

RED AND BLACK POOL NIGHT
EVENT NUMBER 1
OBSTACLE COURSE (A)9 - 10 COED
(B) - 11-12 COED

DESCRIPTION: RELAY WITH BOYS/ GIRLS GOING THE LENGTH OF THE POOL SWIMMING THROUGH OBSTACLES IN ORDER (SEE RULES)

PARTICIPANTS: 10 PER TEAM (5 BOYS AND 5 GIRLS)

EQUIPMENT

MAT
HURDLES/HOOPS - 2
INNERTUBES - 2
ROPE
BELL - 2
WHISTLES - 4
STOP WATCHES - 2
STARTING SIGNAL (STROBE)

WINNER BY FIRST TEAM TO TOUCH THE WALL

SCORING: 5 POINTS TO WINNING TEAM

RULES:

EACH COMPETITOR SWIMS ONE LENGTH
EVENT BEGINS AT THE DEEP END WITH THE GIRLS
JUMPS INTO POOL - both ends!
GOES THROUGH THE INNERTUBE
CLIMBS OVER THE MAT
GOES THROUGH THE HOOP
RINGS THE BELL
TOUCHES WALL
COMPETITOR LEAVES WHEN TEAMMATE TOUCHES WALL
REVERSE THE DIRECTION FOR THE SHALLOW END
ALTERNATE COMPETITORS: BOY/GIRL
CALL BACK COMPETITOR FOR **DIVING OR LEAVING EARLY**

COMMENTS:

- JUDGE MAY MOVE COMPETITOR ON AFTER THREE LEGITIMATE ATTEMPTS AT BELL
- IF ANYONE DIVES, THEY MUST GET OUT OF THE POOL TO JUMP IN
- USE WHISTLE FOR CALL BACKS

RED AND BLACK POOL NIGHT
EVENT NUMBER 3
NAME: WALKING ON WATER 9 - 12 COED

DESCRIPTION

COMPETITOR WALKS/RUNS/JOGS ACROSS MATS TO FINISH TAPE

PARTICIPANTS - 5 PER TEAM (NO GIVEN NUMBER OF BOYS/GIRLS)
GRADES 9 - 12

EQUIPMENT

WRESTLING MATS
FINISH TAPE

WINNER: CROSSES THE MATS TO FINISH TAPE WITHOUT ANY FALLS

SCORING 1 POINT TO EACH SUCCESSFUL WALK

RULES:

COMPETITORS MUST WEAR A CAP TO DESIGNATE THEIR TEAM
EACH COMPETITOR ATTEMPTS TO CROSS THE MATS TO THE
FINISH TAPE

COMPETITORS MUST STAY ON HIS/HER FEET
WALK IS OVER IF THE COMPETITOR FALLS OR CROSSES THE
FINISH TAPE

ALTERNATE COMPETITORS: RED/BLACK

COMMENTS

IF HANDS OR KNEES TOUCH RED MAT, THE COMPETITOR IS ELIMINATED

RED AND BLACK POOL NIGHT
EVENT NUMBER 4 A GRADES 9-12 GIRLS
4 B GRADES 9-12 BOYS
EVENT NAME – GLADIATOR

DESCRIPTION

EACH COMPETITOR WILL STAND ON THE MAT HOLDING THE POOL NOODLE IN PREPERATION FOR A DUAL. COMPETITIORS MUST FORCE THEIR OPPONENT OFF THE MAT TO CLAIM VICTORY FOR THEIR TEAM.

PARTICIPANTS: 4 - 9/12 GIRL; 4- 9/12 BOY

EQUIPMENT

STARTER'S SIGNAL (WHISTLE)
4 RED WRESTLING MATS
2 RED AND 2 BLACK CAPS
4 POOL NOODLES

WINNER: TWO ROUNDS OF DUALS WILL BE PERFORMED, WINNERS OF THE FIRST TWO ROUNDS WILL DUAL IN THE THIRD AND FINAL ROUND FOR 1ST & 2ND PLACE.

SCORING : 3 POINTS TO FIRST PLACE, 2 POINTS TO SECOND PLACE (MALE & FEMALE)

RULES:

COMPETITORS MUST WEAR THE CAP OF THEIR TEAM
MATCHED-UP COMPETITIORS BEGIN ON THE MATS HOLDING A POOL NOODLE
COMPETITORS MUST MAINTAIN A GRIP ON THEIR POOL NOODLES WITH BOTH HANDS
LOSS OF GRIP OR FALL IN WATER WILL END THE DUAL
FIRST GLADIATOR TO FALL INTO THE WATER IS THE LOSER
DUALS WILL BEGIN ON THE WHISTLE

COMMENTS:

RED AND BLACK POOL NIGHT
EVENT 5A 9-10 COED
5B 11-12 COED
EVENT NAME: INNERTUBE RELAY

DESCRIPTION: COMPETITOR PADDLES LENGTH OF POOL IN WHILE
SITTING IN AN INNERTUBE
6 LAP RELAY

PARTICIPANTS

6 PER TEAM (3 BOYS, 3 GIRLS)

EQUIPMENT

2 INNERTUBES
STARTERS SIGNAL (STROBE)
2 STOPWATCHES

WINNER BY FIRST TEAM TO TOUCH WALL

SCORING: 5 POINTS TO WINNING TEAM

RULES

EVENT BEGINS IN THE DEEP END
COMPETITOR MUST JUMP IN WATER THEN GET IN TUBE
ONE TEAM MEMBER MAY HOLD THE TUBE STEADY IN THE WATER
PADDLE TO OPPOSITE END AND TOUCH WALL
NEXT COMPETITOR JUMPS INTO WATER, THEN ENTERS TUBE
COMPETITOR MUST REMAIN SEATED IN INNERTUBE
COMPETITOR MAY NOT TOUCH SIDE WALL
ORDER OF START - GIRLS FIRST THEN ALTERNATE GIRL/BOY
DISQUALIFICATION FOR LEAVING EARLY

COMMENTS:

PLEASE MAKE SURE THE KIDS DON'T JUMP DIRECTLY ONTO THE TUBE!

RED AND BLACK POOL NIGHT
EVENT 8A 9 – 10 GIRLS
8B 9 – 10 BOYS
8C 11-12 GIRLS
8D 11-12 BOYS
EVENT NAME – KING/QUEEN OF THE TUBES

DESCRIPTION

COMPETITORS ARE SEATED IN INNERTUBES
KNOCK OPPOSING TEAMS FORM THEIR INNERTUBES

PARTICIPANTS

6 PER TEAM

EQUIPMENT

12 INNERTUBES
6 RED AND 6 BLACK BATHING CAPS – PASS TO NEXT ROUND
WHEN FINISHED
STARTERS SIGNAL (WHISTLE)

WINNER BY LAST PERSON(S) SEATED IN INNERTUBE WITH ALL
OPPOSING TEAM COMPETITORS KNOCKED OUT

SCORING - 5 POINTS TO WINNING TEAM

TIME LIMIT OF 3 MINUTES - THE TEAM WITH THE MOST NUMBER OF
PEOPLE LEFT IN THE TUBES WINS

RULES- DON'T BE MEAN

START IN INNERTUBE WITH HAND ON SIDE OF POOL
BATHING CAPS MUST BE ON
AFTER START, DO NOT TOUCH SIDES
NO LINKING TUBES IN ANY WAY
NO PULLING HAIR
NO PULLING IN AREA OF NECK
ONCE INNERTUBE PASSES 90 DEGREES COMPETITOR IS OUT
ONCE OUT OF INNERTUBE COMPETITOR MUST EXIT POOL

COMMENTS

BE SURE COMPETITORS LEAVE POOL ONCE OUT OF TUBE
WATCH FOR ROUGH TACTICS -- GIVE WARNING

RED AND BLACK POOL NIGHT
EVENT 6A 9-12 GIRLS
6B 9-12 BOYS
EVENT NAME : KINGFISHER

DESCRIPTION:

COMPETITOR STARTS IN SEATED POSITION ON POOL DECK
SWIMS ACROSS POOL AND CLIMBS ONTO POOL DECK
RETURNS TO SEATED POSITION
LAST COMPETITOR TO BE SEATED IS ELIMINATED

PARTICIPANTS

6 PER TEAM - GRADE 9 - 12

EQUIPMENT

6 RED BATHING CAPS
6 BLACK BATHING CAPS
STARTER'S SIGNAL (WHISTLE)

WINNER BY ELIMINATION TO FASTEST COMPETITOR

SCORING: 5 POINTS TO WINNING TEAM

RULES

START IN SEATED POSITION WITH FEET ON POOL DECK
ARMS AROUND LOWER LEGS WITH HANDS CLASPED
WEAR BATHING CAPS FOR TEAM COLOR
ENTER POOL AT COMMAND AND SWIM ACROSS POOL
CLIMB OUT OF POOL AND RETURN TO SEATED POSITION WITH
ARMS AROUND LEGS
IN FIRST 4 ROUNDS, LAST 2 SEATED ARE ELIMINATED
IN FINAL ROUNDS, LAST PERSON IN ELIMINATED
EARLY START - DISQUALIFICATION
COMPETITOR IS NOT CONSIDERED FINISHED UNTIL HE/SHE
RETURNS TO STARTING POSITION(SITTING DOWN, FEET ON
POOL DECK, AND ARMS AROUND LOWER LEGS - MUST
STAY IN THAT POSITION AND BE READY FOR THE NEXT
START

***The management is not responsible for late starts due to goggle problems*

COMMENTS

ANY SWIM STROKE MAY BE USED
JUDGES MAKE THE CALL FROM THE ACROSS THE POOL- HOLD FOLDER OVER
HEADS SO JUDGES CAN SIGNAL THOSE TO BE ELIMINATED