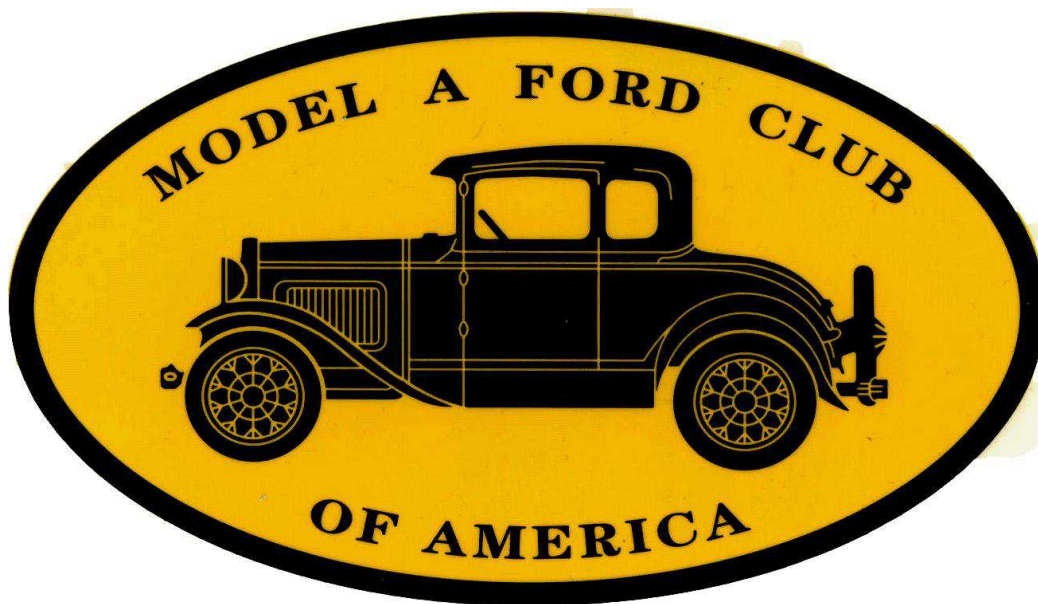


Model A Car Games

**A COLLECTION OF ACTIVITIES
PROVIDED BY THE
MODEL A FORD CLUB OF
AMERICA**



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THIS BOOKLET contains various activities related to the Model A Ford automobile. They are a collection of games and activities used by various chapters of the Model A Ford Club of America during chapter, regional, and national events. They are provided for the entertainment, education and enjoyment of our members. They should be fun for every one of all ages.

Car games are usually conducted outside in various weather conditions. Careful attention should be given to weather for safety of the activity and the participants. For example, in the hot sun provide adequate shade and water for participants and spectators.

All games involving vehicles have the potential for a mishap or accident. Safety of participants, spectators and property is of primary concern at all times. Event organizers should follow all rules of safety.

Individuals participating in the games should have appropriate insurance on their vehicles and insure there is adequate coverage. Participants understand their participation is voluntary and not coerced in any way.

In the past there were car games that involved actions such as blindfolding the driver, and racing with a vehicle to complete an activity. These types of games are no longer considered appropriate as they often negate insurance coverage and create a large liability risk. You will find that timed events are no longer listed since timing creates a “race” atmosphere which voids insurance. Even slow “races” are timed events and excluded. Even activities such as “gravity drag races” where the engines are not running are considered a race. Users of this booklet are responsible for ensuring activities comply with insurance requirements.

These games can be used at picnics, rallies, club meetings, or meets where appropriate. By carefully selecting the games to fit your group they should be fun for everyone. There are games for non-drivers as well as drivers.

This book is divided into sections:

- **Weather or not – designed for hot or cold conditions or inside locations, these games do not directly involve the use of a vehicle**
- **Almost standing still – these activities use a vehicle, but it may not be necessary for it to move**
- **Solo-driver games – only the vehicle driver is required for these games and they are a test of the driver’s skill in handling his/her vehicle**
- **It takes two – a driver and passenger must work together to accomplish an activity and are a test of driver skill and communications with each other**

Weather or not

This group of games can be used for:

- The less informed (non-Model A drivers)
- A day too hot to leave the shade tree
- An inside location (meeting, banquet, etc.)
- During a surprise change in the forecast

1. **Dollar Bill Game**

Contestants take a dollar bill from their wallet and try to match their license plate numbers. The closest match to their own tag wins all the money. Non-owners **MUST** pick a car before reaching for their greenbacks.

2. **Jet Launching**

Give the participants a long balloon and have them blow it up, but do not tie the ends. Identify the balloon with the participant by color or a pen. With all contestants standing on a line, launch all balloons. Furthest distance wins.

3. **Tire Pumping Contest**

Have the contestants try to pump up a tire to a certain pressure in the shortest time possible. Use the same tire pump and start with the same pressure for all participants. Pick a pressure lower than 35 lbs.

A Model A tire is deflated with a gauge put in the line between a tire pump and the tire. Using a stop watch the contestant has 20 seconds to see how much air the can put in the tire. Most air wins.



4. **Grab and Feel**

Several Model A parts are put into a bag or box. You have four minutes to identify them by touch, with no peeking, and you must use the correct Ford terminology. A paper bag will make it more difficult than a plastic bag. A cardboard box with hand holes and gloves provided will slow down the experts. It is best if the contestant whispers the part name to the scorekeeper so the competition can't get an advantage.

A variation of this game is to have approximately 40 small parts in the box with about ½ Model A and the rest "other" car parts. The contestant has 4 minutes to separate the Model A parts into a separate corner of the box. One point for each Model A part and minus one for each "other" part put in the Model A pile. High score wins.

5. **Donkeys and Elephants**

Draw a large circle on the ground about 25 ft. in diameter. Blow up balloons and tie each with a 4 ft. long piece of string. Tie the other end to the contestant's belt in back. On signal, try to stomp on the balloons and break them. Contestants cannot use their hands and those with a broken balloon must leave the circle and are not allowed

to break any others. The last 'Republican or Democrat' is crowned the winner.

6. The Creeper Race

This is a timed event using any garage creeper board; all contestants use the same one. The contestant lies on their back and with their feet, pushes the creeper around a pylon, past obstacles, and back to the start line. This requires a good concrete or black top surface and the course should not be more than about 50 feet in length.

7. Shoe Mix Up

Have all the ladies sitting in a very large circle. Remove one shoe from each lady and mix them in a pile in the center. The men (or kids) go on a signal to find the right shoe, return, and put it on the lady. The runners can start from behind, or better yet, at an inner circle where seeing the matching shoe is more difficult.

8. Balloon Breaker

Attach a balloon to a time pump and pump 'til it breaks. Use a timer to produce a winner.

9. Bottle Game (for all ages)

A belt is put around the contestant's hips. At the rear, a string is attached to the belt and a valve stem (or axle key). Adjust the string so the valve hangs 8 inches higher than the receiving coke bottle. Squatting or crouching, the contestant gets the valve into the bottle. The event is timed with points deducted for any knocking over the bottle. Best time wins.

10. Fill the Bottle

The men lay on the ground in a circle with a pop bottle on their forehead. The ladies try to fill the bottle with water drawn from a tub using a small paper cup. Put the tub in the center of the circle. (Ice water, if you dare!!) On the go signal, the ladies deliver water and try to fill the pop bottle. After a minute or two, stop the clock and

measure the water. The couple whose bottle has the most water wins.

11. Egg-zactly

Man and wife or mixed couples make two lines facing each other to play catch. On the start signal, each line tosses a raw egg to their partner. If the egg breaks the couple is out. After each round the successful couples take one step backward to increase the distance. Unlucky couples just watch. Continue the catch and step back until one couple remains. Round balloons filled with water, or tomatoes, will also work but what would you name the game?

12. Changing Spark Plugs.

For a timed event, have two cylinder heads on tables several feet apart. You may put obstacles such as tires or balloons between the tables to make it more difficult if you wish. (tires, balloons, 2x4's). A contestant removes two plugs from head #1 using a Model A wrench and then runs/walks the course, and installs the two plugs in head #2 to stop the clock. Best time wins.

Variation: Have two wrenches of different size on the tables so the contestant must choose correctly – a Model T wrench works well.

13. A or Not

A large box with two gloved arm holes is filled with approximately 40 small parts, half are Model A and the other half are not. Contestants have 3 minutes to feel the parts and separate the Model A parts into a pile. Scoring 1 point for each Model A part put in the pile. Any non-Model A parts put in the pile receive a -1 point. It is possible to have a negative score.

14. Valve Toss

Driver and/or passenger stand inside of inner tubes or at a line approximately 6 feet away from a Model A oil pan. Each person has

four genuine Model A valves. One point is earned for hitting the pan. Three points are earned for each valve that stays in the pan. High score wins.

15. **Rim/Tire Roll**

Rolling a tire or rim, even around obstacles, is fairly easy. For a good variation, be sure the rim is bent and/or the tire is oval shaped (tie it to shape). Be sure the obstacle course includes a path through the spectator section. This is a timed event and the shortest time through the course wins.

16. **Safety Check**

Pick 10 items such as: fire extinguisher, seat belts, tool kit, tire pump, jack, spare points, tire pressure gauge, spare brake light bulb, spare condenser, spare headlight bulb, crank, patching kit, etc. Award 1 point for each item carried. This activity provides an opportunity to stress safety features in your club.

17. **Oil Burner**

Check vehicle's dip stick. Closest to full mark without going over wins.

18. **Wet T-Shirt Contest**

Two Model A tires are used as targets, one 10 feet from the line and the other 20 feet away. Contestants are given three wet t-shirts to throw into the target. 1 point for landing on the tire and 3 points for being entirely within the tire, and no points for missing. High score wins. Ladies throw to the 10 foot tire and gentlemen to the 20 foot tire. Yes it



gives ladies an advantage, but they are supposed to win wet t-shirt contests.

Almost Standing Still Games

Kids, guests, or non-Model A'ers make great judges for many of these games. Don't let the spectators get bored. Put them to work. Tried each game selected in advance so you have enough materials and time. A few tie-breakers are suggested at the end of this section.

1. Balloon / Emissions Test

Attach a 12" balloon to the exhaust pipe. Start the engine and idle until the balloon pops. The fastest times wins, but watch for and penalize gas revs. This activity requires a "cold" exhaust so the balloon does not melt onto the tail pipe.

2. Windshield Wiper Strokes

Get your wiper control set for its fastest speed. Restart the engine and turn on the wiper motor. Most number of wipes in 10 (or 20) seconds wins. Electric motors cannot compete. Sorry!

3. Dry Carburetor Test

Start the car and idle. Start the clock when the gas cock is shut off. The longest idle time wins. Go to the last cough/gasp of the engine. Variation: shut off the gas before starting the clock timing will include the grinding to start up. No start, no play.

4. Miles Per Gallon

Start, idle, and turn off the gas cock. Ease out the clutch and turning in a TIGHT circle, measure the number of turn completed on the distance used before the engine stalls. Longest distance traveled wins.

5. The Horn Test

Line up the cars with the headlights ON and the engines OFF. Blow the horn. Judges determine the best sounding AA OOG GAA. For a tie breaker, have the semi-finalists do it over and over and over!

6. Hand Crank Starting

With the ignition on, gas on, and the spark plug retarded, try to start by hand as quickly as possible. The least number of crank turns wins. (Give enough instruction on the thumb position so the EMT's are not needed)

7. Tire Changes

Lay a jack and crank in front of each car. Start the clock, jack up a front wheel, remove the tire, and roll the tire through an obstacle course and back to the car. Install the tire and place the jack and crank where it was found. This is a time trial and the obstacle course can be as complicated as needed, as some Model A's have had a lot of practice with a jack.

A variation is to have a second tire and wheel available, the participant removes one wheel and replaces it with the other. Torque lug nuts to 25 ft. lbs. so all start off the same and it does not take an extreme amount of effort to remove.





NOTE: Once all contestants are done, ensure lug nuts are properly tightened before vehicle drives off – 64 ft. lbs. is recommended.

8. Get The Tape Measure

The car is to be parked with the center of the front wheel on a cross line. The driver, looking ONLY straight ahead, will drive forward and

park the rear wheel on the cross line used for the front wheel.
Closest to the line wins.

9. Wheel Roll

The object is to make one and only one complete revolution of your Model A Wheel. A chalk mark will be made at the bottom of your tire, you will then drive forward until you think the chalk mark is back on the bottom of the wheel. Scoring is 5 points for each $\frac{1}{4}$ revolution. If you go too far 5 points will be deducted for each $\frac{1}{4}$ revolution too far.
20 points

10. Ten Percent Solution

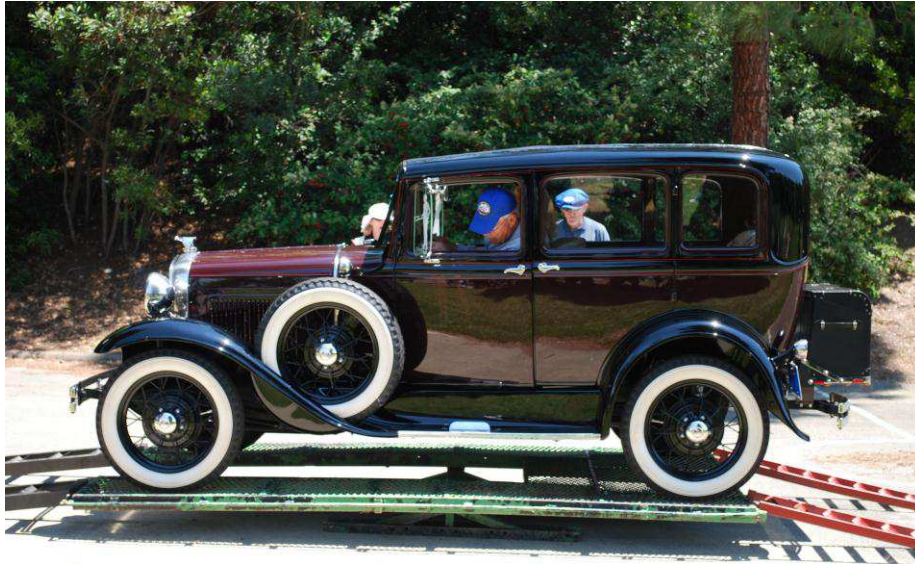
Jack up the right rear wheel. Have the driver spin the wheel until the odometer's tenths column reads zero. Lower the car back to the ground and place tape over the odometer. Driver then drives in a circle until they feel they have gone two tenths of a mile. Judge removes tape and records the reading. The closest to two tenths, without going over is the winner.

Solo Driver Games

You can make as many variations as there are 'heads' on your committee. Many of these games can be run backwards or with blindfolds (with a helper). Don't forget ribbons, trophies, and prizes are part of the fun. Be sure to do a test run before "D" day.

1. Balancing Act

Assemble a Balancer so that a car can drive up on and find the balance point. Make it a timed event with a maximum time or number of attempts. The car using the least amount of time is the winner.



2. May Pole

THIS IS THE CLASSIC CAR GAME. There are as many variations as valves in a Lincoln V12. You don't even have to do it in May! Here are some suggestions, but let your mind wander. (I know it wanders, I mean create!)

An old wheel with a four-foot pole pointing up to the stars will do (or pound a four-foot pole into the ground). To the top of the pole, attach

a 25 ft. rope/string. In the center of the rope, tie a bell or weight. Tie the other end of the rope to the door handle (right in the USA, left in the UK). The driver then drives in a circle around the pole staying far enough away so that the bell/weight does not hit the ground or pull over the pole. If this proves too easy, drive the course backward.

Each vehicle can be asked to make three complete circles with points deducted if the bell/weight touches the ground and disqualification if the pole is pulled over. Alternately, vehicles can be given 3-5 minutes to make as many laps as possible with points deducted if the bell/weight touches.

3. Dress up and Go

At ten feet intervals from the finish line, place the following objects:

- The driver's car
- Wallet
- Left shoe
- Left sock
- Car keys

The starting line is ten feet from the car keys. Line up the cars, have the starter yell go. Drivers must get dressed, pick up the wallet and keys, and start the car. First car running gets the prize.

NOTE: This game has been modified from previous versions where the cars then raced to a finish line. This has been done to comply with insurance requirements and to increase safety.

4. Cocktails for Two

Using two long stem wine glasses (plastic), place one on each running board. Fill the glasses to the brim with water and drive forward over a course littered with obstacles of 2 x 4's laid across it. The car that spills the least amount of water wins.

5. Loading Dock

Place a sheet of plywood vertically, like a wall, at the dead end. The plywood should be lightly braced so if struck it will fall. The driver will back up until his bumper almost touches the wall. He then sets the parking brake, switches off the engine, puts the car in reverse gear and gets out. Closest to the wall without touching wins.

6. Reverse Spot Race

Place a cardboard 'red' spot [target] on the course. The driver, using only reverse, attempts to put his right rear tire on the spot. Measure from the center of the tire to the center of the spot, to a fraction of an inch, the car closes is the winner.

7. Pop and Go

Driver drives car forward to a "judge" who hands the driver a new balloon. Driver turns the engine off and sets the parking brake. The driver leaves the car, blows up the balloon. Then sits on and breaks the balloon on the passenger running board. Driver returns to start the engine. Best time wins.

8. The Grab Bag

The car drives up to a tub of peanuts, Ping-Pong balls, oranges, or potatoes (whatever is in season). The driver shuts off the car, gets out and tries to grab as many items as possible and runs 20 feet to deposit them in another tub. He then races back to his car starts it. Each item moved from one tub to the other receives a point. High score wins. The driver may not use their shirt to carry items, only what can be held in the driver's hands and arms.

9. Parking Test

This event tests your ability to park in a tight garage. Use 2 x 4's for the garage outline (8 x 16'). First drive forward into the garage, back out and then drive a short course around some cones. Then back into the garage around several cones. Place the cones to make the

turn more difficult. Hitting a cone or the garage 'wall' will earn 5 points each time. A "perfect" score would be zero. The lowest score wins.

10. Stop ON Red

Make a 2' x 2' plywood square with a red cross thru it. From the starting line, drive a course with a 90 degree turn to reach the target. Stop with your right front tire in the center of the red line. This is a one-shot deal against the tape measure.

11. Coast and Roll

Determine a start line, coast line, and finish line appropriate to your available space. Bigger is better! Without changing gears, drive from the start line to the coast line, release the clutch and turn off the ignition, allowing the car to roll freely toward the finish line. Each inch short of the line is a point. Passing beyond the finish line disqualifies. Lowest score wins.

12. Balloon Brake

Up to a dozen balloons are placed along a course with tape or nails. The course is set up with a slightly curved path, about 150 to 200 feet from start to finish. The driver attempts to burst as many balloons as possible with the right front tire. The driver can drive at any speed so long as the vehicle remains moving once started, but he driver cannot back up or turn around for a second try at any of the balloons. The best score is based on the number of balloons popped, not on time. It may be necessary to have a tie breaker. This is a test of skill not speed. Run either forward or backward, but not both. Not enough hot air? OK, use unbaked potatoes. High score wins.

13. Economy Run

Start with the car stopped, but idling. Upon a signal, the driver shuts off his gasoline at the shut off valve. Then a few seconds later the official gives the go sign to drive a prescribed course (about 200 yards). The point on the course where the driver and car stopped

after running out of gas is marked. The following cars competing proceed in the same manner. The longest distances take the prize. Give booby prizes, too.

14. Ignition Key Mix UP

With all the cars parked in a circle, take all ignition keys from the drivers and place them in a carton in the center. The participants are all in the driver's seats. When a whistle blows, everyone runs out to find their keys, starts the car, and move forward five feet. To make it more interesting, throw in a few extra keys.

Variation: If contestants don't object to someone else climbing into their car. . . pass out a key to each person. They are to find the car that they key fits and start it.

15. Bean Bag Toss

Three cones on the left will mark the location of three tubs (or targets) on the right. The driver moves as the clock starts, and pitches a bean bag (spark plug, or whatever) over the car's roof toward the target. Points are scored for bulls eyes. If the course is circular, a large plastic target can be marked with progressive scoring in rings. High score wins.

The number of targets can be varied or a single target with a bull's-eye can be used.



16. Quick Repairs

Park all the cars in a row with the same side of the hood up. Drivers line up so they can't see under the hood. Someone will disable the cars so it won't run (do the same thing on each car). Do something that will not harm the car or the driver may harm you! On signal, the drivers run to their car, repair it, and start it. First car to start wins.

Ideas – loosen coil wire, loosen plug wires, disconnect spark advance, remove fuse

17. "Tense" of a Mile

Jack up the right rear wheel. Have the driver spin the wheel until the odometer's tenths column reads zero. Lower the car. Place tape over the odometer. The driver then drives in a circle until he feels he has gone two tenths of a mile. Judge then removes the tape and records the reading. The closest to two tenths, without going over, is the winner.

18. Checker Board

Lay out a checker board on the parking lot and number the squares. Tie one end of a 10 ft. string to the back end of the car and on the other end tie a good-sized washer. The driver puts the washer where he thinks is a good score. Scorekeeper decides how to score the washer location on the board.

19. Bull's Eye

This is a classic game with a number of variations.

From a starting line approx. 25 to 50 feet away, the driver attempts to put his front bumper on target. You only get one shot and no backing up or adjustments permitted. The target can be made as a set of scored rings on a cardboard disk. A simple target is to use a plumber's helper (plunger) standing on the ground. Measure the distance in inches from the bumper to the bull's eye. A knockdown disqualifies.

Variations:

Attach a two foot long, one and one half inch round pvc pipe with tape to the center of the front bumper. Place dart board fifty feet in front of the vehicle. Have the driver pull forward until he feels that the pipe is over the center of the dart board. When he stops a judge will drop a dart through the pipe hitting the dart board. Closest to the bull's eye wins.

A magnetic pointer will be placed on the rear of you're a – bumper, tailgate, spare hubcap, etc. You will then drive forward to line and back around to target and try to hit the bull's-eye. Score is 5 points per round. 25 points maximum score. NOTE: This variation is sometimes called William Tell's Arrow

- A course will be set up with two rectangular Bull's Eyes, approximately fifteen feet between each. The Bull's Eyes have areas of different values.
 - Both the driver and co-pilot will remain in the vehicle for this game.
 - The driver, with the help of the co-pilot, drive the car to the first Bull's Eye and stops the car with the center of the front bumper over where the participants feel that the center of the Bull's Eye is located.
 - A car-game volunteer will then hang the plumb bob at the center of the front bumper which will indicate the score.
 - This process will be repeated with the second Bull's Eye.
- The total of the two Bull's Eyes values will be the score obtained.

20. To and Fro

This game tests the driver's ability to drive the Model A with some precision.

From a parking space 8' wide, the driver it to proceed forward for 100' stop, and then back up into the starting space. The object when parking is to end up equidistant between the side lines of the parking space. This is check by measuring from the edges of the painted or taped stripes to the outermost points of the rear wheel hub caps. Have each scorer set a carpenter's square on the edge of the stripe and measure the distance between it and the hub cap (measure to the nearest ¼"). The difference between the 2 measurements will be the score for the contestant. The smallest difference will denote the winner. The course can be made more difficult by having a curved route out and back using cones.

It Takes Two (Plus) Games

Many of the solo games will work with up to four people in a sedan or roadster. This is the game committee's opportunity to get – everyone – out of the chaise lounges and into the fun. You will need passengers, judges, timekeepers, and helpers.

1. Go Lay an Egg

A passenger holds a tablespoon with a raw egg out the window, using one hand only. The driver then goes forward over the course. At the finish line the driver turns around and goes through the course again. The course is run three times and the team receives a point for each egg successful run through the course. Remember, that's no 'yoke', son.

2. Switcheroo

A driver and passenger travel a course, the passenger has a dozen eggs, and without warning a whistle blows. The driver stops the car and the passenger and driver trade places and the driver takes one egg out of the carton and holds it in their hand, then they start on their way again. A short course and lots of whistles creates havoc. The driver and passenger both must leave the car to switch places and each time the driver gets another egg. There should be six whistle blows along the course. Scoring is based on the number of eggs successfully carried. Each person should have six eggs in their hand at the end. Using hard boiled eggs protects the interior. You can use raw eggs if you dare.

3. Cups and Saucers

The driver starts from a line with a cup and saucer held out the window by the passenger, using one hand only. He then drives forward (x) feet where a second cup and saucer is placed on top of the first. Next, he backs up to the original line where a third cup and

saucer are added. The driver and passenger go back and forth until they have all the cups and saucers they can carry. The driver then goes forward to the finish line. The greatest number of cups and saucers carried without dropping any wins. A few 2 x 4 obstacles to run over improve the balancing act. In case of a tie, fill the cups with water and repeat.

4. Water Spills – Champagne Run

Using a tall champagne glass and a serving tray, a passenger holds the tray out of the window using only one hand. Fill the glass with water to the top. Driver then drives a course, with 2 x 4's laid across the path (not hitting both front wheels at the same time). The glass with the most water left at the end of the run wins.

5. Water Spills – Hold It Wilma!

The driver (Fred) gets out of the car, walks around the rear end to a table, fills a cup full of water, and carries the cup and a spatula to the passenger (Wilma). The passenger holds the spatula in one hand, out the window, while the driver puts on the cup (on the spatula). The driver then walks around the front, gets in, and drives the course while the passenger balances the spatula and the cup. At the completion of the course, the driver gets out and walks to a second table, puts the water into a measuring container, then gets back into the car. Points are deducted for touching a marker cone along the route. Scoring deducts points for cones hit, and water spilled. A figure 8 course can be laid out such that turns are too tight to be negotiated without backing up, and traffic cones used for demarcation. The team with the most water and fewest cones hit, wins.



6. Potato –In-A-Tire

Half-dozen potatoes, 12 old tires, a spear made of a four foot broom handle with a steel nail in one end, is all that is needed to play. The course can be either in a straight line or on a curve. From the start line, drive past the first tire lying on the ground and the passenger, seated at all times, spears one of several potatoes which have been placed inside the tire. The driver continues on the course and the passenger puts the potato into the next tire. Neither the passenger nor driver is allowed to touch the potato. Then the process repeats until each potato has been carried from the one tire to the next. Points for each potato speared and for each potato transferred. The driver may not stop the car once begun. The highest points win.

7. Broom Hockey

Using two cones set up a goal at the far end of the course. The object is for the driver and passenger to drive the length of the field pushing a ball with the broom without stopping the car once the course has begun. At the start line a ball is placed in front of the broom by the driver. When negotiating the course if the ball is lost the team cannot go back and get it. No points are scored for that run. When the car is 15 ft. from the goal, a line marks this spot, the player tries to score. You cannot stop the car to shoot, cannot use reverse, or cross the 15 ft. line into the goal crease. After taking each shot the car goes back to the start line for another run. A total of three balls are used. The passenger must be in the car at all time and before shooting. The team with the highest score wins.

8. The Block Buster

This game test the skill of a driver/passenger team in placing six small blocks into three baskets along a course. From a starting line, establish a course on a zig-zag or long straight line with sharp turns. With the passenger fully seated inside the Model A, toss two blocks into each basket, one at a time, with the driver maintaining headway. No stopping allowed, and only one pass is made so make the course difficult. If you have to do it in a circle, deposit one block in the 1st basket on the first round, two blocks in the 2nd basket on the second round, and three blocks in the 3rd basket on the third round. Give the instructions just once, and holler go. Best score (blocks in basket) wins.

9. Roping Contest

Outline a course with a line of markers and shaped like a snake. Place posts with cardboard steer heads a fair throwing distance from the driving line. The passenger, with his/her door always closed, must try to lasso the stakes while the car is in motion. Loops must be down over the post or allow half points if thrown around the steers horns. Have a second penalty for markers knocked over. (Submitted by the Long Island A's). Once the driver begins the course they may not stop.

10. A Clothes Line

Put up a length of clothes line at the appropriate height to be reached through a Model A window. The passenger is given 5 or 6 items of clothing to be hung on the line one at a time. The car remains in motion as slow as the driver can move. The passenger hangs up the items. The car then turns around and the passenger takes down the items. Be sure items include a tablecloth or sheet so that the car must move to complete the work. Plan at least two pins per item. "Dainties" as well as heavy coveralls make a nice line. Points are scored for every item hung and for the use of two pins per item. If the vehicle stops points are deducted.

11. Watermelon Run

A passenger eats a slice of watermelon while the driver runs a course without stopping. The passenger then spits seeds into three spittoons placed along the course. Most seeds in the containers win. The passenger needs a bib, and heaven help the upholstery.

12. Balloon Break

Give the passenger three new balloons. On the go signal, the passenger must blow up the balloons tie them, and throw them out the passenger-side window. The driver does a u-turn and tries to run over and break them on the return route. Of course, no use of the reverse gear is allowed and the driver may not stop the car. Points for each balloon inflated and run over. High score wins.

13. Feed for All

Setup:

- A series of tubs are laid out in a course with animal cuts out made from cardboard
- “Food” consists of sponges, bean bags, or other soft items

Rules:

- Acquire food pail from starting circle.
- Car must remain in motion at all times once started
- Driver or passenger must feed each animal from car by tossing one piece of food into each animal’s bucket.
- Both team members must be in the car with doors closed- no standing on the running board, rumble seats are ok.

Scoring:

- Points are scored for each animal fed
- No score if vehicle stopped moving

14. Belt the Axle

The passenger is blindfolded during this game. Several axle housings are set up along the course and the driver moves the car and stops approximately 4 feet away from the housings. Tape or string makes this distance uniform for all contestants. The passenger is given a Model A fan belt and the driver directs the passenger on how to throw the belt so it fits over the axle housing. After the toss the driver moves to the next housing. High score wins.

15. Loco Ball

Setup:

- A course is created with obstacles such as cones, buckets, etc.
- Course may have bumps 2x4s and various curves
- Broom should have bristles cut short – an old broom works well
- Ball is small soccer like child’s ball or softball

Rules:

- Driver drives the car while passenger sweeps the ball with broom thru each obstacle

- Begin by sweeping ball of starting mount and thru each obstacle in order
- After ball passes thru last obstacle, driver and/or passenger may get out of car to return ball and broom to starting positions.

Note:

- Passenger must remain in car from time ball is swept off mount until ball is swept thru last obstacle.
- Driver must keep vehicle in motion once starting course

Scoring:

- Points are scored for each successful obstacle negotiated
- If car stops team is disqualified

16. Running the rails

The object of this game is to travel the length of the railroad tracks [a course made from 2 x 4s set Model A wheel distance apart] keeping all four tires on the rails. Your partner may line you up at the beginning of the tracks and then must stand aside and provide no additional assistance. Once you cross the starting line, you cannot stop. The first tire that goes off the track will be marked with a rock-filled rag and will indicate the distance traveled. Scores will be based upon the distance traveled.

17. Bringing Home the Gold

The object of this game is to pick up bucket using a boom attached to the front bumper of your car. Drive forward and hook the bucket then back up and follow a defined course before depositing the bucket at the appropriate location at the end of the course. Points are deducted for straying from the course and for losing the bucket. Once the driver starts on the course they may not stop.

Starters for a Rally

A rally or tour can be enhanced by games along the way. These games can be a challenge to observation and keep vehicles on the right course.

1. Jeopardy

Each car is given a set of driving instructions and a set of questions that require written answers. Cars are sent off in two minute intervals, and can be time-checked at some checkpoint and at the destination (lunch!). Put enough difficulty in the instructions and questions to cause (some) bedlam. Be sure a non-committee couple makes a test run. Driving instructions don't necessarily name the exact streets or avenues for turns, but rather suggest a left as "U.S. Road" (Grant Street) or to travel 1.3 miles and take a right at the brown house with the yellow shutters.

Questions demanding exact answers could include:

- How many President streets did you travel on, (Grant, Clinton)
- Who lives at #25 Grant St. (select a club member's house and ask for his and her first names)
- What color flowers are in the triangle at the last turn.
- Date on the Post Office building (may cause the passenger to leave the car and search for the date)

2. Hide and Seek

Hide a car somewhere in town and give contestants written clues at the starting place. Set a predetermined starting time and move cars out on two minute intervals.

3. Scavenger Hunt

Each team (driver and passenger) is given a list of objects to collect. Drivers are given a time limit to scavenge the countryside and return to the starting point. The team with the most items on the list is the winner. The list should contain up to one hundred possible items. All teams should report back by a set time.

4. Poker Run

A poker run is a card game. Determine the number of players times five to calculate the number of card decks required. After this, place each card in an envelope. Shuffle well and spread the cards into five shopping bags. Lay out a written tour with four additional stops. At each stop you draw one card, but don't open the envelopes. Back at the starting place, or some other destination, when all the cars are in, open each card envelope in turn and play showdown for a winner.

5. Radar Trap

If you have a police officer in your club, or know a friendly Chief, ask him to shoot the cars on radar. Pick a spot where legal speed can be approached, and send the cars by the gun. A passenger writes down the speedometer reading and assistant records the radar reading. At a later meeting place, you can announce the "legals" from the "illegals", award prizes for perfect scores, or just educate the owners of their weird speedometer readings.

Tie Breakers

Sometimes two or more vehicles or teams will have identical scores. The following are ideas on “breaking” the tie. Toss a coin or try one of these.

1. Spoke Wobble

With the cars lined up in the shade, jack up a left front wheel. The judges will check for trueness by spinning each wheel in turn. The wheel with the least wobble wins. NOT SURE YET? Do the Quarter-Finals, Semi-Final, and Winner routine.

2. Spare Tire Pressure

The driver guesses his spare tire pressure, or the month of the emission renewal sticker. The closest must be determined by number of pounds or days missed.

3. Out Goes ‘Y’ ‘O’ ‘U’

Judges never can be foiled! They simply point to someone and say, “Out goes Y, to the next person, “O”, and to the next person “U”. It won’t take long to find a winner.

4. Bonus Points

Tie scores for any single event can be broken by answering 5 questions relating to the Model A or the Model A Era. There are six sets of questions that can be used. Answers are in “red”, you can make up quizzes in the number needed.

1. The cylinder compression on a Model A engine at 5000 feet above sea level is _____ **56 psi** _____. (number)
2. There were _____ **5** _____ manufacturers of horns used on Model A's. (number)
3. A Model A cylinder head has _____ **14** _____ studs. (number)
4. The bell shaped style of woman's hat popular in the Model A Era was known as a _____ **cloche** _____. (name)
5. Ford produced _____ **2229** _____ Deluxe Phaetons in 1931.
 - a. 2155
 - b. 2201
 - c. 2229
 - d. 2312

Set #2

1. There are _____**30**_____ spokes on a Model A wheel. (number)
2. The Fordor Sedan sold for _____**570**_____ dollars during the first production year of 1927. (number)
3. On September 27, 1938, ___**Thomas Edison**_____ laid the foundation stone of the Henry Ford Museum. (name)
4. The terminal cover box with a Ford Script on the surface was used through _____**June 1928**_____. (month and year)
5. On June 26, 1929, Ford produced _____**9100**_____ cars and trucks in a single production day.
 - a. 9001
 - b. 9212
 - c. 9100
 - d. 9098

Set #3

1. Standard commercial vehicles had a black painted radiator during model years _____ **1928-29** _____. (number)
2. The front timing gear cover has ___ **7** _____ bolts. (number)
3. The metal spare tire cover was available after ___ **April 1931** _____. (month and year)
4. The throat size of a Model A carburetor (Zenith 1, 2, and 3) is ___ **1"** _____. (number)
5. Ford produced ___ **4186** _____ Model A's in 1927.
 - a. 4127
 - b. 4155
 - c. 4186
 - d. 4203

Set #4

1. Oak used in the bed of a pickup truck is painted ___body
color_____. (description)
2. The gas tank on a 1930-31 Model A holds ___11_____ gallons.
(number)
3. In response to the depression, Henry Ford raised the minimum wage
to ___\$7.00/day____. (number/time)
4. The recommended water to ethylene glycol ration for operation at 0°
F is _____2_____:_____1_____. (numbers)
5. Ford produced ___4954___ units of the model 150-A Station Wagon in
1929.
 - a. 4854
 - b. 4899
 - c. 4954
 - d. 5003

Set #5

1. The Model A cylinder head is identified as part number __6050__.
(number)
2. The Model A oil pan has _20_ bolts. (number)
3. The AA ambulance, funeral coach and deluxe police patrol vehicles used a steel spoke __20"__ wheel through January 1929. (number)
4. Hassler shock absorbers were supplied on some _____ 1928
Canadian_____ Model A cars. (year/location)
5. Ford produced ____4877__ A-400 Convertible Sedans domestically.
 - a. 4812
 - b. 4890
 - c. 5085
 - d. 4877

Set #6

1. The shifting tower is attached to the transmission with ___6___ bolts.
(number)
2. The cable from the battery to the starter was ___18___ inches in length in October, 1929. (number)
3. The Deluxe Phaeton sold for ___580___ dollars in 1931.
(number)
4. Auto Specialty Manufacturing Company, one of the vendors for Model A tools, marked their tools with the designation ___SJ___. (letters)
5. Ford produced ___4186___ Model A's in 1927.
 - a. 4127
 - b. 4155
 - c. 4186
 - d. 4203