



2025

MINUTE TO WIN IT - Outdoor

Event Sponsor: STEVE REED STATE FARM INSURANCE

EVENT DESCRIPTION: Teams will compete in 6 games and the team with the best success will be crowned champion of Minute to Win it.

LOCATION/DATE/TIME: Sports Complex by the sand volleyball courts- Monday June 2- 6:00pm

EQUIPMENT: Team Jerseys must be worn to be eligible for bonus points. VPRD will provide all the necessary equipment. Team Banners must be displayed near the sand volleyball courts.

Soccer Quick Pass

The Goal: Both company teams will attempt to pass as many times as possible during a 60 second time-period.

Number of Players: Teams will consist of 2 male and 2 female team members. There will be 2 teams of 2, each group participating during the same one minute time-period.

How to Play:

Quick Pass is a timed passing skills competition which involves one (2) female and one (2) male passing a soccer ball back and forth from a distance of 12 feet.

Each team (2 team of 1 male & 1 female) will compete in one round of competition. One (1) point will be awarded for each time a participant successfully passes the ball to their partner within the allotted 60 second time period.

Each participant must pass the ball from behind the designated 12 foot line in order for a point to be awarded. If the ball is touched inside the designated line, the pass will not count towards your team total.

No point will be awarded if the receiver enters their side of the 12 foot zone to retrieve a kick.

A demonstration and rules clarification will be presented prior to the start of the event.

The team compiling the highest number of points after both skill events are completed and tallied will be declared the winner of the event.

Underhand Volleyball Serve Challenge

Goal: The team collecting the most balls in the target at the end of one minute will be declared the winner.

Number of players: Equal number of females and males. 4 players.

How to Play:

1. All four team members will start the game standing at a designated line in a single file line. Designated line will be a distance of eleven feet to the nearest target. The order of the four participants must remain the same throughout the one-minute time-period.
2. When the one-minute timer begins, player one will grab a ball and underhand volleyball serve towards the target. Players 2-4 will follow and the team will continue to underhand serve at the target until one minute is completed.
3. Players will retrieve their own ball after serving.
4. For a ball to count it must land in the target and stay in the target.
5. If a ball lands in the target and then bounces out, it doesn't count.
6. Each player may only underhand serve one ball at a time.

Kan Jam Challenge

Goal: To throw as many frisbees in the targets in one minute.

Number of players: Equal number of females and males. 4 players.

How to Play:

1. 2 team members will be frisbee throwers and 2 team members will be frisbee slappers.
2. Frisbee throwers will stand behind a designated line with the distance of twelve feet.
3. Frisbee slappers will stand one foot behind the Kan Jam target and can't move their feet.
4. Points will be given for teams slapping in the frisbee and also making it in the front slot on the Kan Jam target.

Wiffle Ball Challenge

Goal: To hit as many wiffle balls into multiple targets in one minute.

Number of players: Equal number of females and males. 4 players.

How to Play:

1. Team will designate one wiffle ball tee placer and three hitters.
2. Three hitters will stand in a single file line taking turns hitting off the tee.
3. The order of the three hitters must remain the same throughout the one-minute time-period.
4. Points will be awarded for any ball landing in designated landing zones. Landing zones will be at various distances.

Minute to Win It Challenge #5 & #6

Rules and information for the final two skill challenges will be presented to teams at the event on June 2. Both of the two skill challenges will involve four (4) team members (2 male and 2 female) working together as a team to complete a skill in 60 seconds.