

GAME 7: "THROWING ACORNS"

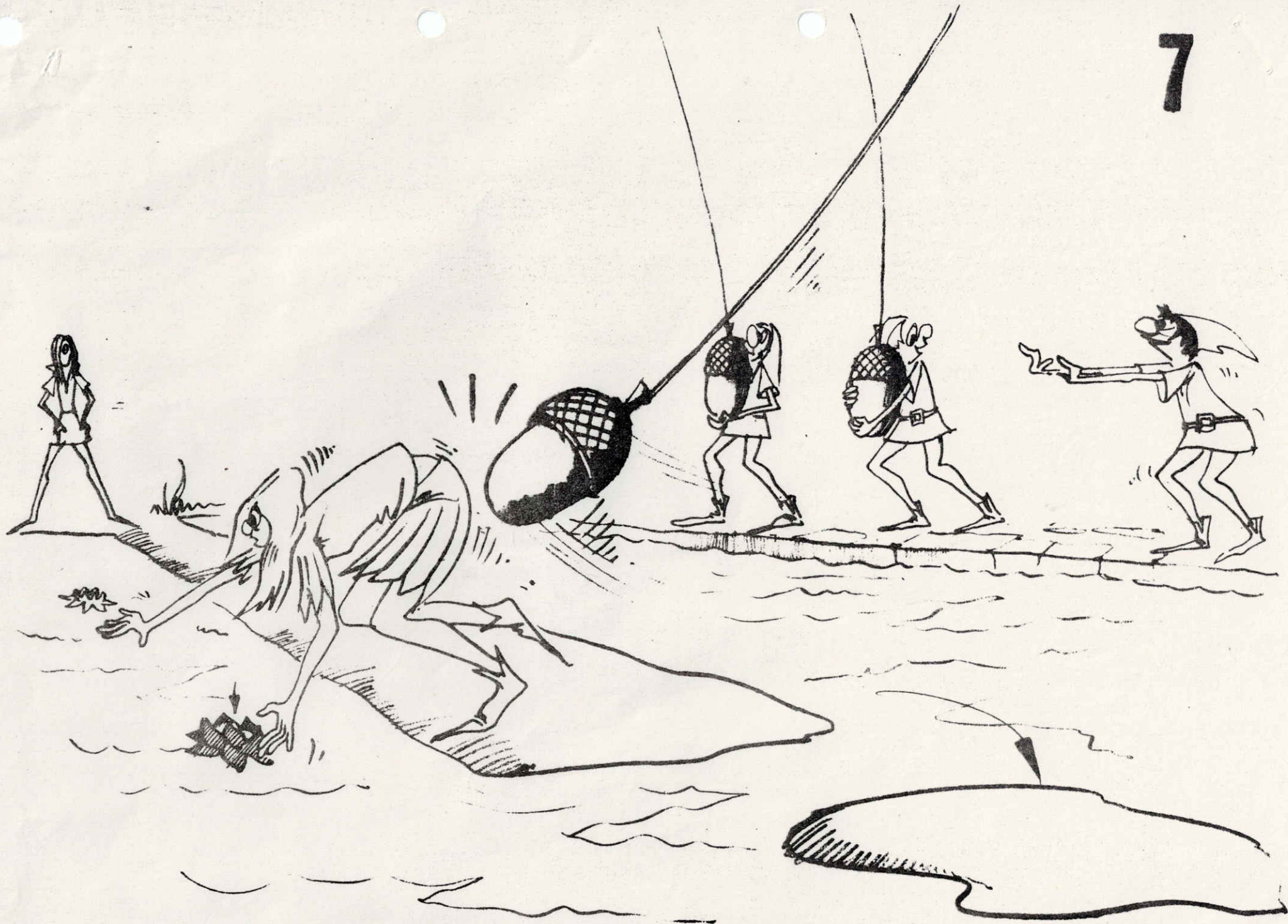
6 Heats of 1 Team

5 Males; 3 Females.

The 5 men from the opposing teams 'throw' the acorns.

The girls - one at a time - maintain their balance on a narrow path (which is over water) and without being knocked off by the 'acorns', collect water lilies. The water lilies will be in the water alongside the path.

The winning team will be the one that is able to collect the greatest number of water lilies in the time allowed.



GAME 8: "AWAY TO THE BOATS"

1 Heat of 7 Teams

2 Males; 1 Female

The teams row their boats to the castle. Having reached the castle, 1 man looks after the boat, whilst the second man climbs the beanstalk to free the girl who is on the castle parapet. Once freed both the girl and the man climb down the beanstalk to return to their boat.

When all 3 are aboard they row away from the castle and to the finish which will be an island at the far end of the pool.

The winning team will be the one that completes this in the shortest time.



FIL ROUGE: "ESCAPE FROM THE TOWER"

3 Males; 1 Female

The men take turns to jump from the springboard so as to be able to catch the keys that the doves carry.

The keys they will have to catch will become smaller.

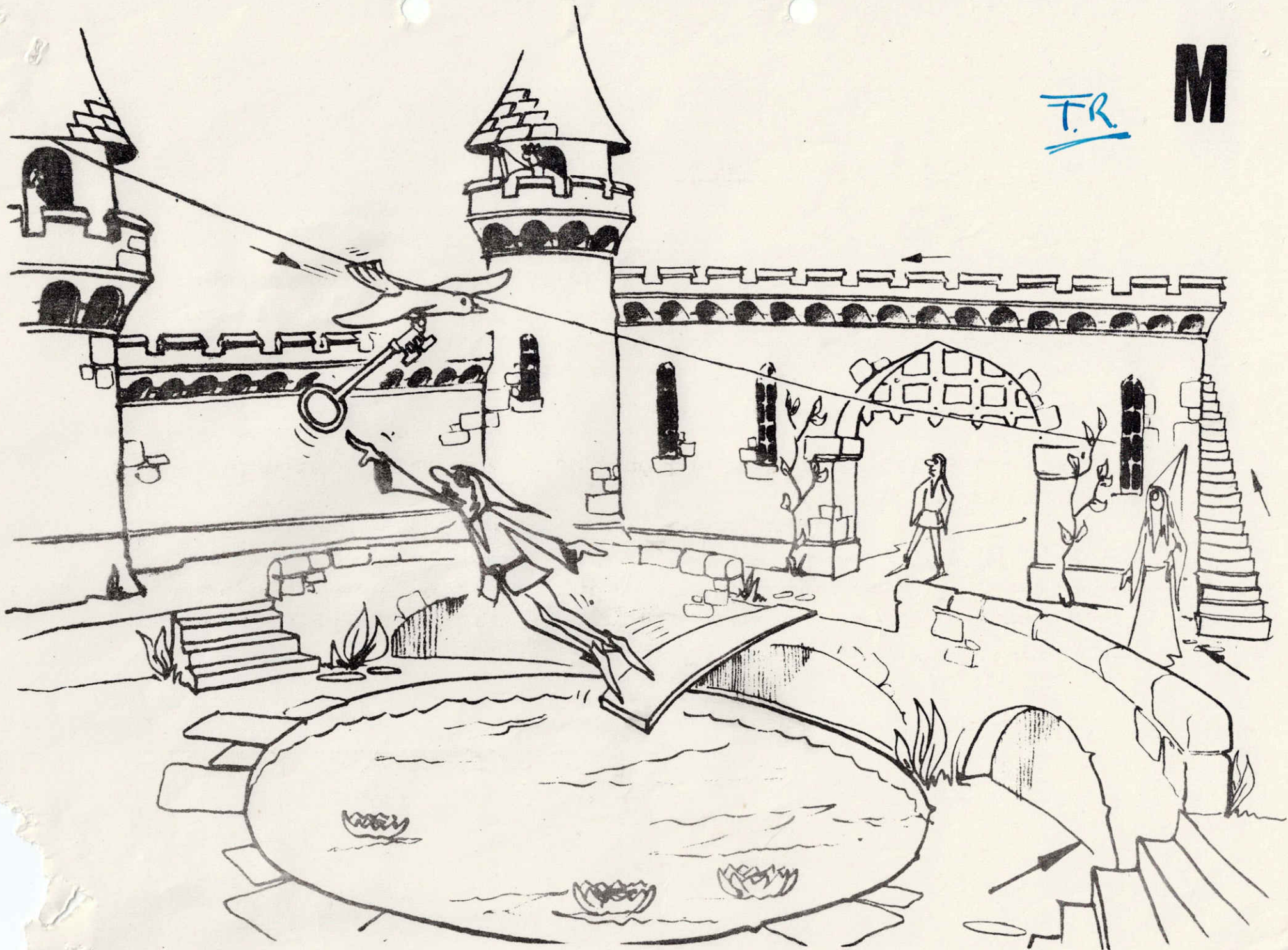
Each time a key is caught it must be handed to the girl who is positioned at the bottom of the steps.

Having collected the required number of keys, the girl - with the keys - runs up the steps of the castle and along the parapet to the tower to free the prince.

The winning team will be the one that frees the Prince in the shortest time.

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RESERVE GAME: "LEAF RACE"

1 Male; 1 Female

The game is a straight race.

The winning team will be the one that paddles its 'leaf' to the end of the course in the shortest time.

