

3. RAISING

PORTOROZ

D	YU	CH	P	GB	I	P	F
---	----	----	---	----	---	---	---

8

5

Im.	IIIm.	IIIIm.
I	D	YU
P	CH	GB

5. STEWARDS

I	P	GB
adv.	GB	P
II	I	CH
adv.	CH	I
III	B	F
adv.	F	B
IV	D	YU
adv.	YU	D

FIL ROUGE

Im.	GB	I
IIIm.	B	P
IIIIm.	F	CH

7 JACKPOT

2. NEPTUNE

I	YU	D	GB	I
adv.	CH	F	P	B
II	F	P	B	CH
adv.	I	YU	D	GB

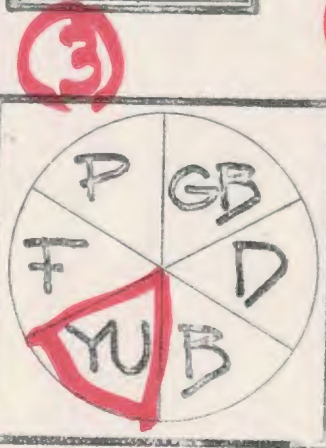
2

IIIm.	Im.
B	F
D	YU
CH	P
I	GB

6. DRUNKEN SAILORS

6

1



3

4

B	I	Im.
YU	D	IIIm.
P	CH	IIIIm.
GB	F	IVIm.

4. SAILS WASH THE DECK

3. DISCO

CH
B
I
F
D
YU

2. DRUNKEN SAILORS

"JEUX SANS FRONTIERES" - YUGOSLAVIAN GAMES

NO.	NAME OF GAME	HEATS	GIRLS	MEN	FIL ROUGE	QUALIFICATION	WITHOUT
1	FUNNY EMBARKMENT	1 x 6	1	1		Each competitor must be used to Rope climbing and heights	P & GB
1a.	FIL ROUGE: MARTIN KR PAN NATIONAL HERO	1 x 2	2 (advs)	3	P & GB		
2.	NEPTUNE'S KINGDOM	2 x 4	0	3			
3.	DISCO, DISCO	AUSTRALIAN	1	1		Ability to balance	I & CH
3a.	FIL ROUGE: MARTIN KR PAN	1 x 2	2 (advs)	3	I & C.H.		
4.	DRUNK SAILORS	2 x 4		2			
5.	SHIP'S STEWARDS	3 x 2	3	0		Ability to roller skate and carry something at the same time	B & F
5a.	FIL ROUGE: MARTIN KR PAN	1x2	2 (advs)	3	B & F		
6.	SAILORS WASH THE DECK	4 x 2	0	2			
7.	JACKPOT <i>not yu.</i>	3 x 2	1	1			
7a.	FIL ROUGE: MARTIN KR PAN	1 x 2	2 (advs)	3	D & YU		D & YU
8.	RAISING OF THE SAILS	1 x 8	2	2			

MIKE SWANN

GAME N° 1

NAME OF THE GAME: UNUSUAL EMBARKMENT

DESCRIPTION: AT THE REFEREE'S SIGNAL, FROM THE DECK AND BY THE SIDE OF THE SHIP, THE SAILOR DESCENDS IN THE FOLLOWING MANNER: THE SAILOR FORMS HIS PATH BIDDING THE DESCENDING ROPE. THE ROPE CONSISTS OF SMALL ROPE PIECES WITH BIG RING AT ONE END THE HANGING DEVICE ON THE OTHER END. REACHING BOTTOM, THE EMBARKMENT BEGINS. BUT, THE TASK OF THE GIRL FROM THE TEAM IS COMPLICATED BY NUMEROUS PIECES OF LUGGAGE SHE CARRIES. THE GAME IS COMPLETED WHEN BOY AND GIRL REACH THE DECK WITH ALL THE LUGGAGE.

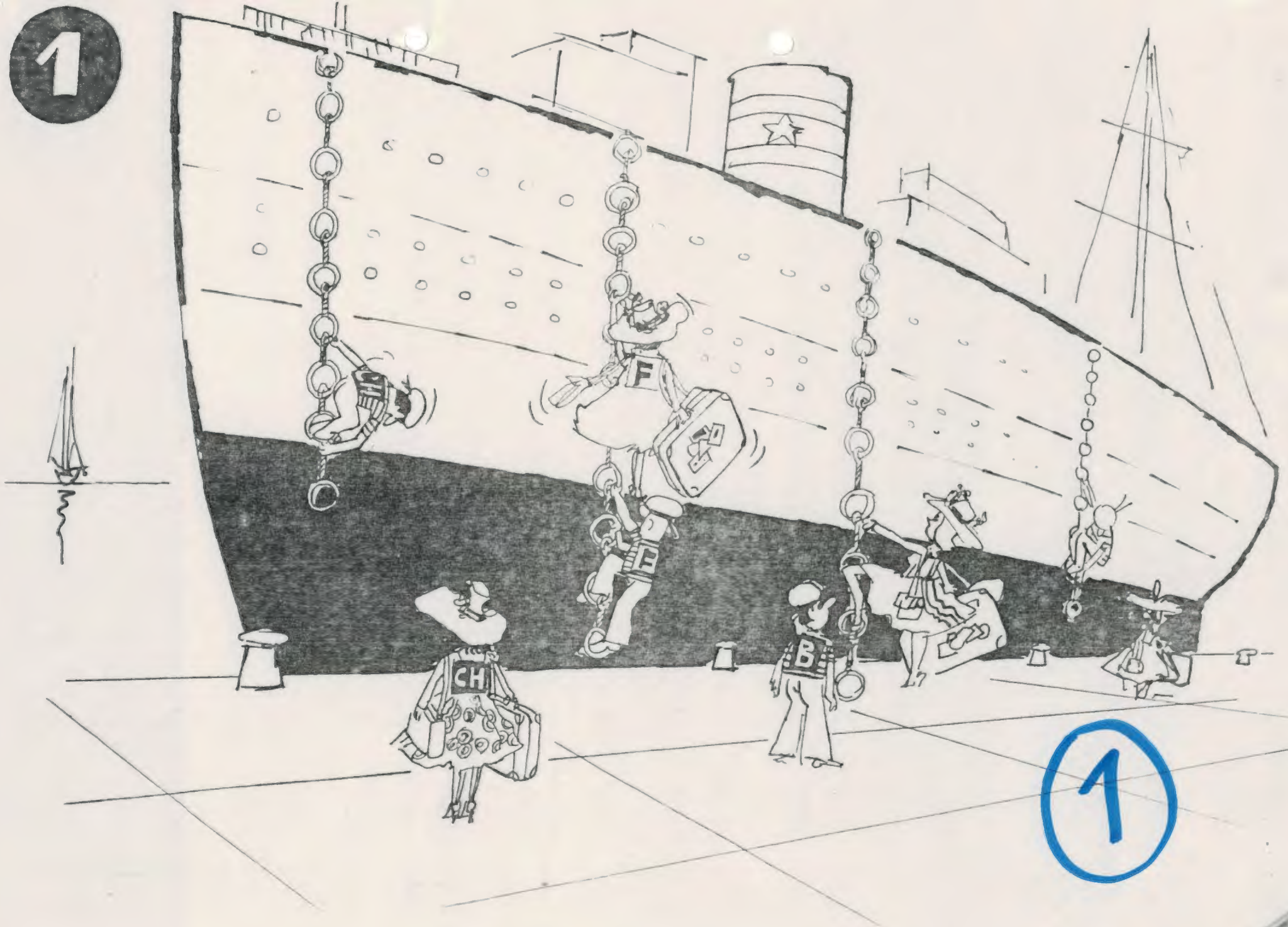
COMPETITORS: 1 BOY PLUS ONE GIRL

TYPE OF GAME: 1 x 6 TEAMS

TIME: 2'30"

SCORING: ACCORDING TO THE TIME THE COMPETITORS REACH THE DECK OF THE SHIP WITH THEIR LUGGAGE.

1



1

GAME N^o 2

NAME OF THE GAME: NEPTUNE'S KINGDOM

NEPTUNE, THE RULER OF THE SEES, DEPENDING ON HIS MOOD, CAN BE EITHER FRIENDLY OR ANTAGONISTIC TO SAILORS. THE SAILORS ARE WILLING TO CHEER HIM UP AND TO ENABLE HIM TO REACH HIS THRONE.

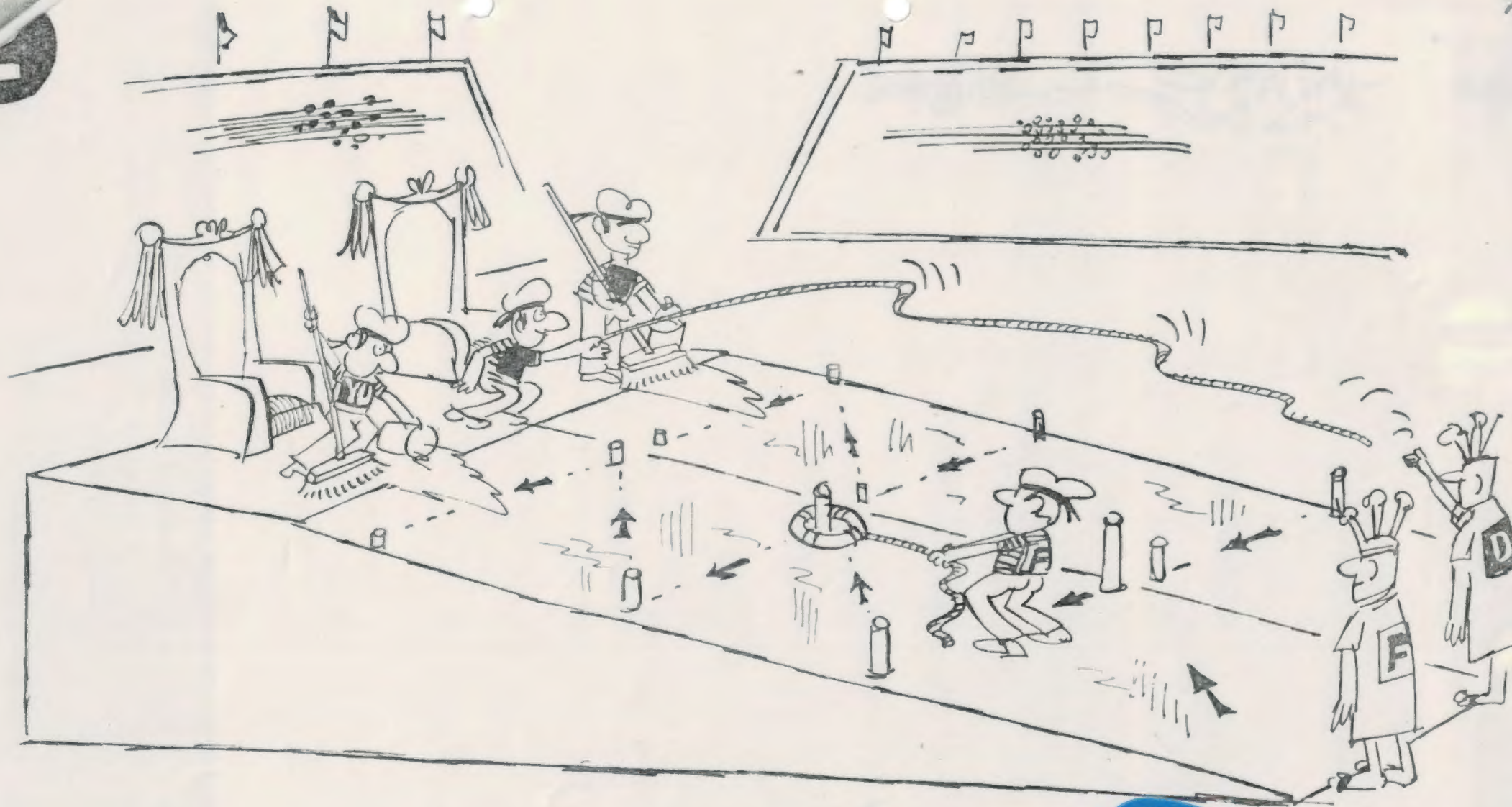
DESCRIPTION: AT THE TOP OF THE STEEP PLATEAU NEPTUNE'S THRONE IS SITUATED. THE STEEP PLATEAU IS SLIPPERY AND IN A ZIG-ZAG LINE THE WOODEN STICKS ARE PLACED, FROM THE HIGHEST TO THE LOWEST. THE SAILOR FROM NEPTUNE'S CREW HOLDS A ROPED LIFE BELT. THROWING THE LIFE BELT ONTO THE STICKS, ONE BY ONE, THE SAILOR CLIMBS THE STEEP PLATEAU BY THE HELP OF THE ROPE. WHEN REACHING THE THRONE, HE THROWS A BIG ROPE TO NEPTUNE, WHICH ENABLES NEPTUNE TO REACH THE TOP BUT, DURING THE GAME, THEY ARE DISTURBED BY THE SAILOR FROM THE OPPOSING TEAM WHO POURS THE FOAM OVER SAILORS' AND NEPTUNE'S PATH.

COMPETITORS: 2 BOYS PLUS 1 BOY (WHO DISTURBS)

TYPE OF GAME: 2 x 4 TEAMS

TIME: 2'30"

SCORING: PLACING IS DECIDED ACCORDING TO THE TIME NECESSARY FOR NEPTUNE TO REACH HIS THRONE.



2



GAME NO. 3. - DISCO DISCO

Australian game. one girl and one man.

A sailor has decided to take his girl out to a discotheque.

After the starting signal, six couples climb upon a large turntable. Each couple wears one pair of shoes, together. Their aim is to reach the static centre of the turntable. There, they will find a flower, which each boy must give to his girl. But, there are six couples and only five flowers..... The disc will be a diameter of 9 metres. There will be two large boats for each couple.



~~GAME NO 3~~ (ex 4) GAME 4.

NAME OF THE GAME: DRUNK SAILORS

DESCRIPTION: THERE ARE TWO BOYS AT THE START. AT THE REFEREE'S SIGNAL, THEY CLIMB THE BIG BARREL, AND WALKING ON IT, THEY REACH THE FIRST POLE. THEN, THEY DESCEND FROM THE BARREL, THEY ERRECT IT, THE FIRST CLIMBS, THEN THE SECOND SITS ON THE SHOULDERS OF THE PRECEDING ONE AND TAKES OFF THE BOTTLE FROM THE TOP OF THE FIRST POLE. THEY DESCEND, TURN THE BARREL DOWN AND PROCEDE TO THE SECOND POLE... THERE ARE ALL TOGETHER FOUR POLES WITH FOUR BOTTLES ON THE TOP. BUT, THE POLES ARE RATHER UNSTABLE, AS THEY CAN FALL DOWN EASILY. IF IT HAPPENS, BEFORE THE SAILOR REACHES THE BOTTLE, THE BOTTLE IS NOT COUNTED.

COMPETITORS: 2 BOYS

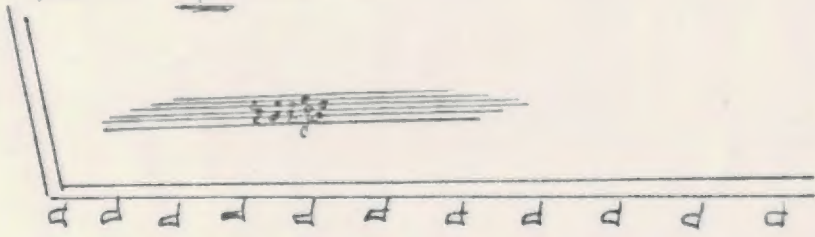
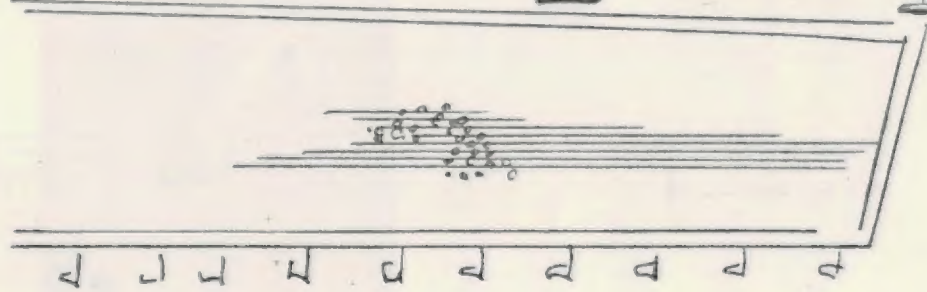
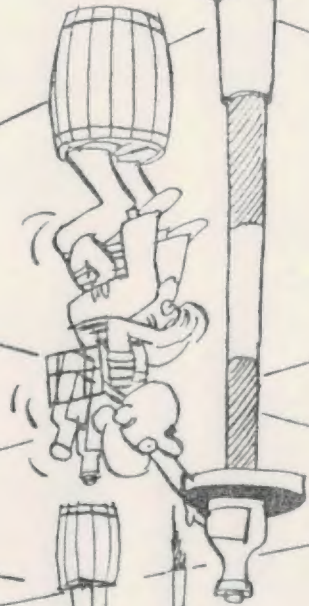
TIME: 2'30"

TYPE OF GAME: 2 x 4 TEAMS

SCORING: THE TIME IT TAKES THE BOYS TO REACH THE FINISH LINE WITH FOUR BOTTLES, I.E. THE NUMBER OF THE BOTTLES.

4

9/3/84



4

5

GAME NO. 5 - SHIP'S STEWARDS

Three heats of two teams. - three girls.

Ship's Stewards are famous for their agility, they cannot be thwarted by the stormy sea, the rocking of the ship.

A girl carries a huge egg on a large spoon. Riding on roller skates between the tables, she has to reach another girl, and pass the egg, spoon to spoon. The second girl repeats the procedure and passed the egg to the third girl, who carries it to the finish.

The scoring is done according to the time needed for three eggs to be brought to the finish, or the number of eggs brought to the finish in one minute and 15 secs.



5



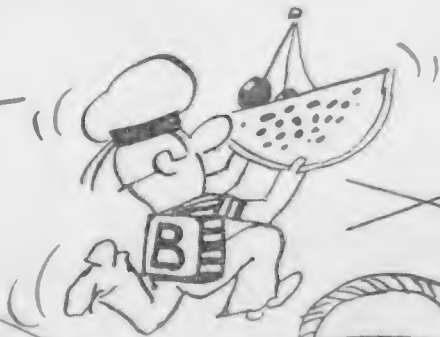
GAME NO. 6 - SAILORS WASH THE DECK

Four heats of two teams. Two men.

Every day, after washing the deck, the sailors enjoy a game that they themselves made up.

Using a hose, two sailors should throw three balls into a transparent chimney on the ship. The scoring is done according to the time needed to get all three balls into the chimney or the number of balls thrown in within the time limit.

7



GAME NO. 7 - JACKPOT

Three heats of two teams. - one boy and one girl.

The sailors, upon arriving to port, try their luck..... After pulling the handle of the gambling machine, a female player gets the usual combination of objects on the screen. Those objects are grouped along the course, on different distances from the machine. A male player has the assignment to bring back the objects shown on the screen. E.G., a Cherry, five metres from the machine, a watermelon slice, 10 metres from the machine, a lemon, 20 metres from the machine. There are three of each of the objects; three cherries, three watermelon slices, three lemons and three plums. The purpose of the game is to bring back all the objects shown, and put them into a basket by the machine as quickly as possible. The scoring is done according to the time needed to bring back all the objects shown (3 x 5), or the number of objects brought back within the time limit of two minutes.

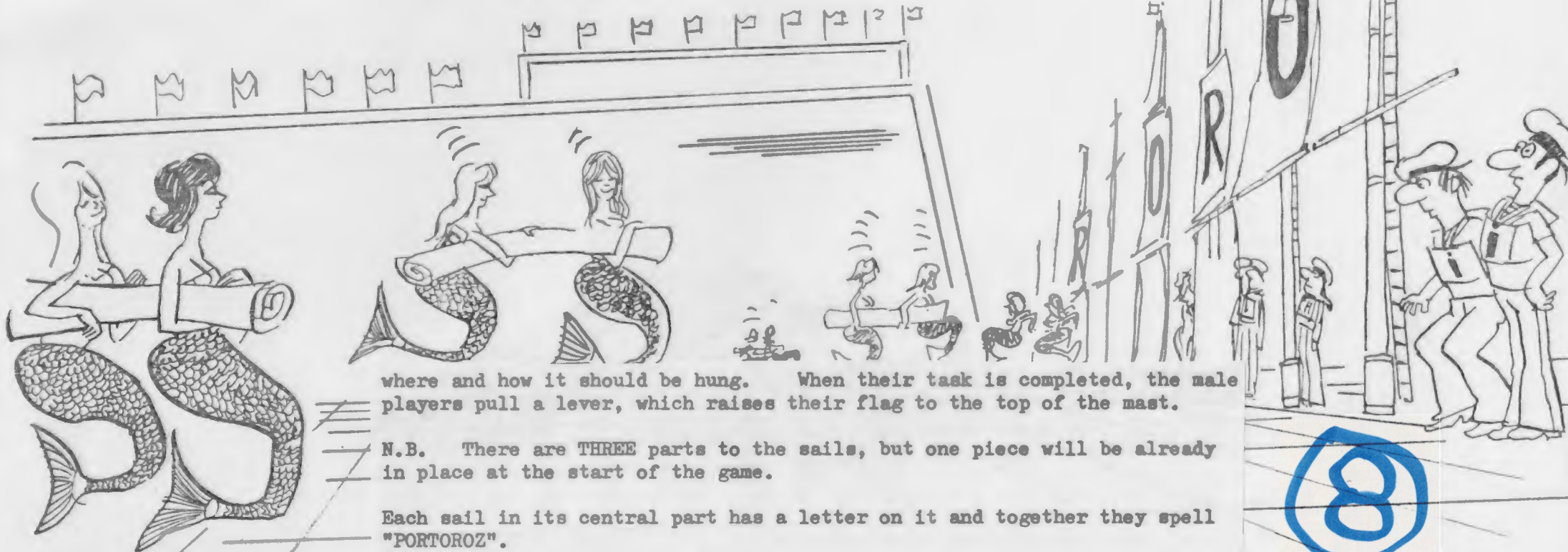
8

GAME NO. 8 - RAISING OF THE SAILS

For centuries, sailors have weaved tails about mermaids, this time, mermaids are here to help the sailors.....

One heat of 8 teams. two boys and two girls.

Upon the starting signal, two sailors start down a rope-ladder from the top of the mast. At the same time, two female players dressed as mermaids start from the opposite direction bringing to their team-mates the sails. The male players take the sails and climb back to the top where they hang it. Then, they descend again to get another part of the sail, climb back up. Each of the sails has its exact position.



where and how it should be hung. When their task is completed, the male players pull a lever, which raises their flag to the top of the mast.

N.B. There are THREE parts to the sails, but one piece will be already in place at the start of the game.

Each sail in its central part has a letter on it and together they spell "PORTOROZ".

The scoring is done according to the order of team flags appearing on the masts.



MARATHON - FIL ROUGE - MARTIN KRPAN

Four heats of two teams. Three boys and two girls (adversaries)

Martin Krpan is a National Hero. Legend says that he was famous for his strength, which helped him save Vienna from an evil giant. As an award, the Emperor allowed him to freely transport salt from the seaside to his village; up to then, he was forced to smuggle it hiding from the customs' officials.

On the starting line is Martin Krpan with his mare (made up of two male players) After the signal, he loads the bags with the salt on the mare. His aim is to reach the large scales, at the opposite side of the course as quickly as possible. But along the course, the customs officials are waiting - two girls from the opposite team. One of them runs to the opposite end of the course and returns with a pail full of water, which the other girl lifts by a rope. She tries to spill the water on Martin and his mare while he is crossing (jumping over) the ramp. Since the bags are made of paper - if she succeeds, the contents spill. When he reaches the scales, Martin unloads his salt on them and then returns for another load.

Two teams play directly one against the other. The purpose is to tip the scales to one side, getting a winner and a loser at the end of the time limit.

Time: 2 mins and 30 secs.

FIL ROUGE

