

SPARKS-A-RAMA JUDGES' TEST

RETURN TEST TO:
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Due Date: March 11, 2024

Print Name: _____

Church: _____

Email Address (For me to send you your graded test in PDF): _____

If you do not have email or can't open PDF, please provide me with a self-addressed STAMPED envelope so I can return a marked-up test for you to review prior to the event.

True or False

_____ 1. A team is disqualified on the first false start.

_____ 2. Unnecessary roughness or other poor conduct is always a basis for disqualification.

_____ 3. Play that is not according to the spirit of the game is always a basis for disqualification.

_____ 4. A player can knock over the scoring pin anyway he/she can in order to complete the events that use scoring pins.

_____ 5. If a team interferes with another team such that the team interfered with places worse than it otherwise would have, it is just a break of the game, and there is no disqualification of the team that interfered.

Chain of Command

6. List the chain of command from clubber to the Circle Director:

A. Clubber

B. _____

C. _

D. Circle Director

Event 1 – Sparky Beanbag – In and Out

_____ 7. How many heats in this event?

_____ 8. How many clubbers play in each heat?

9. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

D. _____

E. _____

10. What equipment should the Line Judges make sure to put out?

11. What should the Line Judge primarily watch in this event?

Event 2 – Sparky Safari

_____ 12. How many players in each heat?

13. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

D. _____

14. What equipment should the Line Judges collect and make sure to put out and/or give out?

15. What should the Line Judge primarily watch in this event?

Event 3 – Sparky Bowl

_____ 16. How many heats in this event?

_____ 17. True or False. Clubbers throw from behind the circle line next to their pin.

_____ 18. True or False. If a player crosses the line when throwing, play continues but he or she is disqualified.

19. How is a clubber disqualified in this event?

20. What should the Line Judge primarily watch in this event?

Event 4 – Sparky’s Pyramid

21. Where does Player #1 start this event?

_____ 22. True or False. Players along the circle line start the even holding their cups.

23. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

24. What equipment should the Line Judges make sure to put out and/or give out?

25. What should the Line Judge primarily watch in this event?

Event 5 – Sparky Train

_____26. True or False. Only girls play the first heat and only boys play the second heat.

_____27. True or False. Clubbers must hold the noodle with two hands.

28. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

29. What equipment should the Line Judges make sure to put out and/or give out?

30. Where should the Line Judge primarily watch in this event?

Event 6 – Sparky’s Balloon Relay

_____31. How many clubbers play in each heat?

_____32. True or False. Every player must touch the balloon in this game.

33. According to the Disqualification Summary at the end of this event in the Rule Book, what are the ways a team can be disqualified in this event?

A. _____

B. _____

C. _____

34. What should you do if the balloon breaks while the balloon is being passed between the legs of the clubbers?
