



## CORPORATE CHALLENGE 2018 EVENT DESCRIPTIONS

### **SUNDAY, JULY 29TH**

#### **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. There will be a shot gun start for these events so don't be late!

#### **BOWLING @ HOLIDAY LANES @ 4:30 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 (4:30-6:30pm). 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 @ 7:30 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 30TH**

### **BILLIARD TOURNAMENT @ MOOREMANS SOUTHSIDE @ 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 Mooremans. This event will be single elimination bracket play. Location address is 1608 S. Broadway.

**\*This is a 21 years old event due to the location this year\***

### **DODGEBALL TOURNAMENT @ FOUR OAKS, EAST TENNIS COURTS @ 6:00 P.M.**

Coed teams will be made up of five people with minimum 2 people opposite sex (Ex. 3 male and 2 female). The object is to eliminate all opposing team members by either hitting them with a ball or catching a "live" ball (a ball being thrown without hitting anything else first). The game begins by placing balls on the center line on the playing area. Players take position behind their end line. After the official signals, players approach the center line to retrieve the balls. Each game has a five-minute time limit. If the time expires before a team has been eliminated, the team with the most players remaining wins. If there is a tie, a three-minute tie-breaker will be played with the remaining players for each team. During the tie-breaker, no additional team members can reenter the game. The tournament will be a single elimination bracket.

In the championship game **ONLY**, if a ball is caught, a team member who was out can reenter the game. Players must reenter in the order in which they got out.

### **ROBIN HOOD CHALLENGE @ FOUR OAKS TENNIS COURTS @ 6:15 P.M.**

2 person coed teams, 1 man and 1 woman, will compete. Each male and female from teams will take 5 shots at an archery target with bows and arrows that will be provided. Points will be labeled on the archery target and will be totaled at the end of each team members round. The team with the most combined points will receive 1st place and so on.

**Please note: Personal bows and arrows cannot and will not be used in this competition.**

### **NO NOODLES IN MY BACKYARD @ FOUR OAKS TENNIS COURTS @ 6:45 P.M.**

Three person teams will play in this quick, fast paced game. Teams will be coed and consist of at least 1 female. This game is similar to the setup of dodge ball but the balls will be replaced with pool noodles. The goal of the game is not to hit your opponent, but to throw noodles in "their backyard" and at the end of the game time to have the least amount of noodles in your backyard. The "Noodle Boss" will signal the start and end of the game. Any players with noodles in their hand cannot throw them after time has stopped and will be counted towards your team's final count. Be sure to throw them as soon as you have them! The further, the better! The team with the fewest noodles in "their backyard" advance to the next round of play. This will be a single elimination bracket.

### **WATER BALLOON LAUNCH @ LINCOLN PARK (EAST SIDE) @ 6:30PM**

This event is a three-person coed team; two people on each side to hold the sling shot while the other person will be the launcher. There will be areas marked 20, 30, 40, & 50 pts, etc. If a balloon is launched in these areas, the team is awarded those points. A staff member will mark the spot with a small colored

flag. Each team will receive 3 practice balloons and 7 game (point) balloons. The team receiving the most points wins this event. A sudden death shoot off will occur in the case of a tie.

**LANDMINES @ LINCOLN PARK (EAST SIDE) @ 7:00 P.M.**

Teams will be made up of a two person coed team; these two players will take turns being the blind folded and the other being the guide. The blind folded will walk through an area while being directed by the guide who is standing off to the side of the land mine field. Mines will be made up of various objects. Once the beginning blind folded reaches the other side, they will switch positions with their teammates, therefore the previously blindfolded will be the guide and the guide will be the blind folded and they will be guided back to the other side. If a player touches an object on the field, they will have 10 seconds added to their time. Winners will be determined by the fastest time.

**TUESDAY, JULY 31ST**

**\*All Participants competing @ Pinamonti Fitness Center MUST have a signed waiver prior to participating. See attached waiver\***

**OBSTACLE COURSE @ PINAMONTI FITNESS CENTER @ 6:00P.M.**

Teams will consist of 5 members with a minimum of 2 people opposite sex. The obstacle course will consist of a series of challenging physical obstacles including jumping, running, crawling, lifting and team work! Each team member will complete a section of the course. Plan to sweat! The team with the best time wins!

**MOST MOVES CHALLENGE @ PINAMONTI FITNESS CENTER @ 6:00P.M.**

One member from the team will be given a certain amount of time to complete as many moves as possible! The member with the most moves will win! You will complete this event on specific cardio equipment previously selected.

**TUG-O-WAR @ AQUATIC CENTER (SAND VOLLEYBALL PITS) @ 6:30P.M.**

How to Play: The center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of the opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.

Competition: The tug of war competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces, "Pick up the rope", he then says "Take the string", and finally he tells the players to "Pull". Once the pull command is said aloud the teams start pulling the rope. This event will use single elimination bracket play. Each team will consist of a 5-person team; minimum of 2 people of the opposite sex.

**LAZY RIVER KKOW COLLECTING @ AQUATIC CENTER @ 7:00 P.M.**

Join us in the Lazy River KKOW Float! In this event 2 members participate; team member's may only participate once, they cannot do the competition twice. Each team member will have 60 seconds to collect KKOW KOW, with various points on them, in the Lazy River. The team that ends up with the most collective points gets first place in the game and so on.

### **"FINANCIAL GAIN" @ AQUATIC CENTER @ 7:15 P.M.**

Teams will take their final dive into the main pool at the Aquatic Center where players are going to get a chance to fill their money bags! Two person coed teams will get 60 seconds to collect as many pennies off the bottom of the main pool area as they can. The team with the most pennies collected at the end of the 60 seconds wins. Pennies will be collected and thrown back into the water after each team competes. Additional rules will be explained prior to teams beginning the event. Players may use goggles but they will not be provided.

**WEDNESDAY, AUGUST 1ST**

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

### **MAGIC CARPET RIDE @ LOWER LEVEL @ 6:00 P.M.**

This consist of two players per team. Both members will begin the game by sitting on the magic carpet. The player may begin moving across floor using the designated inchworm motion to move around the obstacles. The player may slalom in any direction around the obstacles, then turn around and slalom back past the same obstacles. If the player touches the ground with any part of his or her body, he or she must stop moving forward until their body is correctly positioned back on the mat. This event will be timed; fastest team will be the winners.

### **ELEPHANT MARCH @ LOWER LEVEL @ 6:00P.M.**

Wearing pantyhose on your head isn't just for bank robbers any longer. In the Elephant March, you'll be donning a pantyhose trunk weighted down by a baseball, and attempting to knock over water bottles lined in a path. The 2-person coed team members will get 90 seconds each to use their "trunk" to knock over as many bottles as possible progressing from one end of the room to another. Each member of each team will complete the task individually. The team with the most bottles knocked over combined will win.

Rules - You may not use your hands to move pantyhose, baseball, or bottles. All motion must be initiated with your body movement. Any and all additional rules will be explained prior to teams starting.

### **BALLOON CUP @ LOWER LEVEL @ 6:30P.M.**

This is a minute to win it game. Two-person coed team. Each team will receive two cups and two balloons per teammate. Players must blow up a balloon and use its escaping air to move a cup over a set course. The objective of this game is to move the cup with the escaping air without knocking it off the table. No touching the cup unless cup falls off the table. If cup falls from table players must reset and start from beginning. Objective is to beat the other teams time by crossing the finish line with both cups. If teams want to look at an example: Visit YouTube - Minute To Win It Balloon Cup Game.

### **FALL INTO PLACE @ LOWER LEVEL @ 6:45P.M.**

This is a minute to win it game. Three-person coed team. Must have at least one person opposite sex. The players are given three different colored cups. The players must stack the cups through falling and in alternating color order. The players may not cross the bar or line while stacking cups. Elbows must stay above the bar while stacking cups. If the cups do not stack then they must continue to try stacking cups until they stack correctly. Time is stopped once six cups are stacked in alternating color. If teams want to look at examples of this game, it can be found on YouTube: Minute To Win It - Fall Into Place Game.

### **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 score 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 score 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.