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WESTDEUTSCHER RUNDFUNK  
- T e l e v i s i o n -

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

ORDER OF GAMES

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

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

*B. TEMSE*  
*CH FAID*  
*D FUSSEN*  
*F AIX LES BAINS*  
*I BO SA*  
*NL MONTFORT*  
*GB. KILMARNOCK.*



1. Airmail

2 girls per team (one to catch, and one to put the letters in the box)

1 Round F out

with 6 teams

The two girls from each team stand at the starting position. After the starter's whistle, the girl who is to do the catching goes to the pole, out of the top of which, a great many letters will be expelled into the air. The girl must carry a net with two hands which she uses to catch as many letters out of the air as possible. Letters which fall to the ground are not allowed to be picked up. During the game, the girl who is catching the letters can go as often as she likes to her partner in order to pass on the letters which she has already caught. She must then return immediately to the field-of-play in order to catch more letters. The second girl stands all the time on a platform which she is not allowed to leave. She must put 10 letters per pigeon-hole into the pigeon-hole rack and she must start with the lowest pigeon-hole.

Points are awarded for the number of letters in the pigeon-hole rack at the end of the game.

Time of game: 2'30



## 2. The Luggage Van

5 men and the trainer

3 round with 2 teams

GB out

The trainer drives an electric cart, at the end of which there is a pole. Each of the 5 players stands on a small cart. These five players chain hands and so form a train. The man on the first cart holds, with one hand, onto the pole of the electric cart. There are four obstacles on the course which the train has to pass by on the right-hand side and the left-hand side alternately. Whilst moving, the players must stand with their faces towards the camera.

When the electric cart has passed the turning-point at the end of the course, the first player leaves hold of the electric cart, the trainer turns the electric cart round, drives past the train, and places himself before the last cart. On the way back, the player on the last cart becomes player no. 1 and holds onto the pole on the electric cart. All 5 players on their carts turn round to face the camera, link hands, and drive back to the starting line, once again passing round the 4 obstacles. They pass the first obstacle on the left, the second on the right etc. When the last cart of the complete train has passed over the starting line, the game is over.

If the train breaks apart, all the players must stop and get themselves into formation before the complete train can drive off again.

Points are awarded for time.

+ Distance in 3mins.

Maximum Time: 3'00



### 3. Franking Letters

2 girls per team

I out

2 rounds with 3 teams

One of the girls is dressed up as a stamp. She stands on an ink-pad in front of the starting line. The second girl stands behind the ink-pad. 5 large, stamped envelopes lie on the course. After the starter's whistle, the first girl goes to the first envelope and places herself over the stamp. During this time, the second girl pours a bucket of paint over the ink-pad and then goes to the first envelope. She then jumps onto the stamp and runs tight round it so that the letter is properly franked. Both girls then go back to the ink-pad. The first girl presses her stamp onto the pad and goes then to the second envelope. The second girl pours a bucket of paint over the ink-pad and then she too goes to the second envelope and runs round the stamp. And so the process is repeated until each team has franked all 5 envelopes and poured a total of 4 buckets of paint over the ink-pad. The game is over when the 5th envelope has been franked and both girls are standing behind it.

Points will only be awarded if a complete imprint of the frank has been left behind on the stamp.

Points will be awarded for the time needed to complete the game.

Maximum Time: 2'30

TAKE TIME.



(This game will only be practised by the teams during the dress-rehearsal.)

#### 4. The Lockers

1 man per team

NL out

1 round with 6 teams

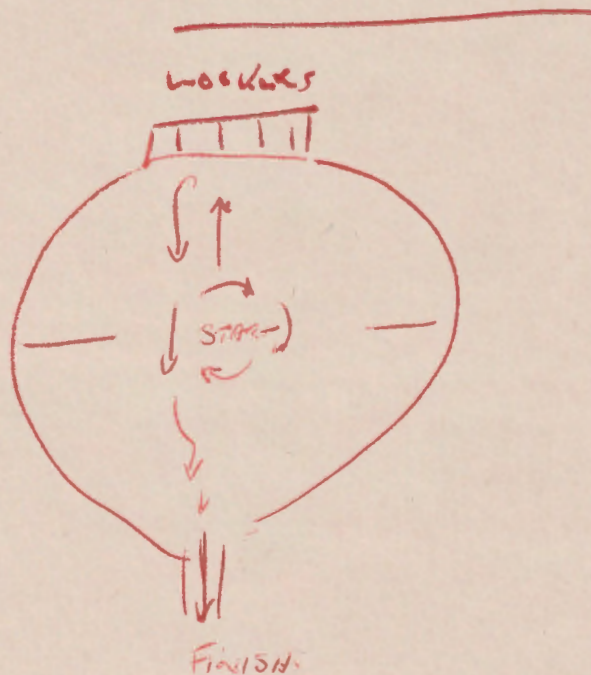
The players of the 6 teams stand in a fenced-in area. They are blindfold. After the linesman has turned the players round enough times to make them lose their sense of direction, the starting whistle goes. The players then have to find their way, which leads through several revolving-doors, to the 6 lockers. Each of the lockers contains a piece of luggage. Each player takes one piece of luggage out of any one of the lockers, which he then has to bring back to its destination. The destination is a passage leading off the fenced-in area in which the players must line up according to the order of their arrival.

If a player drops his piece of luggage on the way, he must pick it up again; if needs be, he must go and search for it.

Points are awarded according to the order of arrival of the players at their destination.

Maximum Time: 5'00

Also TAKE TIME ?





## 5. Telephone Connections

1 girl and 4 men per team

B out

3 rounds with 2 teams

On the course stand 4 telephone masts over which the players have to lay a line so that, at the end of the game, the girl and the commentator from her country can hold a telephone conversation together. The connection between the girl's telephone and the first mast and the connection between the fourth mast and the commentator's telephone have already been installed before the game.

The girl and the 4 men stand at their starting positions. After the starter's whistle, the first man goes to the first mast and climbs up it at least as far as the coloured mark. The second man receives a cable from the girl which he throws to the first man after the latter has climbed the mast. The first man then plugs one end of the cable into the socket he will find on the mast. During this time, the second man goes to the second mast and climbs up it at least as far as the coloured mark. The first man then throws his cable over to the second man so that the latter can plug the free end of the cable into the socket on his mast. This completes the telephone connection between the first and second masts. The girl then gives a cable to the third man which he must throw up to the second man on the second mast. The second man plugs one end of the cable into a socket and then throws the free end over to the third mast, which in the meantime has been climbed by the third man, and so on to the fourth mast and the fourth player. The fourth man catches only the cable from the third man and plugs the free end into the socket on his mast. All four men stay on their masts until the end of the game.

When the telephone connection has been correctly established, a red light will come on in the commentary box belonging to the team's country. Only when the light comes on, can the commentator and the girl at the starting position lift the receivers of the telephones. The commentator takes a card from an envelope and reads out to the girl the names of the card. On the girls table, there are 4 cards, each with the name of a town on it. The girl picks out the right names and then goes to a stand where she hangs them up. That is the end of the game.

Maximum Time: 4+00

*1445 time*

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## 6. The Money Postman

1 girl and 1 man per team

CH out

2 rounds with 3 teams

The girl stands at the finish behind a window. The man wears a thick suit and big shoes. He starts after the whistle next to the window and runs as fast as he can past the obstacles to the end of the course. There he finds a tray on which is balanced a pile of 25 coins. He picks up the tray with the coins, carries it with both hands and runs back over the course, and this time over the obstacles, until he reached the girl. He places the pile of coins on the window-sill and runs back with the tray, past the obstacles, to pick up another pile of 20 coins. He then runs back with his full tray over the obstacle course and places the second pile of coins on the window-sill.

The following obstacles stand on the course:

1. one hurdle over which the player must climb
2. one mountain over which the player must climb
3. one hurdle over which the player must climb

The players must bring all 45 coins back to the finish. If, while he is running, a player drops some of the coins, he must pick them up and pile them up on the tray again before he can go on. If he drops some coins while running over the mountain, he must run over the mountain again with the pile of coins intact.

Maximum Time: 3'30

TAKE TIME



7. The Conveyor-Belt

KNORRIS BELT.

1 girl and 3 men per team

D out

3 rounds with 2 teams

A long but narrow net is stretched over a frame on the field of play. Beside the net there is a pillar on which the girl stands with a long pole in her hands. Each team has 12 parcels of different shapes and sizes. Each player is responsible for conveying 4 parcels along the net to the finish.

The player takes a parcel, throws it onto the beginning of the net and then transports it along the net by means of hitting and boxing it with his hand from underneath, while he himself stands under the net.

In the middle of the course, there is a break in the net. The girl must use the pole to get the parcel over the gap to the other side of the net. Then the player carries on hitting the parcel from underneath until it is over the end of the net. The players themselves must stack up the parcels behind the net. At the end of the net, the parcel must be pushed through an opening.

If a parcel falls off the net, the player must pick it up, run back to the start with it and begin all over again.

Points are awarded for the time needed by each team to transport all 12 parcels from A to B.

Maximum time: 3'00

Take time for 12 men or less?



## 8. Parcels

1 man per team

1 round with 7 teams

5 parcels all tied together and 5 single parcels of different shapes and sizes lie at the starting line. After the starting whistle, the player picks up the 10 parcels and runs with them over the course to the finish. The parcels must be carried - they are not allowed to be dragged along the ground.

The following obstacles stand on the course:

1. a revolving door through which the player must pass with all his parcels in one go.
2. a cage with 3 doors through which the player must go with all 10 parcels at once.
3. a postman's van which has a small door at the back. The player must first push all 10 parcels through this door and then climb through the door himself and shut it behind him.

That is the sign that the game is over.

If, on his way across the course, the player drops some parcels, he must pick them up before he can continue.

Points are awarded for time.

Maximum Time: 4'00

Take time.



9. Fil rouge:

Beware of the Dog!

1 girl and 3 men per team (1 man as the postman  
2 men as the dogs)

7 rounds with 1 team

The girl and the postman belong to the same team. The two dogs are from a rival team.

The girl stands at the front door of her house, Next to the door is a pigeon-hole rack. In front of the house is a moving belt on which one of the dogs runs during the game. At the end of the belt, there is a small pond. The postman stands in front of the moving belt. In his bag, he has 60 large envelopes.

After the starter's whistle, one of the dogs jumps from a platform onto the moving belt, whilst the postman begins to throw the letters, one-by-one, across to the girl. The girl must catch the letters and put them into the pigeon-holes (5 letters to each pigeon-hole). The dog tries to hit the flying letters out of the way.

If the dog falls into the pond, the second dog immediately jumps onto the moving belt and carries on with the game, while the first dog goes back to the platform.

Points are awarded for the number of letters placed in the pigeon-holes.

Time of Game: 2'00

No of Letters.



10. Reserve Game

(The field of play is on the track)

2 girls and 3 men per team

1 round with 6 or 7 teams

The 5 players of one team stand on small platforms. Next to the platform of the first player lie 20 parcels which must be thrown from player to player. The last player throws the parcels into the postman's van parked at the finish.

Whilst they are throwing and catching, the players are not allowed to leave their platforms. If a parcel falls to the ground, the receiver must go and pick it up but he is only allowed to throw it on to the next player when he is back on his platform again.

At the end of the game, all 20 parcels must be lying in the postman's van.

Points are awarded for time.

Maximum time: 2'00

Take Time