

Mike Swan

"JEUX SANS FRONTIERES" SOUTHPORT 12th AUGUST 1975

R U L E S

BARE FEET for all games

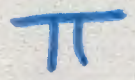
NOTE:

At END OF PROGRAMME ONLY THE WINNING CAPTAIN TO GO ON SHIP

4
5
8



house



GAME 1: BOARDING PARTY

TIME: 2.00 ✓

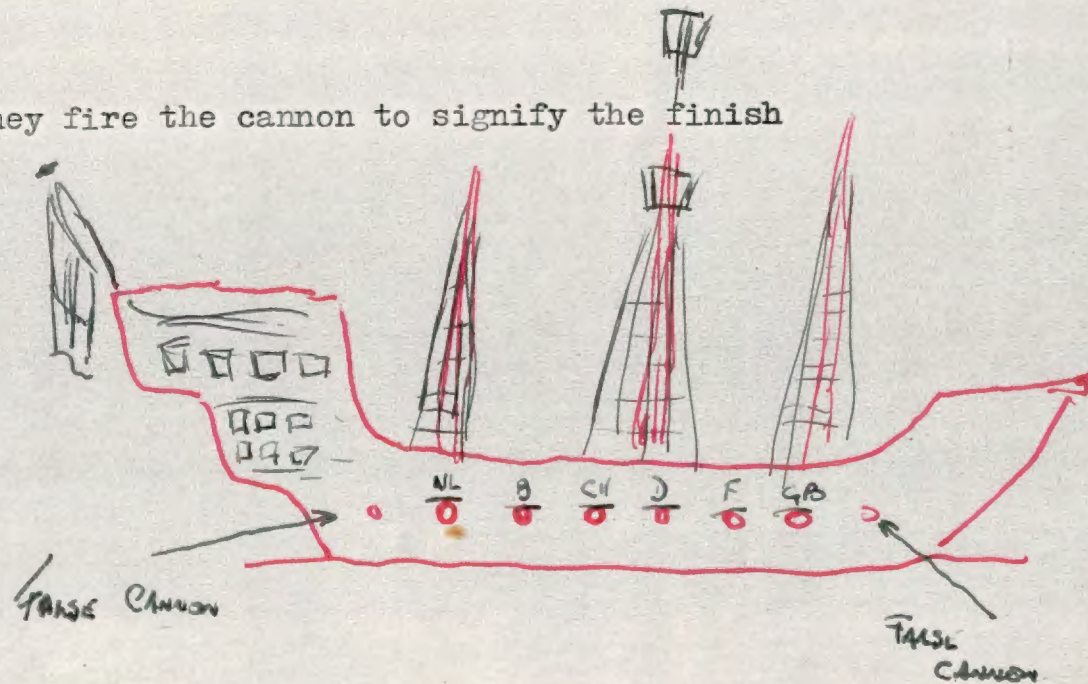
Team requirements: 3 males

One heat of 6 teams.

The game is a race to board the ship in the shortest time.

One man jumps or dives from the platform on top of cannon on side of ship. He swims to the boat. The three men row back to the ship and board by the rope ladder provided.

When all team members are aboard they fire the cannon to signify the finish of the game.



GAME 2: SETTING SAIL

TIME: 1.30 ✓

Team requirements: 2 males

Six heats of 1 team

When the game commences the 2 team members - who are standing on deck - sit on the 'bowsprit' and, sitting, work their way along to the sail.

Having reached the sail, the 2 men sit astride the sail arm and work their way outwards whilst undoing the ropes that retain the sail.

Should a team member fall from the sail arm, he may try and regain his position, time permitting.

The game finishes when the sail is unfurled.

N.B. The two men must jump into the water immediately the game is over.

✓

GAME 3: MAN OVERBOARD

TIME: 1.30 ✓

Team requirements: 4 males: 3 females

~~Two~~ heats of 3 teams

3

2

B

The 3 girls are in the water waiting to be saved and 1 man from the team slides down the wire on a pulley to rescue them in turn.


The remaining 3 men are on deck and pull the man and girl back to the ship by means of rope and pulley.

The girls when rescued must remain on the rigging.

The winning team will be the one that rescues all three girls in the shortest time.

Use of 'sling' optional.

GAME 4: BREAD BOAT

TIME: 1.30 

Team requirements: 2 males: 2 females

Three heats of 2 teams

Two men in boat - one to row, one to throw bread. On the whistle man rows to ship.
The girls must stand in area marked on plank. Each girl can catch as many loaves as she wishes. Only the loaves deposited on the ship count.
At time 1.15 the judge will ring the bell as warning.

Should a girl fall from the plank, she can return to the ship by the rope ladder provided.

GAME 5: RAISING THE ANCHOR

TIME: 1.00 ✓

Team requirements: 3 males: 2 females ✓
Six heats of 1 team (2 males to act as opposition)

The team of 5 dive into the water from the island and swim towards the anchor. 10 seconds later the judge rings the bell and the opposing team start to turn the capstan.

The winning team will be the one that is able to get all, or the greatest number of people, STANDING on the anchor in the shortest time.

| <u>Competing team</u> | <u>Opposition</u> 2 MALESEAN TEAM |
|-----------------------|-----------------------------------|
| 1. France | Holland |
| 2. Great Britain | Belgium |
| 3. Italy | Switzerland |
| 4. Holland | France |
| 5. Belgium | Great Britain |
| 6. Switzerland | Italy |

N.B. Team members to leave the anchor quickly so that the game can be re-set

GAME 6: PROVISIONING THE SHIP

TIME: 2.00 or 2.30

Team requirements: 2 males: 2 females

Three heats of 2 teams

One girl is aboard ship. The two men are on islands and the second girl is beside the boat containing three objects: a basket, a sack and a puppet doll - 'drunken sailor'.

The girl beside the boat passes or throws the objects to the first man, who, in turn, throws the objects to the second man who throws the basket and sack to the girl on the ship and CARRIES OVER HIS SHOULDER the dummy as he climbs onto the ship. The winning team will be the one that have their provisions and the man and 'drunken sailor' aboard ship in the shortest time.

| | | | |
|----------|---------------|----|---------|
| 1st Heat | Great Britain | v. | Italy |
| 2nd Heat | Holland | v. | Belgium |
| 3rd Heat | Switzerland | v. | Germany |

GAME 7: WALKING THE PLANK

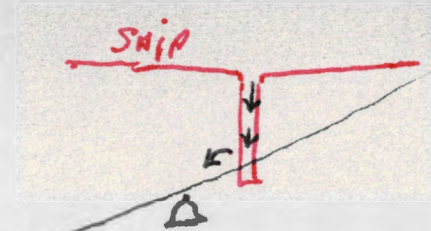
TIME: 1.00 ✓

Team requirements: 3 males: 1 female

Six heats of 1 team



The 'pirates' have to walk the plank and ring the bell.



The winning team will be the one that rings the bell FIVE times in the shortest time.

NOTE: Each competitor must keep his own stick.

After the bell has been rung 5 times the team members must not climb back onto the ship but swim to the shore.

GAME 8: ABANDON SHIP

TIME: 4.00

Team requirements: 4 males: 2 females

One heat of 7 teams.

1 man (rescuer) AS 1 boat man.

Pilot

One man helps the 'rescuer' to take 'rafts' to ship and then returns to edge of swimming pool - and stands by the judge.

The 5 team members cross the 'rafts' taking the Treasure Chest with them.

When all five members and the Treasure Chest are OUT OF THE WATER and on the island the Judge will touch the 4th man who will go to the island and put up the IDENT.

3 men 2 girls + chest must be on island before host man can go. He must get onto island and show ident.

FIL ROUGE: RESCUE

TIME: 1.30 ✓

Team requirements: 3 males: 1 female

NOTE DO NOT PUT ROPE ROUND NECK

The girl is held captive aboard ship by pirates.

3 men are on the quayside. One man dives from quayside and swims to island.

The 2 men on quayside pull first rope, to enable man on island to reach knotted rope
Man climbs the vertical knotted rope until he reaches the trapeze. The two men on the
quay pull the rope so that the first man can rescue the girl.

The two men release the rope to allow the man to swing from the deck of ship with
girl, then two men on quayside take original rope in order to swing the trapeze and
allow the man and girl to reach the island.

The winning team will be the one that gets the man and the girl on the island in the
shortest time. Should only one person arrive, this will be accounted for on the
Score Board.

1/

Shortest time for both competitors.

2/

No. of people on island in least time.

RESERVE GAME:

Team requirements: 1 male - ***

Each man throws three discs and the one nearest the 'target' is the winner.

This will take place on the Quay.