



2011 SUMMER GAMES

GAME DESCRIPTIONS/POINT SYSTEM

POINT SYSTEM

Earning points per event:

The top 15 teams will earn points in each event. Point scale for all events is as follows:

1 st - 20 points	6 th - 10 points	11 th - 5 points
2 nd - 18 points	7 th - 9 points	12 th - 4 points
3 rd - 16 points	8 th - 8 points	13 th - 3points
4 th - 14 points	9 th - 7 points	14 th - 2 points
5 th - 12 points	10 th - 6 points	15 th - 1 point

In the case of a tie, the two (or more) teams that tie will all share that point value. The next corresponding point value to the number of natural places back, will go to the next highest score/best time.

Example: Team A, B, and C all score 22 points in Corn Hole. The next highest score is team D with 18 points. Place and point values are as follows.

Team A – 1st Place with 20 points
Team B – 1st Place with 20 points
Team C – 1st Place with 20 points
Team D – 4th Place with 14 points

Nine events to earn points (games explained in detail in next section):

1. Team Fundraising
2. Dizzy Chicken Shotput
3. Obstacle Course
4. Shut Your Corn Hole
5. Word Challenge
6. Lawn Diggity Darts
7. Go Pound Sand
8. Rally Flip Cup
9. Quarter Shootout
10. Egg Toss

All point values for placement in each game are the same. No one game is worth more points than another.

Additional ways to earn or lose points:

Team Cups: Each team member is assigned a solo cup to use throughout the day. The goal is to keep the same cup throughout the entire event. The cups are specially marked.

A team will lose 5 points from their overall total for each team member that does not have their original cup.

Note: Using stickers or other means to repair cups throughout the day is allowed. The goal is to keep the same cup no matter how badly it gets beaten up in the battles that will occur.

Best Team Theme: There will be points awarded for best team themes. The referees and volunteers will vote for the top teams with the best theme.

1st = 15
2nd = 10
3rd = 5

THE EVENTS

Each team will be given a competition schedule on the day of the event. Two teams at a time will take place in each event. The Scheduling Committee will do their best to make sure no team plays the same team in two different events. We like to encourage socializing with new people ... and it makes the games more fun.

Your schedule will not necessarily have the games you play in the order below.

Note: Each event consists of 5 players only. If a team has 6 players, one player must sit out each event. No player on a team can sit out more than 2 events.

Event 1: Team Fundraising (levels raised earn points)

This is the only “non-athletic” event in the games, but just as important (if not more important than all the others). Teams are encouraged to raise money on their own in the weeks preceding the games. Fundraising net proceeds will be donated to The Make-A-Wish Foundation of San Diego.

More than \$500 = 15
\$250-\$500 = 10
\$1 - \$249 = 5

Additionally the team that raises the most will be awarded 5 extra points.

Event 2: Dizzy Chicken Shot Put (furthest distance)

Similar to a Discus throw or shot put. Line boundaries on each side are out of bounds.

Each participant spins 5 times around a baseball bat while they are holding a rubber chicken in a “chicken basket”. After the 5th spin, the player has 6 seconds to release the chicken into the field of play. Distance is measured from closest part of chicken to the throw point. Furthest throw is based on “furthest team throw”. A team can only hold one place in this event. If three of their players all throw the chicken the top three distances, they only get first place, not first, second, and third. Only one flag is assigned per team to mark the spot.. The flag stays the entire event to determine where each team places.

If more than half the chicken is “out of bounds”, the throw does not count. The player does not get to throw again.

All participants go once rotating teams after each throw. (ie. Team A player 1 goes, then Team B player 1, then Team A player 2 ... and so on).

Judge makes all final rulings.

Event 3: Obstacle Course (fastest time)

It is exactly how it sounds.

Each team player goes through a series of obstacles to the first check point while holding their empty cup. At the check point, each player must chew a saltine cracker and then whistle. A Judge will determine when a “clean whistle” has been made. At this point the judge is putting a small amount of “beverage” in the player’s cup. Once given clearance from the judge on a “clean whistle”, the player must drink the beverage and successfully “flip their cup” (same rules as flip cup).

Obstacles (in order): Must complete with cup in hand entire time.

1. Run trough tire step
2. Balance beam
3. Army crawl
4. Ride the bouncey ball 10 feet
5. Stop at the check point, chew a saltine cracker. Whistle. Once whistle is approved, drink your beer and successfully flip/land your cup
6. Hula hoop 3 times
7. Run back and tag next teammate’s hand

Teams place based on fastest overall time for 5 players to complete the course. Although you are going head to head with another team, you are still competing against all teams for placement.

Event 4: Shut Your Cornhole (highest point total)

This one gets a little personal.

Each team is placed at one corn hole board. Team A Player 1 throws 3 bags to the other team’s board. Point value is as follows:

On the board: 1 point

Leaning in the hole: 2 points

In the hole: 3 points

The bags will be 2 red and 1 blue. The blue bag is worth double the point values.

For every point Team A Player 1 scores, he or she passes the corresponding drinks out in any combination to the opposing team’s players.

Team B Player 1 then throws and so on. In this event all five active players for each team throws twice.

Points are totaled for each team at the end of the second round. Highest total score from all teams places first ... and so on.

Judge for the event will tally point totals and make all final decisions on scoring points.

Event 5: Word Challenge (total points)

Just think Spelling Bee.

Each participant will drink a quarter cup of beverage at the starting point, then hop in a potato sack 10 yards to a kiddie pool. At the kiddie pool, they must search through the contents of the pool for a letter. Once they get the letter, the player must hop back to the starting point and tag their partner. Each of the five players from a team will do this once for a total of 5 letters.

With these letters, the team will get points for all the words they successfully spell.

The total time for this event is 4 minutes. So once the team starts they need to get the letters as soon as possible which will allow them more time to create words.

Team placement overall is based on total points

Event 6: Lawn Diggity Darts (highest point total)

The two teams will pair their five active players so one player from each team is competing against each other at a time. Players take turns throwing Lawn Darts toward a bullseye with 2 outer rings. Point values are as follows:

Bulls eye: 3 points

Middle ring: 2 points

Outer ring: 1 point

All balls that make the grid earn points. (ie. Team A Player 1 gets two balls in the grid totaling 3 points. Team B Player 1 gets 1 ball on the grid totaling 1 point. Those point totals are both added to their team's overall score.) A dart's tip must be more than 50% over the line to get the higher point value.

After each round, points earned by each player are passed out as drinks to the player from the other team they were up against. (Using above example, Team A Player 1 earned three points so Team B Player 1 must take three drinks).

Total points after 5 rounds are tallied for each team and that value counts as their overall point value for that event. Teams will place overall based on that point value.

Event 7: Go Pound Sand (fastest time)

We're not building sand castles here ...

The goal of this event is to fill a bucket over a set line with sand that is being handed from teammate to teammate. Their time is recorded.

The 5 active players will stand in a line holding both their shovel in one hand and their cup in the other. One hand only on the shovel. The starting player takes the shovel and grabs sand from the bucket. The sand is then passed player to player by shovel only. The last and fifth player must run to the bucket and drop the sand that made it in their shovel off. They then must take a drink and run back to the front of the line where they then start the next round of passing the sand. This goes on until the line in the bucket is passed. At that point the final team player must still take a drink and finish it – when they sprint back to the starting point their time is stopped and recorded.

The five active players each do this as many times as possible until the line is passed in the bowl. Teams are ranked by best overall time to earn place points.

Event 8: Rally Flip Cup (fastest time)

This is an extended version of flip cup where players are racing against the clock instead of the opposing team. The team across from you is racing against the clock as well though, so it doesn't hurt to taunt the hell out of each other.

Each team rotates all 5 active players using the basic concept of flip cup. There is a starting line that all players must stand behind before it is their turn. Player A chugs his or her beer and flips the cup to where it lands properly. Player A must then run back to the starting line and hit Player B's hand and so on. The next player in line must wait to leave until their hand is touched.

Each team must complete 20 flips to stop the clock. That means there will be 4 rotations of the 5 active players. Each player must land 4 cups. No substitutions if a player is really doing horribly.

Worst case time is 15 minutes ... but there is no way anyone should take that long.

Event 9: Quarter Shootout (most points)

Your team gets 1 minute to see how many quarters they can get in multiple size cups. Each cup is worth a value. One team will compete at a time for this event.

Event 10: Egg Toss (stay in the longest)

The final event of the games after teams have been drinking for 3 hours straight.

Each team selects two players to compete. All 14 - 16 teams line up at once at a given distance. The teammates throw the egg back and forth to each other. All teams throw at the same time. If you drop your egg, you're out. Final team standing takes first place and it works back from there. Judges will track as each team goes out to know all 15 place point getters.

IMPORTANT INFORMATION/DEFINITION OF WORDS

Drink: A drink is equal to “one ounce”. In the events where one player is administering drinks to an opposing team, one ounce is the measurement that should be considered.

Flip Cup Chug: For flip cup, a drink doesn't have to be filled any higher than a quarter cup. Judges will be making sure that the cups are filled at least to that amount for all the events where required.

There are no “playoffs” You have one chance in every event to do your best. We recommend you train in advance.

Rules:

1. Teams will consist of 5-6 players – the sixth player acting as an alternate. All players can participate; however, only 5 players from the team will participate in each event. No team member can sit out more than 2 events.
2. No one will be forced to drink in any event.
3. All participants must be 21 years of age and will have to show proof at registration.
4. The games will consist of 9 athletic events and 1 non-athletic event (see individual Event Rules for details along with ways to earn points).
5. Because we are using rented facilities, all participants are expected to act appropriately, respecting the property and those around them. There is no “3 strike rule”. If a team or team member does anything that the Hurricane Olympic Committee deems unacceptable for any reason, it will result in the dismissal of a team member and/or disqualification of a team from the entire event. Your money will not be refunded. This is for charity. We all want to have fun. We want to build a foundation for future events. Please be adults.
6. It is the Team Captain's responsibility to look after all team members.
7. All participants must show proof of a designated driver and/or a means of transportation that does not include any participant getting behind the wheel; i.e. taking the Coaster.
8. Cheating will not be tolerated – enough said.

What to Bring:

Yourself, your license (registration form) and a positive competitive attitude.

Don't forget team theme and uniforms/costumes.

We live in paradise so we are assuming the sun will be out. Even if it's overcast, the sun will get you. Don't forget the sun screen.

We will have water, food, beer and everything else you need. Please note, the food and beverages provided are for participants only. Spectators are more than welcome to bring their own.

Important:

We are excited to put on these events for such an amazing cause and we are stoked for all of our sponsor's support. All participants cannot compete without first signing a waiver of release. We have done everything physically possible to make these games with the current format as safe and fun as possible. These are somewhat athletic events and all participants must acknowledge the fact that there is a possibility of injury.

SEE YOU AT THE GAMES.