

LANARK TRADES TOURNAMENT RULES

Tournament Date: May 13, 2016

Time: Start time of 4pm

Location: 12 Elliot Street, Perth, ON

The LANARK
TRADES
Tournament



1) Registration

Teams must register, sign the waiver and pay in full prior to participating in the event.

2) Team Size

Each team must have at least 4 and no more than 6 participants, except if they have the approval of the Tournament Director.

3) Event Start

Teams will be assigned a start time at registration. If they are not present within 60 seconds of their start time, their time will commence anyways. There will generally be 2 teams starting at the same time for head-to-head competition. Timing will be done by event volunteers.

4) Station Sequence

Each team's time will begin at the beginning of the first station and at the end of the final station, but the stations can be done in any order otherwise, as each team chooses, subject to that station not being already occupied. All stations must be completed to obtain a final time.

5) Station Format

Only one team participant may do one station at a time, except where a station requires more to complete it as indicated by the station manager.

Only one station may be done at a time by a team. Therefore, other inactive team participants will wait in the indicated area while the active participant completes an event. They are permitted to speak directions to the active team participant from the indicated area.

When one station is completed, the active team participant will receive a stamp, ring the bell and then tag the next team participant, rendering themselves inactive and allowing the newly tagged participant to become active and to proceed to complete the next station of their choosing.

The order of participants is at the discretion of the team. Each member on a team must do at least one event.

Each station must be fully completed to the satisfaction of the station manager before the active participant can be released.

All tools to complete events will be supplied. No additional tools may be used.

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List of events for 2016 (Subject to Change)

- 1) Carpentry station
- 2) Plumbing station
- 3) Electrical station
- 4) Automotive station
- 5) Masonry station
- 6) Flooring station
- 7) Foreman's station
- 8) Towing station

6) Finals: The team's final time will be recorded at the finish line and posted. The teams with the best times on the entire day will be selected for a final event, involving all the team members in a group challenge.

Thank you to everyone for your support of this fundraiser benefiting the
Perth Enrichment Program for Older Adults

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