

# CORPORATE CHALLENGE 2017 EVENT DESCRIPTIONS

## **SUNDAY, JULY 30TH**

### **GOLF TOURNAMENT @ FOUR OAKS GOLF COURSE @ 7:30 A.M.**

These are rules for Men and Women's Games. Both are 3 player scramble. Men will play on back 9 holes and women will play on front 9 holes. The three person teams will play 9 holes with a team from another company. The lowest scoring team will win the first place spot. In the case of a tie, the winner will be determined by a scorecard playoff. The lowest score in each division receives the 1st place points, etc. The men's teams will play the back 9 holes and the women's teams will play the front 9 holes. There will be a shot gun start for these events so don't be late!

### **BOWLING @ HOLIDAY LANES @ 4:00 P.M.**

Teams consist of four people, which can be mixed but must consist of at least one woman. Each team will bowl 2 games and both games must be completed within two hours from the event time (6:00pm). There will be no handicaps. Teams will bowl on two lanes with another team. Winners of each division will be determined by highest total combined points for the two games. \*Bumpers cannot be used.\*

**\*\*NO OUTSIDE FOOD OR DRINK ALLOWED IN THE BOWLING ALLEY\*\***

### **MILE WALK/RUN 4 FUN - 7:00 P.M. – Check In @ Lincoln Center, 710 W. 9<sup>th</sup>**

The team with the most walkers will get first place, 2nd most second place and so on. A list must be provided and a count will be taken of who is there for each team, all walkers must work for your company. There are no extra points awarded for those who come in first – you just have to start and finish! Walkers will sign in with an ink pen prior to the start of the walk/fun run and sign out with highlighter. Team members cannot sign in or highlight out on behalf of other team members.

**\*\*\*CONTINUE TO NEXT PAGE FOR MORE INFORMATION ON ADDITIONAL DAYS\*\*\***

## **MONDAY, JULY 31ST**

### **BILLIARD TOURNAMENT @ THE BREAK @ 6:00 P.M.**

Two person teams will be competing in a single elimination tournament. Players will lag for opening break. The winning team has the option of breaking. Players will have to call which ball & pocket they are intending to shoot but they do not have to call the method (bank shot, combination, etc.). If the intended ball drops the inning for the player continues, if it does not the inning for that player is over and the opposing team takes over. Players can use their own cues or the ones supplied by The Break. This event will be single elimination bracket play.

### **BOCCE TOURNAMENT @ LINCOLN PARK, BOCCE COURTS @ 6:15PM**

Teams will be made up of two people; one male, one female. The toss of a coin will determine which team will start. The starting team will choose which color ball they will play with. The first team member throws the pallina and then rolls his/her first ball as close to the pallina as possible. It is now up to the opposing team to roll a ball closer to the pallina than the starting team. Each team continues to roll until it beats the point of the opposite team. Expanded details regarding rules, scoring and measurements will be discussed and provided prior to the start of the tournament. Games will be played to 9; championship game will be played to 11. This event will be single elimination bracket play.

### **SPIKEBALL @ LINCOLN PARK, NEAR PAVILION #3 @ 6:30PM**

Teams will be made up of two people; one male, one female. The toss of a coin will determine the winner who will choose side or serve/receive. Rally scoring will be used; teams will play to 9. The championship game will be played to 11. This event will be single elimination bracket play.

A complete set of rules for this game can be found at:

<https://usaspikball.com/official-rules>

Feel free to also visit Youtube to watch this video on how to play Spikeball:

<https://www.youtube.com/watch?v=jdRKqguEbas>

### **FILL THE CUP @ LINCOLN PARK, NEAR PAVILION #3 @ 6:30 P.M.**

This event requires five people; a minimum of two people of the opposite sex are required. This is a timed event where teams will use sponges to fill a “cup” to a pre-determined mark. Teams will use an over-under technique (alternating between players) to pass the sponge full of water from the starting person to the last person where they will fill the “cup”. The team to fill their “cup” the fastest will be the winner!

### **FOOTBALL TOSS @ LINCOLN PARK, NEAR PAVILION #3 @ 7:00 P.M.**

This event requires two people; one male, one female. Each member of the team will receive 10 throws from a pre-determined distance towards a target marked with various points. A successful throw will be one in which the football passes entirely through a marked opening. Each successful throw passing through an opening on the target will be scored accordingly. Throws not completely passing through an opening will not be counted. Points from throws will be totaled and the team with the most points will be given 1<sup>st</sup> place points and so on.

### **JUMBO BALL TOSS @ LINCOLN PARK, NEAR PAVILION #3 @ 7:15 P.M.**

In this event, teams have a maximum of 3 members participate; the team must be a coed team with at least one member of the opposite sex. Each member of the team will get 10 shots into a jumbo “cup” from a set distance. Each “cup” will be labeled with points. Points will be totaled at the end of each members turn and added together for the final team score. The team with the most points will be awarded 1<sup>st</sup> place points! Team members may only compete once, they cannot do the competition twice.

## **TUESDAY, AUGUST 1ST**

### **SOCCER SHOOT @ LINCOLN PARK, NEAR PAVILION #3 @ 6:00PM**

In this event, coed teams of three people will compete. Each member of the team will receive six shots with a soccer ball to try to score a goal from a set distance. This won't be just any shot though, we are adding a fun little twist to it! The type of shots (ex: backwards, blindfolded, etc) will be given prior to the start of the event; a five minute warm up will be allowed for participants. Each goal scored will result in one point awarded with the potential of each team earning a max of 18 points. In the event of a tie, a tie breaker shot will be used. The winning team will be awarded first place points and so on.

### **"FRISBEE" DISC GOLF @ LINCOLN PARK DISC GOLF COURSE @ 6:15 P.M.**

Two person teams will play 9 holes with another team. The team with the combined lowest score will win the event. This is not a scramble; each individual score will be used. Players can use their own discs or ones supplied by Pittsburg Parks and Recreation. If you are borrowing a disc from Parks and Recreation, please call to reserve it in advance. Teams will meet at hole #1 at the Lincoln Park Disc Golf Course.

### **DISC GOLF TOSS @ LINCOLN PARK, NEAR PAVILION #3 @ 6:30 P.M.**

Three person coed teams will compete in this event. Team members will toss Frisbee discs at a stationary basket from a set distance. Each team member will receive a predetermined amount of discs to toss and each disc remaining in the basket will be awarded one point each. Teams will take two turns each tossing disc. The team with the most points will be awarded first place points and so on. In the event of a tie, a disc golf toss off will be used. *\*Players cannot be the same disc golf tournament participants\**

### **PUTT PUTT CHALLENGE @ LINCOLN PARK, NEAR PAVILION #3 @ 6:45 P.M.**

Three person coed teams will compete in the putt put golf challenge. The three players from each team will simultaneously putt a set number of golf balls towards various areas on the ground that will be marked with points. Each ball landing within the boundary of a marked area or touching the line will receive corresponding points. Each team's points will be tallied and the team with the most combined points will be awarded first place points and so on.

### **LIFE'S A BEACH @ LINCOLN PARK, PAVILION #3 @ 7:00 P.M.**

Four person coed teams with a minimum of two members of the opposite sex will compete in this game. The first two players from the team will hold an inflated beach ball back to back without using their hands and maneuver through a set course on foot. Once the first two players complete the course, they will then give the ball to the remaining two players from the team who must use the same back to back technique to maneuver their way back through the course. If the ball is dropped at any time, players must start over at their starting line and try again. If the first two team members have handed off the ball successfully, they do not have to repeat their part of the challenge if the ball is dropped by the second set of team members. This is a timed event; the team with the fastest time through the course will receive first place points and so on.

### **HOPPER BALL DASH @ LINCOLN PARK, NEAR PAVILION #3 @ 7:00 P.M.**

This event requires two people; one male, one female. The first member of the team will begin at the starting line, seated on the hopper ball. Once signaled, the player will then hop to their team mate using the ball. Once the first player has made it past the line, the two players may exchange places. The second player will then repeat the same technique back to the start line. Players must stay in constant contact in a seated position with the ball. This is a timed event. The team with the fastest time will be awarded first place points and so on.

**WEDNESDAY, AUGUST 2ND**

**\*ALL EVENTS AT MEMORIAL AUDITORIUM, 503 N. PINE\***

**Today, the purpose is to have fun.**

**-Jay Gore**

**FISHING FOR MARBLES @ MACC LOWER LEVEL: ROOM B-6 @ 6:00 P.M.**

In this game, the two person coed team will compete to grab the most marbles. Sounds simple right? Teams will be fetching marbles from a container filled with ice and water....with their toes! Teams will have a set amount of time to fish as many marbles out as they can and drop them in their bucket. The team with the most marbles to their name at the end of the time limit will be awarded first place points and so on! In the event of a tie, an additional round will be held between the teams that tied for a shorter period of time.

**PING PONG TOSS @ MACC LOWER LEVEL: ROOM B-6 @ 6:15 P.M.**

Coed teams of two will compete in this fun game! Containers will be labeled with different point values and arranged on a surface where players will receive a set number of tosses to try to score points by bouncing the balls into the containers from a marked position. If the ball lands in the container, players receive that amount of points. In order to receive points, the ball must land in and stay in the container. If it bounces out, players don't receive any points. The team with the most combined points at the end of the game will be awarded first place points and so on. In the event of a tie, a tie breaker of similar fashion will be used.

**COOKIE FACE @ MACC LOWER LEVEL: ROOM B-5 @ 6:30 P.M.**

This event requires two people; one male, one female. We've all heard of this classic Minute to Win It game! This is no different! Each team member will receive 1 minute to get as many cookies from the center of their forehead to their mouth without using their hands. If a cookie falls before reaching the players mouth, they must start over with a fresh cookie but time will not stop. Players do not have to eat the cookie but it must actually go in their mouth, held securely by their lips and/or teeth, to count. The team with the most cookies at the end of the game will be awarded first place point and so on. In the event of a tie, a sudden death tie breaker will be used.

**SUCK IT UP @ MACC LOWER LEVEL: ROOM B-4 @ 6:45 P.M.**

This is a three person team event; the team must contain at least one member of the opposite sex. The goal of Suck It Up is to carry candy coated chocolate candies using only a straw and your own personal vacuum power from one location to another to place it in a container. All three team members will participate simultaneously for a set amount of time and must work quickly to place more candies in their containers than the other teams. The team with the most candies at the end of the game will be crowned the winner! In the event of a tie, the teams that tied will face off in sudden death!

**TEAM SPIRIT @ 7:15 P.M. – Auditorium Stage – 1 of 2 Final Events**

Put on your team colors and come out to show the crowd who has the most pride! Teams are urged to prepare and practice their team chant/cheer prior to their big debut. Teams must use their company name in their chant/cheer! Teams are encouraged to be unique, creative and have fun with this event! A minimum of 5 people must participate in their team's cheer/chant but the more the merrier as this event's maximum is unlimited (**employees only**). Show us your pride! No music or audio equipment will be used for this event so bring your outside voices!

Each team is to provide one judge for this event; those not providing a judge will be deducted 20 points. Teams will not judge their own team.

## **LIP SYNC BATTLE Following TEAM SPIRIT – Auditorium Stage – 2 of 2 Final Event**

Let's get ready to battle!!! Performers in this event will show off their lip sync skills on stage. Try to be as unique and creative as possible as this event will be judged. Song time/performance limit is a maximum of 3 minutes; team must provide their music on a CD. **MUSIC MUST BE APPROPRIATE!** Teams with inappropriate music will not receive any points and may have points deducted. A minimum of 4 members and a maximum of 8 team members are allowed and must have at least 2 members of the opposite sex. Not all members of the team are required to lip sync. Don't forget to consider choreography, costumes and props! **Please keep it clean, we typically have children in the audience!**

**ABSOLUTELY NO GLITTER ALLOWED ON THE STAGE OR IN THE AUDITORIUM!**

Each team is to provide one judge for this event; those not providing a judge will be deducted 20 points. Teams will not judge their own team.

*\*\*\*\*\*Rules are subject to change for any reason or need but will be done so prior to the start of an event\*\*\*\*\**

### **Scoring for Events**

Once all teams in a division have completed an activity, the highest score (except in golf) is awarded 1<sup>st</sup> place points, one less point is awarded to the second place team, and so on; the last place team receives 11 points. First place points are determined by the number of teams in a division plus 10 points. For example, if Div II has 20 teams participating, then 1<sup>st</sup> place points are 30, 2<sup>nd</sup> place 29, 3<sup>rd</sup> place 28.... and 20<sup>th</sup> place 11 points. In the case of a tie, a tie breaker will be used whenever possible and will be stated in the event description. If the tie cannot be broken, then the tying teams will each receive the maximum number of points for their rank. For example, 1<sup>st</sup> place receives 30 points, two tying teams receive 29 pts each for 2<sup>nd</sup> (skip 3rd), 4<sup>th</sup> place 27 pts, etc.