

All Up Relay

Ten to sixty or more players.

Playground; gymnasium; schoolroom.

The players are divided into two or more groups of like numbers which compete against each other. The different groups line up in single file behind a starting line drawn on the ground. Directly in front of each team, at the opposite end of the running space (which should be from twenty to fifty feet long), are drawn two circles, each three feet in diameter, and placed side by side, with rims touching. In one of the circles of each pair three bowling pins are placed.

On a signal, number one of each file runs forward and with one hand only, changes the pins from one circle to the other. Each pin must be made to stand, and none must touch the outline of the circle. As soon as each player finishes this, he runs back to his file, touches the next player on the hand, and passes off, back of the line. The second player should be waiting for this "touch-off" with toe on the starting line and hand outstretched.

This second player, on receiving the touch-off, runs forward to the circles and changes the

clubs from the second ring back to the first, observing the same rules of procedure. Each player, in turn does this, the file winning whose last player is first to dash over the starting line on his return.

This is a very popular game for athletic contests, especially for younger children. When used in this way, an especially careful observation should be kept for fouls by judges. One foul is scored against a team for (a) each time a runner starts over the line without the "touch-off"; (b) each time both hands are in play at once in changing the clubs; (c) each club that is not replaced after falling; (d) each club that is left standing anywhere but within the circle for which it was intended. When played thus, according to strict athletic rules, the teams win in the order of finishing plus the smallest score on fouls. Thus, if team A finishes first with six fouls, team B finishes second with four fouls, and team C finishes third with no fouls, team C wins, being given first place, team B second place, and team A third place.

Teams	Order of Finishing	Number of Fouls	Order of Winning
A	1	6	3
B	2	4	2
C	3	0	1