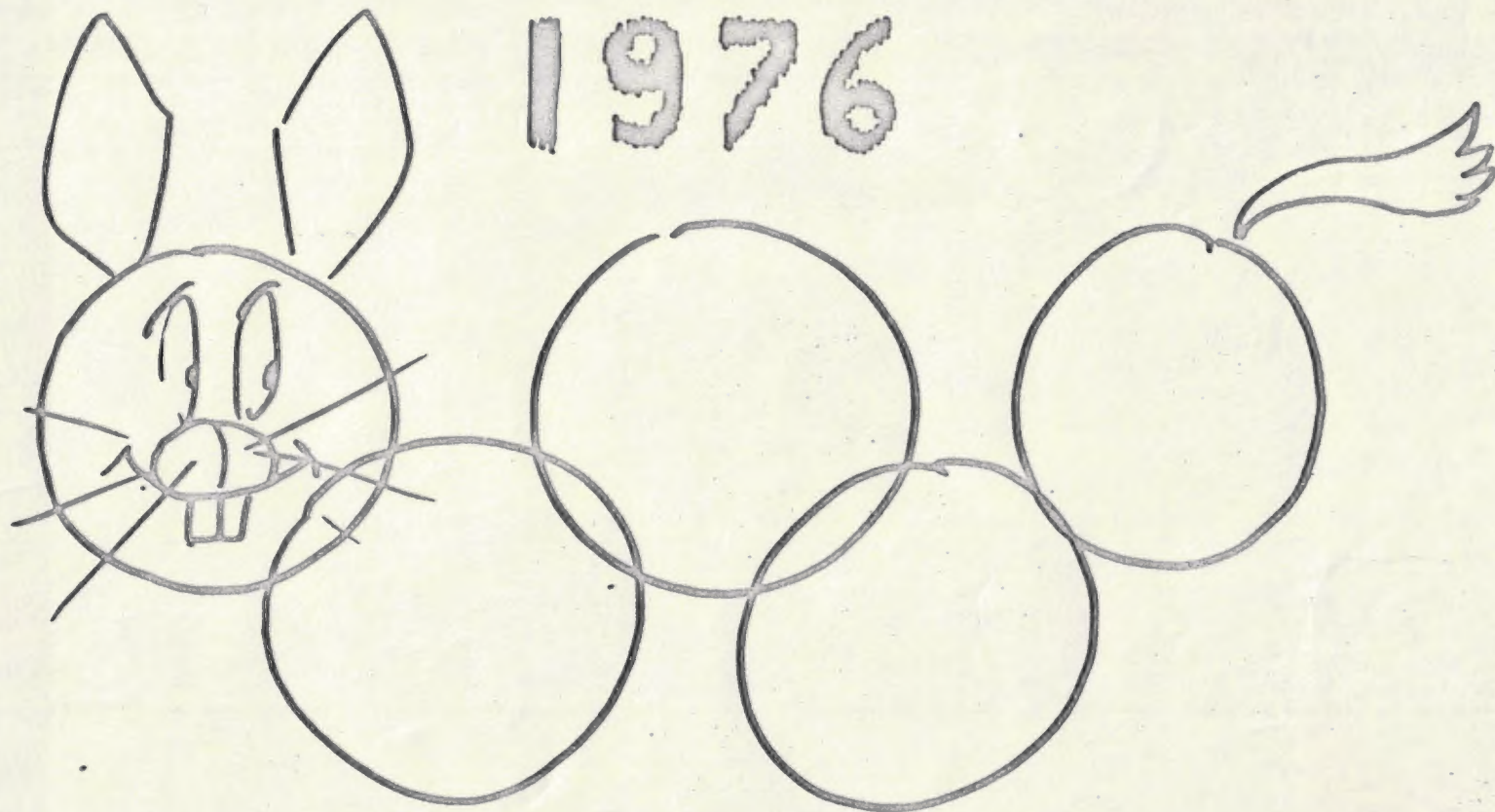


RAI  
RADIOTELEVISIONE ITALIANA  
CENTRO PRODUZIONE RF - TV  
M I L A N O

MIKE J. SWANN BBC.

GIOCHI SENZA FRONTIERE 1976



LE OLIMPIADI  
DEGLI ANIMALI

✓ GAME n. 1 - "THE CHICKENS"

(Australian) (5 manches)

~~3 Hühner~~ 2  
1

Q How Many Eggs to go  
in each row?

A. 2 for 1st row.

The chickens run and lay their eggs on a special slope which establishes an order of precedence. The chicken which "lays its egg" last is eliminated each time.

COMPETITORS: 2 men - 1 girl  
+ CAPTAIN.

TIME \_\_\_\_\_

SPIEL n. 1 - "DIE HUEHNER"

(australisch) (5 Runden)

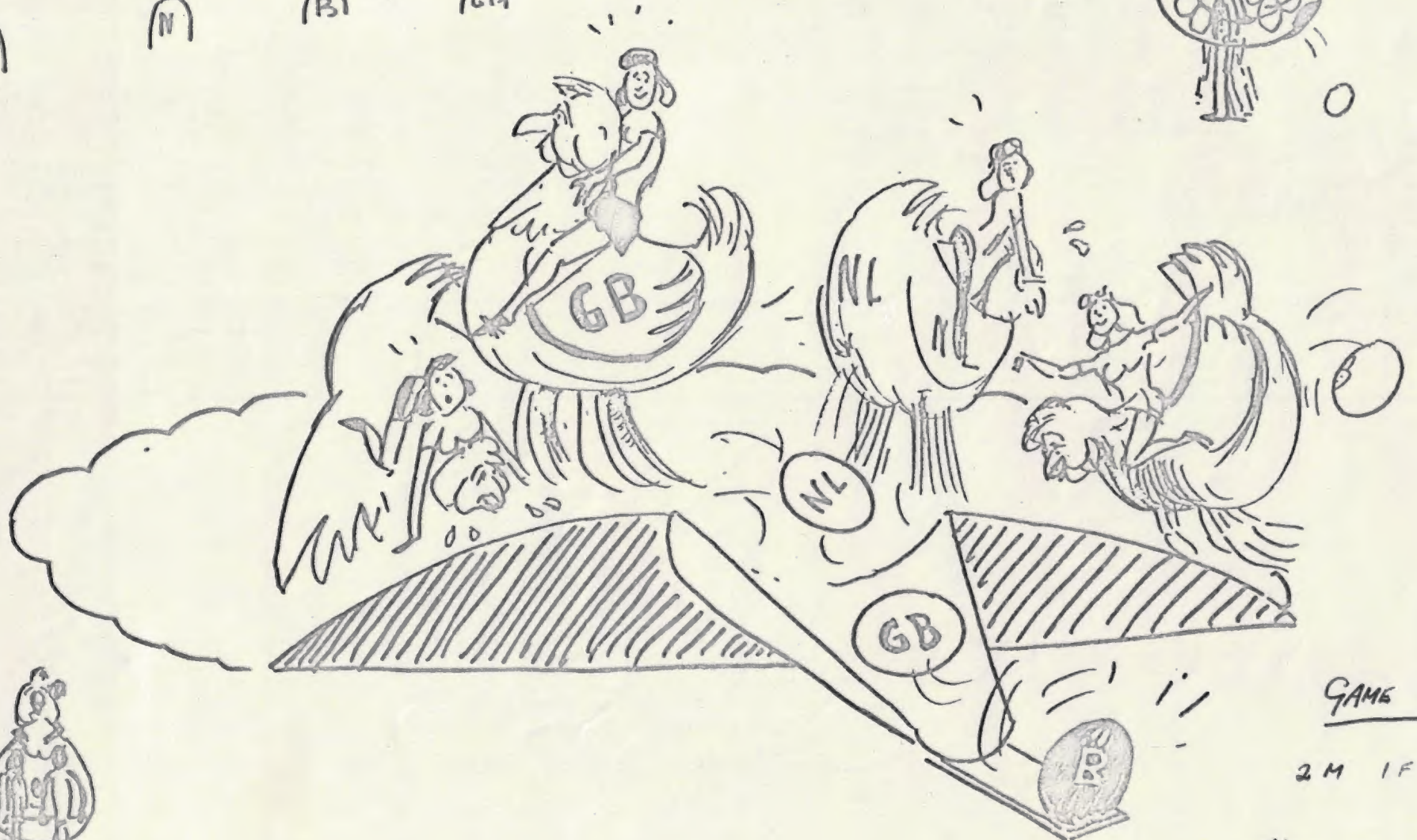
Die Huehner laufen, um das eigene Ei auf eine eigens dazu bestimmte schiefe Ebene zu legen; diese wird von einer Vorrangordnung bestimmt. Das Huhn das das Ei zuletzt legt, scheidet jedesmal aus.

WETTBEWERBER: 2 Männer - 1 Mädchen

Nº 1

# LE GALLINE

(I) (N) (B) (GB)



GAME 1

2 M 1 F

TIME

Background - A large flower containing balloons to represent the pollen which the wasps collect.

✓ GAME n. 2 - "THE WASPS" Butterflies  
(game in three rounds)

2

In the competition area which is marked by a circular plastic sheet and held up by at least six representatives of the two teams, ten white and ten red balloons are flying. They are moved by a fan. "THE WASPS" are moved upwards and to the side by their partners. Both of the two wasps have to <sup>CATCH</sup> burst red or white balloons. Any mistakes are to the advantage of the rival wasp. (it HAS TO BE BURST)

\* NOW CATCH BALLOONS OF OWN COLOUR IN NET

COMPETITORS: 1 girl 2 captains + ~~1~~ HELPER(S) AT FLOWER  
(plus at least 6 assistant-competitors)

Background - a large flower containing balloons to represent the pollen which the wasps collect.

SPIEL n. 3 - "DIE WESPEN"  
(Spiel in 3 Runden)

In dem Spielfeld, das von einer kreisförmigen Kunststoffbahn begrenzt wird, die von mindestens 6 Vertretern der beiden Mannschaften gehalten wird, fliegen 10 weisse un 10 rote Ballons; sie werden durch einen Ventilator bewegt. "DIE WESPEN" sind oben und seitlich von den Partnern angebracht. Jede der beiden Wespen muss die roten oder die weissen Luftballons platzen lassen. Die Fehler gereichen zum Vorteil der gegnerischen Wespe.

WETTBEWERBER: 1 Mann pro Mannschaft (dazu 6 Wettbewerbshelfer)

TIME LIMIT 130?

No. of Balloons.

No 3

# LE VESPE

No. of Balloons in 1-30



GAME 3 2

- 1 NL 48
- 2 GB 30
- 3 F 29
- 4 I 2 in 50"
- 5 J 2 in 37" *Ram broken*
- 6 B.

GAME n. 3



"THE RAMS" or "THE HARD HEADS"

TIME LIMIT 3

(subsequent game in 3 or 4 rounds)

The ram, at each round, has to break a sheet of fake marble. At each round the sheet gets thicker. If the ram does not succeed or if one of the assistants who holds up the sheet is push away from the proper position (on rollers), then he is eliminated.

*A pile of boxes has been added*

*A time limit will be applied.*

COMPETITORS: 3 men - *(1 to be RAM)*

SPIEL n. 3

"DIE WIDDER" oder auch "DIE HARTEN KOEPFE"

(aufeinanderfolgendes Spiel in drei oder vier Runden)

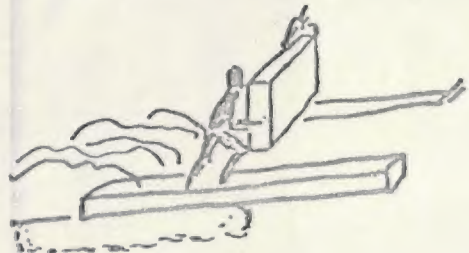
Der Widder muss bei jeder Runde eine Platte aus vor getauschtem Marmor zerhauen. Bei jeder Runde wird die Platte dicker. Wenn der Widder den Zweck nicht erreicht oder wenn einer der Helfer, die jeweils die Plattestützen, aus der vorschrittsmaessigen Stellung (auf Rollen) geworfen wird, scheidet er aus.

WETTBEWERBER: 3 Männer

# GLI ARIETI

~~12~~

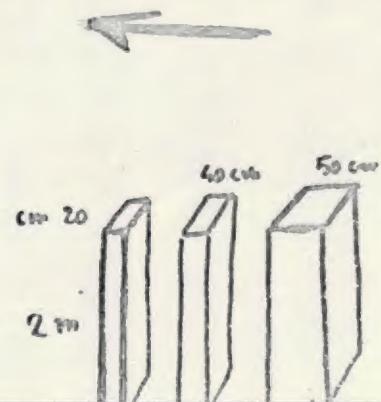
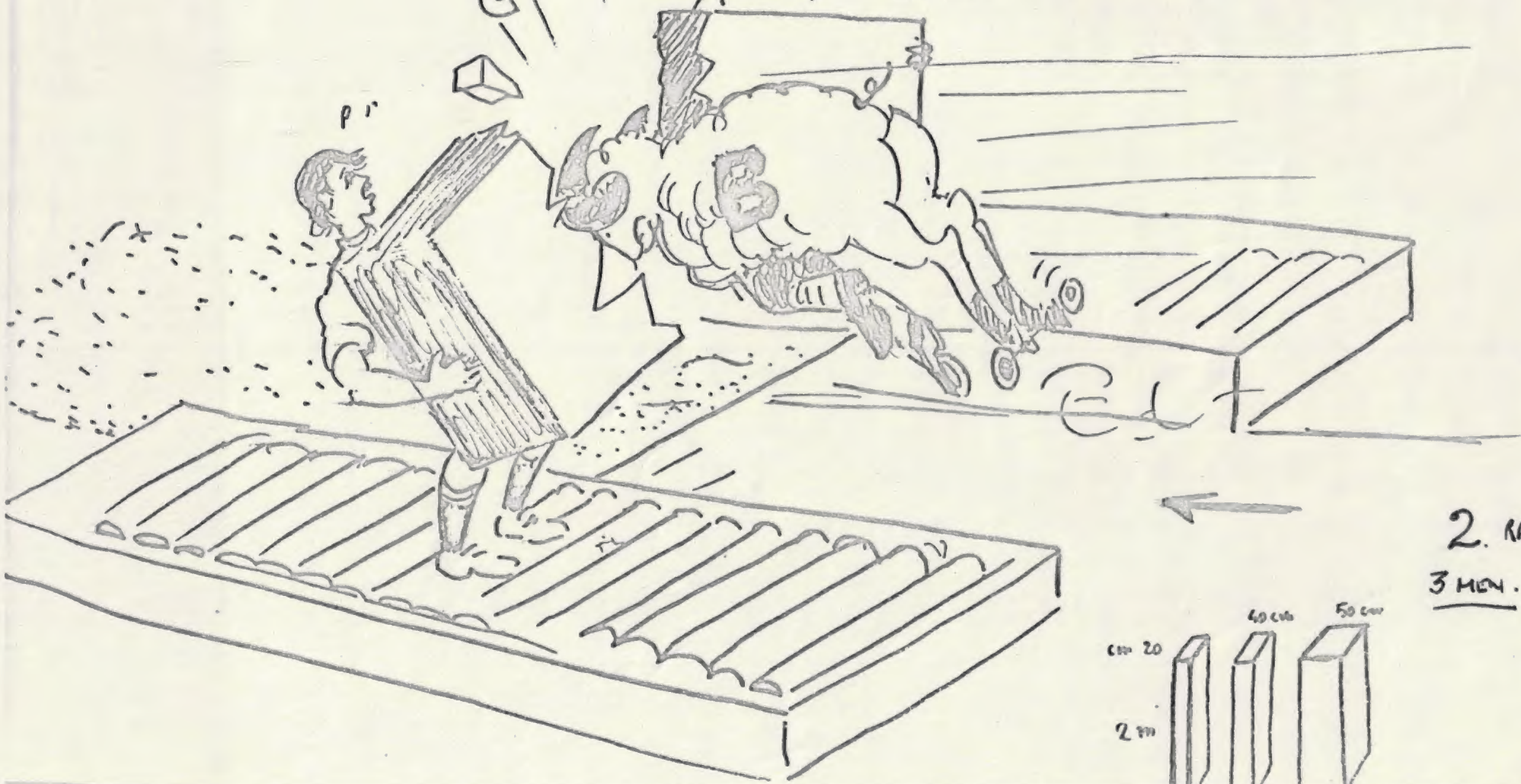
3



o ...

CRASCH

... "LE TESTE DURE"



2. RAMS  
3 MEN.



GAME n. 5 - "THE WALRUSES"

(subsequent)

An enormous but light ball comes down from the sky towards the center of a large round carpet.

The "WALRUSES" two partners are more mobile than he is and will help him in the game.

In sixty seconds we must count the number of times the walrus touches the ball before it falls on the ground or, goes off side.

COMPETITORS: 3 men

SPIEL n. 5 - "DIE WALROESSER"

(aufeinanderfolgend)

Ein riesengrosser aber leichter Ball geht von oben auf die Mitte eines grossen kreisförmigen Teppichs hinab.

Die zwei Partner des "Walrosses" haben mehr Bewegungsfreiheit als dieses und werden ihm bei dem Spiel helfen.

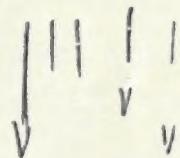
Man wird zählen, wievielmals das Walross in der begrenzten Zeit von 60 Sek. den Ball berühren wird, bevor dieser auf die Erde fällt oder ins Abseits geht.

WETTBEWERBER: 3 Männer

F in F.R. AFTER THIS GAME

NOT F  
limit 1:30

N° 3



# I TRICHECHI



NOT  $\frac{a}{F}$



GAME 5

3MEN.

✓ GAME n. 6 - "THE ORANG UTANGS"

(5 rounds with special rules)

3 rounds of 2

Then 2 of 3

The only way to knock a rival out is to swing round on one's self and force the arm, which is covered in a heavy glove, to make a swift, violent blow.

5 rounds: A against B  
C against D  
E against F

} = ~~fight~~ W. L.

✓ D ✓ E H  
3 I ✓ N L  
3 F ✓ B

The losers will fight a match between the three of them. For example: B-C-F. They will fight over the sixth, fifth and fourth places. The winners of the eliminating rounds (e.g. A-D-E) will simultaneously fight in the finals for the third, second and first places.

COMPETITORS: 1 man ✓ + Heelbox ? 2

SPIEL n. 6 - "DIE ORANG-UTANS"

(5 Runden mit Sonderregelung)

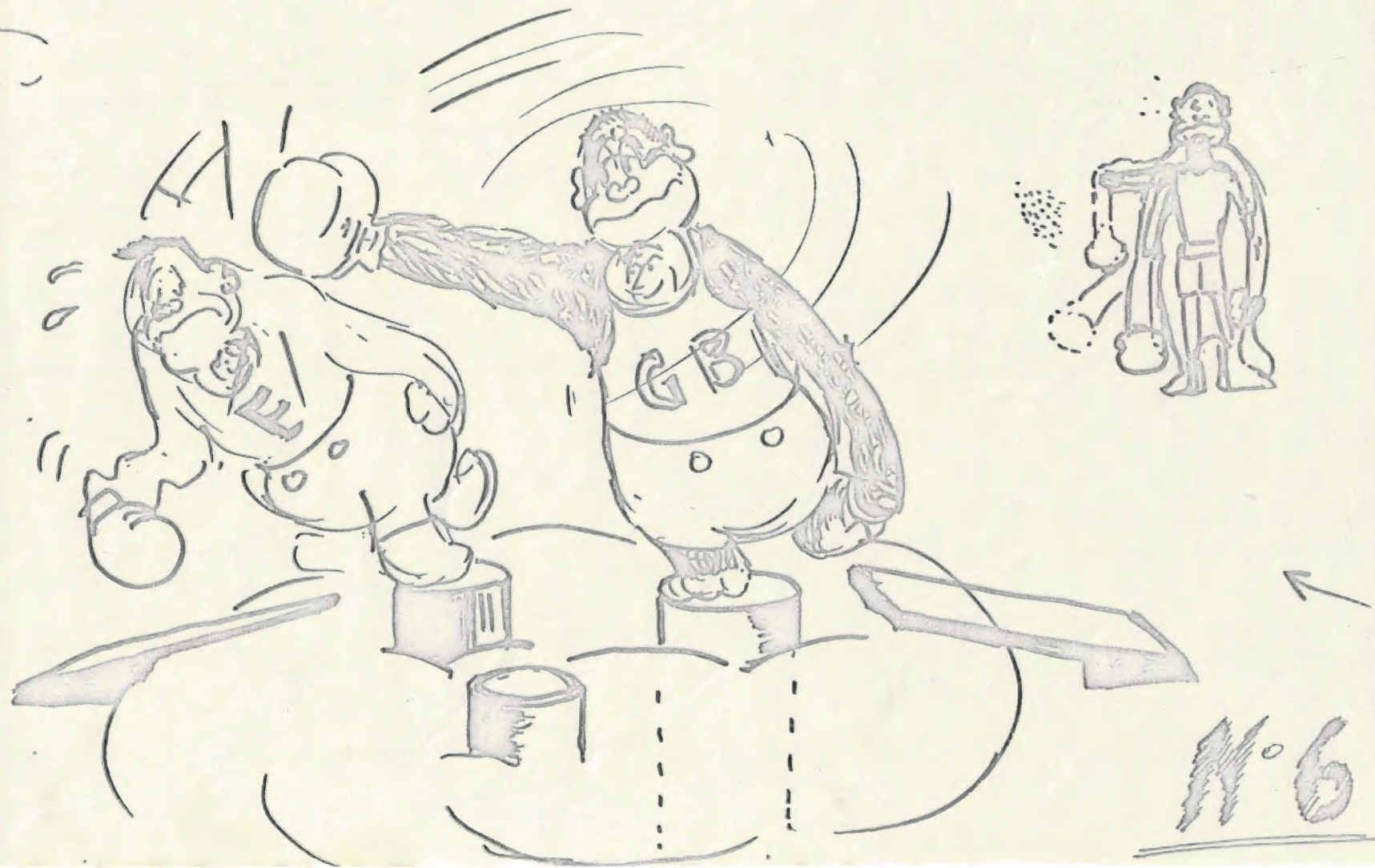
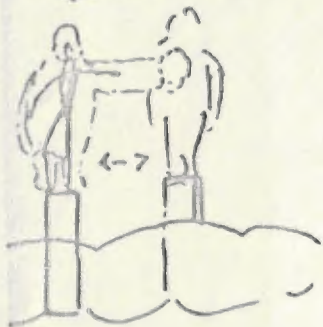
Man kann den Gegner nur schlagen und k.o. setzen, indem man sich um sich selbst dreht und indem man kräftig und schnell zusschlägt (ausgerüstet mit einem schweren Boxhandschuh).

5 Runden: A gegen B  
C gegen D  
E gegen F

Die Unterliegenden werden einem Kampf zu dritt kämpfen. Z.B.: B-C-F. Sie werden sich um den sechsten, fünften und vierten Platz reissen. Die Gewinner der ersten Ausscheidungskämpfe (z.B. A-D-E) werden in der Endausscheidung gleichzeitig um den dritten, zweiten und ersten Platz kämpfen.

WETTBEWERBER: 1 Mann

# GLI ORANGO - CASSIUS CLAY



N° 6

Round 1

F 9B B

✓ GAME n. 7 - "THE STILT-BIRDS"

(Australian)

2 Rounds of 3

Now no table.  
Competitors have to climb on stilts to reach as high as possible - there will be ample opportunity for practice.  
Competitors have to poke cakes from a series of shelves - the higher the cakes, the more points they are worth.

Round 2

D. NL. CIA.

The stilt-birds have short legs and cannot poke their beaks in one of the five cakes which have been placed on a table at the beginning of the game, unless they have stilts which raise them at least seventy or eighty centimeters from the ground.

The game consists of five rounds and at each round there is one cake less on the table.

At each round those who remain without a cake are eliminated.

Also 1 MAN HELPS AT TROSKA.  
CANTAIN

COMPETITORS: 1 man - 1 girl <sup>150cms</sup> one podium to START

SPIEL n. 7 - "DIE STELZVOEGEL"

(Australian)

Die Stelzvögel haben kurze Beine und können mit dem eigenen Schnabel keine der 5 Torten aufspießen, die zu Anfang des Spiels auf dem Tisch stehen... wenn sie keine Stelzen haben, die sie um mindestens 70 oder 80 cm erhöhen.

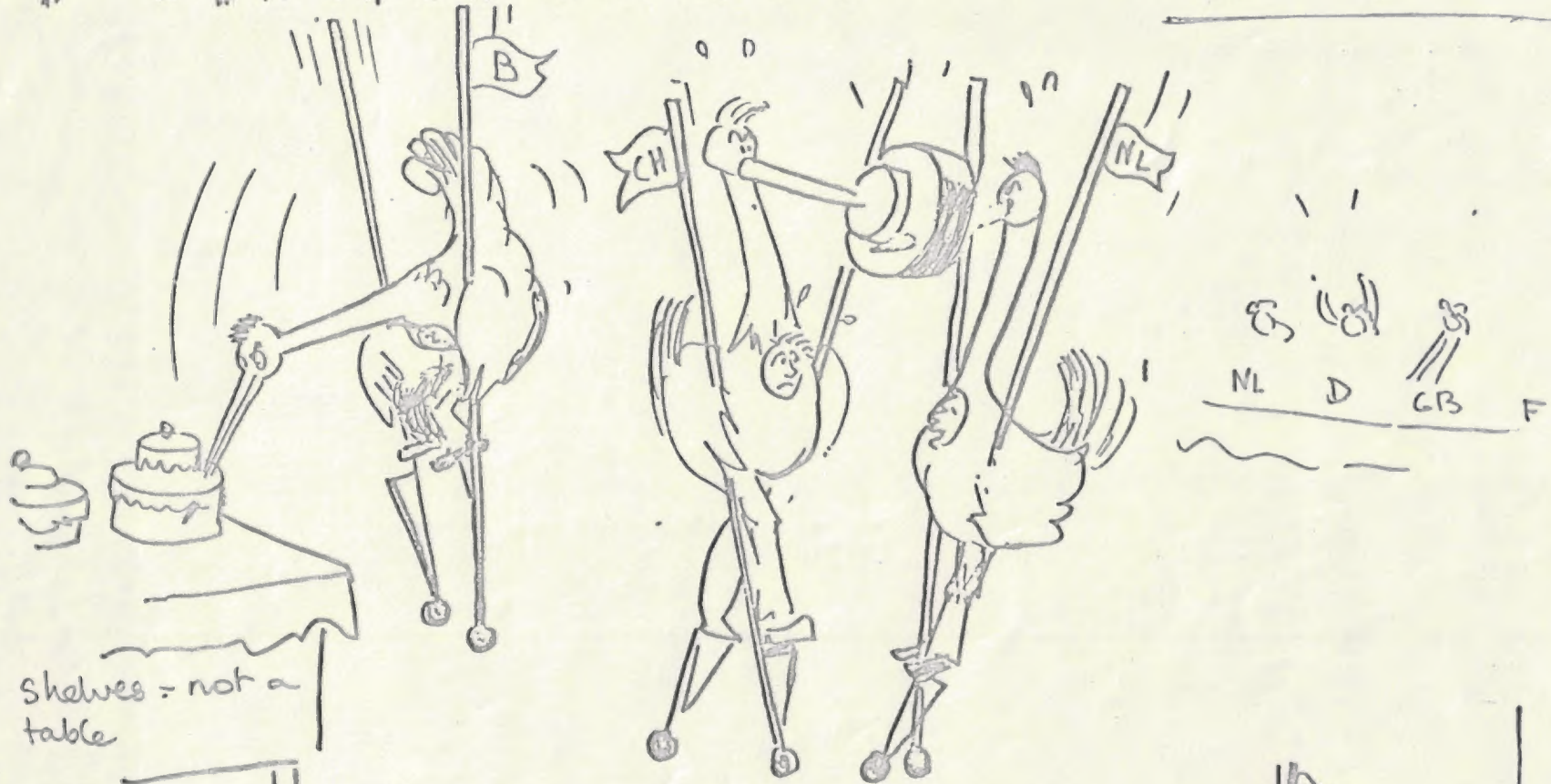
Das Spiel erfolgt in fünf Runden und bei jeder Runde gibt es eine Torte weniger auf dem Tisch.

Dernienige, der ohne Torte bleibt, scheidet aus.

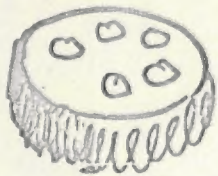
WETTBEWERBER: 1 Mann - 1 Mädchen

# I TRAMPOLIERI ...

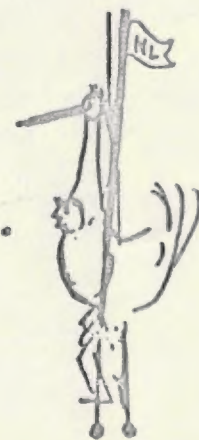
N° 7



shelves = not a table



... CON LE GAMBE CORTE.



GAME n. 8 - "THE TORTOISES"

(final game for seven teams) *ALL go.*

Theoretically, only by getting to the center of the playing field can the ball be placed in the net on the top of the perpendicular in the center of the field.

On each trip towards the center you can carry only one ball.

The winner is the one who puts more balls in the net.

The game can be played in various ways and with various rules (which will be established during the trials). You can even burst your rival's balloons before they get to the basket. This will depend on the various "offensive" systems with which the tortoise will be equipped. The funniest systems will be chosen.

COMPETITORS: 1 man - 1 girl (and eventually some assistant-captains, male or female)

*1st BALLOON in = WINNER*

SPIEL n. 8 - "DIE SCHILDKROETEN"

(Endspiel für 7 Equipes)

Theoretisch kann man nur dadurch den eigenen Ball in einen oben auf der Senkrechte der Mitte des Feldes angebrachten Korb werfen, indem man die Mitte des Feldes erreicht. Bei jedem Lauf zur Mitte kann man nur einen einzigen Ball tragen. Es gewinnt derjenige, der die meisten Bälle in den Korb wirft.

Das Spiel kann auf verschiedene Arten gespielt werden und nach verschiedenen Regeln (sie werden bei der Probe erklärt werden). Es ist ebenfalls möglich, die Bälle der Gegner platzen zu lassen, bevor sie den Korb erreichen. Dies hängt von den verschiedenen Systemen der "Verteidigung" ab, mit denen wir die Schildkröten ausrüsten werden. Es werden die lustigsten Systeme ausgesucht werden.

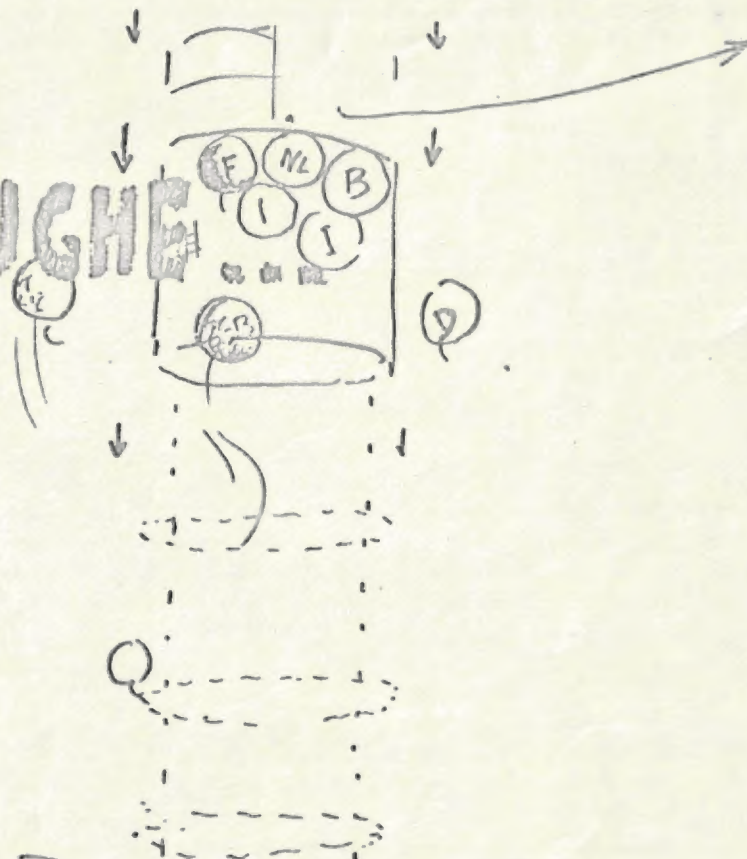
WETTBEWERBER: 1 Mann - 1 Mädchen (evtl. Helfer: Spielführer)

*D B CH F GB I NL*



*FOR EACH TEAM 10 BALLOONS*

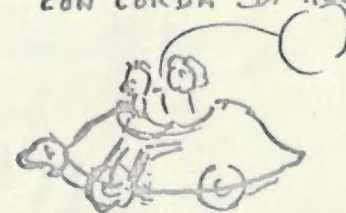
# LE TARTARUCHE



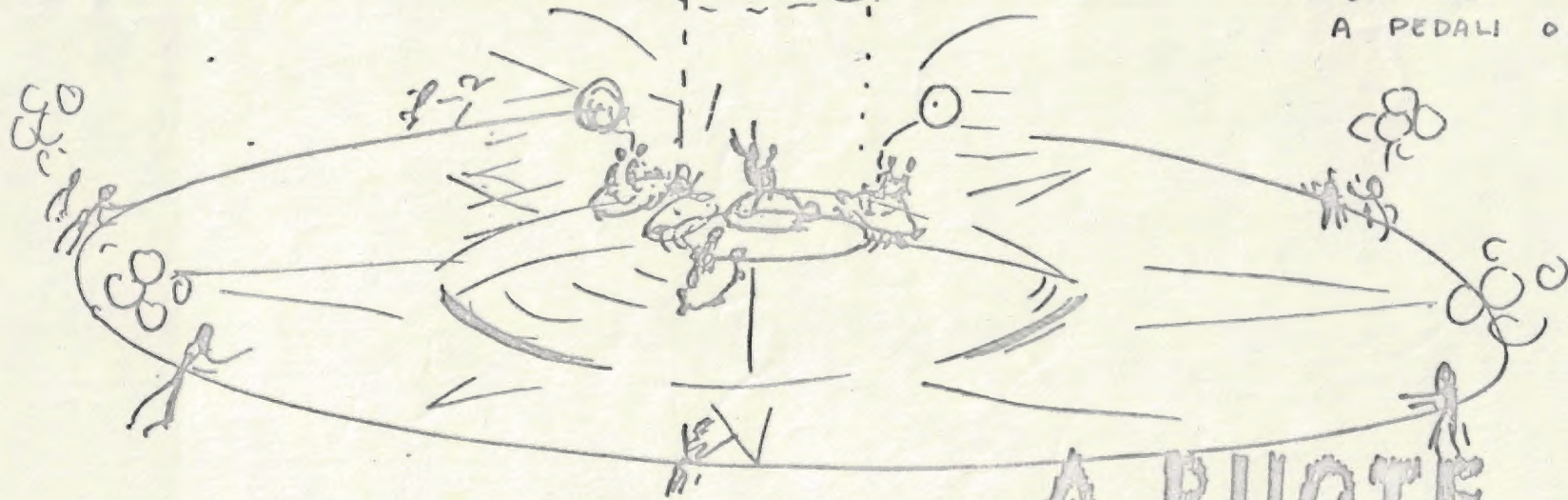
ALLA CONDOLIERA



A SPINTA  
CON CORDA DI RECUPERO



A PEDALI O A MOTORE



A RUOTE

N° 8



FIL ROUGE - "THE KANGAROO-CATCHING VEHICLE"

PICK UP

MEDALS

The kangaroo has to ~~light~~<sup>PICK UP</sup> as many olympic flames as possible along a run represented by a runner's track. Before starting, he ~~lights a fuse with his torch which damages the "kangaroo-catcher"~~. The kangaroo escapes and the game begins. The vehicle follows it. In 90 seconds the fuse sets off 6 petards on the vehicle. Each explosion corresponds to a funny disaster. At the first explosion a case drops and hides the visibility of the two occupants of the vehicle. At the second explosion another little mishaps and so on until one of the explosions makes a big anchor drop on the track (the anchor is in polystyrene) and this will slow up the vehicle. When the fuse breaks the tree which holds up the flag, the vehicle will stop for good.

By this time the vehicle should have captured the kangaroo. If it has, the kangaroo will be classified according to the number of torches <sup>MEDALS</sup> which it has managed to ~~light~~<sup>PICK UP</sup> during its flight. If the "kangaroo-catcher" stops without having captured the kangaroo, then the latter wins top points: SEVEN POINTS.

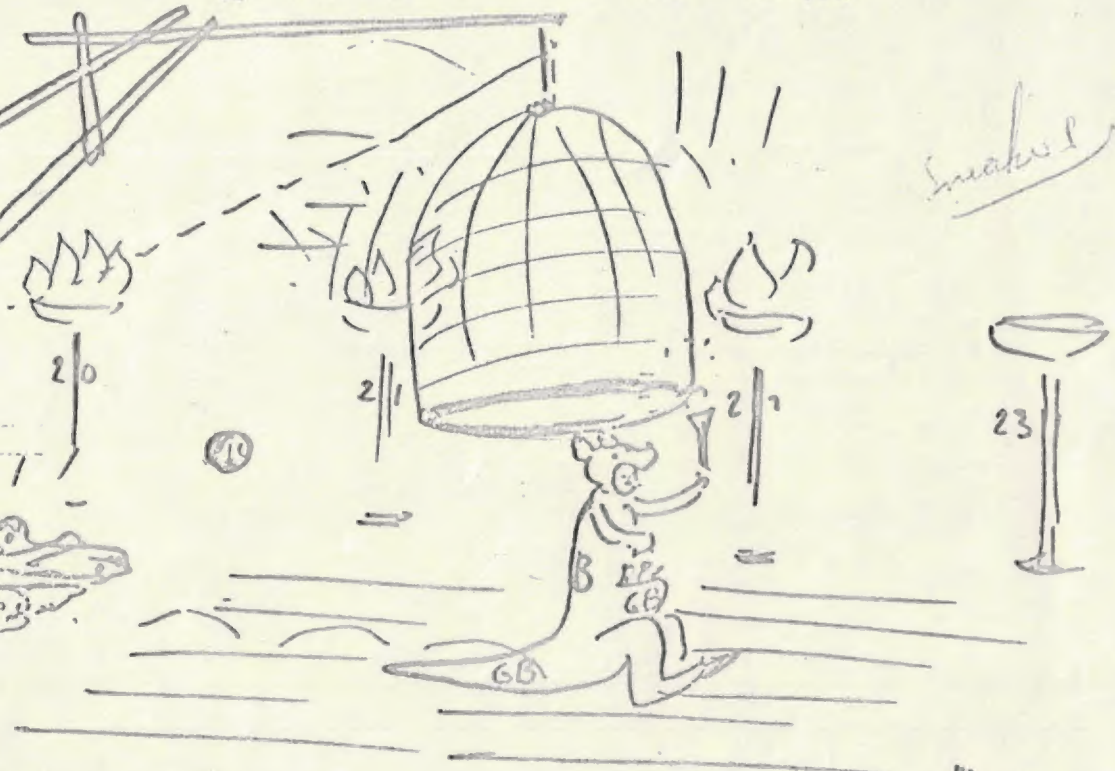
COMPETITORS: 1 man *facing opponents from other teams*

~~Time Limit~~ *when Roo caught.*

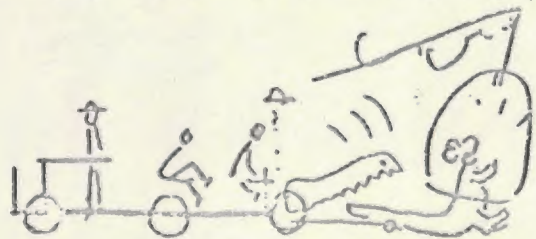
Time Limit

No of Medals

# FIL ROUGE



## LA MACCHINA "CATTURA-CANGURI"



- DOPO 10" 1° SCOPPIO = DUO CONCORRENTI CHE PEDALANO SONO COPERTI DA UNA CASSA E NON VEDONO PIÙ.
- 20" 2° SCOPPIO = CADDE LA STUFA IMBARAZZANDO.
- 30" " = ECC.
- 60" = CADE L'ANCORA DI MULTIPREN CHE RALLENTA.
- 60" 5° SCOPPIO = AL TIMONIERE CADE ADDOSSO UNA BOTTE
- 90" = SI SPEZZA L'ALBERO E L'AUTO SI BLOCCA.