

Trek & Journey Weekend

Official Rules and Regulations



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INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in an NCANN Event for Trek and Journey students for middle school or high school students. [NCANN is the No. Ca/No. NV Event branch of West Coast Honor Camp or WCHC which is a 501c3 Non-profit Corporation created to “provide leadership, coordination and support in and for activities that teach young people the gospel of Christ and to train them to serve Him...”

ORGANIZATION OF GAMES MEETS

The Trek or Journey Games will consist of a minimum of 10 games.

Trek will be held on the AwanaGames Circle (traditional four-way – see diagram on back page) or on the aym Games Circle (three-way – see diagram on back page).

A Trek team consists of a minimum of 10 players (five guys and five girls) and a maximum of 14 players (seven guys and seven girls). **Three or four teams** will compete on each circle. The number of circles in a meet depends on the number of teams competing.

Journey may be held on the aym Games Circle (traditional four-way – see diagram on back page) or on the aym Games Circle (three-way – see diagram on back page).

A Journey team consists of a minimum of 10 players (five guys and five girls) and a maximum of 14 players (seven guys and seven girls). **Three or four teams** will compete on each circle. The number of circles in a meet depends on the number of teams competing.

The number of circles used in a meet, the organization of the meet, and the assignment of teams depend on the number of teams competing and the size of the facility. The NCANN Events Coordinator has final authority to allocate space available for teams and to set registration requirements.

REGISTRATION PROCEDURES

REQUIREMENTS

1. Only currently registered churches are authorized to compete in a Trek or Journey Games meet.
2. The Trek/Journey Games registration form accompanied by a registration fee is required. The fee covers part of the operating costs of the event. All game equipment is provided, ***except bands for the Three legged Race and basketballs.*** Until the registration fee is paid, a team cannot be officially registered. Teams are accepted on a “first-come, first-paid” basis. **No refunds will be issued to teams withdrawing their registrations.**

PROCESSING REGISTRATIONS

Completed registrations will be accepted according to the order in which they are received. When all team lines on all circles available for the event have been filled, additional team registrations will be accepted only on a standby basis. Such teams will be notified accordingly.

All teams accepting a “standby” position are expected to practice as if they were an accepted team. They must also be ready to participate if notified at least 24 hours before the meet. If a standby team is unable to participate when notified of acceptance, it loses its registration fee. Standby teams that are not asked to replace another team will be refunded the full registration fee following the Journey Games meet.

TEAM ASSIGNMENTS

The procedure for team assignments to a particular team line/color or a particular circle (where there is more than one circle) will be specified prior to the meet.

QUALIFICATIONS OF TEAM MEMBERS

1. All Trek students in 6th through 8th grades prior to the meet may participate.
2. All Journey students in 9th through 12th grades prior to the meet may participate. They cannot have reached their 19th birthday by September 1st prior to the meet.
3. **Students need to complete current Faith's Foundation.**
4. If short of players, Trek students who have met Trek requirements may be substituted for high school guys and girls respectively at local Journey Weekend games (only). PLEASE do your best to fill team with HS students or connect with another attending group (combine) to fill out your team first.
5. Teams may register for only one Journey Games meet per year.

GENERAL INFORMATION

GOOD SPORTSMANSHIP

An important aspect of the event is teaching good sportsmanship. Whether we win or lose is not as important as putting forth our best effort. Maintaining a friendly attitude at all times demonstrates that Christ can give peace and victory in every circumstance. No coach should destroy a Christian testimony by even one moment's display of poor sportsmanship.

Being a winner for the Lord is more important than winning Journey Games. We encourage all team coaches to enthusiastically motivate their team. However, one should not mistake enthusiasm for unsportsmanlike outbursts. Officials in all sports make "wrong calls," but our officials are trained, devoted, impartial, born-again people who do their best to officiate according to Journey Games rules.

Journey Games afford teens an opportunity to display a charitable spirit under the pressure of competition. Unsaved people may be observing. We need to watch our actions, and all coaches should remind themselves and their team that their testimony for Christ is of utmost importance. **Each team is awarded two sportsmanship points per event. For un-sportsmanship like conduct, sportsmanship points will not be given.**

ROSTER SHEET

The team roster sheet indicating name, grade in school, age *and date of birth* of each player must be prepared by the team coach and submitted to the area event staff prior to the meet, according to the schedule set by the event specialist.

INSURANCE

NCANN Events [WCHC] does not carry insurance covering team members. All churches **must** obtain insurance information for church-sponsored activities so they can supply their own protection. All coaches must have in his/her possession on the gym floor **a copy of the parental consent form signed by a parent of each player.**

Extra players brought by a team on a "standby basis," as well as those recruited from the stands, to fill in short teams **must** have **a copy of the parental consent form signed by a parent of each player.**

AWANAGAMES RECORDS

Officials at each area Journey Games meet may keep their own accurate time records to the hundredth of a second for each of the timed events. Times kept by less than two timers will not be considered official. These records are kept only at the local level.

AWARDS

Individual awards are given to all team players and up to two coaches.

PROMOTING INTEREST IN Trek/Journey GAMES

A good cheering section goes a long way towards helping a team win! The event is an enthusiastic introduction to people who have not had any previous contact with the Awana Youth Ministries.

Here are some suggestions for encouraging spectators to attend:

1. Games should be promoted at Trek & Journey meetings. Those not selected for the team can encourage the team to victory by attending the meet and cheering for friends on the team. Those not on the team should be made to feel as much a part of the event as team members.
2. Games should be promoted at Sunday school. Many teens who don't participate in Trek & Journey, as well as teens and adults who are unfamiliar with aym ministries, would attend a Games meet if invited. Use skits, or other interesting methods to give announcements.
3. Games should be promoted in church. The Pastor can do much to encourage support of Games teams in the weekly church bulletin and his announcements.
4. Games should be promoted to parents. People who have never seen a Games event may need an extra push to get them there the first time. A visit or a letter may be all they need.
5. Games should be promoted in the neighborhood. An article announcing the team's participation in the area Games may be written for a local newspaper. Radio and TV interviews can often be arranged.

GAMES DAY SCHEDULE

ARRIVAL TIME

Teams should arrive 60 minutes prior to the starting time of the meet. Coaches should check in immediately upon arrival **and turn in their team's Roster Sheet and a signed Parental Consent form for each player listed on the Roster Sheet. A coach from each team must bring a completed original parental consent form for each team member and a completed roster sheet.**

PLEASE NOTE: Coaches are also required to have a copy of the parental consent form with them on their team lines. Parental consent forms for extra players should be turned in at this time also.

CIRCLE AND TEAM LINE LOCATIONS

Teams should find their assigned circle team line as soon as possible on arrival. **No running or practicing on the circle is permitted before the meet begins.** Teams will help reduce congestion if they go to their assigned location and stay there.

MEETING GAMES OFFICIALS

The line judges and circle director will give last-minute instructions to team coaches and lead in prayer. Team coaches will be given opportunity to ask last-minute questions of officials before the meet begins.

FLAG CEREMONY

All team members should be instructed before the meet to face the flag during the ceremony and to place their hands on their heart at the given signal.

PRAYER

GOSPEL PRESENTATION

A brief gospel message is given where unsaved parents and friends (as well as team members) are confronted with the plan of salvation. **This is a central focus of the meet**, since many parents, relatives and friends who might never attend a church-based aym ministries function may have their only opportunity to hear the gospel. It is most commonly done just prior to the start of the events, or at a "halftime" break during the event.

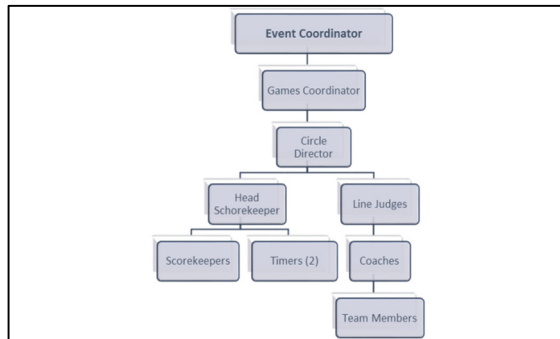
Recognition may also be given to students for outstanding achievement.

Coaches should instruct team members to sit quietly without talking or whispering during the message and recognition time. Players are not permitted to leave their team line.

GAMES PERSONNEL

CHAIN OF COMMAND ON EACH CIRCLE

Players should ask questions only of their coach. If the coach has a question or comment, he/she speaks only to the judge on his/her team line. If the judge cannot answer the question satisfactorily, he consults with the circle director. **The circle director's decision is final! Unless requested by the circle director, no coach is allowed on the game floor to consult him at any time.**



EVENT Coordinator

He oversees the entire operation from planning through team registrations to supervision of the event.

CIRCLE DIRECTOR

Is responsible for:

- Coaches' meeting at start of meet
- Circle operation after official start
- Declaring reruns
- Indicating event winners
- Coordination and ultimate responsibilities of judges
- Scorekeepers' activities
- Timers' activities
- Final word on all matters not covered in written rules (will discuss with Event Coordinator)

Line JUDGES

In each circle, three **or four** trained officials who are familiar with all Game rules governing each, and how to resolve tie events, tie heats, or tie score, assist the circle director in watching for false starts, broken rules, fallen pins, interference, etc.

OFFICIAL SCOREKEEPERS

Two individuals for each circle record the scores for each event as reported by the circle director. *Additional helpers post these scores where they are visible to the spectators.*

OFFICIAL STARTER

He gives the starting signal for all circles at beginning of most events or heats.

OFFICIAL TIMERS

In each circle, two timers are responsible for using stopwatches to time the first-place winner in each timed event. A minimum of two timers per circle must be used to establish records.

TEAM COACHES

Since the teams are coed, each team may appoint both a man and a woman coach. Only two coaches per team are allowed on the floor during the meet. Team coaches are **not** permitted in the playing area at any time during the Games activities. They must give directions from the sidelines only, out of the way of players and judges.

1. Coaches may ask their line judge to review a decision with the circle director.
2. A coach may be asked to leave the floor when the circle director considers it necessary.
3. All coaches are to attend a Games coaches' training session.
4. All coaches must remain behind their team line at all times while Game events are in progress.

GENERAL RULES/DEFINITIONS

Arranged alphabetically for quick reference

ADHERENTS

No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. No cloths will be allowed on the gym floor. Violators will be disqualified. The best safety measure is a good pair of gym shoes with a clean tread.

BALLOONS

Nine inch to 11 inch balloons are inflated to about eight inches in diameter.

BASKETBALLS

Each team must bring one men's regulation-size basketball to use in events where one is needed.

CIRCLE PINS

All circle pins must be passed with both feet outside the circle in all running events. No jumping of pins is allowed. If a pin has fallen, that point on the circle normally marked by the pin must be passed with both feet outside the circle as if the pin were in its proper place. (Players may cut inside the circle between circle pins, but they must be outside the circle at each pin). Players knocking over a circle pin during a game disqualifies his/her team for that event or heat. It is recommended that 6 oz. of sand be added to each pin.

DISQUALIFICATION

A team may be disqualified by the circle director and/or judges at any time during an event for one or more of the following reasons:

1. After one warning for poor conduct or unnecessary roughness.
2. Knocking over a circle pin.
3. Causing interference to other participants.
4. Player participating in more than the prescribed number of events (see *General Rules* "Participation").
5. Breaking other game rules not listed here, but described elsewhere in this manual.
6. Play which is not according to the spirit of the game (see *General Rules* "Spirit of the Game").

Teams are **not** disqualified if a player steps outside of the game square or game triangle during a running event. Coaches should instruct team members to go all the way into the center for each event – no matter how hopeless it may seem – because the apparent winners may have been disqualified.

DRESS CODE

Coaches are responsible to be sure that uniforms are respectable and in keeping with Christian standards of modesty. It is recommended that team members wear sweatpants or **warmups** for competition. **Non-marking athletic** shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team members. **No Shorts Are Allowed By Players or Coaches.**

Team coaches should wear the special uniform chosen for their team or they can use the Trek/Journey Weekend issued T-shirts, which give a team a good appearance on the floor.

FALSE START

The circle director and judges will call a "false start" when action is started in an event before the starting signal. The event in that circle is brought to a halt as rapidly as possible, and then restarted by the circle director. Two false starts in one event or heat by a single team disqualifies that team from that event or heat. The remaining teams will be restarted.

FLOOR MARKINGS

Lines are marked on the floor with tape. The width of the tape provides a margin for error in games which use tape boundaries. If any player's foot protrudes beyond the tape in these games, his/her team will be disqualified from that event or heat. (See diagram at the back of the book).

INTERFERENCE

The circle director and judges may declare “interference” if, in the opinion of these officials, a team’s fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams’ or players’ progress by someone other than players participating in a particular event or heat, such as officials, spectators, coaches, and nonparticipating players of opposing teams. When a player or coach causes interference, his/her team will be disqualified from that event. Interference may also be called when players’ progress is hindered by foreign matter or water on the floor. When interference is called, the circle director may declare a rerun.

PARTICIPATION

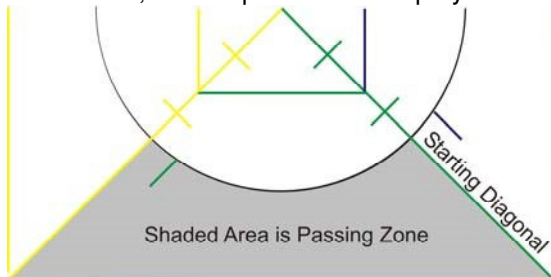
All players are limited to five events in addition to the first and tenth events. All players must play in a minimum of two events and no more than seven events. **No player can compete in both long-distance running events or both short-distance running events.** See each event.

PASSING RULE

This rule applies to all four running events. (See individual events.) If a player is touched by a hand (not by the baton), he/she **must** move to the right to allow the faster team to pass. Failure to move when tagged may result in disqualification. **Players are allowed one team zone or 1/3 of the circle to move, depending if there are three teams on the circle or four teams on the circle.**

PASSING ZONE

(See Diagram) In all relays, the baton must be passed within that section of the circle contained within the team zone assigned to each team. Passing the baton in any other zone — including passing it over a starting diagonal — disqualifies that team for that event. Only the position of the baton will be considered, not the position of the players’ bodies.



PRACTICES

In preparing for the Games, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the Trek/JourneyGames meet. **No practicing is allowed once a team is checked in and on the game floor.**

RERUN

A rerun of an event or heat will be held for interference calls. A rerun is also in order when, in the opinion of the circle director and judges, the awarding of points cannot be determined fairly.

A team will not be allowed to participate in the rerun if:

1. Any of its players were the cause of an interference call, **or**
2. The team had already been disqualified for a violation previous to an interference call or other situation requiring a rerun (see *General Rules* “Interference”).

In the rerun of the Marathon Race, new players may participate.

SCORING

The scoring for each event is stated in the game rules. The circle director determines who the winners are and reports to the scorekeepers. Players should not leave the circle until the circle director has determined their team standings.

SCORING PINS

Game pins set at the five-foot mark which are to be touched or tipped by players' hand(s) only.

SOLE POSSESSION

The player is the only team member touching the object.

SPIRIT OF THE GAME

When a team deliberately stretches existing rules to play a game differently from that planned by the event committee, the spirit of the game has been violated. The circle director and judges will declare the team disqualified from that event or heat, even though the team may have followed the letter of the rules as written.

STARTING DIAGONAL

(See Game Circle Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

STARTING SIGNAL

When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

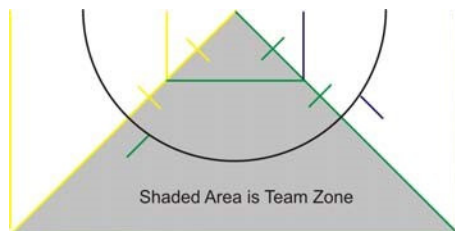
TAG RULE

When one player gains on another and is able to touch or “tag” him/her, or if a player is passed even without being tagged, the one passed or tagged must quickly drop out of the race. (Unnecessary pushing of another player will result in team disqualification, although the tagged player is also disqualified.) In dropping out of the race, tagged players should leave to the right, away from the circle—never to the center. This rule is enforced in the Three-legged Race.

TEAM LINES

(See Diagram on back page) The colored lines on the triangle mark the team lines. Team members not participating in an event must stay seated behind these lines.

TEAM ZONE



TIE GAME (EVENT) OR TIE HEAT

When two teams, in the decision of the circle director touch the scoring pin at the same instant (or have equal units at the completion of the Beanbag Grab), a tie is declared. Available points are divided equally between the tied teams. If it is a tie for first place in a game having second place, first- and second-place points are added together and split, eliminating second place. **If it is a tie for second place, full second place points are awarded to both teams that tied for second. (Example: If first place is four points and second place is one point and two teams tied for second, the two tied teams would both be awarded one point.)**

TIE SCORE

When two or more teams are tied after the end of the 10th event, the tie is resolved by the best two out of three heats of Basketball Relay. No second place points.

WINNER OF AN EVENT

The circle director declares the winner(s) of each event. He may consult with the judges to determine the winner. (If the player touching the scoring pin has been disqualified, the second place player receives first place points. If the second place player is disqualified, the circle director will award second place to the third place player). Where it is not possible for the circle director to determine the winner, he may call for a rerun.

Trek/Journey GAME EVENTS

EVENT 1 - BASKETBALL RELAY

10 players; three heats

1st heat; five girls 2nd heat; five guys

3rd heat; five girls and five guys

Scoring 1st place - three points each heat; 2nd place - one point each heat

Equipment: three or four circle pins, three or four scoring pins, and one men's regulation-size basketball per team.

One player, standing with both feet on the floor and with both feet in game leader triangle (see Diagram), acts as game leader. He/she may stand or move about anywhere in this triangle, but he/she must have both feet in the triangle when throwing or catching basketball.

In the first heat, one girl is positioned in the middle triangle with four girls on the circle.

In the second heat, one guy is positioned in the middle triangle with four guys on the circle.

In the third heat, 10 players (five girls/five guys) are involved. One player (guy or girl) is positioned in the middle triangle. Remaining players are positioned on the circle (alternating girl, guy, etc.). In all heats, players on the circle **must stand** with both feet outside the circle **and must maintain position, but may turn their bodies to accept the pass.** (see Diagram). If any part of player's body touches the floor inside the circle, entire team is disqualified.

A strip of tape four feet to the right of each circle pin marks an area that must be kept clear for the game leader of the neighboring team when he/she runs into the center. Interference will be called if a neighboring team gets in the way of a game leader running into the center.

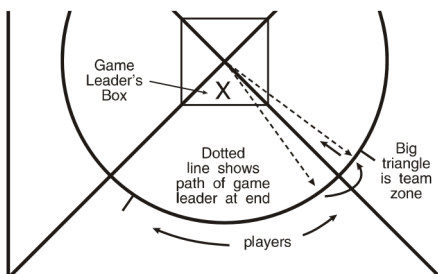
At starting signal, the game leader throws a basketball chest pass to the player on his/her left (nearest team starting diagonal). Player #1 catches the ball and throws (chest pass) it back to the game leader who throws it to player #2. Play continues until all players on the circle have caught the basketball and returned it to game leader. (The ball must be caught with 2 hands and passed – no batting or slapping.)

On receiving the basketball from last player, the game leader immediately bounce-passes the basketball back to last player again, who bounce-passes ball back to game leader. Play continues back down the line with each player throwing a bounce pass. (No batting or slapping – 2 hands.)

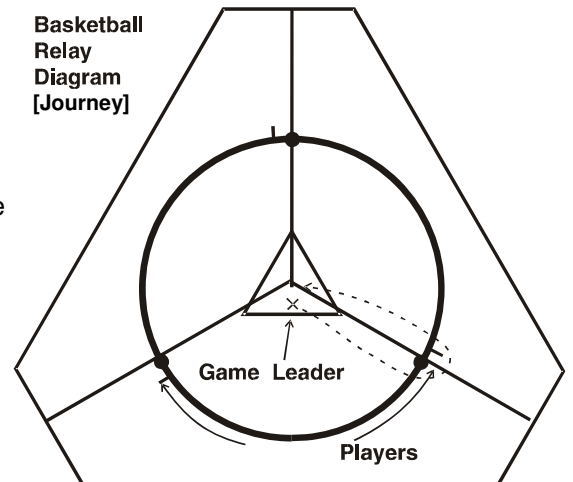
On completion of bounce pass to and from player #1, game leader runs out of the circle with possession of the ball, around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. While going around the pin, the game leader **may** touch the floor with their hand but must not touch or be touched by a teammate. Game leader must retain possession of basketball while scoring.

If any player on the circle line drops the basketball, it can be retrieved by any of the players on the circle line, providing player does not step inside the circle or outside his/her team zone. The ball, however, must be thrown to game leader by the player who missed or dropped it. The team is disqualified if his/her foot passes through the imaginary planes extending vertically from circle lines. **The team is disqualified for knocking over scoring pin prior to completion of the event.**

Balls landing inside the circle and within the team zone may not be retrieved. The game leader must remain within the center triangle. If a team's basketball goes out of the team zone, the team is disqualified. No player should attempt to retrieve a basketball that lands in a neighboring team zone. Players must stay in position – no "trailers." Game leader must stay in triangle, except when going for pin. While standing in the center triangle, the game leader's hand/s may not touch the floor outside the center triangle.



Basketball Relay Diagram [Journey]



EVENT 2—SPRINT RELAY

Four players (two laps each); one heat
(1st and 3rd players are guys; 2nd and 4th players are girls)

Scoring: 1st place - five points
2nd place - three points

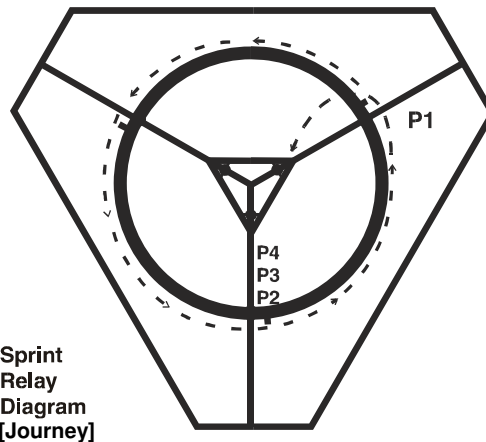
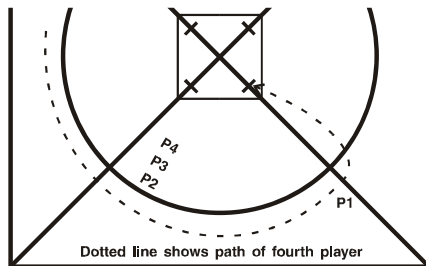
Equipment: three or four circle pins, one baton per team, and three or four scoring pins.

The first player—with the baton—starts outside the circle, just behind the starting diagonal (P1 in Diagram). The other three players wait inside their circle within their team zone (P2, P3 and P4) in Diagram). At starting signal, the first player goes around the circle two laps and then passes the baton to the second player. The baton must be completely passed within the team passing zone (see *General Rules* “Passing Zone”), or the team is disqualified. The second player runs two laps and passes the baton to the third player. After the third player runs two laps, he passes the baton to the fourth player. When players have completed their laps, they must leave to the right, away from the circle. The fourth player runs two laps, runs around his/her circle pin and towards the center (see diagram), touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. The winners must retain possession of baton when they touch their scoring pin with hand(s) to be awarded points. Players who knock over a circle pin are disqualified. Dropped batons may be picked up and play resumed unless the baton has gone outside the game square.

“Passing Rule” applies

Sprint Relay contestants may run the Marathon Race but may not participate in Sprint Race or Marathon Medley.

Sprint Relay Diagram - Trek Layout



EVENT 3—THREE-LEGGED RACE

Four runners (two laps per pair); two heats
1st heat; two girls
2nd heat; two guys

Scoring: 1st place - four points each heat
2nd place - two points each heat

Equipment: three or four circle pins, three or four scoring pins. Teams must furnish their own official Awana Three-legged Race bands (available through the *Awana Ministry Catalog*). One or two leg bands may be used, however must be in same location.

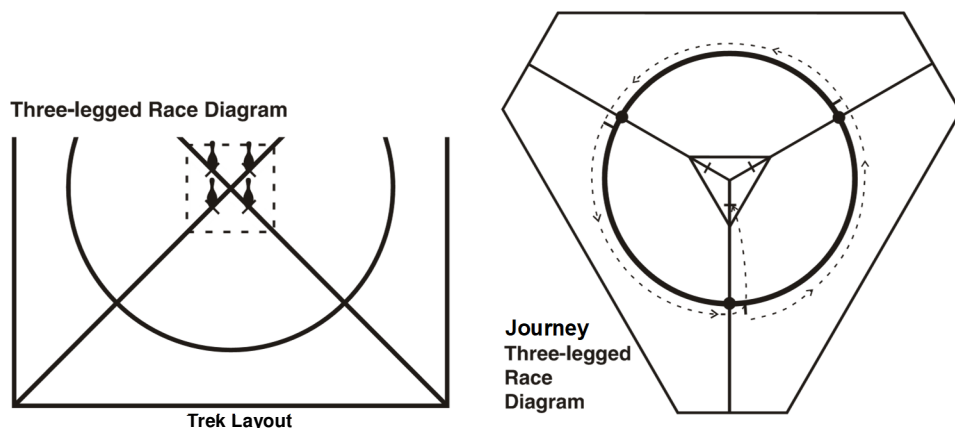
Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind their starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race by going around their circle pin towards the center, touching their scoring pin with hand(s) to finish. First team to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

A team is disqualified for the heat if the pair knocks over a circle pin or if the ankle band(s) comes off.

If any player falls to the floor, that team is disqualified from competition. **Once a team enters the circle after their final lap, they are not disqualified for falling.**

Tag Rule applies

Tag rule applies (see General Rules "Tag Rule"). Teams that have been tagged or passed by another team should make every effort to get away from the circle as quickly as possible so they do not cause another team to stumble.



EVENT 4—SPRINT RACE

Two players; two heats

1st heat; one girl - **four laps** –Trek & Journey

2nd heat; one guy - **four laps** – Trek & Journey

Scoring: 1st place - **four points** each heat

2nd place - **two points** each heat

Equipment: three or four circle pins and three or four scoring pins.

The Sprint player stands outside the circle, just behind his/her starting diagonal. At starting signal, team player runs four entire laps around the circle, then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Passing Rule applies (see General Rules "Passing Rule").

Sprint Race players may participate in Marathon Medley, but may not participate in Sprint Relay or Marathon Race.

EVENT 5—BEANBAG BONANZA

10 players; two heats

1st heat; five girls

2nd heat; five guys

Scoring: 1st place - **four points**

2nd place - **two points**

Equipment: three or four circle pins, three or four scoring pins, one colored bag, and one striped beanbag per team.

The colored beanbag is placed in the center of each team center triangle. The five players line up on their circle line. Player #1 holds the striped beanbag in his/her hand. At the starting signal, player #1 (the player farthest from the starting diagonal) runs into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to circle line, and hands the colored bag to player #2. Player #2 runs into the team center triangle and switches the colored beanbag back for the striped beanbag, returning to circle line to hand striped beanbag to player #3, who repeats the action. Play continues until player #5 switches the bags. He/she then hands his/her bag to player #1, and play continues for a second round.

Each player will run into the circle two times. The second time player #5 goes in, he/she does not switch the bags; rather, he/she runs toward the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat.

No player may step over the circle line until he/she is handed the bag from the previous player. If a player steps over the circle line, or breaks the plane of the circle with his/her foot the team is disqualified for that heat.

If a bag is placed in the team zone outside the triangle, it may be repositioned until the other bag is passed to the next player. If any bag or participant enters another team zone, that team will be disqualified immediately. **There is no restriction against dropping or tossing the bag.** When a player returns from placing the beanbag in the triangle, he/she must hand the beanbag just exchanged to the next player. No rotating is allowed.

EVENT 6 - FOUR-WAY TUG OR THREE-WAY TUG

Trek – Four-Way Tug

Four players; two heats

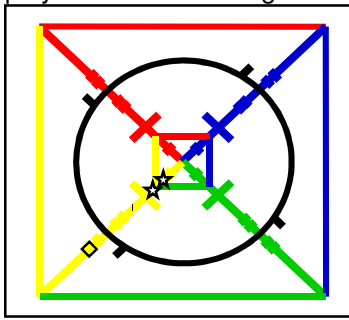
1st heat - two girls

2nd heat - two guys

Scoring: 1st place only - 3 points each heat

Equipment: Seven-foot four-way rope (spliced in middle for even pull) and four beanbags, one of which is placed on 17 foot mark on each team diagonal line.

Two players per team in each heat, positioned between the five-foot and eight-foot lines, grab hold of the rope with their hands. (Four way tug team members may wear gloves for this event only.) No player is allowed to “wrap” the rope around any part of his/her body. At starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. Both players must be holding the rope when the bean bag is picked up. The winning team is the first team to grab the beanbag while both players are still holding on to the rope.



While the teams are tugging, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds, a total of six times. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage.

When beanbag is moved, it is to be flush with the top of the tape.

Journey – Three-Way Tug

Six players; two heats

1st heat; three girls

2nd heat; three guys

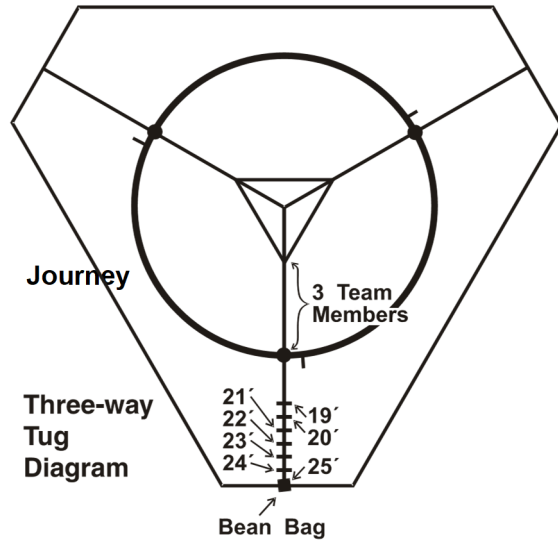
Scoring: 1st place only - three points each heat

Equipment: 15' three-way rope (spliced in middle for even pull) and three beanbags, one of which is placed on 25' mark on each team diagonal line.

Three players per team in each heat, positioned anywhere outside the center triangle within the circle, grab hold of the rope with their hands. (Three-way Tug team members may wear gloves for this event only.)

No player is allowed to “wrap” the rope around any part of his/her body. At starting signal, the team pulls along or down its color diagonal until one team player picks up its beanbag. The winning team is the first team to grab the beanbag while **all** its players are still holding onto the rope.

While the teams are tugging, judges on the diagonal line, when signaled by the official starter, will move the beanbags 12 inches closer to the center every 15 seconds, a total of six times. If a bag is moved off the mark on the diagonal line during play, it will be placed on the proper mark at each 15-second signal provided that by doing so the team is not giving up an earned advantage. When beanbag is moved, it is to be flush with the top of the tape.



EVENT 7—AGILITY RACE

Four players (one lap each); four heats

Two heats; one girl each

Two heats; one guy each

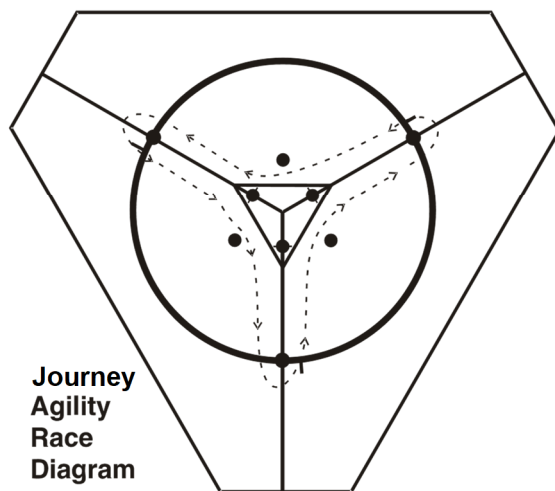
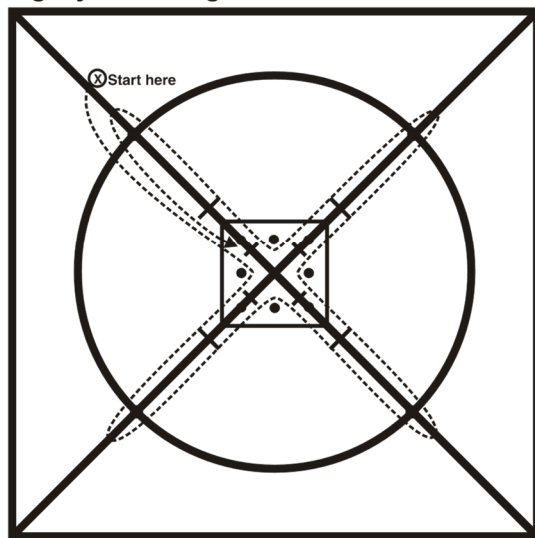
Scoring: 1st place - **three points** each heat

2nd place - **one point** each heat

Equipment: three or four circle pins, three or four scoring pins and three or four pins on five-foot marks. Each player in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on five-foot mark in center of each team zone (see Diagram). After completing one lap, player runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Player who knocks over any pin is disqualified. Tag Rule does not apply.

Trek

Agility Race Diagram



EVENT 8—MARATHON MEDLEY

Four players; one heat
Girl, one lap; guy, two laps;
girl, three laps; guy, four laps

Scoring: 1st place - **five points**
2nd place - **three points**

Equipment: three or four circle pins, one baton per team, and three or four scoring pins.

The Marathon Medley is run basically the same as Sprint Relay with each runner increasing the required number laps.

Player 1 (girl) runs one lap and passes the baton to player 2. Player 2 (guy) runs two laps and passes baton to player 3. Player 3 (girl) runs three laps and passes baton to player 4. Player 4 (guy) runs four laps, around his circle pin, and into center for scoring pin.

First player to touch, tip or knock down their scoring pin with his/her hand(s) wins. The winner must have possession of the baton to win. Players who knock over a circle pin are disqualified.

Players who have completed their laps **must** leave to their right, away from the circle.

Passing Rule applies (see *General Rules* "Passing Rule").

Marathon Medley players may participate in the Sprint Race, but may not participate in Sprint Relay or Marathon Race.

EVENT 9—MARATHON RACE

Two players; two heats

1st heat; one girl - **eight laps (Trek & Journey)**

2nd heat; one guy - **eight laps (Trek & Journey)**

Scoring: 1st place - **four points** each heat; 2nd place - **two points** each heat;

Equipment: three or four circle pins and three or four scoring pins.

Marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, player runs eight laps around the circle, then runs around his/her circle pin and towards the center, touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. Players who knock over a circle pin are disqualified.

Passing Rule applies (see *General Rules* "Passing Rule").

Marathon Race players may participate in the Sprint Relay, but may not participate in Sprint Race or Marathon Medley.

EVENT 10—BALLOON RELAY

10 players; two heats

1st heat; five girls

2nd heat; five guys

Scoring: 1st place - four points each heat; 2nd place - two points each heat

Equipment: one balloon per team and three or four scoring pins.

The diagonal line is divided into three zones. The circle line (15' from center) divides Zone 1 and Zone 2; Zone 3 is behind the 25' mark.

Each heat plays as follows: Five players, straddling the diagonal line, line up and face the center (see Diagram). **NO BUNCHING. Team members must be an arm's length apart at the start of this event.** Team members must remain separated throughout this event. Throughout the event, the only time a player is not facing the center of the circle is when he/she is retrieving a balloon that went astray, or when he/she is running forward to Zone 1 or to the center of circle at end of heat.

The first player is in Zone 1, and the fifth player is in Zone 3. The first player holds the balloon with both hands with the balloon touching the back of his/her neck, while waiting for the starting signal.

At the starting signal, the balloon is passed through the legs of the first four players to the fifth player who is in Zone 3

Each player must touch the balloon and take SOLE POSSESSION.

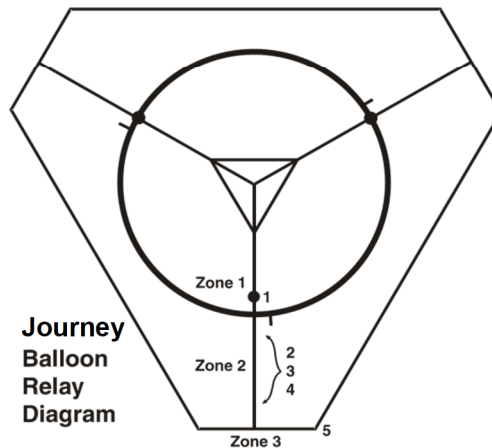
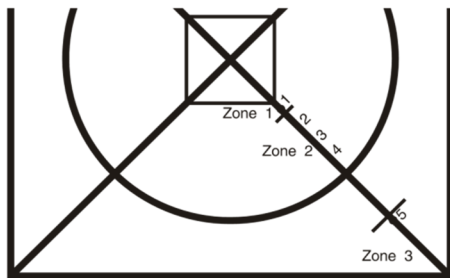
Only the players in Zones 1 and 3 will be disqualified for crossing the zone lines when they are in possession of the balloon.

The player in Zone 1 must not step over the tape marker (the circle line) between Zones 1 and 2. When passing the balloon through his/her legs, player must straddle the diagonal line. The player in Zone 3 must not step over the 25' line, and he/she must straddle the diagonal line when receiving the balloon from Zone 2 (see *General Rules* "Floor Markings").

On completion of the pass from Zone 1, players 1-4 may begin to assume the positions required for the next cycle. No player may pass the balloon to him/herself.

When the player in Zone 3 receives the balloon, he/she runs to front of the line and takes new position in Zone 1. When the player who started in Zone 1 has worked his/her way back to Zone 3 and has received the balloon, he/she runs towards the center touching their scoring pin with hand(s) to finish. First player to touch, tip or knock down their scoring pin with his/her hand(s) wins that heat. He/she must maintain possession of unbroken balloon to receive points for this heat. If a balloon breaks, the team is disqualified for that heat.

Trek
Balloon Relay Diagram



PLAY-OFFS (optional)

Immediately following the 10 Journey Games events in the multiple circles, winners from each circle compete for the Games Championship. The five Play-off events are as follows:

Event 1 - Basketball Relay (all three heats)

Event 2 - Sprint Relay

Event 3 - Beanbag Bonanza

Event 4 - Balloon Relay (two heats) girls heat; boys heat

Event 5 – Four-way or Three-way Tug (two heats) girls heat; boys heat

Any player may participate in four of the five Championship Play-off events. Participants in the Championship Play-off may be different from those who competed in those same events earlier during the ten event Games.

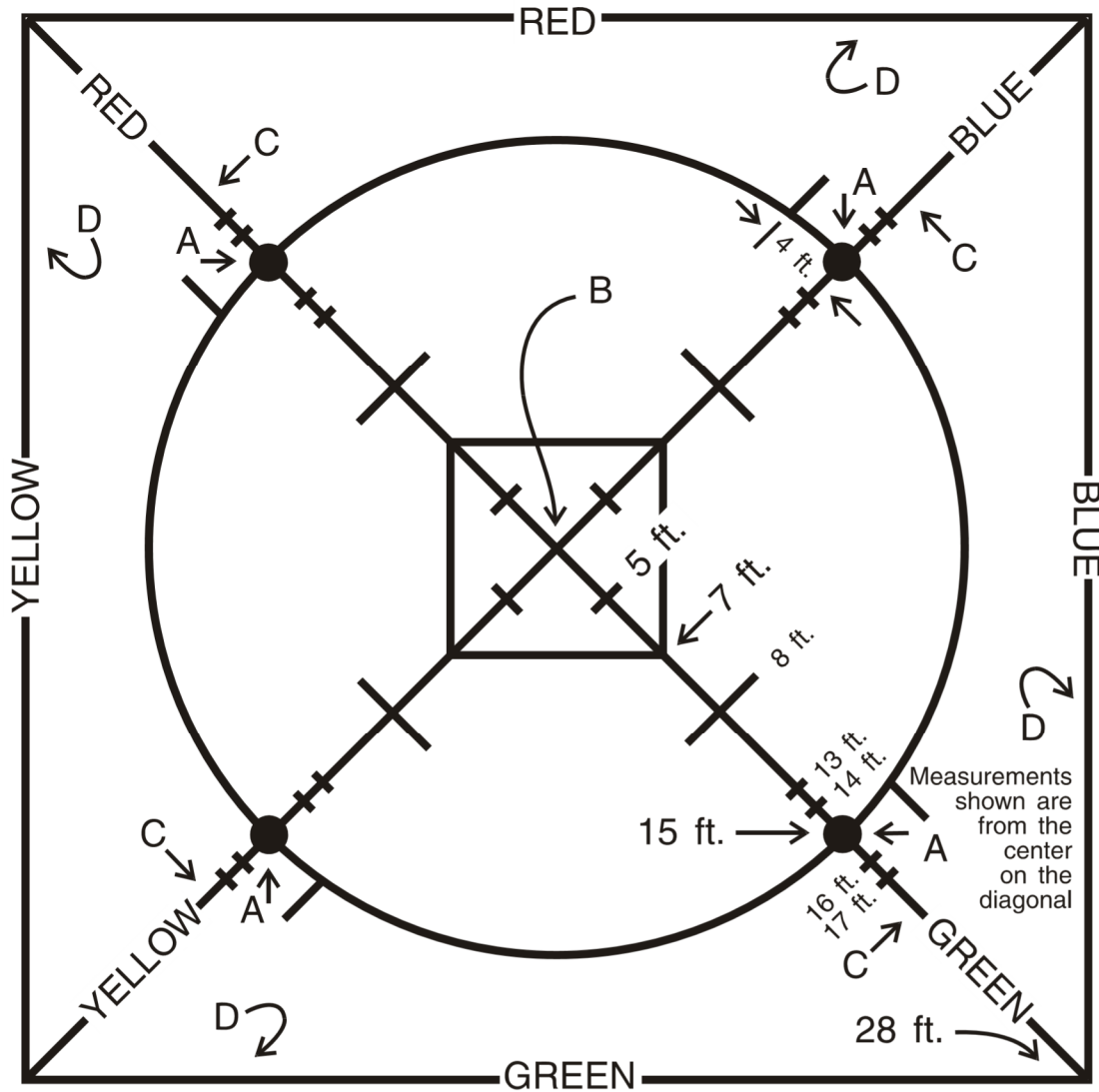
Official Awana Youth Ministries AwanaGames Four-Way Circle

The AwanaGames Circle is 30 feet in diameter surrounded by a 37-40 foot square. Each team is designated by a color and occupies a quarter-circle or one side of that square.

Key to diagram:

- A—Circle Pins
- C—Diagonal or Starting Line
- D—Team Lines or AwanaGames Square

Starting position of player(s) is indicated with the rules for each event. P=Player in the diagrams on the following pages. Make sure your team is familiar with the Awana Circle.



Official Awana Youth Ministries Three-Way Games Circle

The AwanaGames Circle is 30 feet in diameter. Each team is designated by a color and occupies a sector.

Starting position of player(s) is indicated with the rules for each event.

