



When Push Comes to Shove

Equipment: Specially-designed wheelbarrow.

Object: Using a specially-equipped wheel barrow, navigate an obstacle course without dropping a ball from atop the wheelbarrow. (A cupped board will be installed across the bow of the wheelbarrow to support the objects.)

Scoring: The competitor who navigates the course, within the stated timeframe and with the fewest faults, shall prevail. Best time becomes the discriminator only if two or more competitors complete the task with the same number of faults.

Note: An object which is dislodged from the cup but is recovered, without the entrant touching the ball and before the ball touches the wheelbarrow or ground, shall not constitute a fault.

Faults:

- Leaving the course area with the body or wheelbarrow.
- Each ball dropped to the ground or inside the wheel barrow will result in a fault for each occurrence.
- Touching of the ball with any part of the body.
- Any action deemed by the judge to be inappropriate or an attempt to circumvent the rules or the spirit of the competition may result in additional faults added to the score or disqualification.
- Knocking a golf ball from a golf tee, which are placed throughout the course.
- Remember: This is a test of skill - not speed. All scores completed within the overarching timeframe (to be announced on the day of the event) shall be considered.

Note: The information contained herein is intended to provide prospective competitors with an introductory overview of the planned event so all can prepare for the competition. However, the event itself, the rules, assignment of faults, the overarching time limit and equipment style is subject to change without further notice.

Final event information will be posted on the Grounds on the day of the event.