



is often suggested that fact is stranger than fiction and this event is no exception. Four hundred years ago to the day Lord Knock of Polvere held a magnificent Tournament which was unlike anything that had ever happen-

ed before. Queen Elizabeth I appointed four Royal knights to support four noble and worthy causes that didn't involve any political or personal intrigue, that led to no division nor caused any jealousy. These four knights selected champions from the four corners of the kingdom to compete in tests of skill and strength like nothing they had ever faced before.

Now, four hundred years later this great event is going to be re-enacted. Under the stewardship of Lord Knock of Alton, four Royal knights have taken up the challenge. nominated their noble and worthy causes and have called upon champions from far and wide to support them. The story of just how this all came about is almost as unbelievable as the account above.

It should be noted first and foremost that the four 'noble and worthy causes' play more than a mere beneficial role in all this. It was the Duke of Edinburgh Award Scheme's International Project which set the ball in motion of organising a high profile event that could potentially raise huge sums of money and most importantly be great fun. A committee of enormously helpful volunteers was put together and an office for the Knockout production team was generously donated by Price Waterhouse.

Through the World Wildlife Fund's business department, Knockout sought sponsorship for the games, which along with the sale of the TV rights overseas, this brochure, associated merchandise and tickets has generated the majority of the funds for the charities involved. The Graphics (notably our crest) for Knockout and the design and production of the tournament merchandise were generously undertaken by Dewynters. Save the Children took on the task of coordinating sales of merchandise and the brochure which was designed and produced entirely by Ogilvy & Mather Direct.

Perhaps appropriately the International Year of Shelter for the Homeless has been responsible for organising all the travel and accommodation for our



HRH viewing plans for the Set at Alton Towers.

mighty champions who have had to cover vast distances, face all sorts of dangers, suffer all manner of deprivations and now take part in this Tournament. How brave they are! Equally brave and resourceful, but in different ways, have been Charity Projects (keeping a watchful eye on things through a well-worn crystal ball), Harbottle and Lewis (proving once again that the pen is mightier than the sword – just!) and Good Relations (whose suit of armour has remained remarkably unbattered throughout the fray).

The atmosphere of the

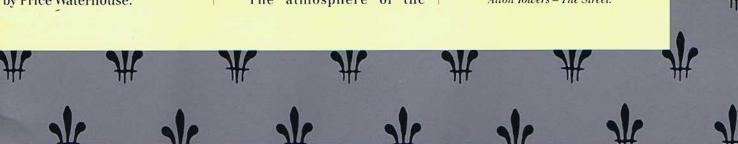
original tournament has been recreated, thanks to the BBC, through a lavish set and costumes. The exact details of the games have been lost in the mists of time, but with the help of historians, archaeologists and mediums we feel that most of the games designed and built for this Tournament, (also by the BBC), could well have been played in days gone by. There are nine in all which involve tests of skill, feats of strength, fleet of foot, swift of eye and echoes of romance, suspense and of course chivalry. It all builds to the climax of the great joust, but as of like you've never seen before.

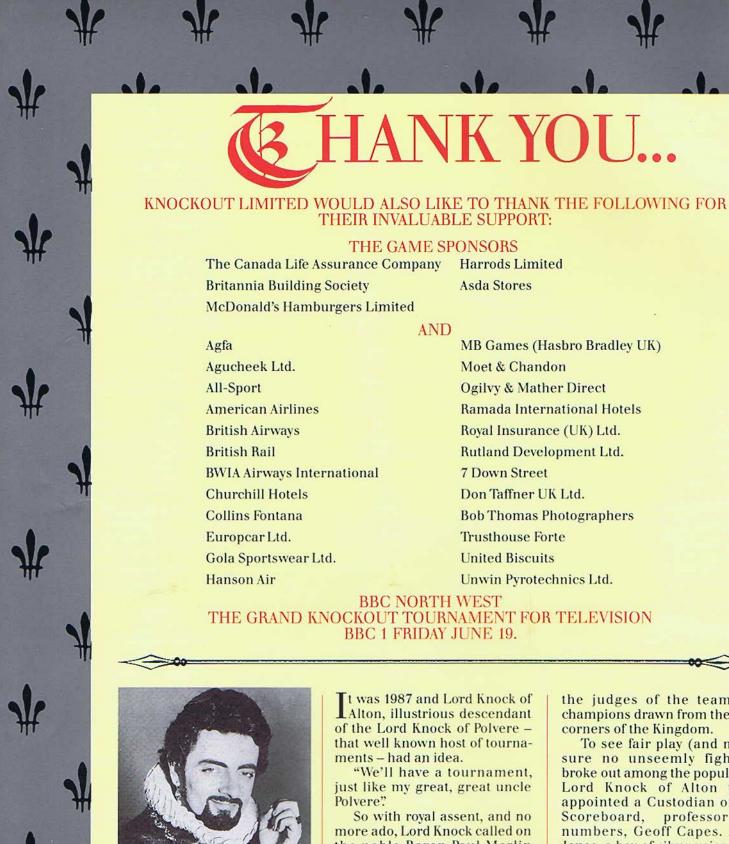
Alton Towers provides a wonderful setting for this whole Tournament: deep in the heart of Britain, a lovely greensward beside a lake overlooked by an Elizabethan mansion. Sit back now and enjoy this quite remarkable event as we take you back to the year 1587, back to the days when real gentlemen were gallant knights and pretty damsels were forever in distress. Revel in this great spectacle all in the spirit of fun and if we provide a pleasant distraction from all your troubles and woes then we have achieved our primary aim, just like Lord Knock of Polvere intended and our own Lord Knock of Alton has decreed:

"Let all who come with honesty say, Aye, t'was truly a merrie and mediaeval day."



Alton Towers - The Street.







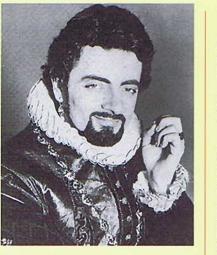
LORD KNOCK Rowan Atkinson

the noble Baron Paul Merlin Daniels, a regular wizard at tournaments and things. With one wave of his wand, the court magician called up the jolliest Dukes in this fair land - namely the Dukes of Abercorn, Gloucester, Roxburghe and Westminster. They were to be

the judges of the teams of champions drawn from the four corners of the Kingdom.

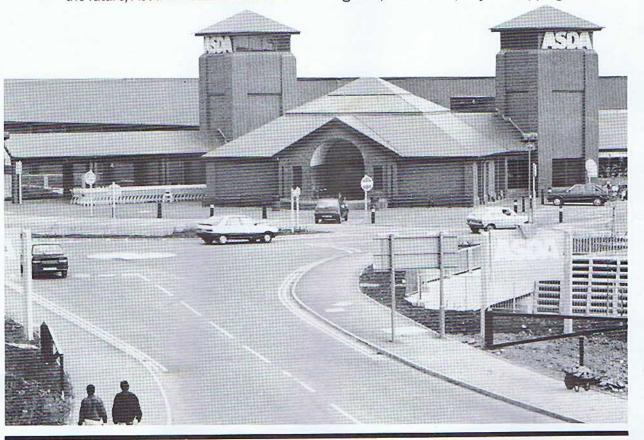
To see fair play (and make sure no unseemly fighting broke out among the populace), Lord Knock of Alton then appointed a Custodian of the Scoreboard, professor of numbers, Geoff Capes. Aled Jones, a boy of silver voice, was summoned to be Herald and three worthy citizens - Stuart Hall, Su Pollard and Les Dawson were designated Marathon presenters.

All we need now, Lord Knock said to himself, is some olde English weather.



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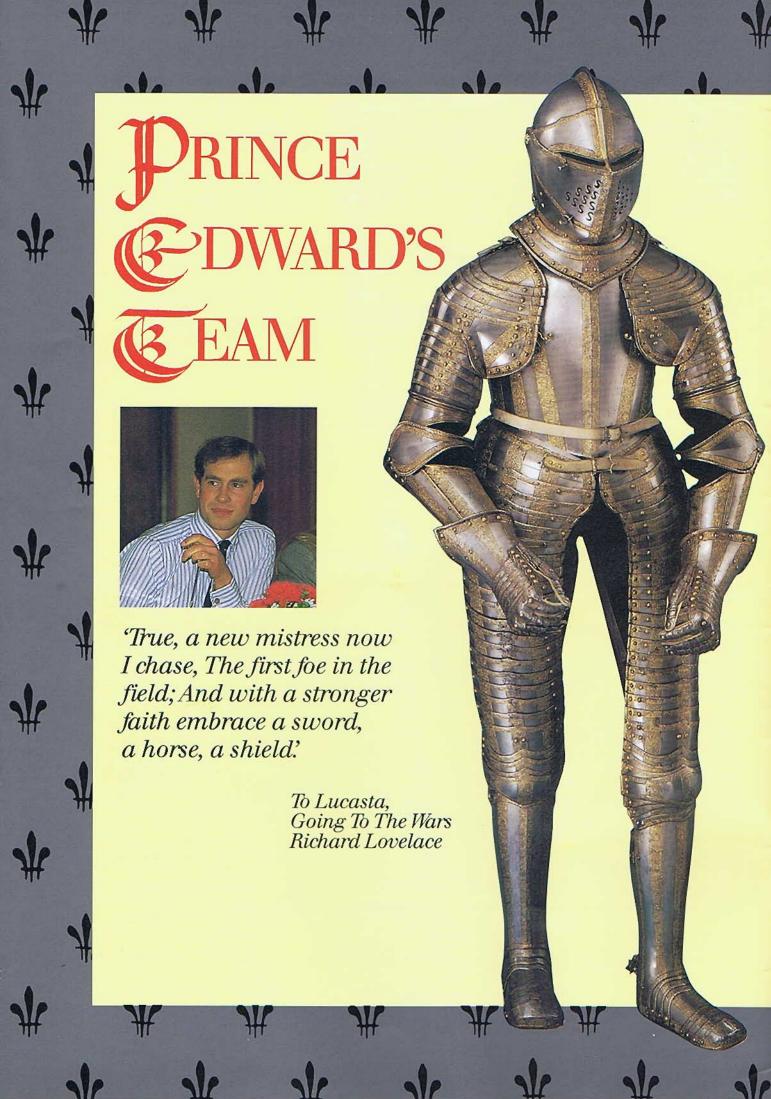


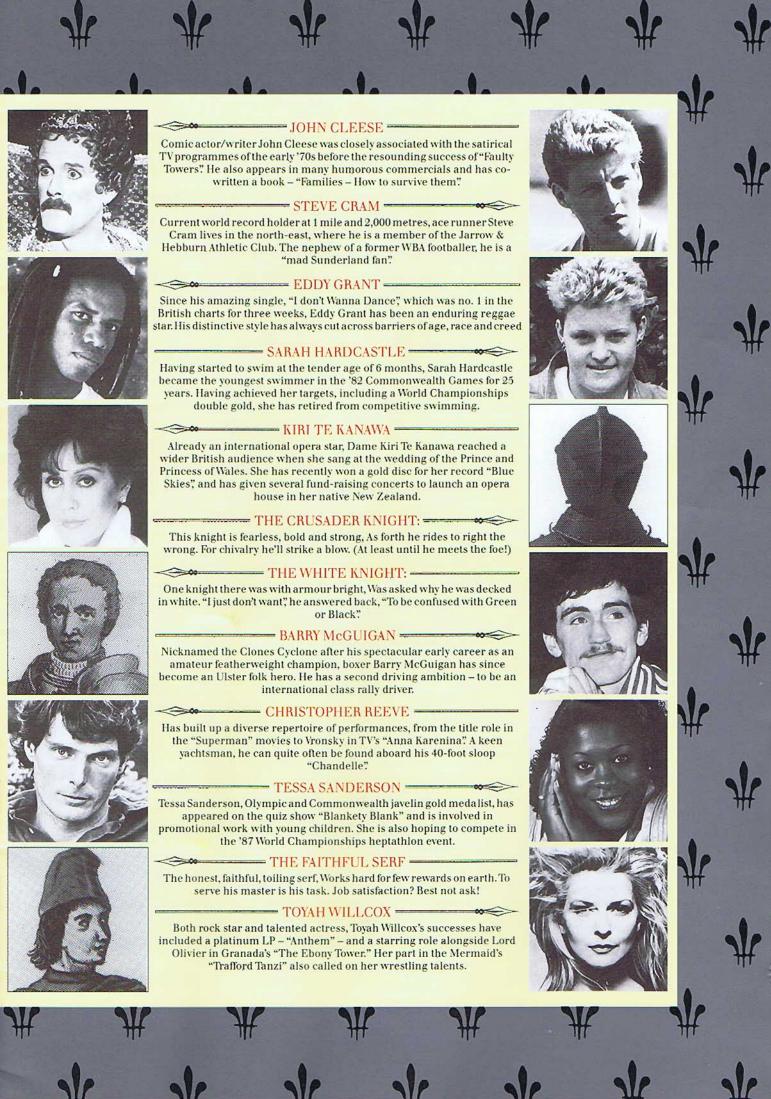
















THE DUKE OF EDINBURGH'S AWARD SCHEME

In 1956 HRH The Prince Philip started a scheme to give young people a chance to learn and enjoy activities which could help to prepare them for adult life. Since then, millions have benefited from the scheme, which has developed into a worldwide organisation operating in more than 40 countries.

The Duke of Edinburgh's Award is open to anyone

between the ages of 14 and 25, and there are three different Awards to be achieved – Bronze, Silver and Gold. To gain an Award, participants must complete four sections involving physical achievement, service to the community, personal skills and an expedition.

Each section of the Award Scheme is designed to develop a young person's self-confidence and sense of responsibility. But an important aim is to show how life can be enjoyed to the full whilst helping others. A huge range of different activities is available, enabling the scheme to extend across many social and international borders – helping people to help themselves and their communities around the world.

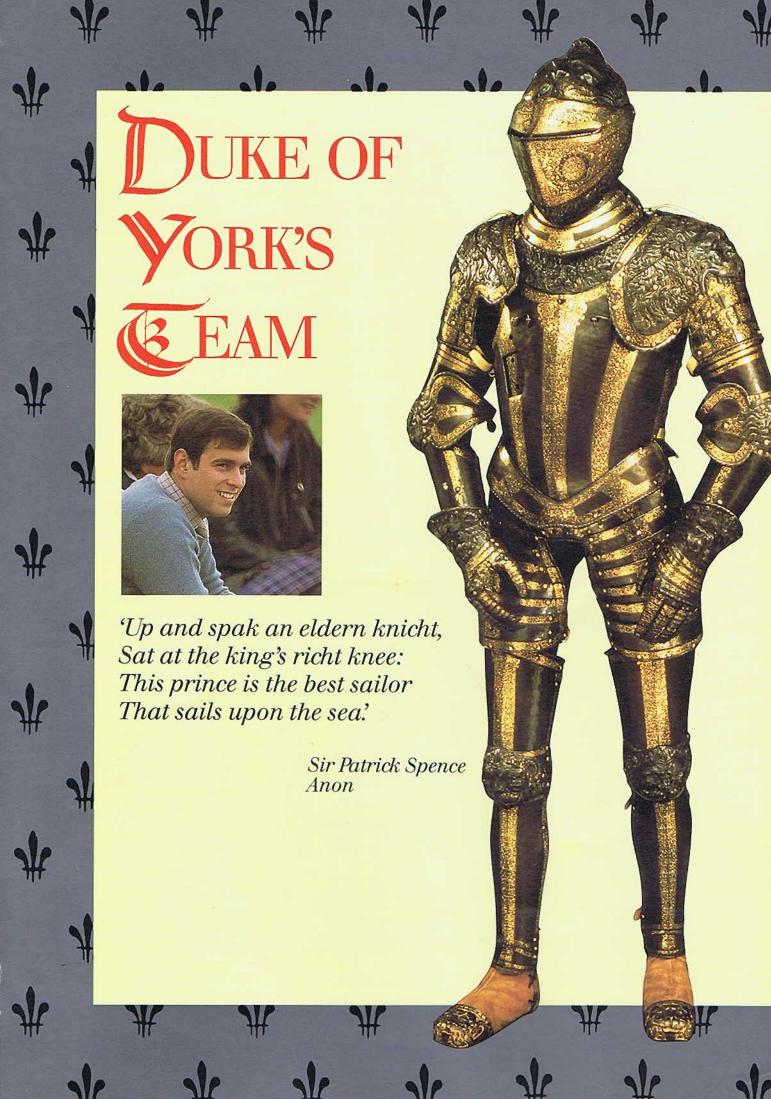
INTERNATIONAL PROJECT 1987

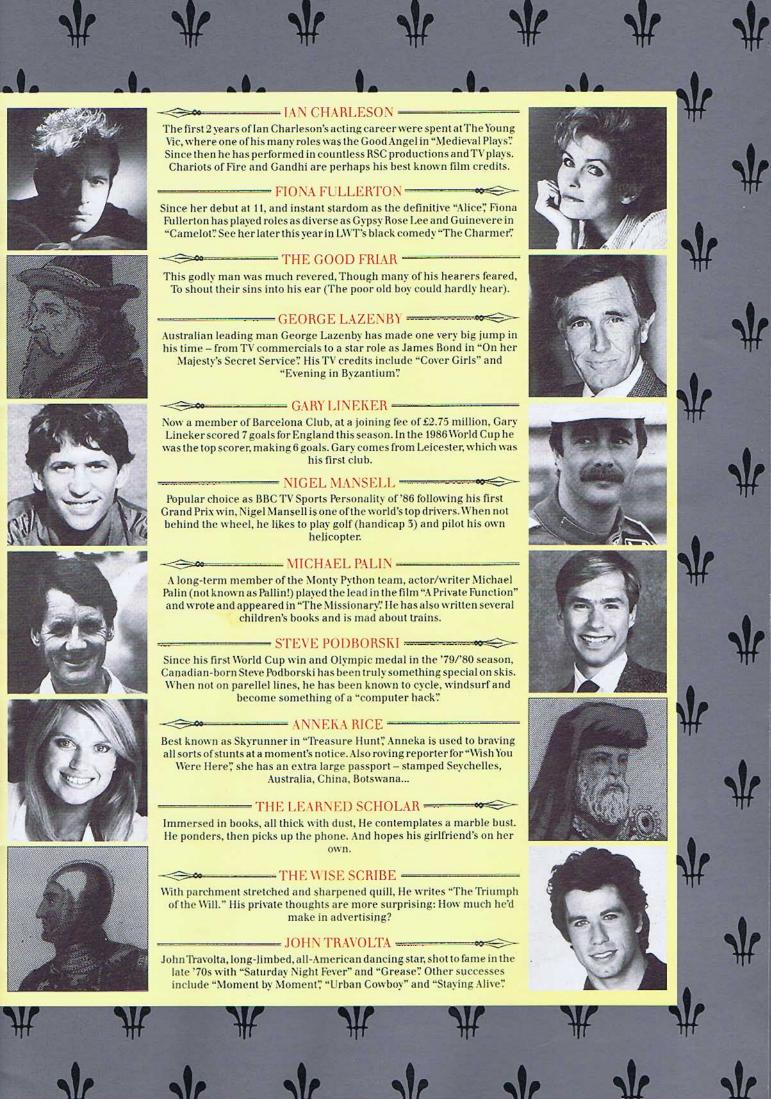
In October 1985 HRH The Prince Edward started a project in celebration of the 30th Anniversary of the Duke of Edinburgh's Award Scheme. The aims of the project were to raise essential funds and to increase people's awareness of the scheme – especially in new areas. By the end of 1986 over £500,000 had been raised.

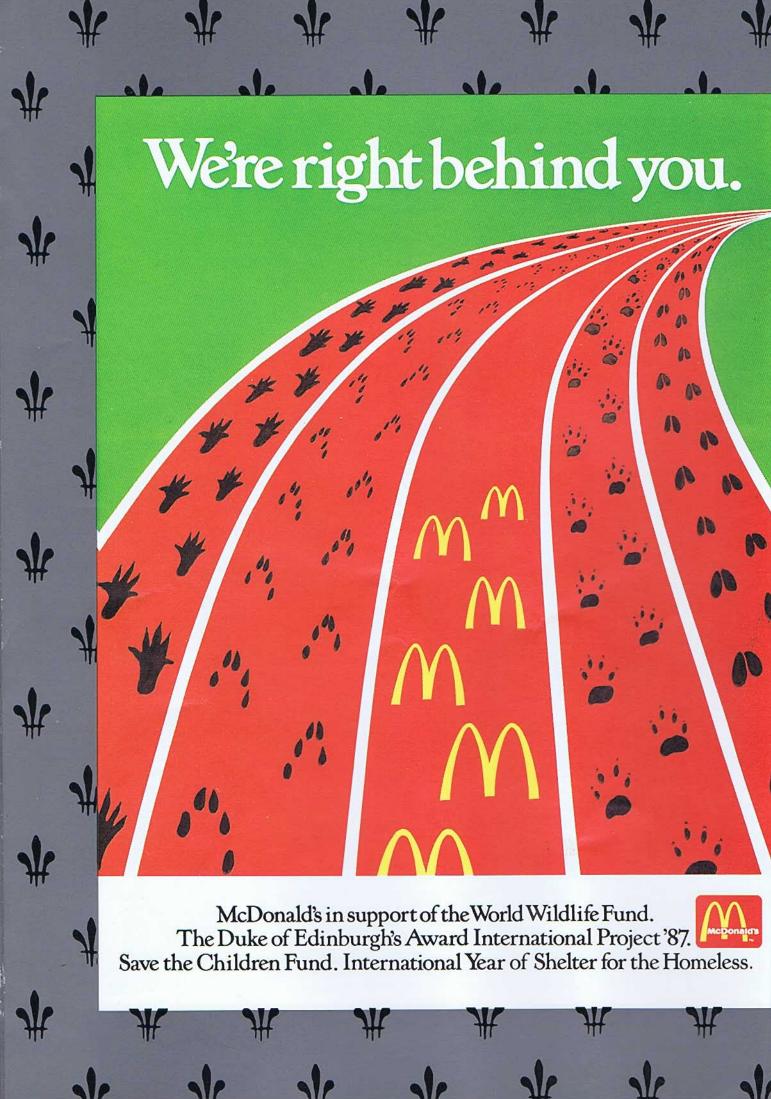
In 1987 Prince Edward's Project has retained those same aims of raising funds and awareness, but attention has been turned to helping the Award Scheme to develop in countries throughout the world. Many African, Asian and Caribbean nations have adopted the Scheme - and with the help of funds from this year's project, those countries will be able to bring the benefits of the Scheme to many more of their young people The project is also turning its attention to promoting the Scheme in inner city areas of Britain, where more than ever - young people must be given the chance to develop new skills and interests.



Patricia, Marcia and Shirley, John and Massimo, students at Brampton Manor School in Hackney – have chosen music as their Skill for their Silver Award. As well as playing in a group, Shirley, Marcia and Patricia play at their local disco, while John and Massimo play with a local Wind Band.









WORLD WILDLIFE FUND

World Wildlife Fund (WWF) is an international organisation, with its headquarters in Switzerland, which was established in 1961 to raise money for the conservation of natural resources and wildlife.

It is the world's largest voluntary conservation organisation, with 23 branches worldwide. Since its foundation WWF has spent nearly £45 million on more than 7,000 projects in over 135 countries. WWF's work includes: supporting scientific studies of endangered species and their ecology; providing equipment for research, management, and the control of poaching; financing the establishment of reserves and national parks; conservation education and training, international conservation treaties, influencing decision and makers.

One of WWF's top priority projects concerns the protection of the subject of its famous symbol – the giant panda. Wild pandas will become extinct in the next century unless immediate steps are taken to protect crucial habitat in China. Only an estimated 1,000 of the black and white bear-like animals remain, all confined to the bamboo forests of southwestern China. The forests in which the giant panda is found are important for regulating and ensuring the water supply to the arable areas in the plains below.

The main threat to the survival of the panda is forest clearance for agriculture, in conjunction with the flowering of bamboo, which comprises nearly 100% of its diet. At regular intervals the bamboo plants flower over large areas and die, and during this time, the pandas have to move to other areas where the bamboo has not flowered. This is not always possible due to expanding human population and development and the animals are in danger of starving to

WWF is collaborating with Chinese scientists to find out more about the panda and its

habits. Together they are undertaking essential scientific research, including radiocollaring pandas for monitoring purposes, developing management plans for the 12 panda reserves and eventually reintroducing captive bred pandas into the wild. Funds are urgently required to continue this and other vital work in which WWF is currently involved.



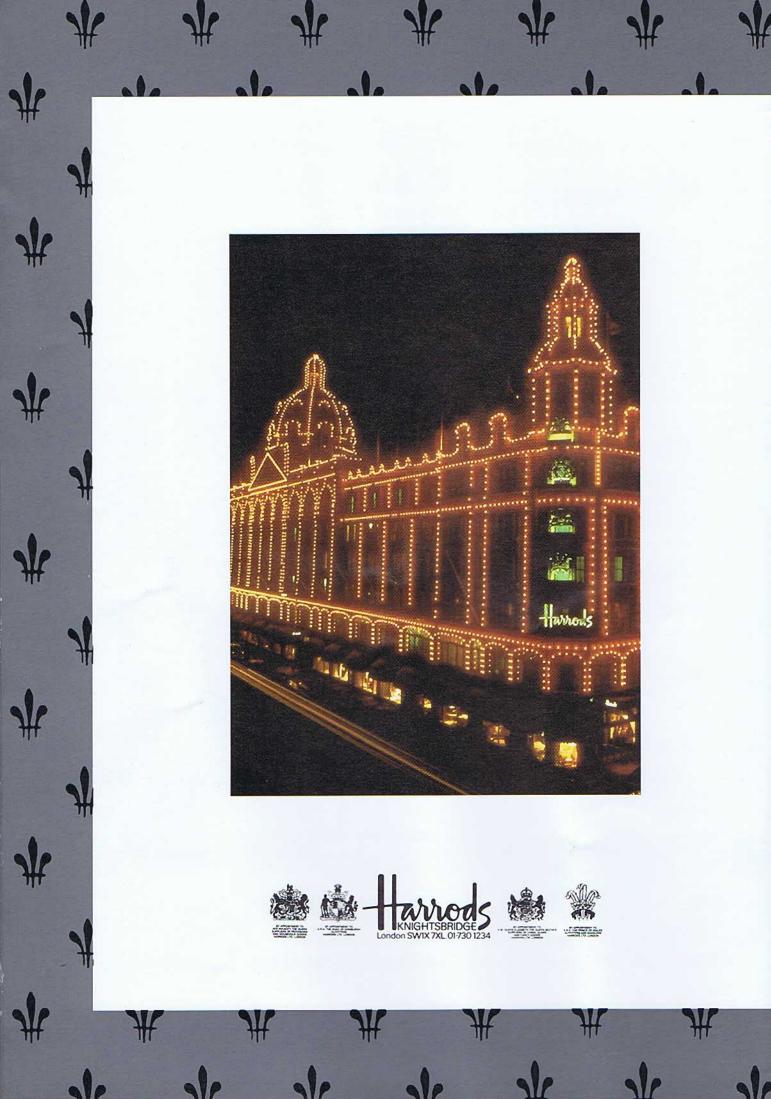
(Photo: Behran Kapadia,

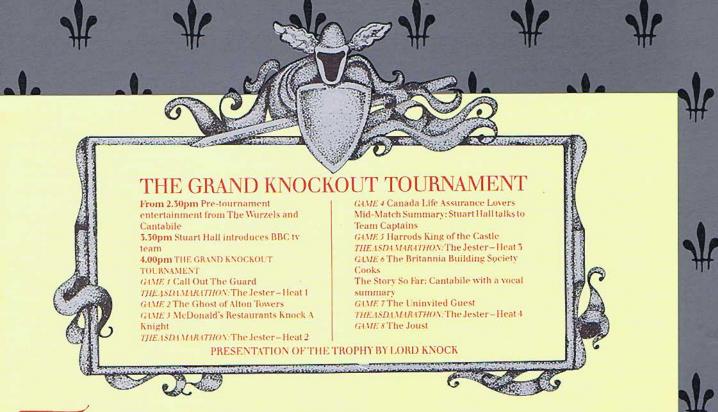












his "truly merrie and mediaeval day" is built upon the kind of magic ingredient which has distinguished the BBC's famous series "It's a Knockout" since the days of the first programme. (Days so long lost in the mists of time that no-one, not even that early stalwart of the programme, Baron David Von Vine nor the redoubtable Bard, Stuart Hall – amazingly, still playing today – can remember them clearly.)

As a result, many legends have built up around the series. One of these relates to what has, on occasion, been chronicled (wrongly) Ye Firste Programme. A celebrity contest of mightie skilles based upon a game vaguely related to five-a-syde football, carried out under hazardous conditions on windswept Morecambe Sands. The Production team who had devised costumes of such a fiendish nature that kicking the ball was almost a physical impossibility could not have predicted the amazing finale. Well before the game was won or lost, the waves - for lack of King Canute? - advanced at such a rate that even the camera crews well-known for their agility on such occasions, could

not escape.

Gallantry and chivalry won the day and many heroic acts were witnessed, of such dimensions that they have since passed into the folklore of the series and set an (almost) unbeatable standard for subsequent Games. Of particular merit was an outstanding performance from Knight Eddie Waring – he of the thrilling if incomprehensible rugby commentary - who manfully kept his head above water to tell the viewers about the thrilling contest now being fought about a foot below the surface of the waves.

Nobody drowned and public acclaim was voiced throughout the land. (Though there were one or two doubting Thomases who thought the series should be renamed "It's a Wash-out" and had to be summarily banished to Other Channels).

Pretty soon along the centuries, word of these and other monstrous knock-out feats spread throughout Europe and many more countries wanted the right to join in the Games.

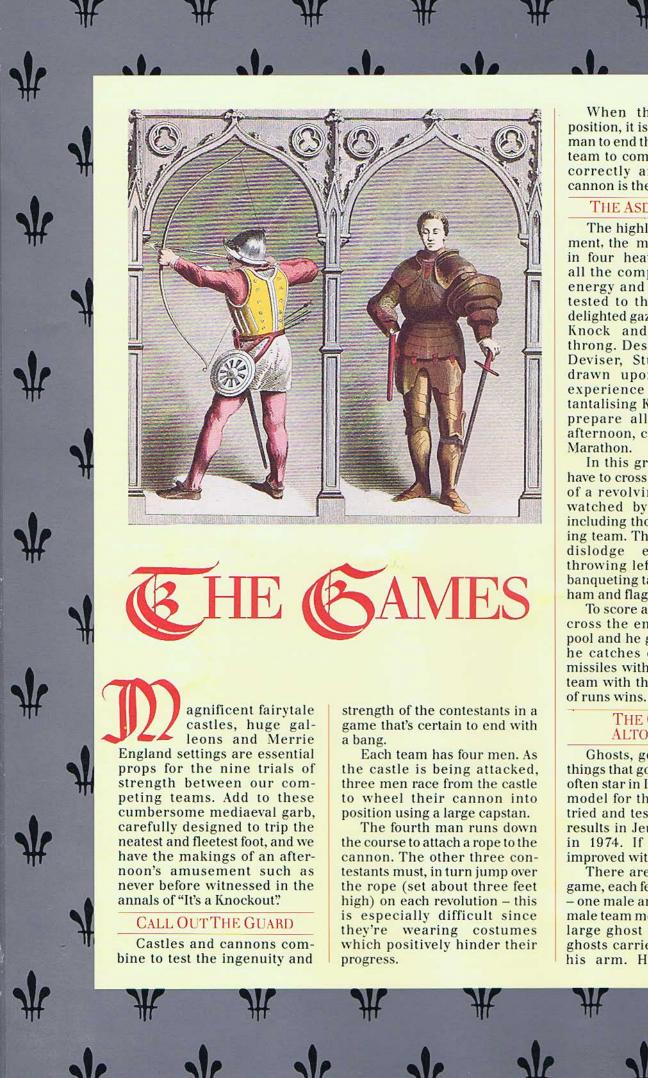
An international incident was narrowly avoided through a peaceful treaty signed by the BBC with France,

Italy, Belgium, Switzerland and West Germany. Under the terms of this, the French speakers were particularly favoured since the series was retitled Jeux sans Frontieres whilst the finals of the individual heats were staged in Paris.

The foreign dimension introduced by our continental cousins undoubtedly added an extra element of fantasy and fun. National themes for teams according to country of origin resulted in an amazing variety of local ingredient ranging from German pretzels and sausages to French wine and onions: Swiss cheeses to Belgian waffles and contestants clad in traditional local costume from across the ages.

This then is the backdrop of today's extraordinary Event. The culmination of an epoch of international revelry and rivalry fantasy and fun which will take place on Alton Tower's greensward in the presence of Lord and Lady Knock and many other English nobles. You are cordially invited to join the merry throng of revellers at 2pm for an afternoon of hectic games – details of these and a preliminary canter through four heats of the Marathon are

given on the next page.



When the cannon is in position, it is fired by the fourth man to end their game. The first team to complete all the tasks correctly and then fire the cannon is the winner.

THE ASDA MARATHON

The highlight of the Tournament, the marathon, is played in four heats. This is when all the competitors' stamina, energy and determination is tested to the hilt before the delighted gaze of Lord and Lady Knock and the assembled throng. Designer and Games Deviser, Stuart Furber has drawn upon sixteen years' experience of teasing and tantalising Knockout teams to prepare all the games this afternoon, culminating in the Marathon

In this great game, Jesters have to cross the pool by means of a revolving pole or drum, watched by feasting guests including those from an opposing team. They have to try and dislodge each Jester by throwing leftovers from their banqueting table – legs of lamb, ham and flagons of ale.

To score a run, a Jester must cross the entire width of the pool and he gets a bonus run if he catches one of the flying missiles without falling in. The team with the highest number of runs wins

THE GHOST OF ALTON TOWERS

Ghosts, gobbledegooks and things that go bump in the night often star in It's a Knockout. The model for this game was first tried and tested with hilarious results in Jeux sans Frontieres in 1974. If possible, it has improved with time.

There are two heats in this game, each featuring two teams – one male and one female. The male team member dresses as a large ghost and like all good ghosts carries his head under his arm. He appears from

within the castle intent on catching the unsuspecting maiden who gaily hops along the castle path trying to collect as many flowers as she can.

The winning team is the one which has collected the most flowers correctly. If more than one team collects all the flowers, the team which did so in the shortest time is the winner.

McDonald's Restaurants Knock A Knight

This old favourite from the Knockout series features a Knight, a maid, some attacking soldiers and a huge ball and chain. All the knight has to do is knock over the soldiers with the ball and chain, helped by the damsel. But, of course, there is a series of catches, cunningly devised to make things as difficult as possible. The Knight has to wear a handsome mediaeval mask - which acts as a very effective blindfold. Whilst his helper the maid can help him by shouting instructions, she has to remember that because she is facing him, her left hand is his right and viceversa. It all adds to the fun.

CANADA LIFE ASSURANCE LOVERS

There's romance in the air – and danger underfoot – in this Romeo and Juliet affair involving a boy, a girl, a rose, a vine and a pool.

There are two heats, each with two teams comprising one boy, one girl. The action takes place on the castle set at the top of the arena, and the boys must climb the vines hanging from the balcony to reach their lovers and hand over a rose. But the only way the vine can be reached is by crossing a pool in which are floating a number of stepping stones.

Once they have handed over the rose, the boy picks up the girl and they climb down the vine to cross the pool to the finish line. The winning team is the one which successfully completes all the tasks in the shortest time.

But if Romeo or Juliet fall off the stepping stones into the pool, they have to go back to the beginning and start all over again.

HARRODS KING OF THE CASTLE

There can only be one King but there are eight contestants for the throne. Each dressed in a costume that is much larger than life: A series of set-piece battles with all eight would-be pretenders to the Throne competing to be the first through a small – very small – gap in the castle walls eliminating the two slowest every time. Watch carefully, this could be a case of the weakest not going to the wall.

THE BRITANNIA BUILDING SOCIETY COOKS

There seems little likelihood of this soup ever coming to the boil since the main ingredients; a carrot, an onion and a leek have first to be caught. There are, of course, team members heavily disguised by their massive costumes on the run from the opposing team, the cooks, who not only have to catch them but also put them on a plate and in the pot.

THE UNINVITED GUEST

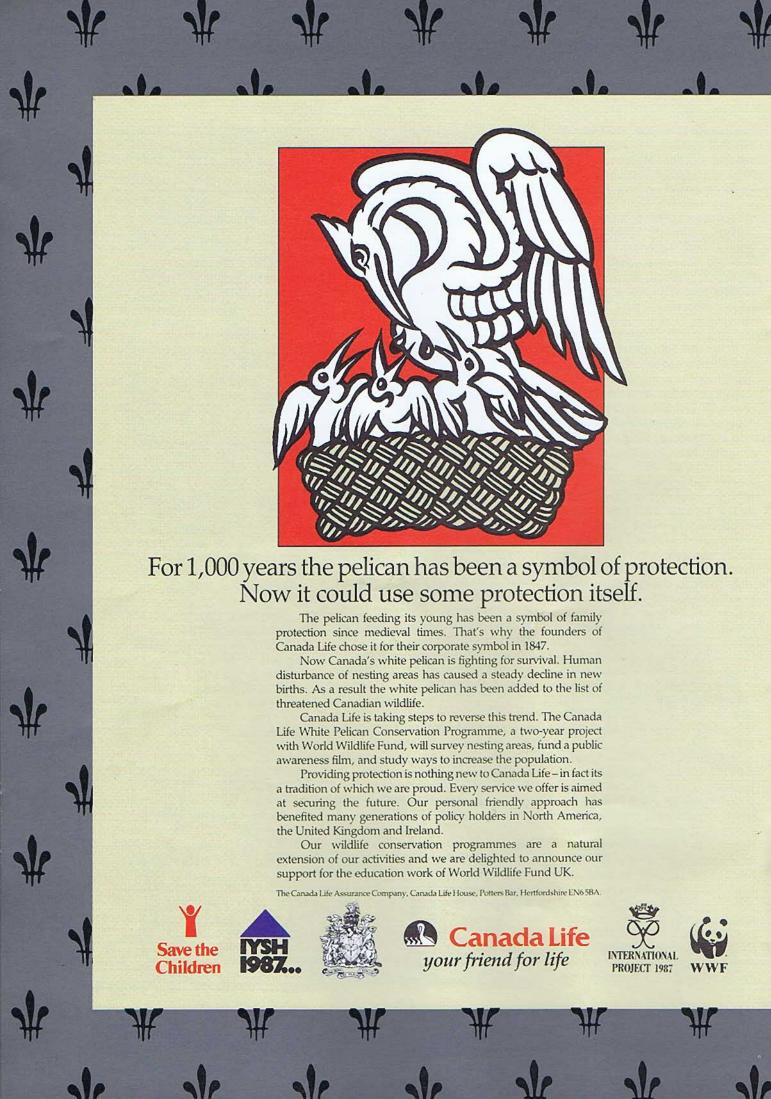
It would appear that too much strong mead and merrymaking have taken their toll when the castle floor begins to move under the feet of one of the guests. His misery is not, in fact, of his own making. In true Knockout tradition – nothing is quite what it seems and the blame lies with the opposing team. As fast as the so-called "drunk" attempts to reach the other side of the room and the sanctuary of terra firma so his opponents try to trick him by sliding away sections of the stage. Winners are the team whose hero gets to sanctuary in the shortest time.

THE JOUST

A tournament wouldn't be complete without a joust and this one has all you could possibly ask for: knights in armour, damsels in distress, combat on horseback, even some mediaeval scrolls. One boy from each team plays the role of a Knight and two teammates operate his horse which is mounted on a drum with an off-centre axle.

The Knight has to knock over a series of targets with his lance – no easy task – on his way down the hill to the castle, his horse pushed by his team-mates.

Back at the castle, the knight hands his team captain a scroll and the first scroll to be unfurled is the winner.





THE PROCEEDS FROM IT'S A GRAND KNOCKOUT WILL BENEFIT THESE FOUR CHARITIES



Man's destruction of the world's rainforests is probably the most urgent conservation problem facing mankind. Tropical rainforests are vitally important WWF for the millions of species of plant and animal that inhabit them, for raw materials, drugs and for food, fuelwood and building materials for the millions who live in or near them. WWF plays an essential role in initiating, funding and undertaking work to save these natural treasure troves.

(Photo: Michael Freeman)



Award youngsters from St. Paul's district in Bristol helping to renovate a barge for use by disabled children as part of the Service Section of their Award. These participants are just three of some 250,000 young people worldwide who are involved in the Award Scheme challenge each year.

(Photo: Community Building Project, Avon.)





Children

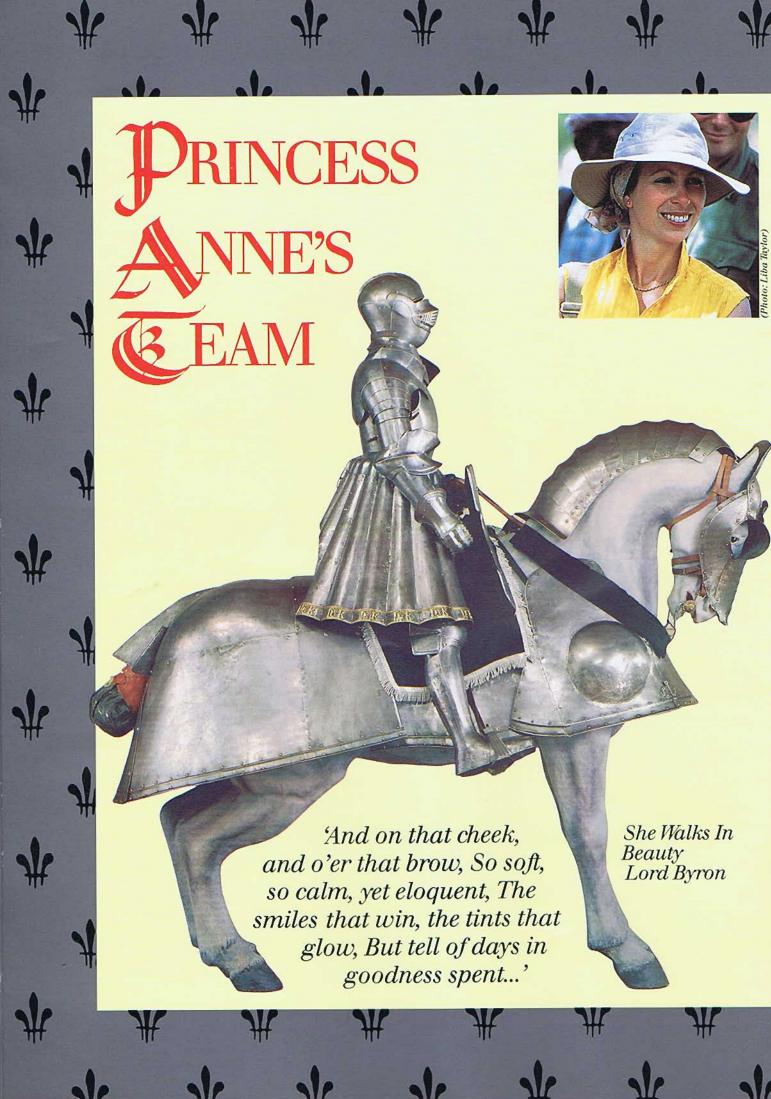
Clean, running water means better health for these young Peruvians. Save the Children is working in more than 50 countries to help provide the food, health care and education that should be every child's birthright. UK projects are centred in our inner cities to give a fairer start in life to children suffering the effects of poverty, high unemployment and poor housing.

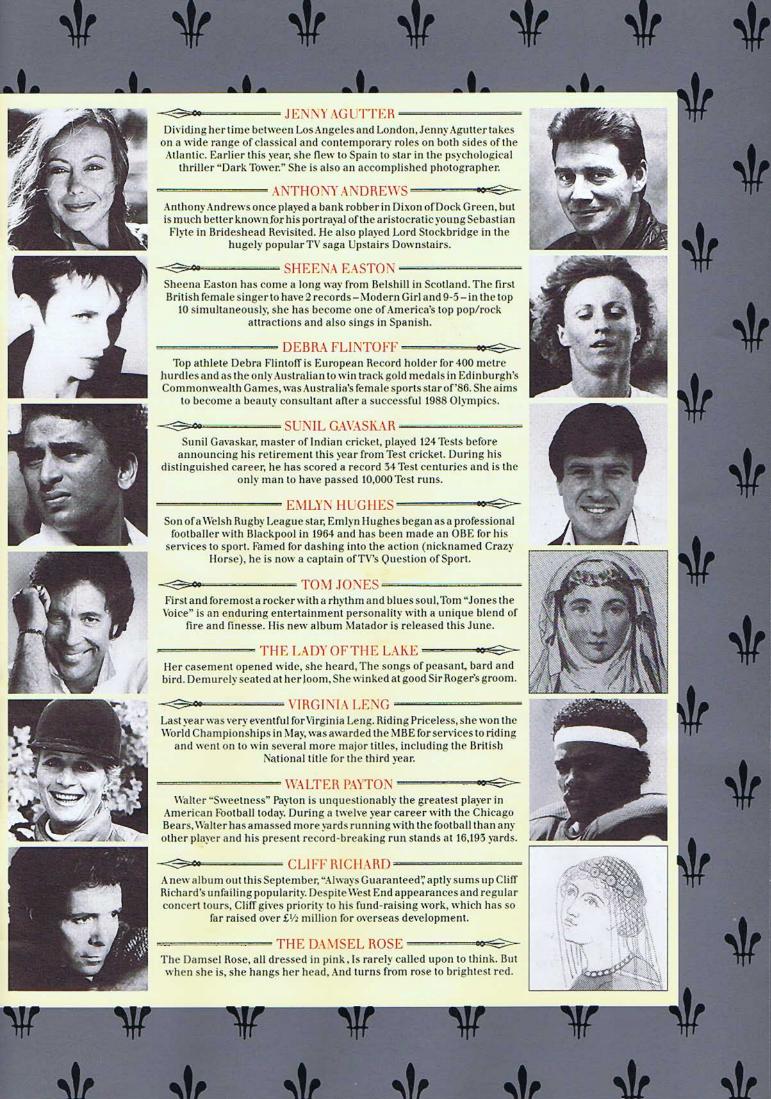
(Photo: Caroline Penn)

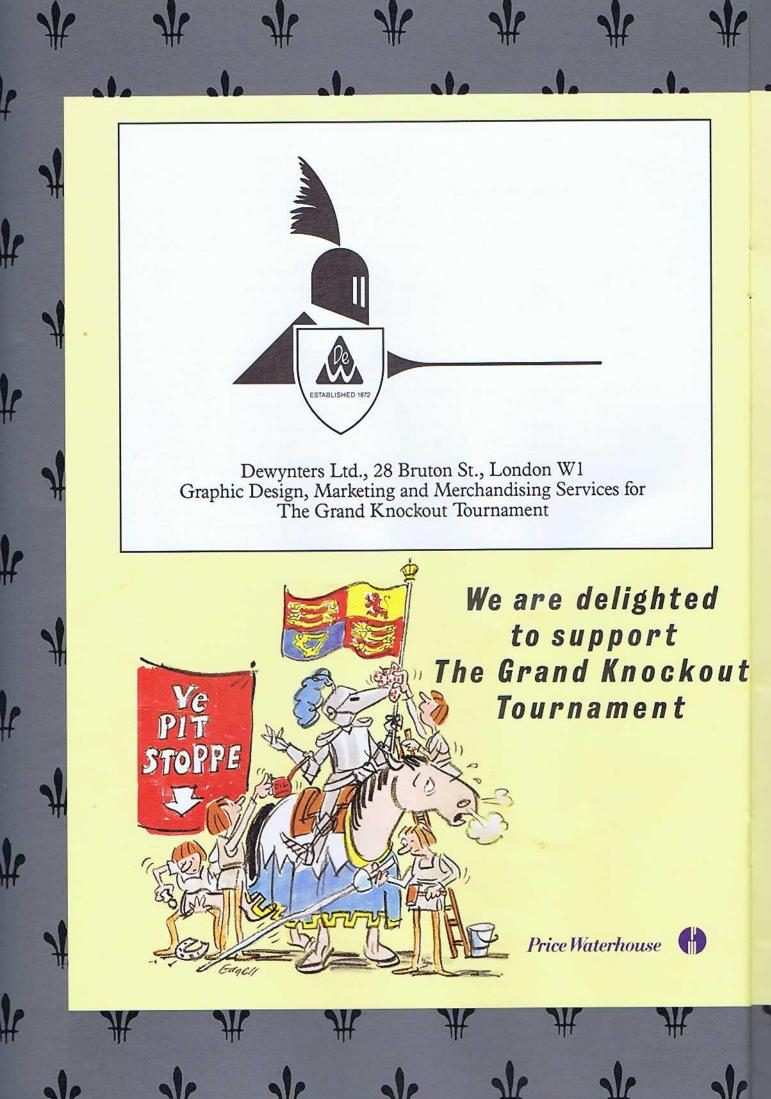


A decent home and environment is the cornerstone of hope and opportunity for the world's citizens. The United Nations have dedicated 1987 as the International Year of Shelter for the Homeless. IYSH Trust has a carefully selected list of practical projects aimed at meeting some of these needs. (Photo: Mark Power)









Save the Children

SAVE THE CHILDREN

Save the Children is Britain's leading international children's charity. Our philosophy is to 'work with the poorest' and SCF projects reach out to over five million children in more than fifty countries.

Schemes are developed to meet local needs. That means training village health workers in Zimbabwe; improving clinic services in Nepal; co-operating in the development of Uganda's national immunisation programme; helping handicapped children in Morocco; bringing clean water to villages in Honduras.

At home more than 100 projects nationwide are helping British children and their

families. Work is centred in the community and includes schemes to provide support for parents in their all-important task of child rearing, to combat delinquency and to develop more effective health care.

The type of SCF work which money raised by the Grand Knockout Tournament will support is immunisation programmes for children in the developing world

Every year, four million children die from six diseases. Another four million are permanently maimed. They are not just medical statistics but individual children who suffer pain, misery and fear; whose families grieve for them; whose

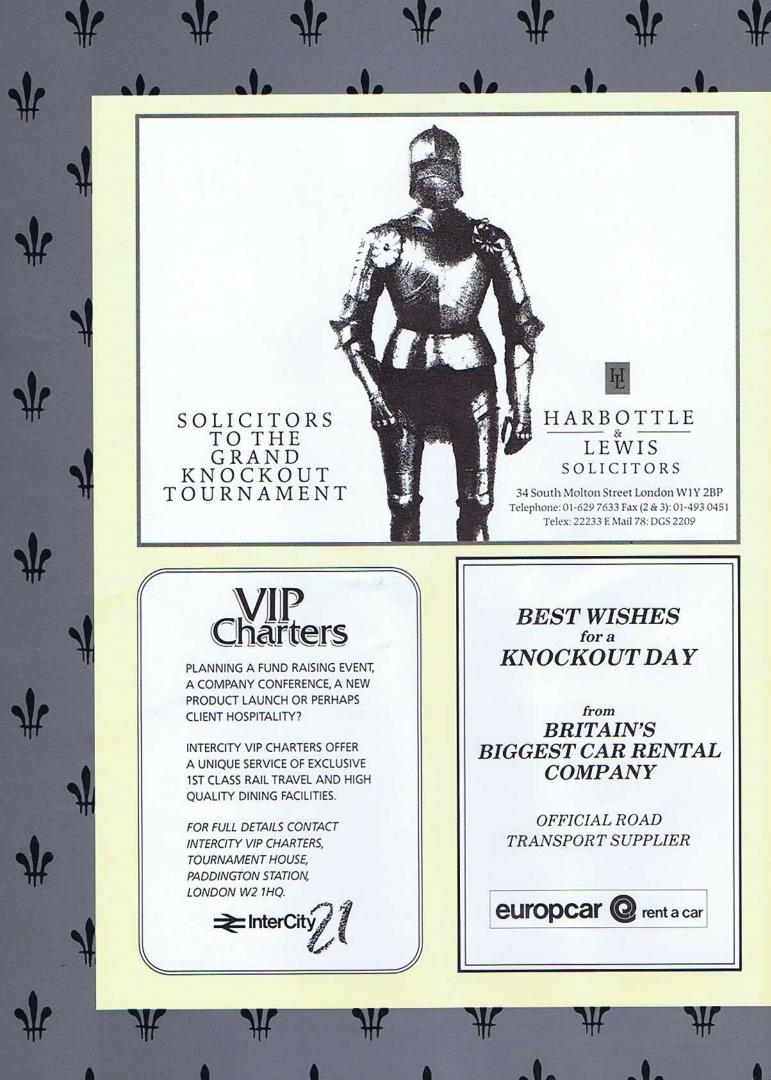
potential contribution to the future of their own countries and of the world is lost.

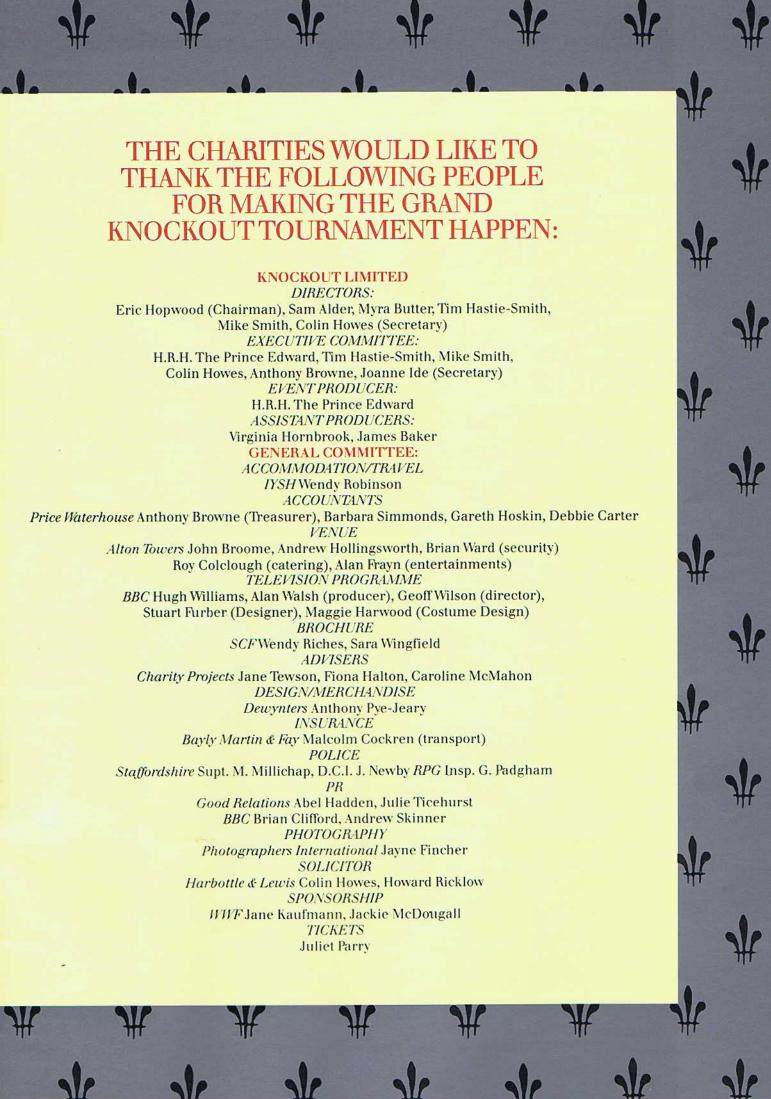
The six diseases are measles, polio, tetanus, whooping cough, tuberculosis and diphtheria. The vaccines to stamp out these diseases already exist, but to get them to the children at risk we need money.

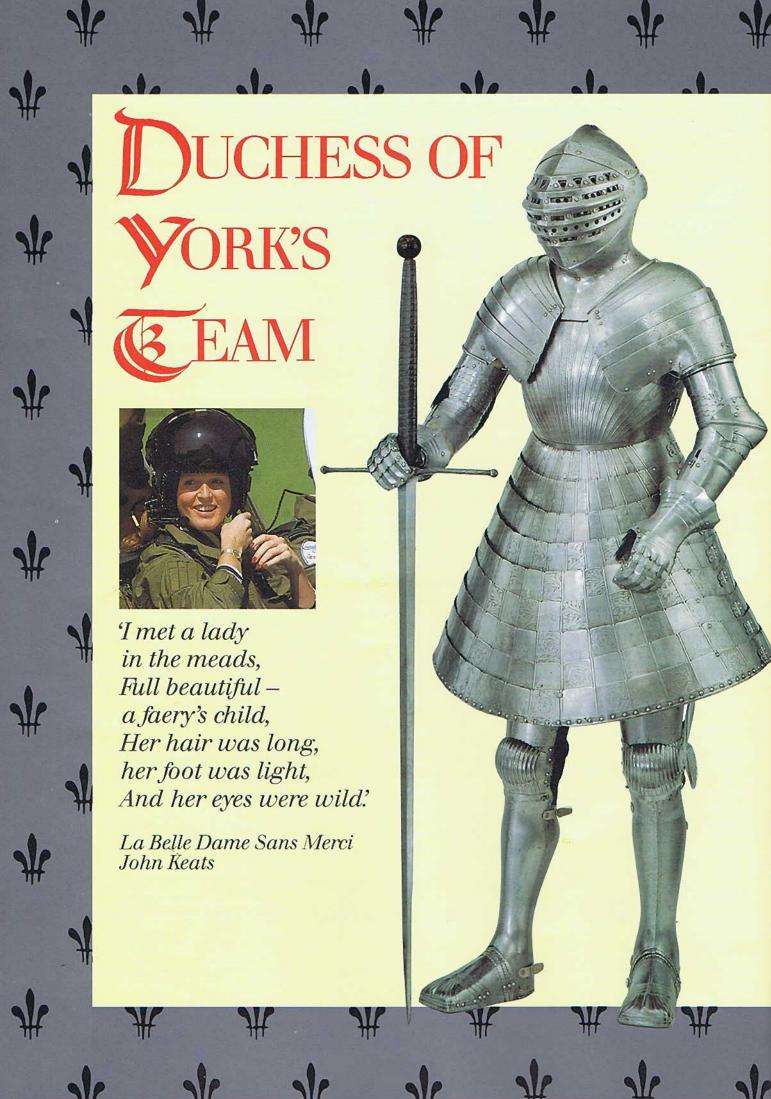
The vaccines themselves are not very expensive – just 30p will give a child full protection – but we have to add the cost of training staff, providing the vital "cold chain" equipment to keep vaccines at low temperature, plus transport to carry staff and supplies to where they are needed.

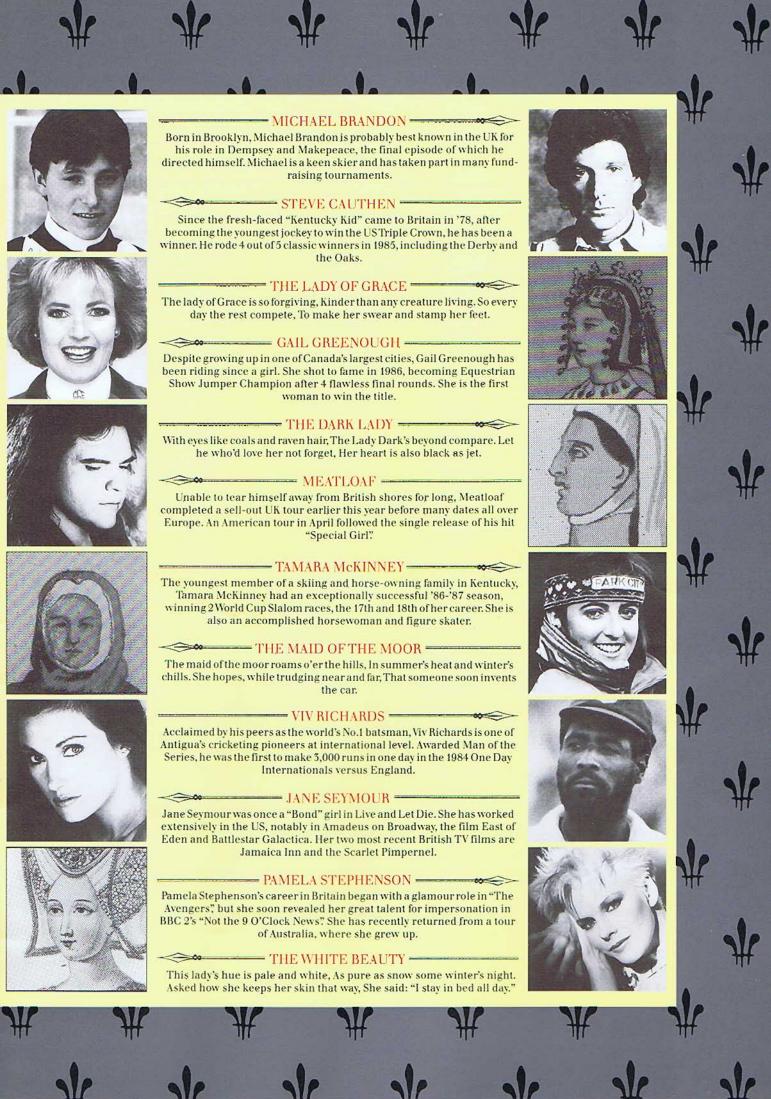


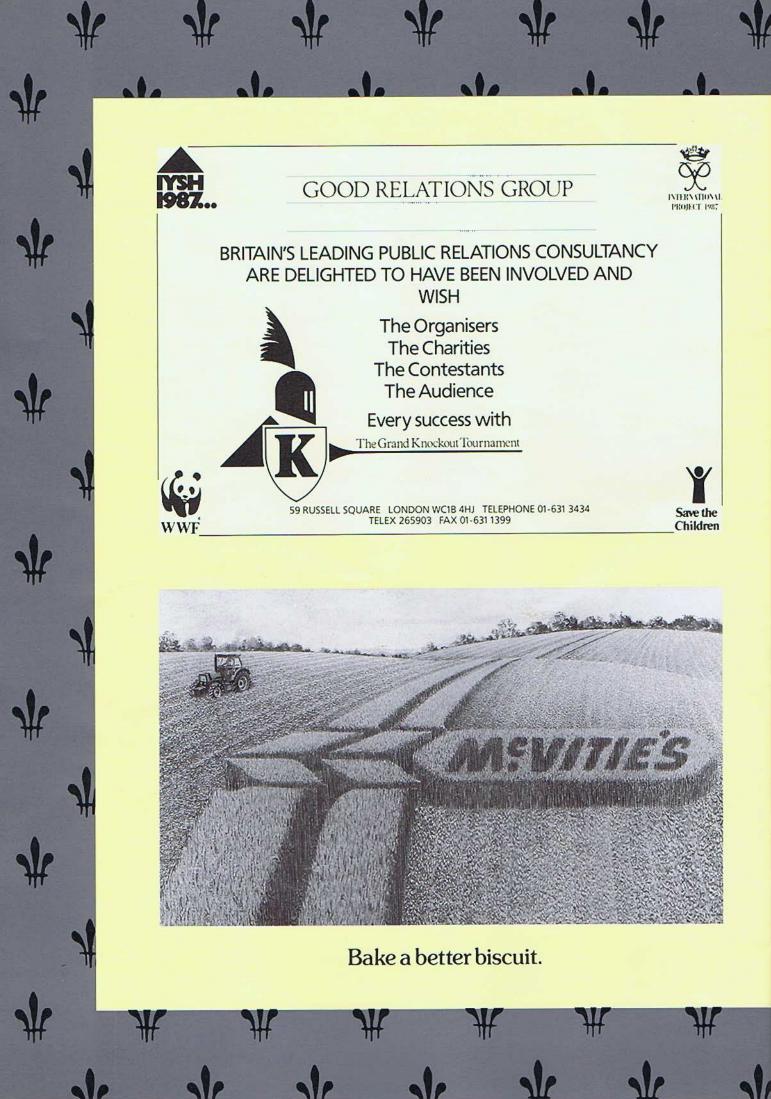
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INTERNATIONAL YEAR OF SHELTER FOR THE HOMELESS

The United Nations have dedicated 1987 as the International Year of Shelter for the Homeless (IYSH) with the aim of helping the homeless and poorly housed to improve their living conditions and environment.

Throughout the World 100 million people have no Shelter whatsoever; they live in doorways, on pavements, on rubbish tips or vacant land. In the cities of developing countries families live in slum and squatter settlements. In the poorest countries some 30 million children are estimated to sleep on the streets each night. Here in the United Kingdom homelessness is a growing problem. The number of families recognised officially as homeless in England alone has doubled since 1978 to 100,000.

Although in One Year we cannot hope to house the Globe's homeless. We can dedicate ourselves to the United Nations' desire to eradicate homelessness by the end of this century and put this hope into action through support for practical projects at home and abroad which put Roofs over Peoples' heads.

The International Year of Shelter for the Homeless TRUST under the Presidency of Lord Scarman has been established to co-ordinate activities. The Trust has carefully selected a large list of practical projects at home and overseas aimed at housing some of the world's homeless.

Faced with the cost of our own homes, it is staggering to realise that £290 will provide a family in India with a permanent brick and stone house built from local materials by local labour. Such small, self-help projects are the key. Multiply the effort, multiply the sums and real inroads into homelessness can be made. Even in the United Kingdom through cooperation within the housing world, and modest sums of money IYSH's practical action can produce real homes for families and single people trapped in expensive and unsatisfactory bed and breakfast hotels.

Through the Grand Knockout Tournament and Charity Projects, the IYSH Trust will be supporting a Day Centre for London's young homeless and unemployed. The Centre, located in the heart of the West End will provide a safe and nonexploitative place for young people to go during the day and a range of services including advice and assistance on housing and employment. Given the ever increasing numbers that find themselves homeless and isolated in the West End the Centre is urgently needed.



The Trust has carefully selected a large list of practical projects at home and overseas aimed at housing some of the world's homeless.



American Airlines wish all
concerned with
The Grand Knockout Tournament
every success
with this worthwhile venture

AmericanAirlines
OFFICIAL 'KNOCKOUT'CARRIER



The Grand Knockout Tournament

15 June 1987

