

# A.E. FINLEY YMCA CORPORATE CUP CHALLENGE

## EVENTS & RULES

### Scoring System

Teams earn 1 point for winning any individual event.

The Ultimate Relay awards points based on team placement:

- o 1st = 7 pts
- o 2nd = 6 pts
- o 3rd = 5 pts
- o 4th = 4 pts
- o 5th = 3 pts
- o 6th = 2 pts
- o 7th = 1 pt

The team with the highest total score across all events wins the Corporate Cup.

In case of a tie, a Flip Cup Showdown will determine the winner (details below).

### General Rules

Each event has a 10-minute time limit. There will be a horn for the start and finish of each 10-minute round. There is a game manager and/or scorer at each event. Please listen to game instructions before the starting horn. Good luck and HAVE FUN !

### Archery- Sports Field

Each player shoots 3 arrows.

Scoring by target ring color:

- o White = 1 pt
- o Black = 2 pts
- o Blue = 3 pts
- o Red = 4 pts
- o Yellow = 5 pts

All players on each team participate.

Team score is the combined total of all players' shots within the time limit.

Tiebreaker: 1 player per team shoots 1 arrow. Closest to the bullseye wins.

### Foam Pit Scavenger Hunt- Sports Field

2 players per team participate, rotating between rounds is optional

Before diving into the foam pit, each player must do 5 spins around a bat (forehead to bat)

Objective: Find and collect all 5 balls of your team's color and place them in your team's bucket

First team to get all 5 balls into the bucket wins each round; Best of 3 rounds wins the event



## Human Foosball- Sports Field

Teams play in a life-size inflatable foosball arena.

Objective: Score the most goals in 10 minutes.

Team players are allowed to rotate, but it is not required.

Tiebreaker: First team to score in sudden death wins.

## Seal Team 67- Outdoor Pool

Each team will create a raft capable of carrying one player across the pool. Each team member must help build the boat. The Y will provide the supplies.

## Pickleball Basket Challenge- Pickleball Courts

Teams hit pickle balls across a net trying to land them in Garbage Cans.

1 point per ball that lands in a Can.

Players take turns hitting 6 balls each then switch to next player.

Every player on team must go at least once.

Volunteers will retrieve the missed balls Highest total score at 10 minutes' wins. Or first team to make all balls in Cans.

## Tiebreaker – Flip Cup Showdown

If total team scores are tied after all events:

All players from each tied team compete- there should be the same number of players from each team; team decides which players to sit if needed

First team to successfully get through their entire line flipping a cup wins!

**Up to 5 extra credit points can be awarded for the following :**

**Team Name. Team Chant. Team Mascot. Most Enthusiasm.**

