

# **Mr. Lyle Bowl (Salvation) (Spiritual Maturity)**

*For this very reason, make every effort to add to your faith goodness; and to goodness, knowledge; **6** and to knowledge, self-control; and to self-control, perseverance; and to perseverance, godliness; **7** and to godliness, mutual affection; and to mutual affection, love. **8** For if you possess these qualities in increasing measure, they will keep you from being ineffective and unproductive in your knowledge of our Lord Jesus Christ.*

*II Peter 1:5-8*

## **The Basic Bible Truth**

Spiritual maturity should be the goal of every Christian. When we are saved, our understanding of God and His ways is very limited. Our spiritual diet at that initial stage is much like an infant, milk or soft and easy to swallow. But as we grow in our knowledge of Him, we begin to crave the meat of the word, the stuff we have to chew on a while before we can swallow it. We need spiritual protein and we get it from studying Scripture.

## **The Object**

A Masking Tape “Football” Field  
A Football  
A Rule Book  
Referee Shirt, Hat, Yellow Flag, And Whistle  
A Little Red Wagon



I do this lesson every year on Super Bowl Sunday. I actually have two different versions of it. One is a basic explanation of salvation. The second is more in line with the spiritual maturity idea. The picture shows the field laid out in 7-“ten yard” increments. That will make perfect sense for Lesson #2. At the bottom of the page is the rulebook for lesson #1: Print it out at a #5 font (It is meant to be impossible)

## **The Lesson #1**

As I present the idea of the football game to be played, I hand each one in attendance a copy of the first page of the rulebook. They can follow along as I read rules number 1 and 2—in their entirety! The font, (no larger than 5 point), is incredibly small by design. (I usually print a reference version of rule 1 and 2 in a bigger font so I can read it easily in class.) Everything about this game is going to be impossible for the players. Usually, by the time you have read rules 1 and 2, the class is tired of hearing rules and does not want to hear any more. I will often have rule number three ready in case there aren't objections to the process of reading. I want them to tell me to stop reading. I will refer to that mistake at the end of the game. Finally, with enough objection to the reading of the rules, I dispense with that and begin the playing of the game.

Four volunteers are chosen to play the game. They are informed that the premise of the game is quite elementary. They simply must walk the length of the field PERFECTLY, according to the rules, carrying the football, to the Goal line, and they will automatically win the game. I give each of them a complete rulebook to look over and refer to as they play the game. And, of course they look at me with disbelief. After handing the first contestant the football, I stand about midfield with my whistle and yellow flag at the ready. Just as they begin to take a step I whistle and throw the yellow flag. "There has been a flag on the play". I explain to them that they should have started with the other foot, according to rule number 115, paragraph 2, section 3a. They are promptly thrown out of the game and asked to take a seat. The next contestant takes their position.

I again am at the ready at midfield. This time, even before they begin to step, I whistle. "Were you thinking about chocolate chip cookies?" And when they say "no", I throw the flag and say, "There has been a flag on the play." And they are thrown out of the game and asked to take a seat. "Rule number 119, paragraph 1, section 5 clearly states that a contestant must be thinking about chocolate chip cookies when they begin the game." And the next contestant it asked to take their place.

As contestant number three is getting ready, I again whistle, and ask them the same question regarding chocolate chip cookies. Usually they inform me that they have indeed been thinking about them. I then have a follow up question, "With oatmeal, or without?" Whatever they say is wrong, I throw the flag and throw them out of the game.

At this point, everyone is absolutely sure that no one is going to ever be able to play the game perfectly. And they are right. But I explain to them that there is a very interesting rule, number 131, the very last rule in the rulebook, (that they wouldn't let me read to them by the way.) Rule 131 states that if a contestant realizes that it is impossible to play the game perfectly, he may ask the referee for a substitute runner. The referee is then obligated to furnish a substitute runner who is able to play the game perfectly. Whenever possible, I ask my son, (my only son, by the way), to be in the classroom for this very moment. He steps forward, pulling a little red wagon. I ask the contestant if he would like to request a substitute runner. If the answer is yes, the fourth contestant is seated in the wagon, still holding the football, and my son pulls him across the field to the goal line. I blow the whistle and signal a touchdown and the game has been won.

We are all playing the game of life. It's God's game, and He has made the rules, and He has said that only those who compete and do so perfectly are eligible for the goal—Heaven. We cannot even come close to winning the game on our own. We need a substitute. And God has provided His Son, His only Son, who can play the game of life perfectly and win. He does all the work, but we still have to carry the ball.

## The Lesson #2

In 2<sup>nd</sup> Peter 1 we read “...add to your faith...” He continues to list seven virtues that are of great value to spiritual maturity and growth. In Greek, the word “add” is *epichoregeo* from which the words chorus, choreograph, and chorus master and donor are derived.

In ancient Greece, three major theatrical productions were performed each year. Famous writers such as Socrates and Aristotle wrote plays, which were acted out before audiences of nearly fourteen thousand. Also included were choirs, musicians and mimes.

The *choregos* who directed the production was responsible for finding a donor who was willing to pay for the expenses. Theater was a very important part of Grecian culture and it was an honor for the wealthy to play a part. To a large extent, the winning production was determined by how much the donor was willing to lavishly spend. Eventually the word *choregos* became *epichoregos* to reflect the combining of the duties of the chorus director and the donor, who now became one and the same person.

God led Peter to use the word *epichoregos* to teach us that our spiritual growth and maturity are in many ways similar to a theatrical production—a production that requires one to lavishly provide the necessary virtues at their expense. There is a cost involved in adding to our faith, moral excellence, knowledge, self-control, perseverance, godliness, brotherly kindness, and love. The more one is willing to lavishly spend on developing these spiritual disciplines, the greater the influence upon the audience who is daily watching. As we endeavor to “act out” our roles on the stage of life, may it become increasingly clear that pursuing spiritual growth is an expensive effort and takes great diligence. We must be committed to add, at our own expense, no matter the cost.

(From this point on, as I come to each “add to” I move the football ten yards down the field.)

We are to add to our faith **goodness**. Exceptional moral character, like courage, strength and valor, should mark the Christian life. What is our word worth in the world? In my life I have very few heroes. I have not met many people who I hold up as shining examples of a life well lived. My grandfather is one of the few heroes I cherish to have known. As a man in his prime, he was physically tough and stout. The story is told of some men at the farmer’s supply store who were standing behind a pickup one day, trying to decide how to pick up a huge bag of feed and load it in the bed of the truck. My grandfather, annoyed by the commotion, pushed his way to the middle of the onlookers, bent down and grabbed it up and placed it, by himself, into the bed of the truck. He then turned to the men who were still standing with their mouths agape and said, “That’s how it is done.” And then he simply walked away and went about his business. I knew him later in life, after the ravages of Parkinson’s disease had taken its toll on his physical self. By the end of his life, he could not feed himself because of his shaking hands, he needed help to use the bathroom, and his heart did not allow for any strenuous activity. My grandmother told me later, after he had passed, that not once, NOT ONE TIME, did he ever complain or ask “why me”. That may seem small to many, but to me, it showed tremendous character. Hero type character.

Add to goodness, **knowledge**. Do we read and study the Bible as we should? This is an amazing book. It contains everything that we need to know about life, God, our future—it’s all there. I have met few people in my life who have read through the Bible even one time. And fewer still who have done it more than once. Why? We have the most incredible book, the living Word of God, at our fingertips, but we ignore it and spend our time on other things. God has said of his Word, that it will not go out from Him and return void or empty—it will have an effect. Nothing will change your life as profoundly as simply reading Scripture. Read the Word of God!

Add to knowledge, **self-control**. Restraining emotions is difficult for most of us. We tend to witness an event and immediately react emotionally. A wise person moves slowly, thinking through an emotionally charged issue to make sure that decisions are made wisely, and with no regret later. As I look at the political unrest that has been present in our country for as long as I can remember, there is one consistent feature that I have seen now for 60 years in the news. And that is that the average demonstrator is a young person. It is rare to see 80 or 90 year olds out throwing bottles and pillaging businesses. Reigning in our emotions requires time and effort, but it is worth it in the long run.

Add to self-control, **perseverance**. We live in a world that is full of stress. It is the nature of the beast and will always be there. We are to learn to endure under hardship. We must never give up—never! The writer of Hebrews said we are to have faith, work hard and endure. This trio is to go together always. I recall, many years ago, my grandmother died and I wanted to go to the funeral, which was out of state. The cabinet job I was working on at the time was for a lady who had little or no concern for me, or my family issues. I was told in no uncertain terms that her cabinetry must be in place before I left the state or she would sue me for breach of contract. I knew quite well that she was unsaved and I was determined to display to her an example of how a Christian reacts to difficulty. I had no recourse but to work straight through and complete her job—44 hours worth, non-stop. I have never forgotten that episode in my life. She got her cabinetry, and I got to say goodbye to my grandmother at her funeral.

Add to perseverance, **Godliness**. I can sum this one up very concisely. Godliness is having an appropriate fear of God. God is worthy of respect, our deep respect and honor. The more I learn about God, the more I know I need to learn about God. That is achieved through a lifetime commitment of having a personal devotional time. It cannot be achieved through any shortcuts. This one takes time. A lifetime.

Add to Godliness, **brotherly kindness**. God made us creatures that need relationships. We have in the book of Genesis the account of creation. And as each day ended, God looked at what He had done and said, “It is good.” But when He had finished creating Adam, his words were, “It is not good...” What a striking contrast. It is not good that man should be alone. We are social beings and need each other to fulfill our lives as God desires. We must learn to accept each other, regardless of our warts and all. Kindness to those around us who are Christians, who wear the same title we do—children of God—deserve our respect, our love, and our kindness.

Add to brotherly kindness, **love**. There it is, the “Holy Grail” of life, the greatest thing that we can ever obtain and attain—love. What is love? God is love. When we understand God, we will see love in perfection. It must motivate all that we do, it must come before all that we say. Let me give you an example of how this works. If I tell you I have 1,000,000 dollars, you would be impressed. All those zeros look pretty impressive lined up like that. But the most important numeral in that number is the “1”. Without it the rest is worthless. So it is with life. If love isn’t first, if love isn’t before, if love isn’t motivating everything we do or say, we have gained nothing.

And that, my friends, is how you win the game!

# Official Rules

- The game begins with the participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swinging of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.*
- The second step is now going to be addressed. The second step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual/lapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick/jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of "Yankee Doodle Dandy". The rest of the team still standing and watching the events that are transpiring must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.*
- Step three now may be addressed. Once again the right foot is to be moved. During the third step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oogalala Oogalala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oogalala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land 'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.*
- Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. Teams wishing to substitute at this juncture of the game, must raise their hands and address the referee as "Your Highness". The referee will then recognize them and answer their questions regarding substitute qualifications. If the team requests a substitute, and cannot find one on their own team, the referee will be obligated to find a substitute and supply that person for the team. Every team member who accepts this substitution, will be granted full rights as a winner when the substitute completes the game for everyone still playing in the game, irregardless of which team they are playing on. Only one winner will be allowed, and that winner ultimately must be the referee's substitute. The substitute shall negotiate the course in a predetermined manner and all will be done.*
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27. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. In height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. s they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee.
28. The game begins with the participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.
29. The second step is now going to be addressed. The second step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of Yankee Doodle Dandy. The rest of the team still standing and watching the events that are transpiring must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.
30. Step three now may be addressed. Once again the right foot is to be moved. During the third step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oogalala Oogalala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oogalala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then, very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
31. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. Teams wishing to substitute at this juncture of the game, must raise their hands and address the referee as "Your Highness". The referee will then recognize them and answer their questions regarding substitute qualifications. If the team requests a substitute, and cannot find one of their own team, the referee will be obligated to find a substitute and supply that person for the team. Every team member who accepts this substitution, will be granted full rights as a winner when the substitute completes the game for everyone still playing in the game, regardless of which team they are playing on. Only one winner will be allowed, and that winner ultimately must be the referee's substitute. The substitute shall negotiate the course in a predetermined manner and all will be done. Now if you have had the fortitude to read this far you will notice that the rules from this point on will simply be a recurrence of the first four over and over again, making this booklet seem rather ominous to the participant.
32. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.
33. The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of Yankee Doodle Dandy. The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.
34. This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oogalala Oogalala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oogalala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then, very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
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Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain desired distance will result in the participant being deemed to have lost the game and the reward, for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not know by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Oga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.

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52. This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oagadala Oagadala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oagadala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land 'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
53. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. In height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. s they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee.

54. The game begins with the participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.

55. The second step is now going to be addressed. The second step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of 'Yankee Doodle Dandy'. The rest of the team still standing and watching the events that are transpiring must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

56. Step three now may be addressed. Once again the right foot is to be moved. During the third step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oagadala Oagadala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oagadala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land 'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
57. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. Teams wishing to substitute at this juncture of the game, must raise their hands and address the referee as "Your Highness". The referee will then recognize them and answer their questions regarding substitute qualifications. If the team requests a substitute, and cannot find one of their own team, the referee will be obligated to find a substitute and supply that winner for the team. Every team member who accepts this substitution, will be granted full rights as a winner when the substitute completes the game for everyone still playing in the game, irregardless of which team they are playing on. Only one winner will be allowed, and that winner ultimately must be the referee's substitute. The substitute shall negotiate the course in a predetermined manner and all will be done. Now if you have had the fortitude to read this far you will notice that the rules from this point on will simply be a recurrence of the first four over and over again, making this booklet seem rather ominous to the participant.

58. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.

59. The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of 'Yankee Doodle Dandy'. The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

60. This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oagadala Oagadala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oagadala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land 'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.

61. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified in it's entirety, with no hope of completing the afore described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.

62. The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of 'Yankee Doodle Dandy'. The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

63. This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oagadala Oagadala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oagadala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land 'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.

64. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal

76. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open.

76. Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afore mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open.

*looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.*

The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the ways to standing with the toes stepped on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point step for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into motion. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed left foot. If this is the chosen placement, the participant must then perform the "Chicken Tribute" on the right foot. If the referee is not satisfied with the "Chicken Tribute" on the right foot, the participant must perform it again. This process shall be repeated until the referee is satisfied with the performance. The time for this process shall be no less than 10 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crouch like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crouch has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Ogagala Ogagala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Ogagala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say, "Hey, ya land lubbers. Land 'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stepped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly onto the foot already firmly placed on the ground. The participant must then kick their feet together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.

Step 4 is extremely difficult and should be attempted by only the most experienced live team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, then look to the left, and then look to the right. If the road is clear, they may then hop as far as they like. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the afor described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. In height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the afor described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. s they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the afor described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee.

The game begins with the participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt to traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot shall then be placed forward again. The second foot shall follow the same pattern. The second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Looking around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They should direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afore mentioned placement of the first foot onto the line, has been completed, the participant shall still, cross both arms, and loudly proclaim the those that are participating the proceedings those exact words: "Ma Ma Ojaga Oja Ma Ma". This phrase now constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.

The second step is now going to be addressed. The second step may be backwards if so desired. But, if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and it is therefore considered a method of strategy. A forward step strategy must follow the prescribed order of events. The left foot is now to be considered. The participant must at this point stop for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must then take a single step and bring the right foot back to the starting line. The right foot may be placed next to the already placed left foot. These elements shall be done in no less than 3 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed place the left foot down and take a single backward step. This results in obvious increased travel on the course, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crouch like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crouch has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

Step three now may be addressed. Once again the right foot is to be moved. During the third step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oogalala Oogalala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning because that is a very good place for the beginning to begin again. Once the referee has determined that the Oogalala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Yey, yee land lulu. Land lulu". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly onto the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.

Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, then look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the *afor* described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. Teams wishing to substitute at this juncture of the game, must raise their hands and address the referee as "Your Highness". The referee will then recognize them and answer their questions regarding substitute qualifications. If the team requests a substitute, and cannot find one of their own team, the referee will be obligated to find a substitute and supply that person for the team. Every player on the team must be granted full rights as a winner when the substitute completes the game, for everyone still playing in the game, regardless of which team they are playing on. No one winner shall be allowed, and the winner ultimately will be the referee's substitute. The substitute shall negotiate the course in a predetermined manner and all will be done. Now if you have had the fortitude to read this far you will notice that the rules from this on will simply be a reoccurrence of the first four over and over again, making this booklet seem rather ominous to the participant.

The participant standing at the beginning line with their toes touching the beginning line and hands held straight up, palms facing forward, feet shoulder-width apart, and arms extended straight out to the sides. The referee will stand behind the participants and observe their form. If a participant's hand or arm is not in the correct position, the referee will call out "Hand up!" or "Arm down!" and the participant must correct their form immediately. If a participant fails to do so, the referee will call out "Penalty!" and the participant will receive a penalty. Penalties may include a warning, a point deduction, or disqualification, depending on the severity of the infraction. The referee will also keep track of time and call out when the round ends.

The participant standing at the beginning line with their toes touching the beginning line and hands held straight up, palms facing forward, feet shoulder-width apart, and arms extended straight out to the sides. The referee will stand behind the participants and observe their form. If a participant's hand or arm is not in the correct position, the referee will call out "Hand up!" or "Arm down!" and the participant must correct their form immediately. If a participant fails to do so, the referee will call out "Penalty!" and the participant will receive a penalty. Penalties may include a warning, a point deduction, or disqualification, depending on the severity of the infraction. The referee will also keep track of time and call out when the round ends.

The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the ways to standing with the toes stepped on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the prescribed order of events. The left foot is now to be considered. The participant must at this point step for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of "Yankee Doodle Dandy". The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 10 seconds in length. The referee will observe the obvious and reward the team for the requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oogalala Oogalala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oogalala material has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, yea lubbers. Land Yo!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stepped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stepped down directly next to the foot already firmly placed on the ground. The participant must then kick their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chaired, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.

Step 4 is extremely difficult and should be attempted by only the most experienced, five team participants. This step is best described as a two footed hop. The participant must hop to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they want. An imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the afor described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinch player may be substituted at this point. The pinch player must meet all of the qualifications of the referee. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not right against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afor mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Flinching of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not known by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afor mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.

The next step is now going to be addressed. The next step may be taken sideways if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the ways to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point step for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must then perform the "Chicken Tribute" on the right foot. If the participant chooses to move the right foot forward, the participant must then perform the "Chicken Tribute" on the right foot. This process shall be repeated until the participant has completed the "Chicken Tribute" on both feet. The second option available to the participant is that they may choose to indeed place the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crouch like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crouch has been successfully completed, the "Chicken Tribute" must be completely performed to the afore mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.

- This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oagala Oagala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oagala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land Yo!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
- Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the afor described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinck player may be substituted at this point. The pinck player must meet all of the qualifications of the referee. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afor mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not know by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afor mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.
- The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point step for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of Yankee Doodle Dandy. The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afor mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.
- This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oagala Oagala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oagala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land Yo!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
- Step 4 is extremely difficult and should be attempted by only the most aggressive team participants. This step is best described as a two footed hop. The participant must look to the left, then look to the right, then look to the left, then look to the right, then look to the left, then look to the right, the look to the left, and then look to the right. If the road is clear, they may then hop as far as they can. No imperfect balance will be tolerated on the landing. Absolute perfection is the standard, and the referee will determine the definition of perfection to their own personal standards. The hop must be no higher than 6 inches from the floor to the highest point of the hop. And no less than 5 inches in height. In length, the distance covered must be exactly 16.45 inches. This distance shall be measured by an official representative of the referee. Failure to obtain the desired distance will result in disqualification from the game. The team as a whole shall be disqualified if it's entirety, with no hope of completing the afor described game and the rewards for all of those that do complete it successfully. Players may forfeit their turn at this point in the game, but it may not be forfeited more than twice. A pinck player may be substituted at this point. The pinck player must meet all of the qualifications of the referee. The participant standing at the beginning line with their toes touching the line but not completely covering it. Hands shall be held down at the side, but not tight against the body. A bend in the elbow is allowed to a maximum of 15 degrees. Once movement has begun, swing of the arms is allowed but shall not be so noticeable as to distract from the other processes of the game. Should the referee feel the arm movement to be a showy display of unsportsmanlike conduct, the turn shall be forfeited. Each time a potential participant shall attempt a traverse of the course, they shall begin with placing the right foot forward first. They shall then pull that same foot back for exactly 2 seconds, not allowing it to touch the floor. It shall be held up off the floor for that 2 second interval at a regulation height of 6 inches. The same foot may then be placed firmly down in front of said participant. If an alternate foot, namely the right foot is chosen as an option, the entire process must be completed in the afor mentioned details, but with the opposite foot being used. This process may be used a third time, but the 6 second time limit will come into bearing by then and is probably not a good strategy anyway, so it is not recommended that it even be tried. The eyes of the participant must be open, looking straight forward. Glancing around is expressly prohibited, as is any direct or indirect communication from the participant to his or her team mates. They may direct their words of encouragement and suggestions to the participant, but in no way are they allowed to physically touch the participant. No smile shall be allowed at this point in the procedure. Humming of a song is allowed, but it must be a song that everyone else knows. Should a song be hummed that is not know by everyone, a penalty shall be assessed by the judge. If this entire procedure is not accomplished in a minimum of 6 seconds, a delay of game penalty may be assessed by the referee at his discretion. Penalties may not be questioned by any participants, ever! If any quarrels do arise due to the participant not being aware of this rule, another penalty may be assessed by the referee. Once the initial step, namely the afor mentioned placement of the first foot onto the carpet, has been achieved, the participant must stand still, cross both arms, and loudly proclaim the those that are watching the proceedings these exact words: "Ma Ma Ooga Ooga Ma Ma". This procedure constitutes the first step and it's appropriate regulations as prescribed by the official who is the inventor of this magnificent event.
- The next step is now going to be addressed. The next step may be taken backwards if so desired. But if taken, it must be done in exactly the same method as the first step, but in opposite order. Starting with the "Ma Ma Ooga Ooga Ma Ma" statement, all the way to standing with the toes aligned on the starting line. While this process is allowed, it serves only as a process whereby to confuse the other teams in the competition, and is therefore considered a method of strategy. A forward step strategy must follow the following prescribed order of events. The left foot is now to be considered. The participant must at this point step for a moment and carefully perform each of the required elements. After clearing of the throat, arms must be raised, with hands placed under the armpits. A ritual flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, clucking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of Yankee Doodle Dandy. The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This must be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements have not been met to assigned levels of expertise, the move shall be forfeited. Once the rooster crow has been successfully completed, the "Chicken Tribute" must be completely performed to the afor mentioned details. If properly performed, the participant shall be allowed to hold their position and prepare for their next step.
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now to be considered. The participant must at this point stop for a known and carefully planned set of the required elements. After clearing the throat, arms must be raised, with hands placed under the armpits. A ritual/flapping should immediately begin, with arms rising to at least a horizontal position in the upward movement. This shall be known as the "Chicken Tribute". A "Chicken Tribute" must be done with flamboyant gestures, ducking and bobbing of the head in a chicken pecking fashion. If the referee is not satisfied that the "Chicken Tribute", it must be done again until done correctly, or the game participant will forfeit their turn, and return to the starting line and begin again from the beginning, because that is the appropriate place to begin again. Once the "Chicken Tribute" has been successfully performed, the right foot may now be placed into movement. In a very quick jerk, the left foot must be moved from the starting line, but at no time may it be raised any higher than 3 inches from the floor. The foot may be placed next to the already placed right foot. If this is the chosen placement, the participant must stand at attention with arms to their side and sing one verse of "Yankee Doodle Dandy". The rest of the team still standing and watching the events that are transpiring, must clap and cheer for the magnificent rendition of this American classic. These cheers shall be no less than 5 seconds in length and no more than 10 seconds in length. The second option available to the participant is that they may choose to indeed put the left foot down ahead of the already placed right foot. This results in obvious increased travel on the course of competition, and also has requirements to be allowed to remain valid. Once the left foot has been placed in the down position, balance shall be checked, and once checked, the following course of events must transpire. First, there shall be a smile on the face of said participant. The participant must then crow like a rooster. This shall be done with gusto and exuberance. The referee is the sole consideration of this part of the process. Should the referee feel that the requirements listed do not get met to agreed levels of excellence, the move shall be forfeited. Once the rooster crow has been successfully performed, "Chicken Tribute" shall be performed. The referee shall have the authority to disqualify any participant who does not follow the rules of the game. The referee shall have the authority to disqualify any participant who does not follow the rules of the game.



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127. This step now may be addressed. Once again the right foot is to be moved. During this step, only the right foot can be moved. Moving of the left foot for any reason, including balance, is expressly prohibited. The participant must now be handed a piece of paper from a female member of the team, and a pen or pencil from a male member. They must in their own handwriting, write "Oogalala Oogalala Foo Foo Foo". No coaching from other team members is allowed. If coaching should occur, all moves are forfeited, and participant must return to the beginning, because that is a very good place for the beginning to begin again. Once the referee has determined that the Oogalala mantra has been properly and clearly written, the next step may be taken. The participant must place their hands like binoculars and pretend to look into the far distance, then confidently say "Hey, ye land lubbers. Land'Ho!". The right foot then may be slowly raised so that the knee forms a 90 angle. Then very confidently and quickly stomped to the ground. Then, the left foot must be moved in exactly the same way, raising slowly to a 90 angle and then stomped down directly next to the foot already firmly placed on the ground. The participant must then click their heels together three times and say "There's no place like home, there's no place like home." If the referee is pleased with the performance of this move, the participant may stay in their position. If the referee determines that the participant has not successfully performed the required movements and obligations, they are required to turn around and face their team, say very clearly "Sorry!", and walk back to the starting line with their head down in embarrassment and humiliation. Chagrined, they will be no longer allowed to be an actual participant, but must stand with their team in the very back.
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