

Combats.

5. Grecian Wrestle contd.

The "Horses" are not allowed to help the "Riders" in any way not to interfere with each other; their sole duty is to hold the "Riders". The "Riders" are allowed to use any fair wrestling tactics; they are not allowed to touch each other's "Horse." Either "Rider" forced to touch the floor in anyway (either forced down himself or overthrown with his "Horse") loses the bout. If the two "Riders" go down together, the one touching the floor first loses."

6. HAND PUSH: (Staley's "Games, Contests and Relays")

"Place two contestants so they stand toe-to-toe, facing each other with feet spread twenty inches. Have each raise both hands and place them against the palms of the opponent on a level with the shoulders. At signal each contestant pushes against the hands of his opponent, attempting to make his step back. Either contestant stepping back loses the bout."

7. HAND WRESTLE (Staley's "Games, Contest and Relays")

"Place two contestants so they stand with feet firmly spread in the stride position; each contestant with his right foot forward, touching the outside of his opponent's foot. Have the contestants grasp right hands. At signal, each attempts by pulling, pushing, turning and twisting of hands, to overbalance his opponent or compel him to move either foot from its original position. The left hand must not be used against the opponent. Either contestant forced to touch the ground with any part of his body other than his feet, or forced to move either foot loses the bout. If the contestants break their grasp they rejoin hands at once."

8. INDIAN WRESTLE: (Staley's "Games, Contests and Relays")

"Place two contestants side by side, lying on their backs, with heads in opposite directions; each contestant's head resting at an point just opposite his opponent's buttocks. Have each contestant place his inside arm straight down by his side with his hand on his opponent's shoulder. Have the contestants place their outside hands on their hips. At signal, each contestant lifts his inside leg (knee stiff) to a point just beyond the vertical, hooks ankles with his opponent and attempts to roll his opponent over backward. Either contestant rolled backward loses the bout."

9. LAME DUCK FIGHT: (Staley's "Games, Contests and Relays")

"Place two contestants so they stand facing each other at a distance of five feet. Have each stand on the right foot and hold the left foot in front with both hands. At signal, each contestant attempts through bucking, sidestepping, feinting, and so on to overthrow his opponent or make him release his grasp on the uplifted foot. Either contestant falling to the floor or releasing either or both hands from the uplifted foot loses the bout."

10. KNEE WRESTLING: (Rodgers "A Handbook of Stunts")

"Place two contestants facing each other, kneel close, arms folded behind the back. At the signal "go" each attempts to tumble the other over. They may move around on the knees, using the shoulder and upper arm, in their endeavors to topple each other over. The one succeeding within two minutes wins. Should the contest go the full round, it is declared a draw. VARIATION that can be used -- Still on their knees, as above, except that they join hands, each attempting to overturn the other. The one so doing and retaining his own balance wins."