



HAWKE'S BAY
**YOUNG
FRUIT GROWER**
OF THE YEAR

**Enter
Now**



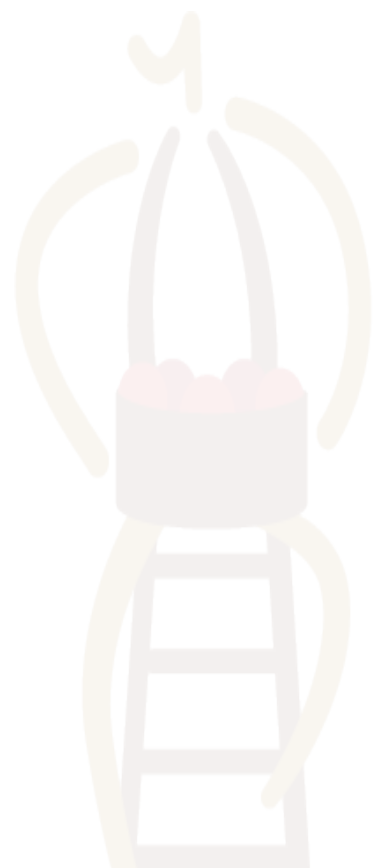
Hurford Parker **Tug of War Challenge 2021**

3rd June, Showgrounds Hawke's Bay

HurfordParker
INSURANCE BROKERS LTD



Proudly Hosted By
**HAWKE'S BAY
Fruitgrowers'**
ASSOCIATION



Win

Thanks to our sponsor Hurford Parker, teams will take home (collectively):

Winner \$400 cash **2nd Place** \$250 cash **3rd Place** \$150 cash

Entry Form

Teams must complete the below details and return by the 31st May to yfoty@hbfa.co.nz. Please include Tug Of War Team Entry in the subject line.

Team Name:

Organisation:

Contact Person:

Contact Mobile Number:

Contact Email Address:

Details – On The Day

1. Teams MUST be at the Showgrounds Hawke's Bay no later than 3pm, 3rd June for a 3:30pm start
2. On arrival, the team leader to please register their team at the HBFA gazebo
3. All team members will be given wristbands. Please ensure ALL team members are familiar with the rules

Tug Of War Rules

1. Team to consist of eight members including two females who must be on the rope, additionally each team may have one coach.
2. Players are to represent ONE team only.
3. Knock out competition – winning team plays off against other winning teams.
4. No hand over hand pulling allowed. Team members must go back with rope when pulling.
5. No sprigs or spikes to be worn – work boots or trainers only are permitted.
6. Anchorman can loop rope round one shoulder to secure rope. No knots.
7. All team members to remain on their feet at all times.
8. Team coaches are responsible to ensure team members are aware of the rules prior to commencement of competition.
9. No gloves to be worn.
10. A team member is permitted to pull for only one team during a competition.
11. Judge to toss coin to determine direction of pull.
12. Prior to commencement of pull, judge will ask coaches if they are ready, then give the command `take the strain`, when teams are balanced, order to `pull` is given and the tug has commenced.
13. Overall pull to move the ribbon centered on the rope beyond the painted line on either side to determine the winning team.
14. Only coaches can consult with the judge/s.
15. Competition judges decisions are final.
16. All teams enter the competition at their own risk.

