

"JEUX SANS FRONTIERES" 1976

LEEDS

1.	TOMATOES	1 Heat / 6 Teams	2 Males / 2 Females
2.	TURKEY TIME	3 Heats / 2 Teams	2 Males / 1 Female
3.	CHURN IT UP	2 Heats / 3 Teams	2 Males / 1 Female
4.	IN FOR A DUCK	2 Heats / 3 Teams	1 Male / 2 Females
5.	IN A SHEEPISH MOOD	6 Heats / 1 Teams	2 Males
6.	DONKEY WORK	2 Heats / 3 Teams	2 Males / 1 Female
7.	SPEEDY	6 Heats / 6 Teams	3 Males / 3 Females
8.	SHEEPDOGS	1 Heat / 7 Teams	1 Male / 1 Female
FIL ROUGE	FLOWER POWER	7 Heats / 1 Team	2 Males / 1 Female (1 Male from each country in opposition)

GAME 1: TOMATOES

6 Teams / 1 Heat

2 Males / 2 Females

One man drives an electric tractor towing a trailer.

Two girls each collect 2 tomatoes and stand on the trailer. They are assisted in this by 1 man. They are then pulled down the course by the tractor, the driver carefully avoiding various hazards.

If someone loses their tomato, the man who assists the girls can run down the course to collect it and return it to his team.

The winning team will be the first to complete the course with all their tomatoes.

No. of HEATS - 1

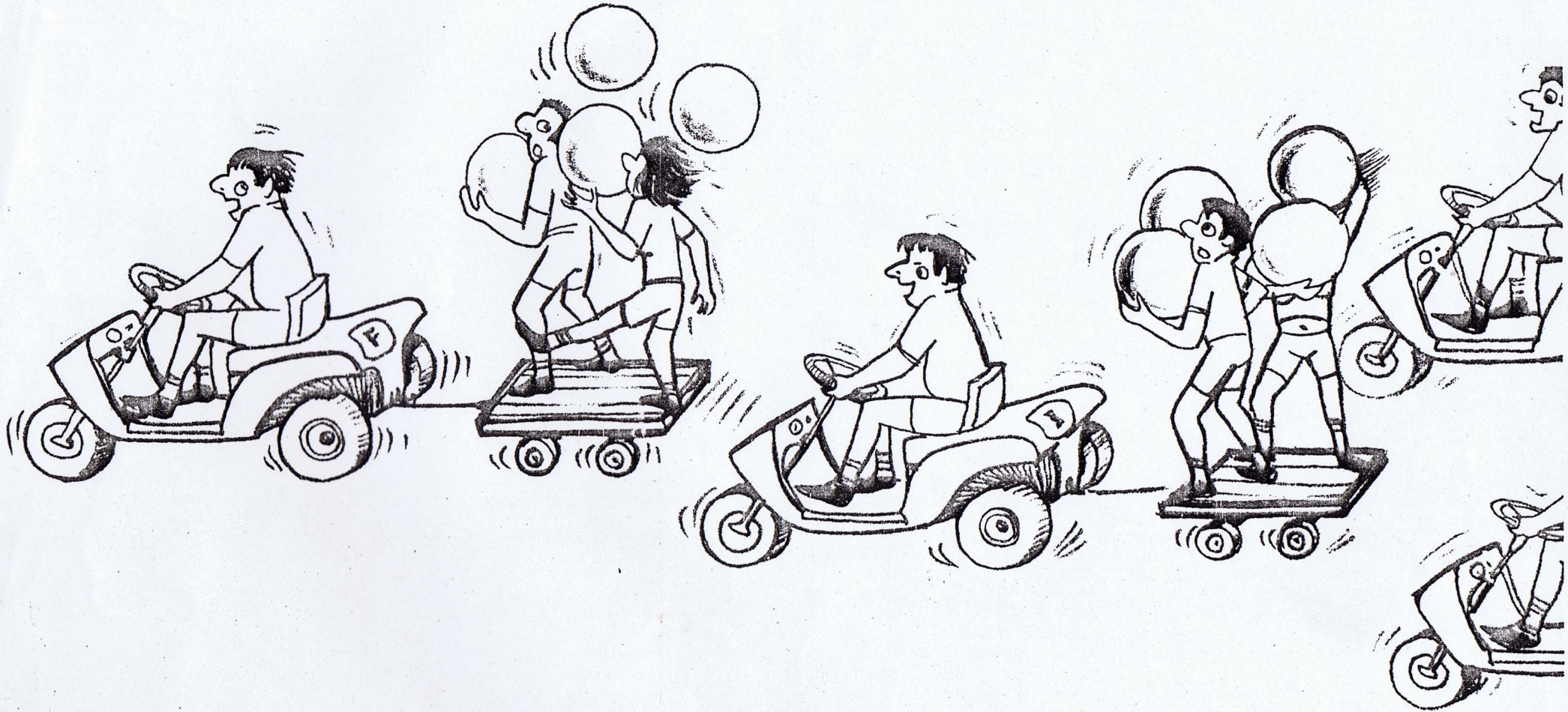
SEVEN LANES

1 LAP. STRAIGHT RACE

2 HRS

1 man.  
2 girls.

1st lap 1 girl 4 baskets (girls cage  
1 boy)  
2nd lap 2 girls 8 baskets (girls cage  
1 boy)



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GAME 2: TURKEY TIME

3 Heats / 2 Teams

2 Males / 1 Female - 1 man to throw, 1 female to catch, 1 man to push.

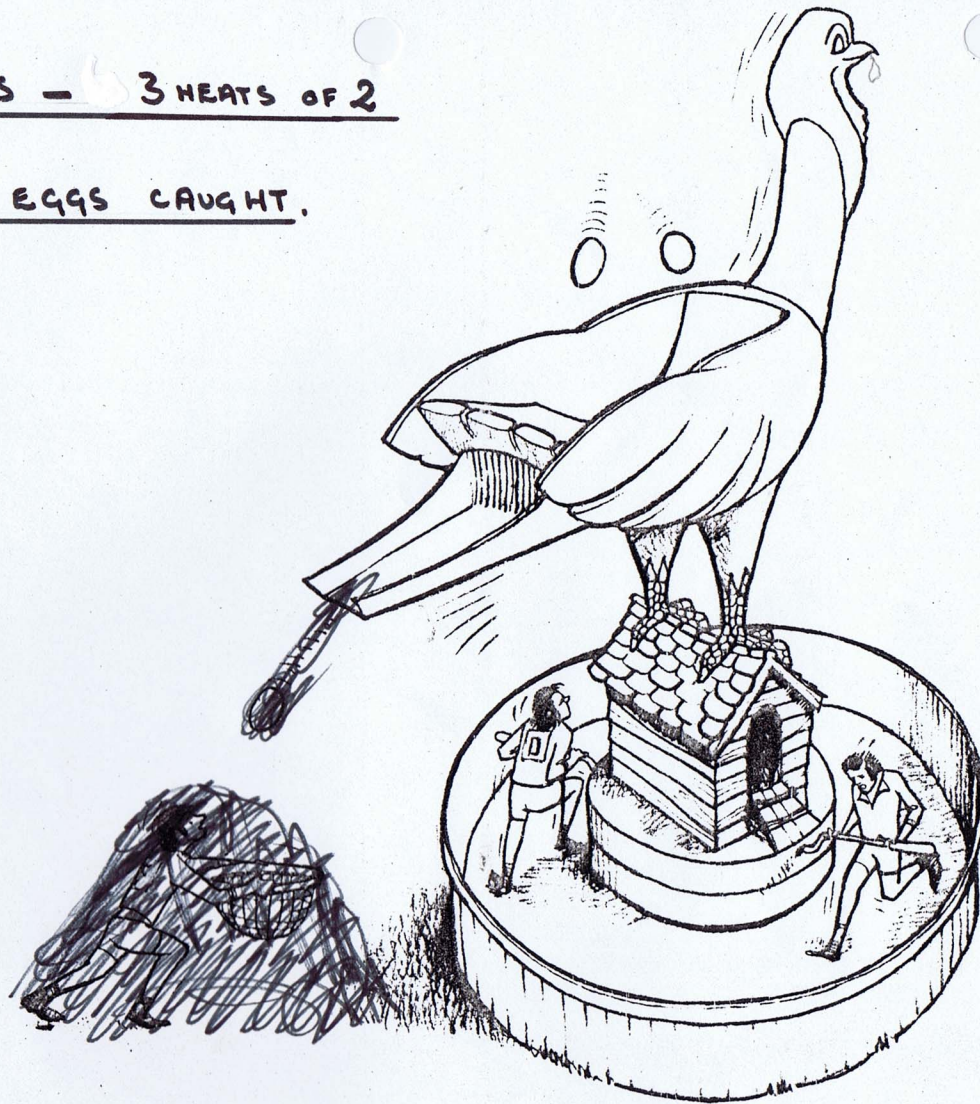
Two men, 1 per country, per heat, positioned on a **disc** or outside a circled area, throw balls (eggs) in their country's colour into an opening on top of a turkey. The egg drops through and is shot out in an uncontrollable direction as the turkey is rotated by two men from the opposing neutral teams.

Two girls, 1 per country per heat, try to catch their country's eggs individually in a basket and deposit them into a container outside the circled area.

The winning team will be the one with most of their country's eggs caught within the time limit.

No. OF HEATS - 3 HEATS OF 2

RESULT. - No. OF EGGS CAUGHT.



6 beats.  
2 houses  
1 catches  
to spiders

3 balls in  
shatest the



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GAME 3: CHURN IT UP

3 Teams / 2 Heats

2 Males / 1 Female

One girl sits on a stool, milking a cow via a simple tap into four buckets which when filled are carried by 2 male farmhands wearing yokes.

After walking down the slippery farmyard, the 2 farmhands, still carrying the milk, climb over the stile, up the see-saw and empty the milk from their buckets into the churn marked for their country's team.

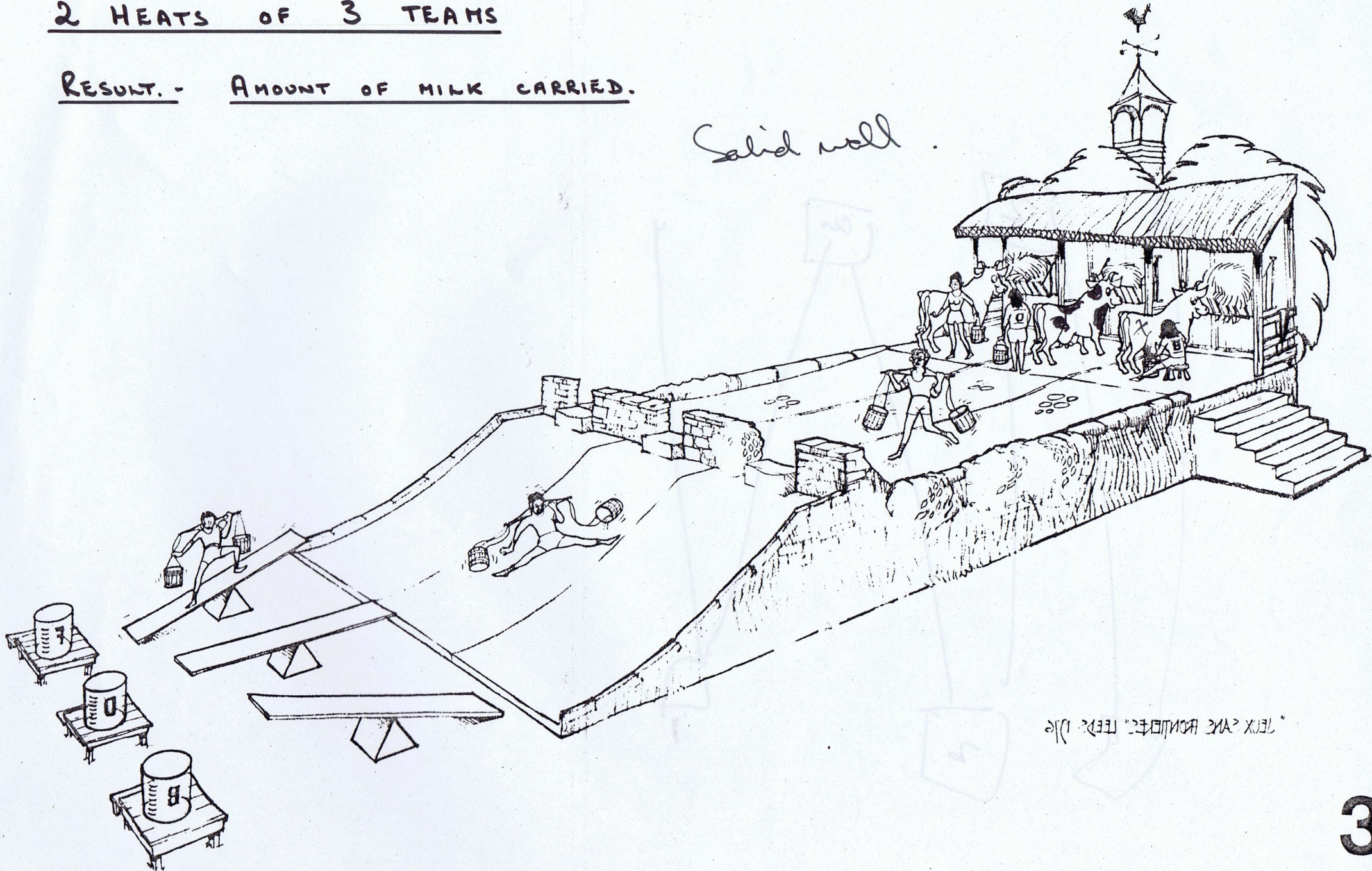
They return over the same route to exchange their empty buckets for full ones, enabling them to repeat the course.

The winning team will be the one with the most milk emptied into their country's churn within the time limit.

2 HEATS OF 3 TEAMS

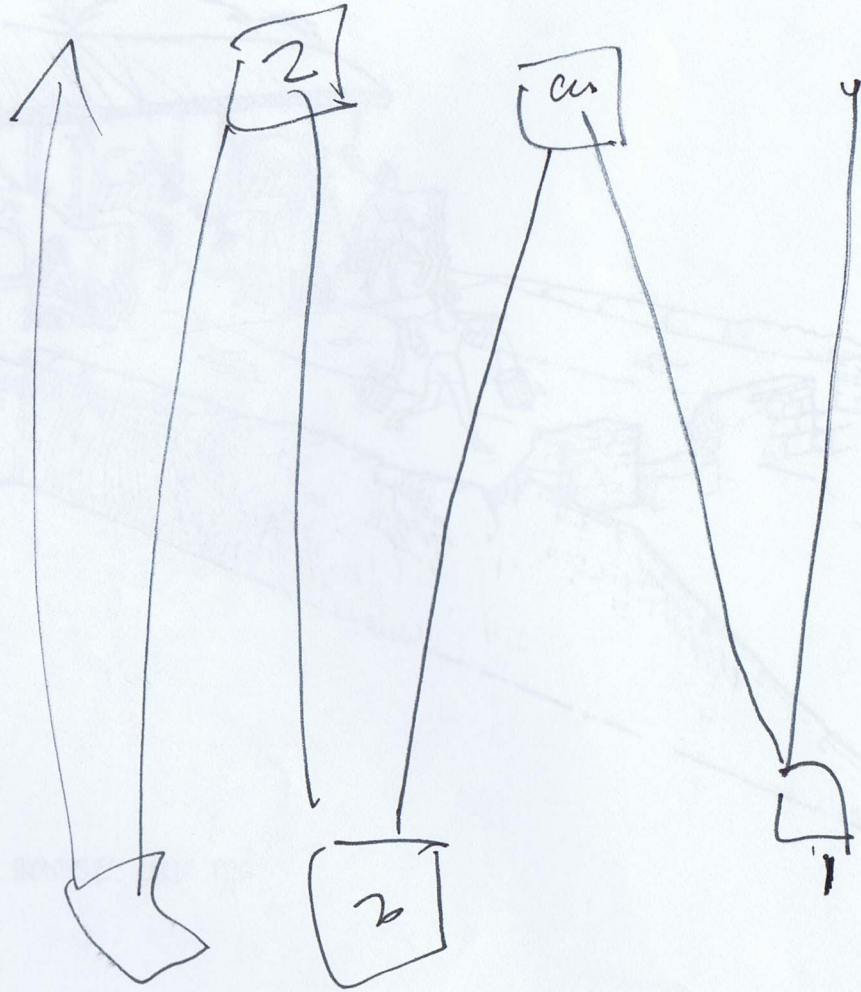
RESULT. - AMOUNT OF MILK CARRIED.

Solid wall.



"JERSEY AND HOLLAND" FEEDS THE

classmate





GAME 4: IN FOR A DUCK

3 Teams / 2 Heats

1 Male / 2 Females

One girl finds balls (eggs) in her country's colour hidden in straw and passes them to a man in a duck costume, to carry in his arms.

He races for the little bridge on route to the finish area where 1 girl takes the eggs off him and unloads them.

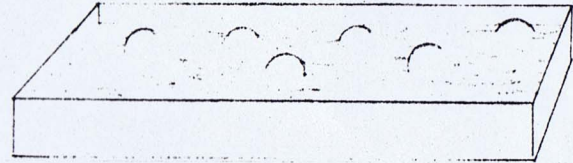
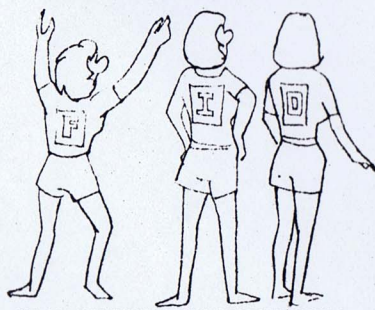
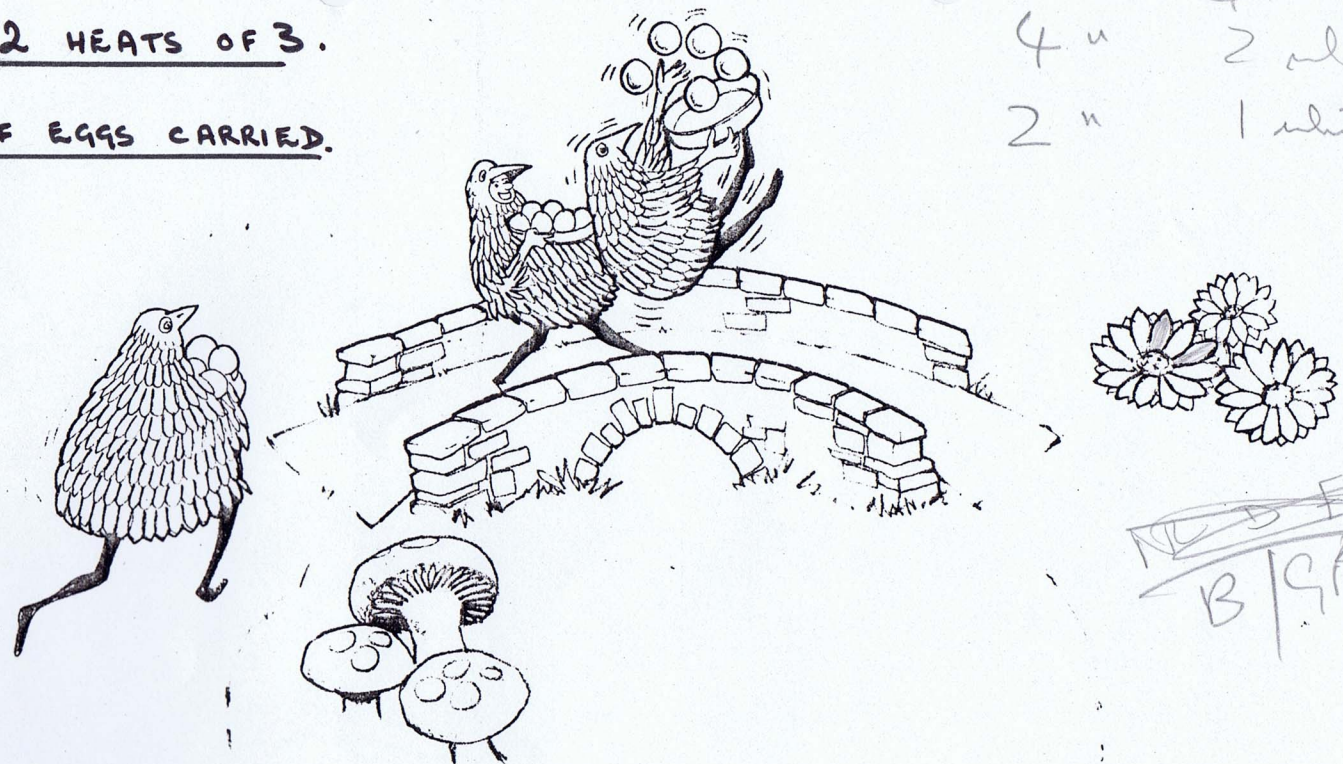
He returns to collect more eggs.

The winning team will be the one with most eggs collected within the time limit.

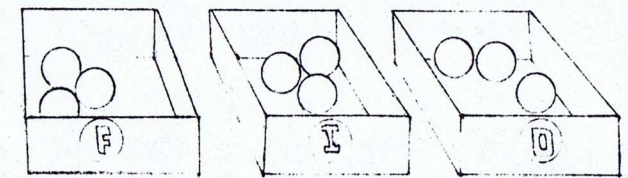
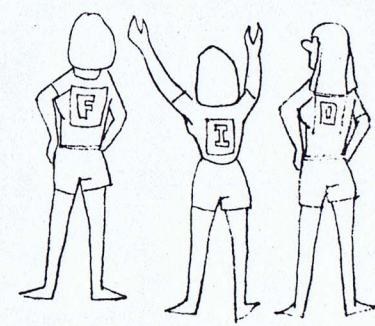
NO. OF HEATS    2 HEATS OF 3.

RESULT.    NO. OF EGGS CARRIED.

6 lbs    4 white 1 black  
4 "    2 white 1 black  
2 "    1 white



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GAME 5: IN A SHEEPISH MOOD

1 Teams / 6 Heats

2 Males

One man from each team picks up a sheep from the pen and takes it through a hole in the hedge, up the ramp to the pool. They pull in the suspended rope with their crook, swing over and down the ramp on the opposite side.

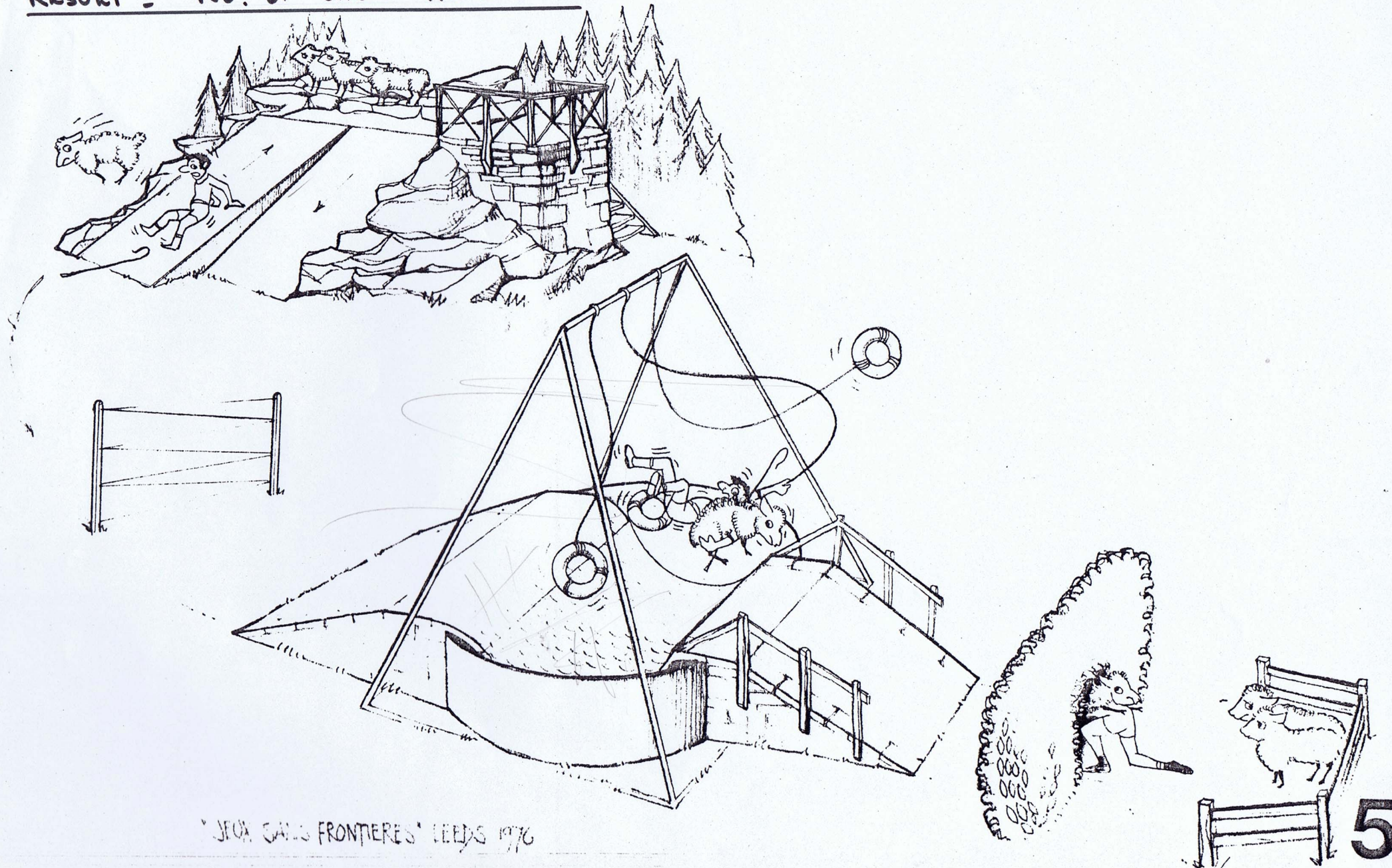
They negotiate obstacles on the path and climb the ramp to deposit the sheep on top of the mountain.

They each return to collect more sheep.

The winning team will be the one with most sheep collected within the time limit.

No. of HEATS 2 HEATS OF

RESULT - No. of SHEEP TRANSFERRED



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GAME 6: DONKEY WORK

3 Teams / 2 Heats

2 Males / 1 Female (possibly plus Lady Captain to fill buckets on top of ramp)

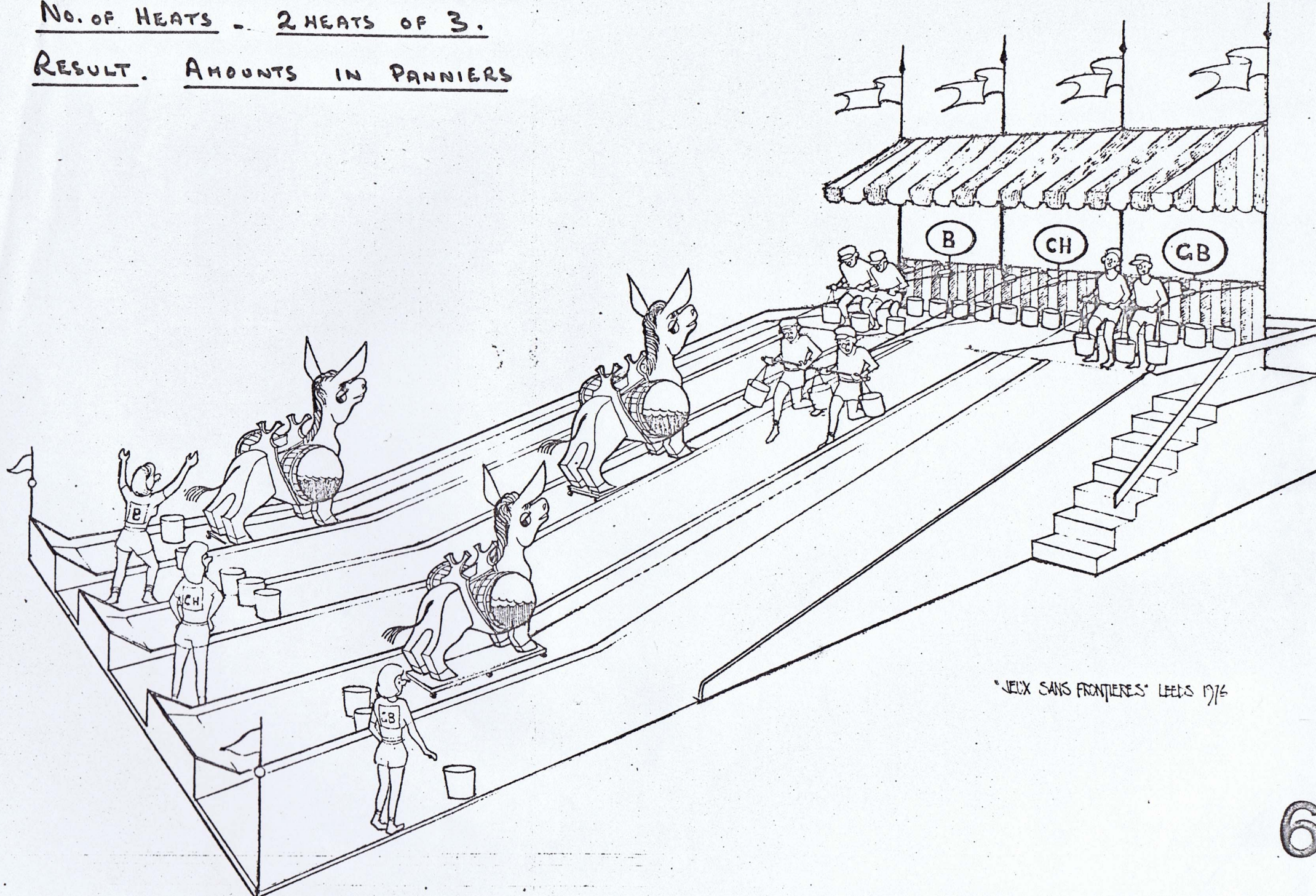
A girl empties three buckets of water into pannier tanks strapped over the back of a donkey on wheels.

A line attached to the front of the donkey runs up the ramp through a pulley finishing fixed to a cross bar held by 2 male farmhands. Three fresh buckets of water hang from this bar which the girl at the base of the ramp needs to fill the donkey's pannier tanks once she has emptied her first three buckets. So the 2 men walk down the ramp pulling the donkey up, deliver their buckets of fresh water to the girl, then walk up the ramp letting the donkey down for refilling. The weight of the water in the pannier gradually increasing.

The winning team will be the one with most water in their donkey's pannier tanks within the time limit.

NO. OF HEATS - 2 HEATS OF 3.

RESULT. AMOUNTS IN PANNIERS



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GAME 7: SPEEDY

1 Team / 6 Heats

3 Males / 3 Females

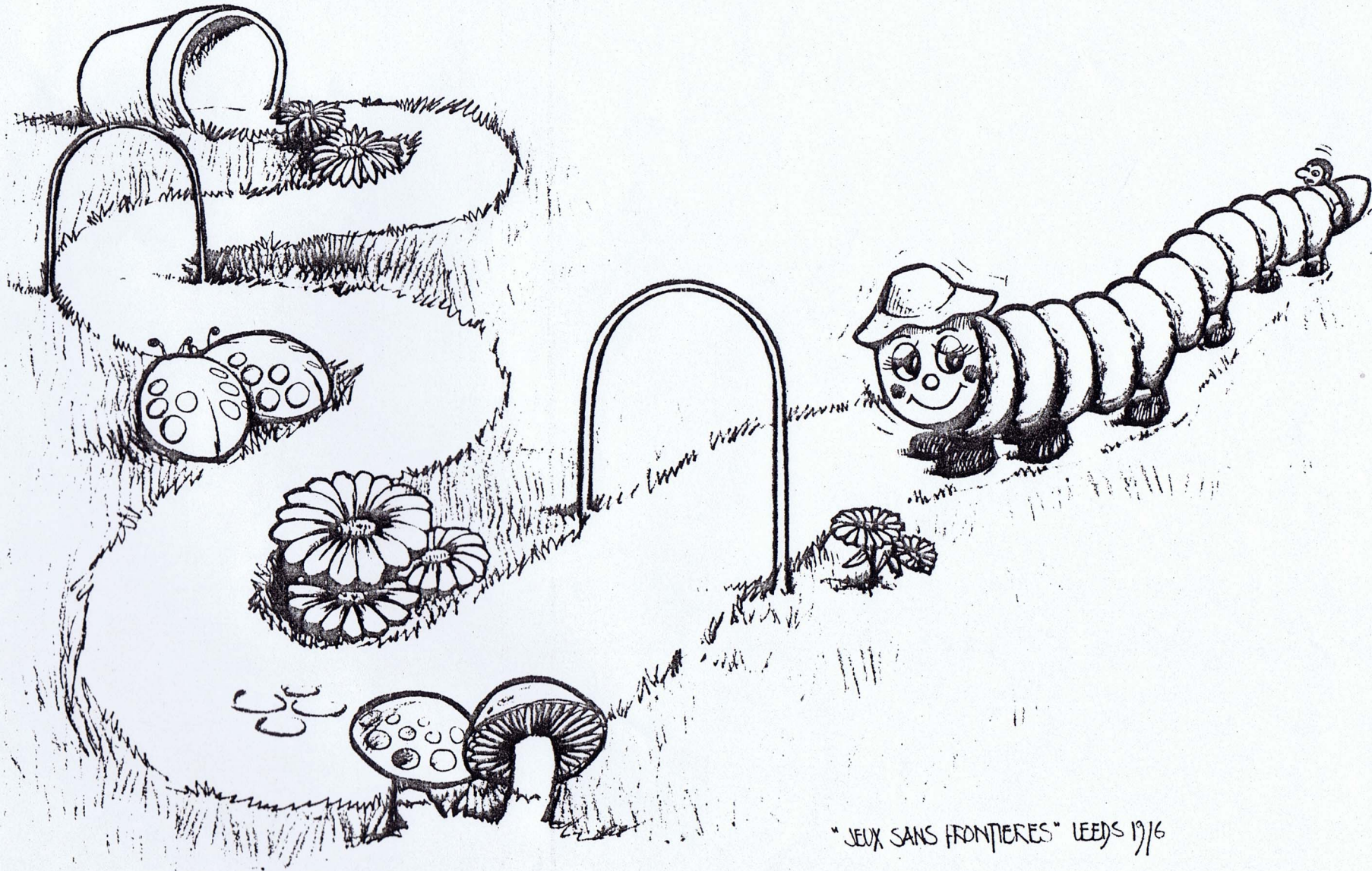
Three men and 3 girls are inside a caterpillar costume but only the man at the back can see.

He has to shout information to his team inside the costume, directing them over a course of items to be correctly negotiated, such as croquet hoops, flowers, toadstools, ladybirds etc. finally finishing by climbing into a cocoon.

The winning team will be the one to complete the course correctly in the shortest time.

NO. OF HEATS . 6 .

RESULT. TIME TO COMPLETE COURSE.



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GAME 8: SHEEPDOGS

7 Teams / 1 Heat

1 Male / 1 Female

At the whistle a man from each country runs out on all fours from a pen to pick up sheep from a number covering all teams, assembled in a collective group.

The sheepdogs can only pick up their sheep with their teeth, gripping a small flap on the sheeps' back covering their country's flag or identification.

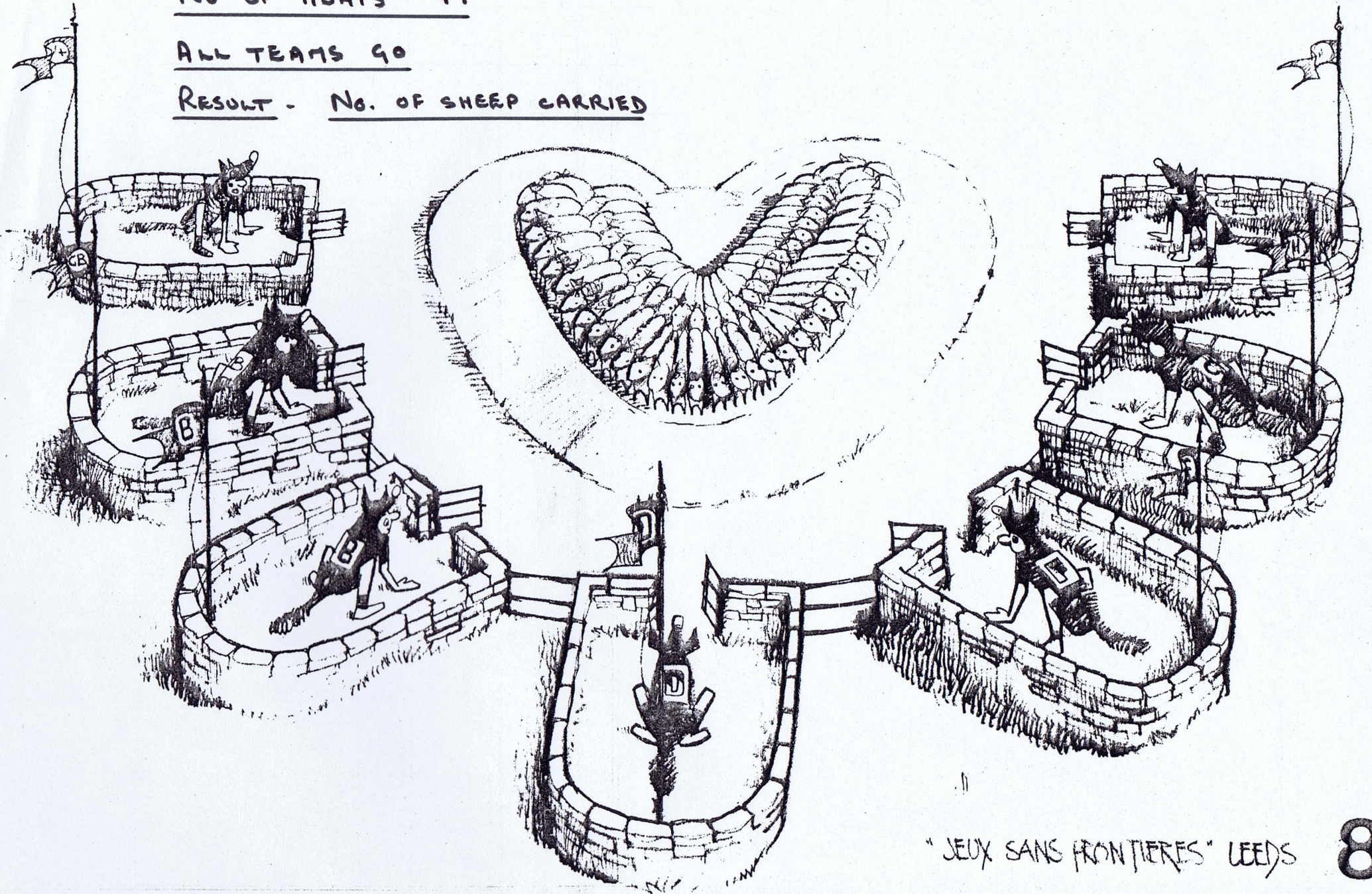
When all his sheep have been collected and placed in the pen, a girl from his team raises their country's flag to signify finishing the game.

The winning team will be the first with all, or most, sheep collected within the time limit.

NO OF HEATS 1.

ALL TEAMS GO

RESULT - NO. OF SHEEP CARRIED



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FIL ROUGE: FLOWER POWER

1 Team / 7 Heats

2 Males / 1 Female

6 Males in opposition (1 from each country)

Two men in a pantomime horse costume progress along a course, with a girl on the back of the horse. (She sits on the shoulders of the man in the back of the costume)

She has to collect flowers en route.

She has to dismount to pick them, and having done so must remount the horse before proceeding to the next bunch of flowers. She must carry the flowers collected all the time.

The opposing team, comprising of one man from each country has to place or build various obstacles along the course to impede the speed of progress of the horse and rider.

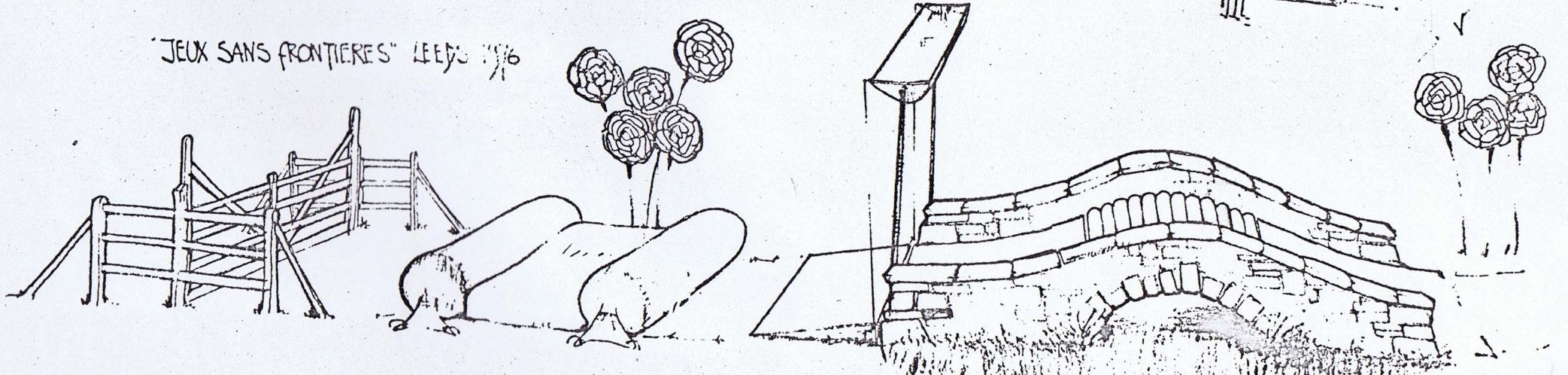
The winning team will be the one to pick up the most flowers within the time limit.

7 HEATS BETWEEN GAMES.

2 MINS  
here only get after



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Fil rouge