

Redcar boating lake Sunday May 16th

programme 10p



It is indeed a great pleasure for Langbaurgh to be host to teams and officials from Durham and Carlisle for this round of the BBC's 'It's a Knockout'.

May I welcome their teams, officials and supporters and wish them all the very best of good fortune in their efforts.

May I extend the thanks of Langbaurgh Borough Council to everyone who has given financial help and personal assistance towards making this event both enjoyable and successful, and to the BBC staff who have brought this popular programme into our homes over the past decade.

Finally may the 'Knockout' be keenly and entertainingly contested, may all of us whether competing, supporting or spectating enjoy the tournament to the full - and may the best team win.

Councillor John Morgan B.E.M. Mayor of Langbaurgh.

Today's competition has been produced by BBC tv in conjunction with the Langbaurgh Borough Council Recreation & Amenities Department

with our thanks to:

The Organisers would sincerely like to thank the following for their contributions to the day's events:-

The BBC Producer, Staff and Technicians for their help and advice throughout.

T. Reed & Sons and Adidas Ltd. for the supply of Redcars team clothing.

The 'Evening Gazette' for publicity and posters.

Members of the Redcar Youth and Community Centre (Lakes Estate) for enthusiastic cheer - leading.

The St. John Ambulance Brigade - for first aid facilities.

Cleveland Constabulary for pre-programme entertainment and their guidance and presence today.

Tom Davis of Redcar for the loan of his fishing cobble.

Gordon Codona for sponsorship.

The information contained in this programme is correct at the time of printing, however changes may occur after this time, which are beyond our control.

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BBCT

IT'S A KNOCKOUT



It's a Knockout became a national institution and an international phenomenon. Its roots go back more than 20 years when then producer Barney Colehan first launched a series in the North called Top Town, in which communities competed against each other in a studio.

Knockout was born in 1966 and has never looked back. The following year, Europe joined in and set in motion the crazy international competition Jeux sans Frontieres This year there will be more shows than ever before with 21 towns competing to win a place in the International round. Host town for the British heat of 'Jeux sans Frontieres' will be Leeds and, as it is our turn to stage the Grand Final this year, Blackpool is the location for the show which is expected to have an audience of around 200 M.

There is a strong North $\,v\,$ South flavour to the contest, with the Midlands and Scotland also staking a claim.

Three towns take part in each of the seven 'domestic' heats, with the winner from each programme representing Britain in the international series which includes teams from France, Belgium, Germany, Italy, Holland and Switzerland.

For the first time this year, the seven successful British towns will also participate in a special All-Winners programme to be recorded on neutral ground at Charnock Richard, Lancashire, for the Radio Times trophy.

There will also be another all-star celebrity edition following the success of last year's charity-raising event, and a Cup Final special with teams of supporters from the two clubs who win through to Wembley.

This contest at Redcar is the sixth round of the 'domestic' series to be recorded and is due to be broadcast in Mid-June. Cecil Korer takes over as producer this year from Barney Colehan who launched the show. However Barney who retired from the BBC in January, will still act as adviser on the series.

My ambition is to put more fun back into the show,' says Cecil. 'I want to revive the original concept of the series as a seaside fun show with lots of fun. In recent years, it has become too competitive and serious.

The European versions have often been crazier than ours and now we are importing some of that flavour with daft props and costumes.

'The bonus for the teams will be that they will have the chance to take part in European-style games before Jeux sans Frontieres actually starts. British teams haven't performed so well lately. The changes we are making should alter that'



Stuart Hall

Stuart Hall, who made his Knockout debut in 1972, presents Look North, the BBC North West weeknight TV magazine programme in Manchester, and makes frequent appearances on the network in Nationwide.

A Lancashire lad, he first broadcast in 1958 as a radio contributor in Sports Spotlight. He has reported on soccer, cricket, tennis, motor racing, as well as current affairs.

His great loves are football, fast cars and antique clocks. Perhaps the clocks reign supreme - he loves their sense of continuity.

Married the same year he started broadcasting - 1958 - Stuart has two teenage children Francesca and Daniel. His home in Glossop, Derbyshire, is crammed with antique clocks, Victorian furniture, bronzes and old portraits.

He sees Knockout as essentially a 'fun show' and is determined to make it as entertaining as possible for competitors and viewers.

SCREEN PERSONALITIES

Eddie Waring

Eddie joined the programme in 1966 and has vast experience of Knockout recordings all over Europe.

He has been a top BBC personality ever since TV came to the North in 1951, becoming a household name in covering Rugby League

Born in Dewsbury, Eddie played soccer, Rugby Union, Rugby League - and was a wrestler, too.

A globe-trotter, he has made seven trips round the world and appeared on TV in Australia, New Zealand and the U.S.

Eddie usually gives a special blow-by-blow account of the mini-marathon contest, which can be a vital tie-breaker in a tight contest. 'For me,' he says, 'the programme really comes alive when we go into Europe. The atmosphere is electric, the competition intense, and yet so enjoyable. It's an exciting show to do.'





Scoregirls

Playing an important part in the smooth running of this afternoon's events, are the team of attractive girls you will see keeping the giant scoreboards up to date, as the teams begin to notch-up the points.

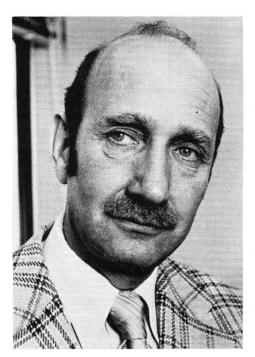
Arthur Ellis

Arthur Ellis, from Halifax, one of the bestknown soccer referees in the world, has officiated in practically every country that plays first-class football.

He refereed World Cup ties and 73 internationals in his time, and became the first English referee to be awarded the Gold Badge of FIFA.

He now works as a brewery representative.





Cecil Korer

Producer

Cecil joins the series as producer this year, but he is by no means unfamiliar with the programme. He worked on the first two series in 1966 and 1967 as an assistant producer. Since then, he's been involved with such shows as Children Talking as director, and producer of such quizes as Password and Ask the Family. In recent years, he has worked in London, but returned to the North - he was born in Stockport - in the Autumn of 1975 to take over Knockout from Barney Colehan and develop other programme ideas from Leeds. He has worked on the production team of such other long-running favourites as Top of the Pops and The Good Old Days, where he first established his working relationship with Barney.

AND THOSE YOU DON'T SEE

The backroom boys

Behind the scenes, there's a dedicated team that the Knockout live audiences see going about their complex duties, but are discreetly out of sight of the TV audiences.

The director is **Geoff Wilson**, who makes sure that the producer and engineers' efforts reach the screen in the way they were envisaged in the calm of the planning meetings. Based in Leeds, Geoff has worked with producer Cecil Korer on the Password programme, and has also directed the recent Rod Hull Christmas Special on BBC 1.

Cecil has the assistance of Alan Wright who, leads the team of full-time workers responsible for the months of advance preparation nationwide, which go into the smooth running of the series.

The men behind the games the teams tackle are: Paul Trerise the Games Production Assistant who devises the majority of the games;

Paul Montague who turns these ideas into actual games designs; and Mel Bibby who'se task it is to see that the elaborate equipment and sets are built and erected on the site.



From here to your t.v. screens

Of the many who watch 'Its a Knockout' each week on BBC 1, few really know how it reaches their screens - a fascinating process.

First, for various good reasons, the programme isn't 'live' but recorded on tape for transmission several weeks later. Almost all the show is recorded 'as it happens', but the director also has the facility to'edit 'n' pre-recorded sequences or film to produce a more polished and informative production.

The complex recording machines are housed in the Mobile Videotape Recording Vehicle, which forms part of the 'Circus' of vehicles necessary to bring the games here into your homes.

This vehicle is linked to the Mobile Control Room from which the selected images and monitored sound are passed.

The nerve centre of the unit, this large, expensive, vehicle houses the sound and vision equipment which enables the programme Director, Geoff Wilson, to select from his vision contol panel whichever camera is giving the relevant shot required at that moment. He tells each cameraman through microphone and headphones exactly what he wants from the scene outside.

You will see up to 5 electronic colour cameras dotted around the area, (one of them a specially adapted mobile crane which enables the director to get a birds eye view) each passing a different image of the action back to the control room for selection and subsequent recording.

Engineering manager Geoff Lomas ensures that all the complicated equipment functions correctly, and the stage managers, led by Bryan Chapman can be seen organising things and talking to the control room, via 'walkie-talkie' radios during this afternoons recording.

Altogether, a combination of technical skill and the use of highly complex equipment by BBC staff will ensure that you can see today's contest again on your T.V. screen towards the end of June.

SCORE CHART

Game: 'WHEN MY TUB COMES IN' ALL TEAMS Score 3. 2. 1.

Marathon 1: 'HAMMER HORROR' CARLISLE

Game: 'GET THAT MAN' CARLISLE v DURHAM Score 3. 2.

TOTAL

TOTAL

TOTAL

TOTAL

TOTAL

SCORE (6. 4. 2.)

TOTAL POINTS

Marathon 1: 'HAMMER HORROR' DURHAM

Game: 'FROG MARCH' ALL TEAMS Score 3. 2. 1.

Marathon 1: 'HAMMER HORROR' REDCAR

Game: 'LIGHT WORK' CARLISLE v REDCAR Score 3. 2. Marathon 2: 'HAMMER HORRORS' CARLISLE

Game: GRAVY BOAT' ALL TEAMS Score 3. 2. 1. Marathon 2: 'HAMMER HORRORS' DURHAM

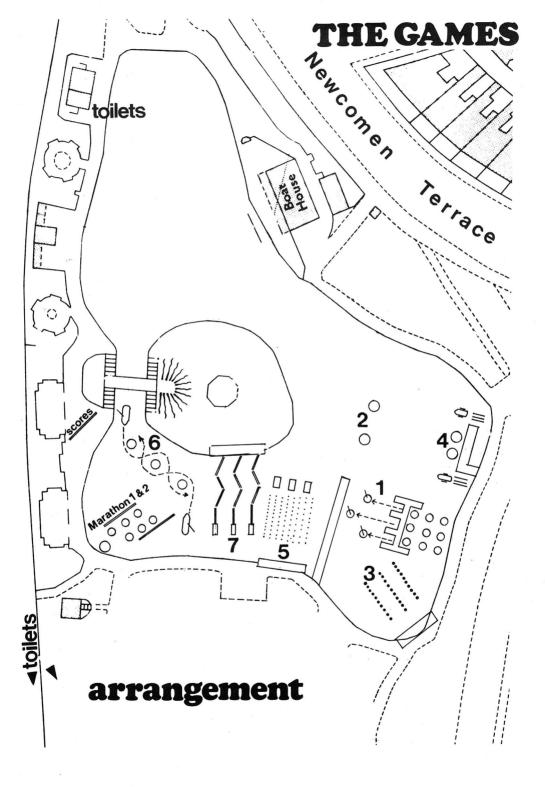
Game: 'THEY'RE FLAGGING' DURHAM v REDCAR Score 3. 2. Marathon 2: 'HAMMER HORRORS' REDCAR

MARATHON

Game: 'BOARD WALK' ALL TEAMS Score 3, 2, 1,

Joker may be played on any game except marathon and carries JOKER: double points. GRAND TOTAL

CARI	LISLE	DUR	HAM	REDCAR			
GAME SCORE MARATHON POINTS		GAME SCORE	MARATHON POINTS	GAME SCORE	MARATHON POINTS		
		2		3			
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					_		
		I					
				-			



GAME 1: WHEN MY TUB COMES IN

At Whistle 1 girl goes from float to stand on her section of air tube, whilst 1 man from her team rows his tub across pool to collect her and return to his starting point.

Whilst they return in the tub the second girl from the team stands on the air tube awaiting collection in the same way, and so on until all three girls have been moved from the air tube to the finish point.

The winning team will be the first to have moved all three girls correctly to the finish point.

GAME 2: HELLO SAILOR

Two girls stand on water skis whilst 2 men from the same team in paddle boat pull them across pool to pick up a sailor off a float which they have to circle round.

When the sailor has been picked up they return with him to the finish.

The winning team will be the first one back to the finish with the sailor.

GAME 3: FROG MARCHING

One man in suitable head gear walks across pool on stilts, to pick up a number of frogs, by lifting up a ringed float with the beak on his costume, then returning to shore with them, where a girl from his team takes the frogs off, to place them into a basket for scoring. The winning team will be the one with most frogs caught within time limit.

GAME 4: LIGHT WORK

A team of 2 men and 2 girls move a lighthouse from the float it is on, across pool to another float on which they re-erect the lighthouse with the help of a third girl waiting for them.

The winning team will be the first to finish, having moved and re-built the lighthouse correctly.

GAME 5: GRAVY BOATS.

One man in a gravy boat paddles across pool picking up floats to haul in a number of sacks, loading them in his boat to continue to the finish.

The winning team will be the first with all sacks aboard their Gravy Boat.

GAME 6: THEY'RE FLAGGING

Two men on a Viking Ship circumnavigate three floats. One of the men rows whilst the other standing on the back of the craft collects a flag from each of the floats passed. As the two ships involved in the game pass, the man collecting flags can try to push the opposing team collector off his ship by using his 'Aggro pole'.

If a collector is successfully pushed off his ship one of the two reserve collectors can paddle out from the shore to continue collecting flags.

The winning team will be the one with most flags collected within time limit.

GAME 7: BOARD WALK

A team of 6 men and 3 girls walk from start float, across pool on floating planks, without falling off, to finish float. Any person falling off plank must return to their start float before trying again.

The winning team will be the one with all their team on their finish float, first.

MARATHON 1: HAMMER HORROR

One girl steps on floats to burst a number of balloons on a floating plank as quickly as possible, using a long handled Hammer.

The guickest team to burst all balloons and return to shore wins.

MARATHON 2: HAMMER HORRORS

One man steps on float to burst a number of balloons on floating planks each side of him, using a long handled Hammer.

The quickest team to burst all balloons and return to shore wins.



REDCAR

Redcar's team for the contest has been chosen from a training squad of some 26 hopefuls, all eager to represent the host town against our visitors from Durham and Carlisle. The prospective team members are men and women from all walks of life and include teachers, students, policemen and firemen whose ages range from 16 to 35.

Training has been carried out with the guidance of members of the Council's Recreation Department under the direction of Ron Goodenough, ably assisted by Ray Richardson who has been responsible for designing the many ingenious practise games which have tested our young contenders to the full on (and in) this icey lake.

Sadly, half of these keen hopefuls have had to be overlooked and the final 10 men and 5 women chosen; who with the two team captains will battle out the three way contest for a place in the All British Winners final at Charnock Richard on Aug. 4th and to represent Great Britain in the European Competition at Bad Mergentheim in Germany on August 25th.

CARLISLE

Carlisle was delighted to accept the invitation from the B.B.C. to participate in 'Its a Knockout' against Redcar and Durham today.

The City of Carlisle has a population of approximately 101,000 covering an area of 254,952 acres and provides a wide variety of sporting facilities which are enjoyed by many enth-usiasts.

The selection of a team posed a problem, as the response to our advertisement for prospective team members in the local press was tremendous. Mr. Gerry Calver, Warden of Carlisle Sports Centre, was invited to select the team, and he decided that the best way to chose a team would be to arrange a programme of Objective Tests to select a training group of 25 people, much as Redcar and Durham have done.



Photograph by courtesy of Cumberland News

The tests were based on skill, stamina and endurance with an element of gimmickry which was thought an essential in this particular competition, as surely the whole purpose of the game must be for everyone to enjoy themselves.

Male and female team captains were chosen from the 25 people selected and our team has trained with great enthusiam and look forward to meeting the other competitors for a contest which we hope will prove enjoyable and entertaining for those watching, both at Redcar and nationwide when the programme is televised.

The team wish to thank the Council of the City of Carlisle and the Cumbria County Council for facilities made available to them for training purposes, and Edward R. Buck & Sons Ltd for supply of Sports Kit.

DURHAM

The competative spirit which has been with Durham for almost 2,000 years was again typified when over 250 people applied to become members of the City of Durham squad for today's contest. It was considered by Councillor Cliff Ellison the City's Mayor that all applicants where of such a high standard, that they should all be given an equal opportunity to be selected, so under the Chairmanship of Councillor Jim Lattimer, Durham's Tourism Chairman a rigorous selection programme was created, to which every applicant was 'Submitted'. The result of this was to produce a training squad of some thirty people who will provide the final team to compete at Redcar.

The responsibility for coaching has been undertaken for the City by Mr. George Wardle from the Durham Technical College. A professional footballer for twenty-one years, he played in the 1945 Cup Final with the winning Chelsea team. In more recent times he has coached Crook Town Amateur football team to the final at Wembley on three occasions and has been staff coach with the F.A. for twenty years. George is ably assisted by his two assistants Mr. Bob Gray (Ex Goalkeeper for Gateshead and Newcastle) and Mrs. Barbara Tower the younger member of the team who is a Physica! Education lecturer and a member of the Weardale Mountain Rescue Team.

Our thanks go to the Chairman & Vice-Chairman, J. B. Latimer and A. Crooks; and members of the City's Conference and Tourist promotion Sub Committee, together with George Gatland (Durham Tech. Collge Principal) for use of college facilities and the 'Durham Advertiser' who have all supported our squad here today.



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OCKOUT COUNTRY

WHERE TO FROM HERE?

			'							
JEUX SANS FRONTIERES	Date	June 2	June 16	June 23	July 14	August 11	August 25	September 8		
	Winner goes forward to European heat held at:	Nimes, France.	A location in Italy.	Caslano, Switzerland	Roundhay Park, Leeds	Liege, Belgium	Bad Mergentheim, Germany	Groningen, Holland		
1976	Date	April 4	April 11	April 18	May 2	Мау 9	May 16	May 23	August 4th.	September 22
IT'S A KNOCKOUT	Contestants	Morecambe, Blackpool, Liverpool.	Stoke-on-Trent, Birmingham, Tamworth	Winchcombe, Cirencester Newbury	Princess Mary Playing Kirklees, Leeds, Fields, Cleckheaton	Harlow, Lee Valley, Thurrock (Grays)	Redcar, Durham, Carlisle	Stirling Edinburgh, Linlithgow	Winner of each domestic heat	Highest placed British team in international heats.
	Venue	Promenade Morecambe	Hanley Park Stoke-on- Trent	Sudeley Castle Winchcombe	Princess Mary Playing Fields, Cleckheaton	Sportscentre Harlow, Essex	Boating Lake Seafront, Redcar	University Site, Stirling	Arena North, Charnock Richard, Lancs.	Blackpool
		Round One	Round Two	Round Three	Round Four	Round Five	Round	R _o und Seven	All British Winners Championship	Final

TONIGHT

