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Come To The Mount AwanaGames™
Official Rules and Regulations

NOTE: This book has been created for use at Come To The Mount. Please verify this is the latest version before training your teams.

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INTRODUCTION

This manual is designed for team coaches, circle directors, and judges who will participate in Come To The Mount (CTM) AwanaGames meet for Trek and Journey students.

ORGANIZATION OF AWANAGAMES MEETS

Trek may be held on the traditional four-way Games Circle (see diagram on back page); or on the Journey three-way Games Circle (see diagram on back page) if the number of participating teams requires. Trek dimensions for Tug and Balloon Relay do not change if run on a three-way; a three way rope with 7-foot pull lengths will be used, and the hash marks are the Trek marks.

Journey may be held on the three-way Games Circle (see diagram on back page); or on the four-way Games Circle (see diagram on back page) or on a modified three-way circle (modified for two-way) if the number of participating teams requires.

The registration limits for the region are based on four-way circles for Trek and three-way circles for Journey. Finals will be held on a four-way circle for Trek (unless only three teams are available) and a three-way circle for Journey.

If the number of players/team requires combining Trek and Journey students, those teams will be on a 3-way Journey circle.

An CTM 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 Games Coordinator has final authority to allocate space available for teams and to set registration requirements. The Games Coordinator will notify Trek student coaches if they will be competing against Journey students prior to the event.

REGISTRATION PROCEDURES

REQUIREMENTS

1. All Trek students in 6th through 8th grades prior to the meet may participate as a Trek player. They cannot have reached their 15th birthday by September 1st prior to the meet.
2. All Journey students in 9th through 12th grades prior to the meet may participate as a Journey player. They cannot have reached their 19th birthday by September 1st prior to the meet.
3. The CTM Games registration form accompanied by a registration fee is required. The fee covers part of the operating costs of the CTM Games. 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.**
4. Registration will close one week prior to the event.
5. Trek students need to complete Trek Check; Journey student need to complete Faith Foundations.
6. For extenuating circumstances, please contact the Games Coordinator.

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 Trek or Journey portion of CTM Games meet 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 CTM 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.

GENERAL INFORMATION

Good Sportsmanship
An important aspect of the Awana Youth Ministries 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 CTM Games. We encourage all team coaches to enthusiastically motivate their team to always play to the best of their abilities. 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 CTM Games rules.

CTM Games afford teens an opportunity to display a charitable spirit under the pressure of competition. Hundreds of 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.

For unsportsmanlike conduct, 2 points may be taken away per event at the Circle Directors discretion. The Circle Director will let the coach know that they lost 2 points and what the unsportsmanlike conduct was.

Extreme instances of unsportsmanlike conduct may result in the coach and/or player being removed from the event.

Roster Sheet
The team roster sheet indicating name, age, grade in school, and date of birth of each player must be prepared by the team coach and submitted to the area event staff during check-in.

Insurance
The CTM event organizers do 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 turn in a copy of the parental consent form slip signed by a parent/guardian of each player stating "emergency treatment may be given if necessary."

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/guardian before they can participate.

AwanaGames Records
Officials at CTM Games will 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. Trek and Journey times are kept separately. CTM games records are kept by the EVA Bible Quiz Games-n-Camp leaders.

CTM Games Finals
If more than 8 Trek or 6 Journey teams participate, a play-off round of the top 4 or 3 teams will be held. If more than 4 Trek or 3 Journey teams participate, the use of a play-off round will be determined at least one week prior to the event.

GAMES DAY SCHEDULE

Arrival Time
Teams must 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 Awana Parental Consent form of each player listed on the Roster Sheet.

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.

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 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.**

Games Coordinator
He oversees the games portion of Come To The Mount including team registrations, line judge meetings prior to the meets, line judge tests, and volunteer assignments.

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

Judges
In each circle, three or four trained officials who are familiar with all CTM Games events, 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 CTM Games meet. They must give directions from the sidelines only, out of the way of players and judges. Team coaches must be at least 18 years old on the day of the event.

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. At least one coach from each team is required to attend the CTM Games coaches' meeting with the circle director.
4. All coaches must remain behind their team line at all times while CTM Games events are in progress.
5 The coach is responsible to have the team ready for each heat (see Delay of Games).

GENERAL RULES/DEFINITIONS
Arranged alphabetically for quick reference

Adherents
No adherents are permitted on gym shoes, including everything from professional adherents to wet cloths. For the safety of games participants each of the 2 team coaches may have one dry cloth each that participants may wipe their shoes with before an event if they choose. Participants may only wipe their shoes with a coaches cloth, or on their own pants. Participants may never wipe with their hands.. 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 should 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. Each pin has a total weight of 16 oz.

Delay of Games
When a team is not prepared for the next heat in a reasonable time, the circle director or Games Coordinator may disqualify the team from that heat and/or take away sportsmanship points.

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").
7. Tagging with a baton.

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 dress. All team members should wear sweatpants or warmups for competition. No shorts are allowed for players or coaches. **Non-marking athletic** shoes must be worn by everyone on the playing floor. This includes coaches, judges, circle directors, and team players. Coaches will be asked to attest that all players have long pants and non-marking shoes on their team roster that is turned in at check-in. No jewelry of any kind except for medical alert bracelets are allowed to be worn by games participants.

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 diagrams at the back of the book).

GAME AREA

3-way: The area inside the outermost lines that form a truncated triangle enclosing the game circle forms the game area.

4-way: The area inside the outermost lines that form a square enclosing the game circle forms the game area.

Game Area could also be defined as the area made up of all the team zones.

INTERFERENCE

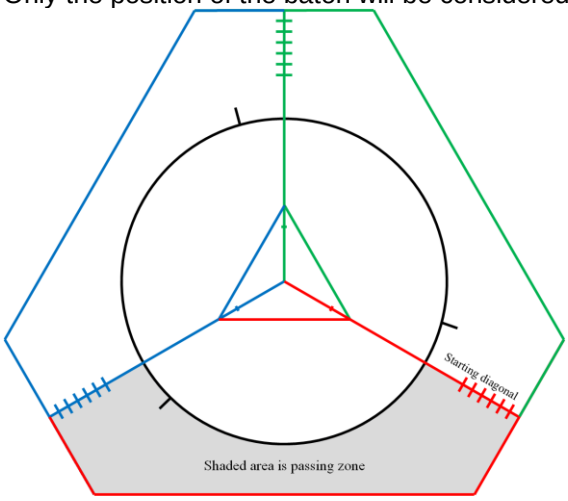
The circle director and judges may declare "interference" if, in the opinion of these officials, a team's fair chance of winning is impaired by something other than normal breaks and hazards of the game. This includes hampering of teams' or players' progress by someone other than players participating 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.

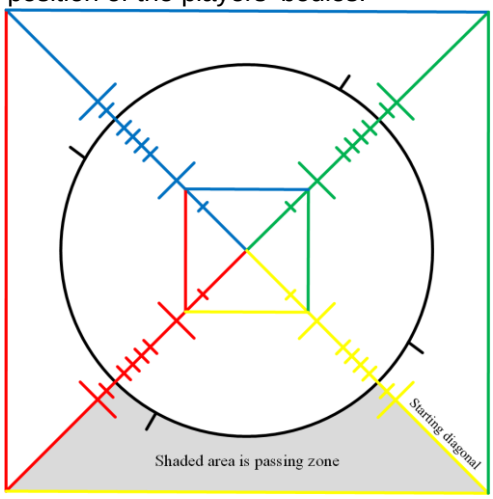
PARTICIPATION

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. Additionally, no player can run in both races nor can a player run in both the relay and the Medley. See each event.

Passing Rule
This rule applies to all running events except three-legged race. (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, (1/4 or 1/3 of the circle) to move.***

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.





Possession
For all games where players must catch or hold an item (basketball, beanbag, baton, or balloon) touch is considered possession. (See exception for tug).

Practices
In preparing for the CTM Games, practices are recommended. Each team is allowed an unlimited number of practices in preparing for the CTM Games meet. ***No practicing is allowed once a team is checked in and on the game floor.*** Regional teams who have not had a previous chance to practice together will be allowed to practice on the day of the event. Practice on the game floor is arraigned by the Games Coordinator.

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. New Players must meet the Participation guidelines listed earlier in this section.

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.
When scoring the player may not enter the team zone(s) opposite their circle pin after touching their scoring pin. They must also avoid interfering with other teams. Entering the opposing team zone or interfering with another team is a disqualification.

Scoring Pins
Game pins set at the five-foot mark 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 CTM games 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.

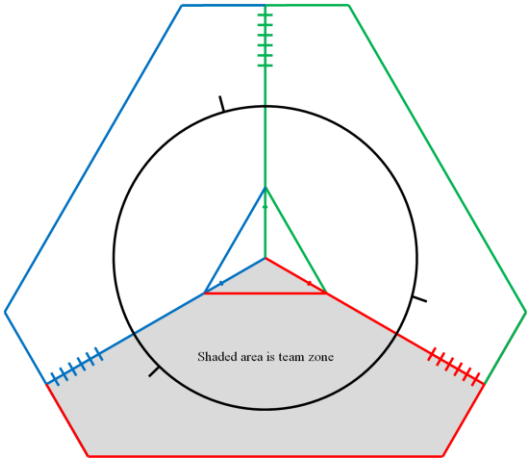
Starting Diagonal
(See Game Circle Diagram) Events which are run around the circle will be started with the player outside the circle and behind the starting diagonal for his/her team color. All running events are run in a counterclockwise direction.

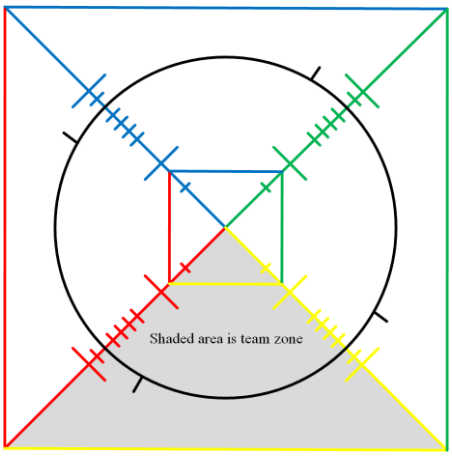
Starting Signal
When each team is ready, the judge on that line signals the circle director. When all judges in a circle have indicated their teams are ready, the circle director signals the official starter. When all circle directors have signaled, the official starter will start the event.

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 only applies in the Three-legged Race only.

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
(See Diagram) The area bounded by the team line and two diagonal lines forms the 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, 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 teams would 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.

COME TO THE MOUNT 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. Team's should bring one men's regulation-size basketball.

Rules: 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 on the floor 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 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 on the circle 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).

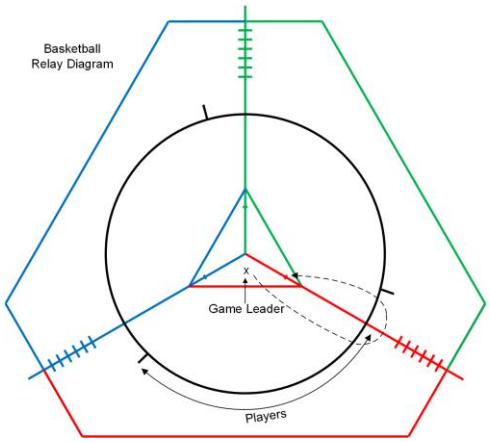
On receiving the basketball from last player, the game leader immediately bounce-passes the basketball back to last player again, who bounce-passes ball back to game leader. Play continues back down the line with each player throwing a bounce pass. (No batting or slapping – 2 hands.)

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 a 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 middle 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 hands may not touch the floor outside the center triangle.



EVENT 2—SPRINT RELAY

Four players (two laps each); one heat

(1st and 3rd players are guys; 2nd and 4th players are girls)

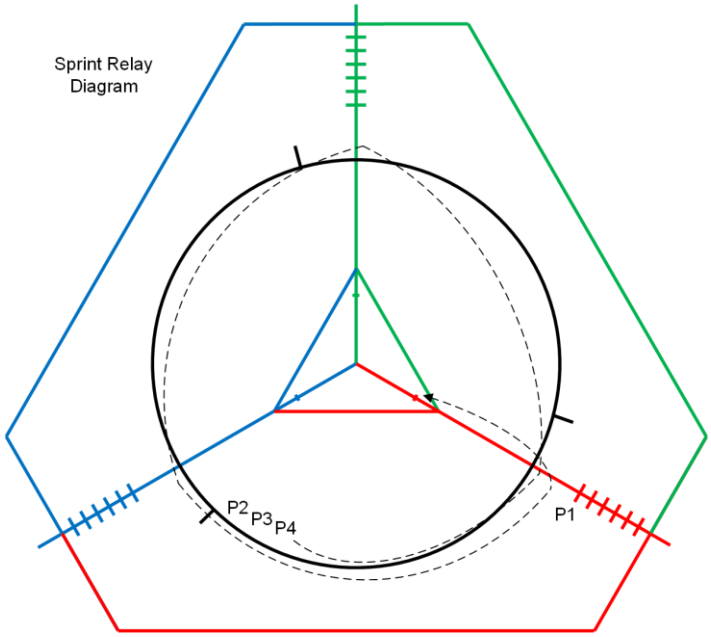
Scoring: 1st place - five points

2nd place - three points

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

Rules: 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 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 her hand(s) wins that heat. The players 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 area. Passing rule applies.

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



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. One or two leg bands may be used, however they must be in the same location.

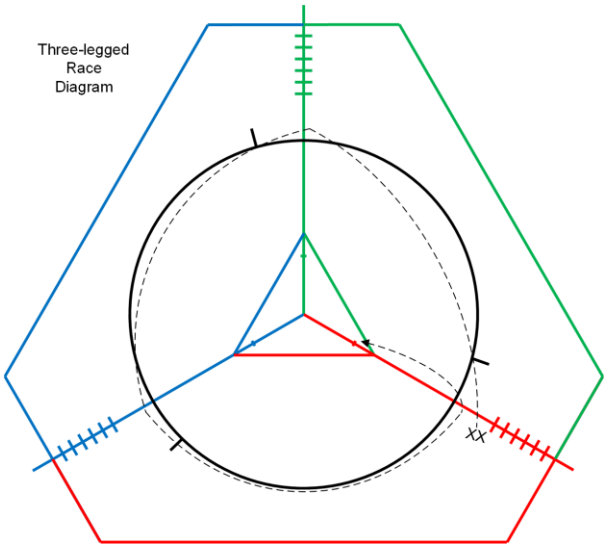
Rules: Behind the team color line the coach must securely band the right ankle of one player to the left ankle of another. Each pair starts outside the circle, behind their starting diagonal. At starting signal, the two players run as a pair for two full laps around the circle. Players complete race 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 an ankle band comes off.

If any player falls to the floor, that team is disqualified. A fall is defined as anything other than your foot or hand touching the floor. Once a team enters the circle, after their final lap, they are not disqualified for falling.

Tag rule applies (see General Rules "Tag Rule"). Teams that have been disqualified-should make every effort to get away from the circle as quickly as possible.

Teams must exit to the right away from the circle.



EVENT 4—SPRINT RACE

Two players; two heats

1st heat; one girl - four laps

2nd heat; one guy - four laps

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.

Rules: 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.

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 team scoring pins, one colored bag and one striped beanbag per team.

Rules: The colored beanbag is placed in each team's 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 does step over the circle line, or breaks the plane of the circle with his/her foot prior to receiving the bag, 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 picked up to the next player. No rotating is allowed.

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

OPTION 1 – Four-Way This option is used for Jr. High School

Four players; two heats

1st heat; two girls

2nd heat; two guys

Scoring: 1st place only - three 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.

Rules: Two players per team in each heat, positioned between the five-foot and eight-foot lines, grab hold of the rope with their hands.

If only three Jr. High School teams are competing on a circle, a seven foot three-way rope is substituted for the four-way rope. All other rules of this option apply.

OPTION 2 – Three-Way This option is used for High School

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.

Rules: Three players per team in each heat, positioned anywhere outside the center triangle within the circle, grab hold of the rope with their hands.

If only two teams are competing on a circle, and a two-way rope with loops is not available, a 15 foot three-way rope is used with one end held loosely by a line judge.

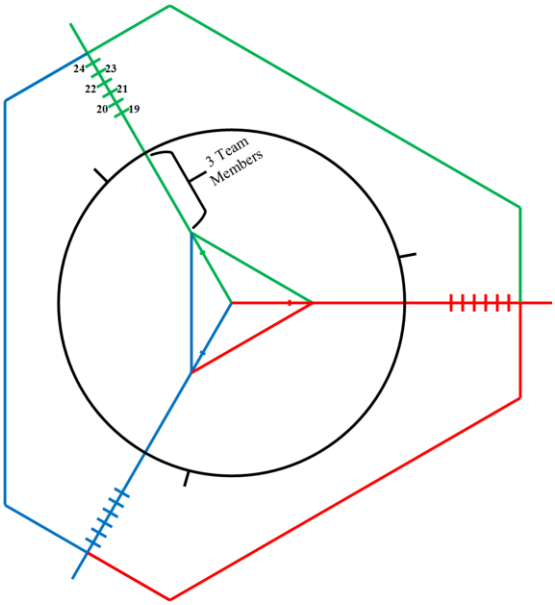
Both options

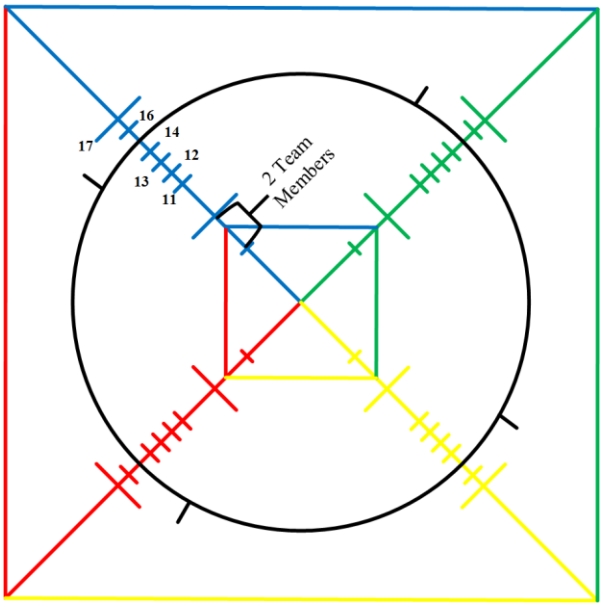
Tug team members may wear gloves for this event only. No chalk is allowed.

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 beanbag must be in the the player's hand until the whistle is blown to count as possession. 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, 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. Players must be continually pulling against other teams, no "rowing" is allowed. Rowing is defined as any motion, that in the opinion of the Circle Director, purposely allows slack in the rope, thereby throwing the other teams of balance. The Circle Director will give a team one warning not to row. If the team continues to row or starts rowing again the Circle Director will disqualify that team and they will lose 2 points. The other remaining teams will receive 3 points each.





EVENT 7—AGILITY RACE

Four players (one lap each); four heats

1st & 2nd heats; one girl each

3rd & 4th heats; one guy each

Scoring: 1st place - three points each heat

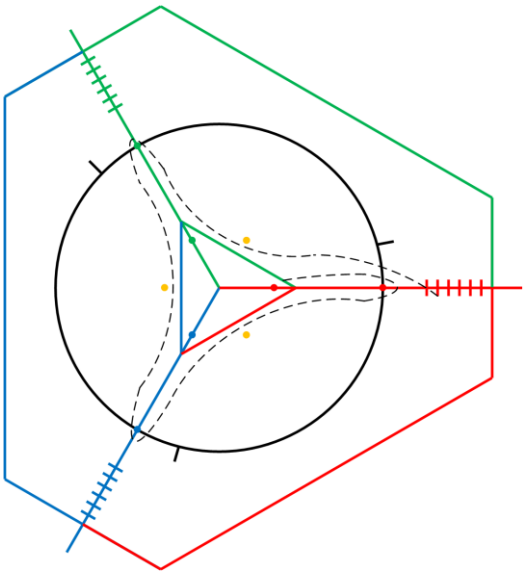
2nd place - one point each heat

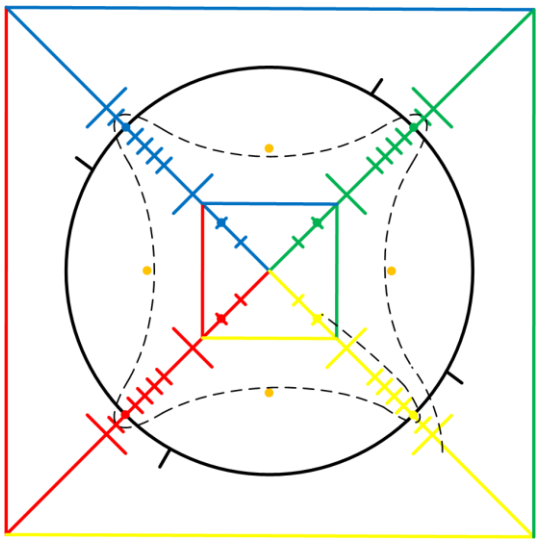
Equipment: four or three circle pins, four or three scoring pins on five-foot marks, and three pins on five-foot marks or four pins on nine foot marks.

Rules: Each player in each heat starts at team starting line. Players proceed around each circle pin as well as pins positioned on nine/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 circle or center pin is disqualified.

Passing Rule applies.

Both players' feet must pass outside circle pins and inside center pins. Hands may contact the floor.





EVENT 8—MARATHON MEDLEY

Four players; one heat

Girl 1st, one lap; guy 2nd, two laps; girl 3rd, three laps; guy 4th, 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.

Rules: 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, runs around his circle pin, and into center for scoring pin.

First player to touch, tip, or knock down their scoring pin with his 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 – seven / eight laps (Trek / Journey)

2nd heat; one guy – seven / 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.

Rules: Marathon player stands outside the circle, just behind his/her starting diagonal. At starting signal, player runs eight (Journey) / seven (Trek) 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 (Journey) or four (Trek) scoring pins on 5 foot mark.

Rules: The diagonal line is divided into three zones. For Journey the circle line (15' from center) divides Zone 1 and Zone 2; Zone 3 is behind the 25' mark. For Trek a tape marker eight feet from the center divides Zone 1 and Zone 2; Zone 3 is outside the circle behind the 17-foot 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 strive to maintain separation throughout the 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 starting signal, balloon is passed through the legs of the first four players to the fifth player who is in Zone 3.

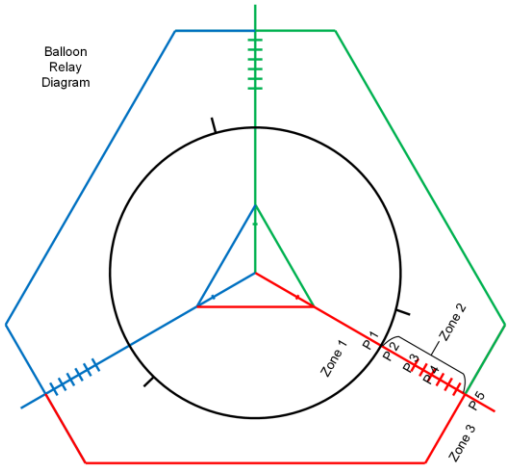
Each player must touch the balloon and take **SOLE POSSESSION**.

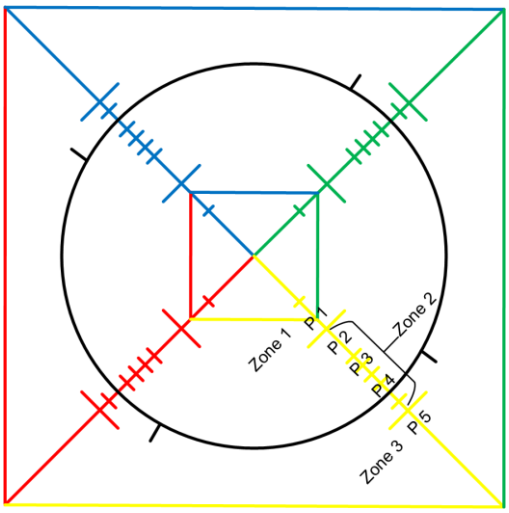
Only the players in Zones 1 and 3 will be disqualified for crossing zone lines and then only when they are in possession of the balloon.

When passing the balloon through his/her legs the player in Zone 1 must not step over the tape marker (circle line) between Zones 1 and 2 and must be straddling the diagonal line. The player in Zone 3, when receiving the balloon must not step over the 25' (for Journey) or 17' (for Trek) line, and he/she must straddle the diagonal line (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.





PLAY-OFFS

Immediately following the 10 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) girls heat, guys heat, girls and guys heat

Event 2 - Sprint Relay

Event 3 – Beanbag Bonanza (two heats) girls heat, guys heat

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

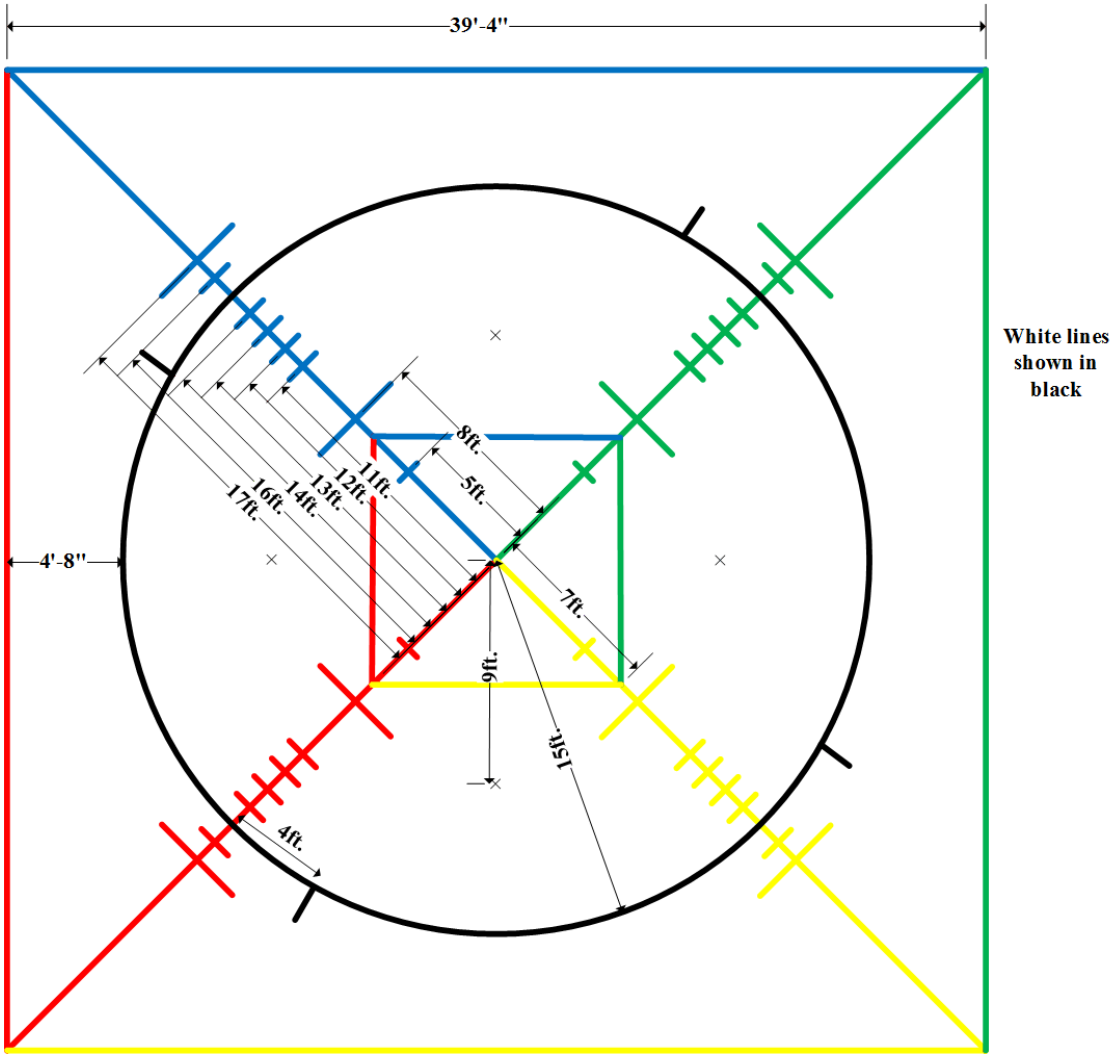
Event 5 – Four-way or Three-way Tug (two heats) girls heat; guys heat

Any player may participate in four of the five Championship Play-off events. Every player must participate in a minimum of 2 events. Participants in the Championship Play-off may be different from those who competed in those same events earlier during the ten event CTM Games.

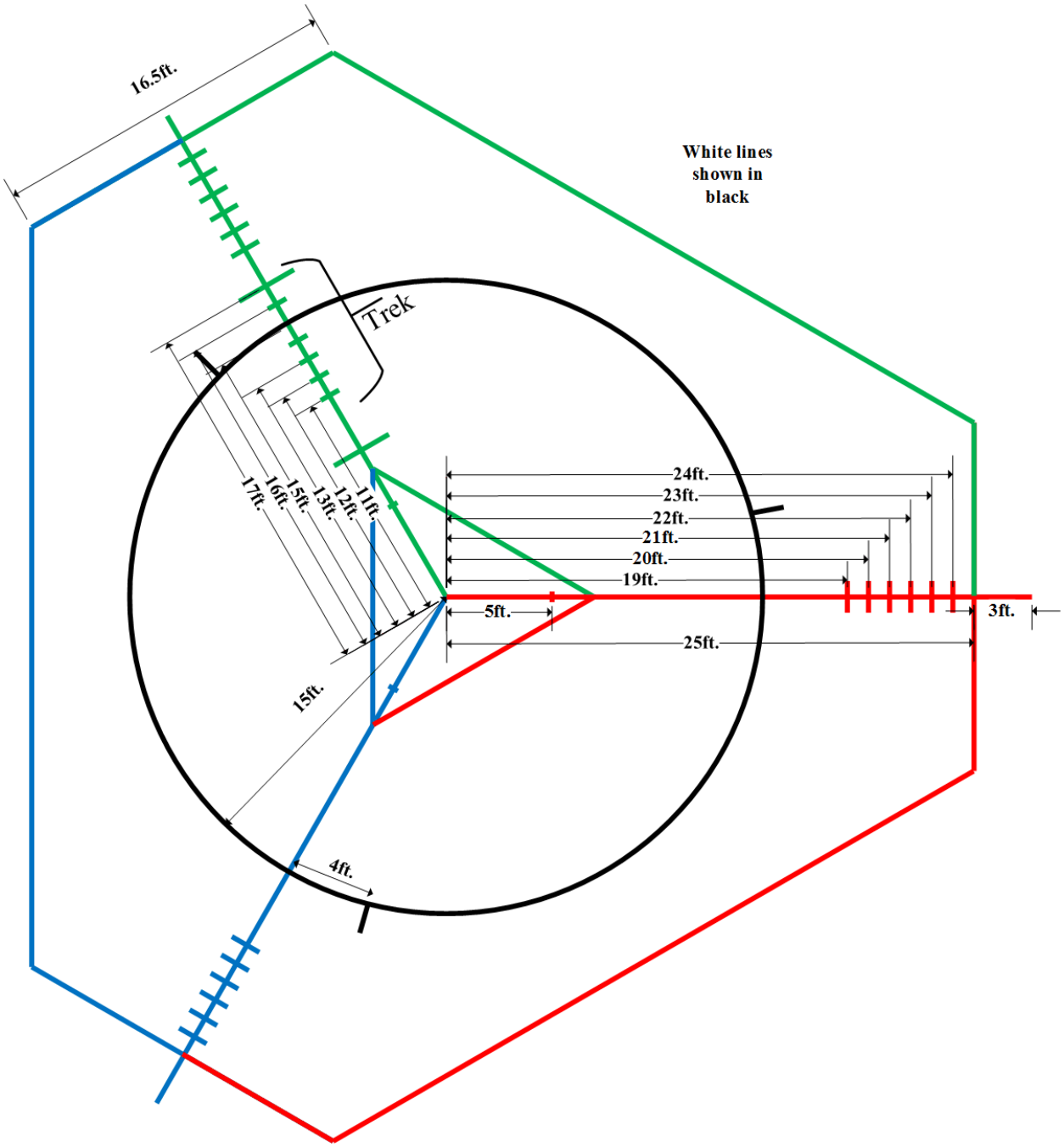
Official Come To The Mount AwanaGames Four-Way Circle

The AwanaGames Circle is 30 feet in diameter. Each team is designated by a color and occupies a quarter-circle or one side of that square. The square may be increased to 40 feet based on the space available at the games location.

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



Official Come To The Mount 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.