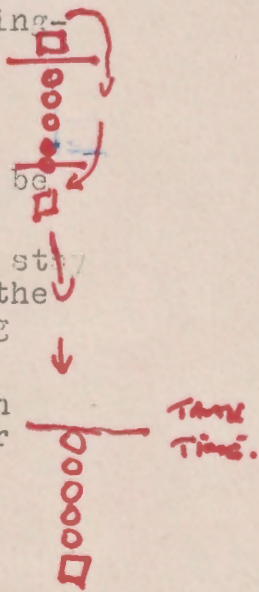
Not F

At 1'30 there will be a signal. During the 10 secs. immediately afterwards, all the remaining letters will be expelled from the aeroplane. This allows the girls sufficient time (during the remaining 20 secs.) to put the letters into the pigeon-holes. 10 letters must be placed in each pigeon-hole.

2. The Luggage-van

Maximum Time: 3'00 ✓

1. There will only be 3 obstacles on the course. The turning-point remains where it was.
2. Every player must stand with both feet on his cart.
3. A player is allowed occasionally to put one foot on the ground, but if he does this systematically, his team will be placed last.
4. If a train breaks apart, the back end of the train must stay where it is, whilst the head of the train drives back to the point where the break occurred. Whilst the train is being re-formed, the players are allowed to help the driver.
5. It is obligatory both during the downward and the return journey that all the players on the small carts have their backs to the tribune and face the post-office building.

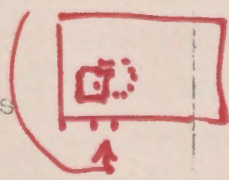


3. Franking Letters

Maximum Time: 2'00

1. A total of 4 letters must be franked. The imprint of the frank must cover at least part of the stamp on the letter if the frank is to be counted as valid. The whole frank must be placed on the letter - it must not go over the edge of the envelope. **ASST. GIRL MUST NOT TOUCH THE ENVELOPE**
2. Before the game begins, enough paint will be poured on the ink-pad to frank all 4 letters. This means that the second girl is not required to pour any more paint onto the pad.
3. After the starter's whistle, the girl inside the stamp runs to the first envelope and places herself on the stamp. The 2nd girl starts at the same time as the first. The second girl is not allowed to walk over the letters - she must walk ~~xxxxxx~~ in the space beside them. She must walk onto the stamp at a specially marked position at the same height as the stamp on the letter. When she has jumped onto the stamp and run round it, she must leave the envelope at the same position from which she came on. She then runs straight to the second envelope and waits beside it until the first girl inside the stamp has placed herself on the stamp on the second letter.

**MUST LEAVE AND LEAVE BY MARKS**



The movements of the first girl inside the stamp remain exactly as they were during rehearsals.

The game is over when both girls are standing together on the 5th platform.



#### 4. The Lockers

Maximum Time: 4'00 ✓

*Note: (only) Be Allowed.*

Before the start of the game, and before they have changed into their costumes, the ears of the players will be examined by a doctor.

#### 5. Telephone Connections

Maximum Time: 4'00 ✓

*Fact must be agreed this time.*

When all the lines have been properly laid, a light will go on in the commentary box. The commentator can now give the name of a town to the girl at the other end of the line.

The girl takes the card with this name on it, sticks it onto a large placard and climbs, with the placard, up the first mast of her team. She hands the placard over to the man on the mast and he must then hold it up with the lettering facing the tribune so that the name of the town can be shown by the camera

*Take time.*

#### 6. The Money Postman

Maximum Time: 2'30 ✓

1. During the game, each player must wear a postman's cap.
2. The game now consists of one run only. On the way up, the player is empty-handed and runs past the obstacles. On the way back, he carries a tray with 25 coins piled onto it, and has to go over the following obstacles:  
a) a low hurdle, b) a mountain, c) a hurdle of the same height as was used during rehearsals.
3. The player must use both hands to carry the tray with the coins. During the run back, the coins must not be supported either by the hand, the body or the head. The player is also not permitted to rest the tray on the obstacles while he is climbing over them. Any team which breaks this rule will be placed last.

*Fast*

#### 7. The Conveyor-Belt

Maximum Time: 2'00 ✓

Each team must transport a total of 4 parcels along the net and into the waiting luggage-van.

#### 8. The Parcels

Maximum Time: for the dress rehearsal on Monday evening: 4'00

It is possible that this time might be altered for the live transmission.



9. Fil rouge: Beware of the Dog!

Maximum Time: 1'30 ✓

1. It is essential that the postman wears a postman's cap. Round his waist he carries a bag containing the 60 letters.
2. He is only allowed to throw one letter at a time. If, for some reason, he throws 2 letters and both are caught, only one will be counted.
3. The girl must immediately pass each single letter that she catches on to a linesman, and he will put the letters into the pigeon-holes, five at a time.

10. Reserve Game

Maximum Time: 2'00

1. If necessary, this game will take place on the track after the 8th game.
2. The reserve game will definitely be played during the dress rehearsal on Monday evening. The trainer is therefore requested to select, in good time, 2 girls and 3 men for this game.