

3rd EUROPEAN AGROLYMPICS

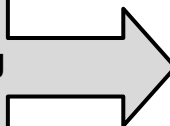
31st August – 1st September 2018

Porto, Portugal

Tasks and responsibilities

1. Reversing a trailer
2. Log splitting
3. Tractor driving
4. Guessing weights
5. Balancing big bales
6. Fencing
7. Orange processing
8. Changing wheels
9. Throwing hay bales
10. Stacking small bales
11. Changing blades on a rear-mounted mower
12. Changing a rotary arrow roll scraper
13. Assembling a pipe line
14. Hand milking
15. Guessing the seeds

16. Seed spreading
17. Aquaponics system assembling
18. Corking bottles



Combined tasks

1 Reversing a trailer

Instructions:

Every team has to reverse a trailer on a given circuit with a tractor.

The driver may use the side mirrors and is allowed to turn his head and look backwards.

Each team can complete as many runs as are possible within the indicated time frame.

After each complete run the drivers must change in the initial order!

Only the “reverse” covered meters will be taken into account.

Time limit after which the team will be disqualified: 10 minutes.



2 Log splitting

Instructions:

The team with the better time wins!

First, the team needs to cut a small log with a double handed saw in order to proceed with the log splitting.

Then, split in 4 logs in 4 parts and pile them as shown on site.

Time limit after which the team will be disqualified: 10 minutes.



3 Tractor driving

Instructions:

Show the skills in tractor driving!

A driving course with different skill tests (seesaw, ring a bell, slalom, reverse driving, narrow passage, parking....) offers a challenge with a small tractor (...)

One driver will do the circuit.

The task points will depend on speed (seconds) but also on your accuracy, precision and caution.

Penalty seconds will be added by losing water; touching the protection fence or objects.

Time limit after which the team will be disqualified: 10 minutes.

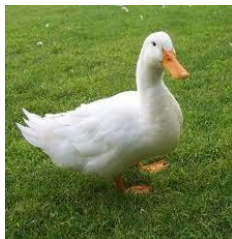


4 Guessing weights

Instructions:

The team has to guess the weight of 8 different animals.

The variance of the results in relation to the effective weight is taking in account to give the points and establish a classification.



5 Balancing big bales

Instructions:

The team has to stack 3 round bales on a standing tree stomp.

One driver gets helped by another element of the team.

The round bales must stand balanced without help for ten seconds. The team who completes the task within the shortest amount of time will win.

Time limit after which the team will be disqualified: 10 minutes.



6 Fencing

Instructions:

The teams have to set up an electric fence. On the day of the competition, the teams will have the opportunity to have a look at an exemplary fence.

The sticks have to be driven into the soil and the electric wire must be placed as the example. The wire has to be put through the isolation devices.

All necessary material will be provided.

Before the game starts, no material can be touched.

Time stops when the last tool is placed back on its original place.

Every part of the fence (sticks, stanchions, tensioner, wire) is counted.

The fastest team will win.

Time limit after which the team will be disqualified: 15 minutes.



7 Orange processing

Instructions:

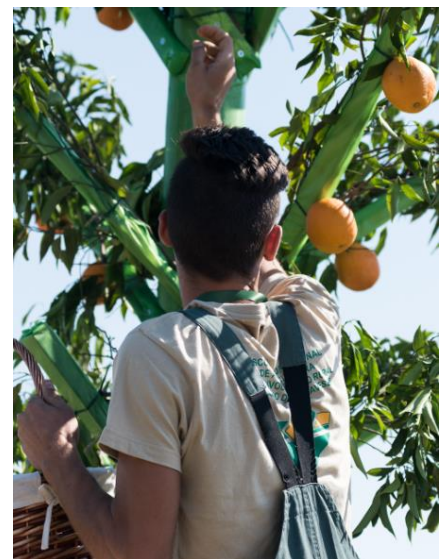
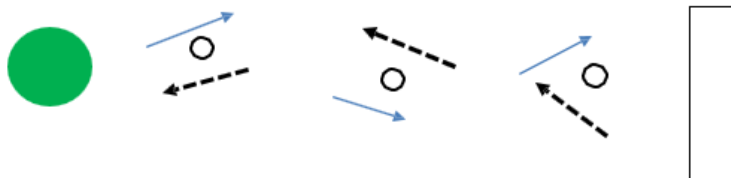
The team will have to crop oranges from a tree and squeeze them into juice.

2 players will have to perform a circuit, pick a maximum of 4 oranges at a time and return to base to squeeze them.

Do the circuit as many times as needed until 1 liter of juice is obtained.

All the aids allowed will be provided by the organizer. Gloves, apron, cap are obligatory.

The fastest team wins.



8 Changing wheels

Instructions:

The objective of the game is to figure out the quickest way to exchange a tractor's front wheels, by moving them and mounting them back from one side to the other.

The quickest change will be taken into account for the final result.

All the tools will be provided by the organization (hydraulic wrench).

Time limit after which the team will be disqualified: 10 minutes.



9 Throwing hay bales

Instructions:

The target of this game is to throw a maximum number of small hay or straw bales (+/- 15 kg each) on a stack of bales (approximately 2.5 x 5 m and 3.6 m high), using a pitchfork, in 10 minutes time.

The 4 team members have to alternately throw the bales. The remaining bales on the top of the stack will be counted.

One bale on the stack = one point.



10 Stacking small bales

Instructions:

Each team will have to stack a maximum of small bales on a base surface of 2 x 3 m. The team is free to decide how to stack the bales.

After 10 minutes the team players will have to leave the tower which has to stay upright for a minimum of 30 seconds.

After this time, the number of bales will be counted in order to determine the team's rank.

One Bale on the tower = one point



11 Changing blades on a rear-mounted mower

Instructions:

The team has to change all blades on a rear mounted mower.

First they need to disassemble all the blades, put them on a table, and then place them correctly again.

All the tools provided must be placed back on it's place at the end of the challenge.

The fastest team to complete the challenge wins.

Time limit after which the team will be disqualified: 10 minutes.



12 Changing a rotary arrow roll scraper

Instructions:

The team has to change a rotary arrow roll scraper.

First you need to disassemble all the blades, put them on a table, and then place them correctly again.

All the tools provided must be placed back on its original place at the end of the challenge.

The fastest team completing the challenge wins.

Time limit after which the team will be disqualified: 10 minutes.



13 Assembling a pipe line

Instructions

2 players on each team have to set up a functioning water line, able to fill a small container.

All the parts are provided and also a mounting scheme will be available.

Is not allowed to change any part.

All the provided parts must be used, otherwise team we be disqualified.

When the circuit is completed, it must be placed vertically, a tap should be open to test the circuit sealing. Then, a final tap should be open to fill a container.

The fastest team wins.

A 20 second penalty will be applied for each leak.

Time limit after which the team will be disqualified: 10 minutes.



14 Hand milking

Instructions:

2 members of each team must milk a fake cow, one at a time. Each member can be replaced by the other one, whenever they want to.

Milking must be performed with bare hands, by means of squeezing. It is not allowed to pull on the tits.

The goal is to milk the cow until a small container is full.

The quickest team to complete the challenge wins.

Time limit after which the team will be disqualified: 10 minutes.



15 Guessing the seeds

Instructions:

One player of each team takes a maximum of 10 shots with a paintball gun, into 5 targets that will allow him/her to pick as many types of seeds as the number of targets he/she hits.

Then the obtained seeds must be placed into the correct box.

After the 10 shots, each target missed (and seeds not picked) will penalize the team in 20 seconds.

Each wrong placed seed will penalize the team in 20 seconds.

Time limit after which the team will be disqualified: 5 minutes.



Tasks 16, 17 and 18 will be combined into one task circuit

16 Seed spreading

Instructions:

This task is divided in two parts. Two elements of the team have to perform a circuit with a wheelbarrow loaded with corn seeds. After that, the other two elements must spread the correct amount of seeds onto a plot.

Part 1:

Two elements of the team have to unload a previously weighed sac of corn seeds onto a wheelbarrow, carry it across a circuit and fill a sac on a scale with those seeds at the end.

This part of the task will be timed.

Part 2.:

Two other elements of each team wait for the first part to be finished and then have to spread the correct amount of seeds onto a plot.

The correct amount of seeds needed by hectare will be previously indicated.

The area of the plot will be previously indicated.

The idea is to spread onto the plot the correct proportional quantity.

The team ranks will be determined in terms of the least time used to perform the circuit.

Each kg of corn lost during the circuit will penalize the team in 20 seconds.

After the measurement of the seed spreading, the three best performing teams in this part will have an advantage of 30, 20 and 10 seconds, respectively.



Tasks 16, 17 and 18 will be combined into one task circuit

17 Aquaponics system assembling

Instructions:

Each team must assemble a simple aquaponics system, following a schematic that will be provided previously.

The fastest team wins.

Each leak will penalize the team in 20 seconds.

Each missing fish will penalize the team in 20 seconds.

Each missing plant will penalize the team in 20 seconds.

Time limit after which the team will be disqualified: 15 minutes.



Tasks 16, 17 and 18 will be combined into one task circuit

18 Corking bottles

Instructions:

Use the famous Portuguese cork yourself!

The teams will have to apply manually proper corks into six bottles. Breaking any bottle will result in the team disqualification.

The fastest team wins.

All necessary material will be provided.

Time limit after which the team will be disqualified: 5 minutes.

