

Sparks-a-Rama Team Assignment Sheet

Event	Heat 1	Heat 2		
1)Sparky Beanbag-In & Out	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
<i>Please note: Use all the players on the team before allowing a clubber to participate a second time.</i>				
2)Sparky Safari	G	B		
	G	B		
	G	B		
<i>Please note: Stop and allow bean bag to hit floor before replacing on head and continuing.</i>				
3)Balloon Battle	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
<i>Please note: Use all the players on the team before allowing a clubber to participate a second time.</i>				
4)Rabbit Hunt	G/B			Rev. 2010
	G/B			
	G/B			
	G/B			
	G/B			
	G/B			
	G/B			
	G/B			
	G/B			
	G/B			
<i>Please note: A maximum of 17 players may participate as hunters. Ten players are required as rabbits in the circle.</i>				
5)Sparky Train	G	B		
	G	B		
	G	B		
	G	B		
	G	B		
<i>Please note: If train becomes disconnected, it must stop and reconnect before continuing.</i>				
6)Sparky Balloon Pop	Girl is last and pops balloon	Boy is last and pops balloon		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
	G/B	G/B		
Girl	Boy			
<i>Please note: Use all the players on the team before allowing a clubber to participate a second time.</i>				