

## SPARKS-A-RAMA QUIZ

Circle T for True or F for False in the space provided.

1. In the Sparky Crawl players line up with their hands and knees behind their team color line. ( T/F )
2. In the Sparky Crawl the line Judge must signal the coach when it is ok to send their player in for the center pin. ( T/F )
3. In the Sparky Crawl the games will be played a second time with different players. ( T/F )
4. In the Sparky Safari the beanbag must land on the floor before the player may place it back on their head. ( T/F )
5. Player #3 must have beanbag on head until he/she crosses the circle line for the approach to the center pin. ( T/F )
6. Sparkies Teams consist of a minimum of 10 players, of which at least five must be boys and five must be girls and no more than six can be second grade. ( T/F )
7. In the Balloon Pop all players must straddle their diagonal line. ( T/F )
8. In the Balloon Pop players may bunch as close as they want with player # 10 on the 8-foot mark. ( T/F )
9. In the Balloon Pop all the players must touch the balloon. ( T/F )
10. In the Balloon Pop if the balloon pops the line judge will replace it. ( T/F )
11. In the Sparky Beanbag (In and Out) #1 player is closest to the teams starting diagonal line.( T/F )
12. In Sparky Beanbag (In and Out) players may not proceed into the circle before they have been tagged or given the beanbag. ( T/F )
13. In Sparky Bowl players tosses the beanbag from the 12 foot hash mark. ( T/F )
14. In Sparky Bowl players must throw the beanbag over handed at the center pin. ( T/F )
15. In Sparky Train if the train becomes disconnected, the train must rejoin in 3 steps before continuing. ( T/F )
16. In the Sparky Train all five players must cross the starting line before the last player may separate from the train. ( T/F )
17. When two or more teams are tied at the end of the last event the tie may be resolved by playing one heat of the Sparky Balloon Pop. ( T/F )
18. In Sparky Bowl, if the players do not knock over the center pin on the first throw, they must retrieve their own beanbag and return to their own 10-foot hash mark and continue to play until one player knocks down the center pin. ( T/F )
19. In the Sparky Train players run 2 laps. ( T/F )
20. The Coaches can be in the games Square to help assist their team and the line judges. ( T/F )

Answer: 1.=T / 2.=F / 3.= F / 4.= T / 5.= T / 6.= T / 7.=F / 8.= T / 9.= F / 10.= F / 11= F / 12.= T / 13.= T / 14.= F / 15.= T / 16= T / 17.= T / 18.= F / 19.= F / 20.= F