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Organizers, please complete the following details and forward copies to each of your team captains.

Name: Terrie Knibb.....

Company name: ...**Castle Bromwich Youth & Community Partnership**..... (If applicable).

Date of Event: ...Saturday 12th September 2009.....

Venue: ...Lanchester Park.....

Town/City:Castle Bromwich.....

Rules

ALL TEAM MEMBERS AND RESERVES MUST REPORT TO THE REGISTRATION MARQUEE WHICH IS PART OF THE KNOCKOUT ARENA, AT NO LATER THAN ...**12pm**..... IT IS IMPORTANT THAT TEAMS REGISTER TOGETHER AND ARE **NOT LATE**. THE SHOW RUNS TO A PRECISE SCHEDULE AND THEREFORE WE CANNOT WAIT FOR LATE ARRIVALS.

We aim to provide a full day of fun and excitement for participants, spectators, and organizers alike, however one rule must be observed, please no alcohol before the games, as you would be a danger to yourself and others.

A team consisting of six/eight people and two reserves should be available on the day. Players can be swapped and changed to ensure that no one is left on the sidelines. Team members should be of reasonable fitness and not be undergoing medical treatment or taking prescribed medication. (Please ring if you need anything clarifying.)

Show officials will explain the format of the games and running order on the day along with safety procedures. Please listen carefully to all the instructions given. Six/ten team members will take part in every game. You will play around eight, plus the final if you're that good! You will find out on the day which games you will be playing.

Each team may play a joker which will double their points if they win that particular game. Bonus points are awarded for the team's contribution during the cabaret entertainment spots.

Participants should wear sports clothes i.e. tee shirts, shorts and trainers. A swimming costume should be worn underneath for comfort; tracksuits are advisable, and please remember to bring a TOWEL and a change of clothes and shoes. **YOU WILL GET WET!**

Jewellery may not be worn and there will be no facility for the safekeeping of valuables. Remember also if you're in fancy dress please ensure there are no sharp objects to hurt yourself or others. The show director will advise you on registration. On hot days please drink plenty of water and don't forget your sun cream.

All participants under the age of 16 must have parental consent.

We wish you all a fun and exciting day

Disclaimer

Team captains, please complete the following details and ensure that all your team members sign this disclaimer prior to the knockout event, this will save time on the day. The disclaimer should be handed in when you register with your team.

Date of Event: 12th September 2009

Company name: (If applicable).

Team Name:

Team Captain:

1. That in the event that the organizers of the Knockout Roadshow determine that I am incapable of taking part in the competition then they may exclude me from participation.
2. That if I fail to follow the reasonable directions as to safety and good order on the part of the organizer of the Knockout Roadshow Challenge, I may be disqualified from participation.
3. I agree that Knockout Roadshow Ltd, (please complete) Company name:
Castle Bromwich Youth & Community Partnership
..... (If applicable).and the Venue:
Lanchester Park

..... will be under no obligation to me in respect of personal injury suffered by me in the event if it be caused by any reason other than the negligence of Knockout Roadshow, its servants or agents. I understand that I must report any injury sustained to the staff of Knockout Roadshow on the day.

(print name)

(signed)

01	_____	_____
02	_____	_____
03	_____	_____
04	_____	_____
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12	_____	_____

(Office Use) Date _____ Venue _____ Team No. ____

Games List

The number of teams and the time we are given determine the number of games you play. Every team will play at least seven of the games listed below. Each game will include either diving through or over a giant inflated obstacle, tip toeing through tropical pools or sliding on a slippery mat. We will bring four giant inflatables each of a different design and each with it's own specially designed end backdrop. The games are designed that not just the fastest and fittest over the giant inflatables will always win the game. A little bit of thought and some skill is required for the end backdrops. We also bring a water pool and some dinghy's! Don't worry there is no danger of drowning; they are pulled along the mat. The arena is spectacular with our vehicles, flags and wonderfully colourful props, staging, sets, and inflatables.



THE WEDGE

The Wedge is shaped like a big lump of cheese. Contestants in groups of three have to climb up the gang rope and then slide down the other side (sitting down only) to complete a puzzle.



THE EQUALISER

This game involves carrying a giant egg and spoon across the inflatable without dropping the egg. Once you do this, you will be handed a piece of a rubik cube which you must assemble to gain points.



AIR DANCER TUNNELS

Contestants are lined up for a team relay race through foam-filled tunnels. You have to high-five your team mate to signal that the coast is clear before you enter.



BOUNCY BASKETBALL

This is a speed game where the contestants have to race one another one by one to score the points. Contestants are set off on the whistle in groups of three.



SQUEEZIES

Contestants have to make their way through the giant mangles, which is no easy task. They must not go over or under but through the middle. It's a laugh a minute and not as easy as it looks!



THE BUNGEE MAT

Contestants have to trot to the top of the mat and exchange wellies. The team member on the bungee rope, after swapping the full welly, must sit down and be pulled back on the mat for a refill.



WET AND WILD

Contestants have to transfer water through a series of pipes. Yes, a lot of water seeps *everywhere*. Once the team fill their container a duck will appear. The first team to get their hands on the duck are the winners.



SKI IF YOU CAN DO THIS

This is a lot harder than it looks. Contestants have to line up in three's. The first group keeps going for approximately 6m, then your team mates swap over and off they go. One last change over and if you pass the winning line first you could be champions.