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| **INDIVIDUAL EVENTS FOR VISUALLY IMPAIRED CONTESTANTS**  **40-YARD DASH**– This event utilizes a safety harness that is fastened to an overhead guide wire.  Contestants may take 2 trial runs.  Contestants are allowed two attempts with the best time counted.  In the event of a tie, each contestant will be awarded the appropriate 1st, 2nd or 3rd place star.  **BASKETBALL FREE THROW**– The basket is equipped with a sound device that emits a beeping tone  allowing the contestants to identify the location of the basket.  Each contestant is allowed 10 throws.  When the ball passes through the hoop, a ringing bell tells the contestant he/she has scored.  Scoring  in this competition is as follows: 2 points if the ball touches the net or the backboard, 3 points if the ball  hits the rim and 6 points if the basketball passes through the hoop.  Contestants who have not received  points will be awarded 1 point for participating in the event.  In the event of a tie, each contestant will be  awarded the appropriate 1st, 2nd or 3rd place star.  **ARCHERY**– A sound device located at the target is the participant’s aiming point.  From a distance of  10 yards, each contestant shoots two marker arrows for adjustment of the equipment.  Each contestant  shoots 5 arrows to score.  Points are awarded as follows:  Gold circle – 10 points; Red – 8 points;  Blue – 6 points; Black – 4 points; White – 2 points. Contestants who have not received points will be  awarded 1 point for participating in the event.  In the event of a tie, each contestant will be awarded the  appropriate 1st, 2nd or 3rd place star.  **HORSESHOES**– A sound device is located at the pin.  Contestants will pitch 9 horseshoes.  Scoring is 6 points for a ringer; 5 points for a leaner, 4 points for a horseshoe that lands within the base  of the pole; 3 points if horseshoe lands within the 2 foot circle surrounding the base of the pole and  2 points if horseshoe lands within the 4-foot square surrounding the base of the pole.  Contestants who have not scored points will be awarded 1 point for participating in the event.  In the event of a tie, each contestant will be awarded the appropriate 1st, 2nd or 3rd place star.  **BICYCLE SLALOM**– Contestants ride a three-wheeled tricycle while following a lead bicycle equipped  with a directional sound device, called a “cricket.”  Contestants are equipped with safety helmets,  elbow and kneepads to insure against injury.  This is a timed event.  In the event of a tie, each  contestant will be awarded the appropriate 1st, 2nd or 3rd place star.  **FRISBEE**– A sound device is located in the net.  Bells are attached to the net to signal when a Frisbee  hits the net.  All Frisbee throws will be from 10 feet.  Each competitor is allowed 10 throws.  Point count is as follows:  Hits center of square – 3 points; hits outside the square – 2 points;  hits anywhere in net – 1 point. Contestants who have not received points will be awarded 1 point for  participating in the event.  In the event of a tie, each contestant will be awarded the appropriate  1st, 2nd or 3rd place star.  **GOLF PUTTING**– A sound device is located at the hole (cup).  Contestants will putt 9 Whiffle balls.  Scoring is 6 points for a hole in one.  5 points inside 1st circle from hole, 3 points inside 2nd circle,  2 points inside 3rd circle and 1 point for participation.  In the event of a tie, each contestant will be  awarded the appropriate 1st, 2nd or 3rd place star.  **INDIVIDUAL EVENTS FOR WHEELCHAIR CONTESTANTS**  **40-YARD RACE**– This is a timed event.  An assistant may travel behind each contestant as a safety  measure, but may not help or push the contestant in any other way.  Contestants will have 2 attempts  with the best time to be counted.  In the event of a tie, each contestant will be awarded the appropriate  1st, 2nd or 3rd place star.  **SLALOM RACE**– This event utilizes a zigzag course around safety cones placed approximately  5 yards apart.  Each contestant is timed and the best time out of two runs is counted for the competition.  In the event of a tie, each contestant will be awarded the appropriate 1st, 2nd or 3rd place star.  **BASKETBALL FREE THROW**– Each contestant has 10 throws.  Scoring is as follows: through the  basket counts as 6 points; hitting the rim, but not going through the hoop counts as 3 points;  hitting either the net or backboard counts as 2 points. Contestants who have not received points will be  awarded 1 point for participating in the event.  In the event of a tie, each contestant will be awarded the  appropriate 1st, 2nd or 3rd place star.  **ARCHERY** – Contestants shoot from a distance of ten yards.  Each contestant will shoot two marker  arrows for adjustment of the equipment and 5 arrows to score.  Scoring is as follows:  Gold ring – 10 points;  Red – 8 points; Blue – 6 points; Black – 4 points; White – 2 points. Contestants who have not received  points will be awarded 1 point for participating in the event.  In the event of a tie, each contestant will be  awarded the appropriate 1st, 2nd or 3rd place star.  **SOFTBALL THROW**– Regulation softball is used for the event.  Contestants throw from behind a  chalk line.  Any type of throw may be used or from any position, as long as the wheelchair is behind  the line.  The longest of three throws is counted.  In the event of a tie, each contestant will be awarded  the appropriate 1st, 2nd or 3rd place star.  **FRISBEE –**All Frisbee throws will be from 10 feet.  Each competitor will be allowed 10 Frisbee throws.  Point count is as follows: Hits center of square in net – 3 points; hitting outside of square – 2 points;  hitting anywhere in net – 1 point.  Contestants who have not received points will be awarded 1 point for  participating in the event.  In the event of a tie, each contestant will be awarded the appropriate 1st, 2nd  or 3rd place star.  **TEAM EVENT FOR WHEELCHAIR CONTESTANTS**  **Wheelchair contestants must remain seated while competing**  **BASKETBALL GAME**– Competition will consist of 4 games – 10 minutes each, using half court.  Initial possession will be determined by a coin toss.  There will be three contestants on a team with the  winning teams competing against each other and the losing teams competing against other.  **TEAM RELAY**– This event combines wheelchair contestants with sight-impaired contestants.  A sight-impaired contestant will race one leg of 40 yards, utilizing the safety harness and guide wire.  Wheelchair contestants will race the next leg. If there are not enough sight-impaired contestants to pair  with a wheelchair contestant, the sight-impaired contestant’s first score will be used for the second  wheelchair contestant.  The team with the fastest time is the winner.  The Contestant Events Committee  chairmen select team members by using previously recorded times in the individual events as a guide.  In the event of a tie, each contestant will be awarded the appropriate 1st, 2nd or 3rd place star.  **Full Court Basketball Game** – Two contestant teams will be picked by the basketball chairmen.  The game will be played on full-court and last 30 minutes.  Initial possession will be determined by a  coin toss.  Players are allowed two pushes; then the ball must be either dribbled or passed.  All fouls should be called.  **KINNARD CHALLENGE TEAM EVENT**  **WHEELCHAIR AND VISUALLY- IMPAIRED CONTESTANTS**  The Kinnard Challenge is a team event comprised of athletes from all ages and categories.  Teams will consist of 4 or 5 athletes with a designated team captain.  The team captain will be  responsible for choosing the competitor in each event.  The events include a wheelchair 40-yard race,  Frisbee throw, basketball free throw and horseshoes.  The participants of each event will earn points  for their team total. The team with the most points will be announced at the closing ceremonies.  **HORSESHOES**– Is a team even comprised of athletes from all ages and categories.  Teams will be divided into two groups – Male versus Female.  A sound device is located at the pin  for sight impaired contestants.  Contestants will pitch 9 horseshoes.  Scoring is 6 points for a ringer;  5 points for a leaner, 4 points for a horseshoe that lands within the base of the pin;  3 points if horseshoe lands within the 2 foot circle surrounding the base of the pin and  2 points if horseshoe lands within the 4-foot square surrounding the base of the pin.  Contestants who have not scored points will be awarded 1 point for participation.  **SHUFFLEBOARD**– is a team event comprised of athletes from all ages and categories.  Teams will be divided into two groups – Males versus Females.   A volunteer will provide voice location  for the sight impaired.  Each Contestant will slide or push 4 discs using cues (a long pole with 2 short  prongs at the end).  Contestants will score – 3 points for discs landing at bottom of triangle,  2 points for middle and 1 point for a disc landing in the top area of triangle. |