



2025

MINUTE TO WIN IT - Indoor

Event Sponsor: Inteva Products

EVENT DESCRIPTION: Teams will compete in six (6) Minute to Win It games. Each game will be scored separately from the other games and participating teams will receive points for each of the six (6) games based on placement in that event. Each game will require 2 male and 2 female participants except for the "Leaning Towers" challenge involves 6 players- 3 male and 3 female.

LOCATION/DATE/TIME: VRC Gymnasium- Tuesday, June 3- 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 in the VRC gymnasium.

Leaning Towers

The Goal: To stack as many cups as possible in one minute

How to Play:

1. Each team will designated 2 throwers, 2 catchers, and 2 cup placers.
2. Each catcher will be able to hold cups in both hands.
3. The thrower will toss one ping pong ball at a time to their designated catcher. Once the ball is caught then the cup stacker will add a cup to the hand that the ping pong ball was caught.
4. Distance between thrower and catcher will be 6 ft.

Balloon/Cup Challenge

The Goal: Stack as many cups using a balloon in one minute

How to Play:

1. All four team members will start the game standing at one end of a table in a single file line. 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 blow up their balloon to lift a plastic cup and take it to the end of the table where a mark for the cup stack will be located. Players 2-4 will follow and the team will continue to stack the cups using a balloon until the one minute is completed.

3. Players are not permitted to pre-blow up their balloon.
4. No hands are permitted.
5. If the cup stack is knocked over the player knocking over the stack will have their cup deducted. Volunteer will then reset the cup stack.
6. Players can start towards a cup once the player in front of them has the cup secured.
7. If a cup is dropped while getting to the stack it will not be counted and the player dropping the cup will go to the end of the line.

"Cool Bartender"

The Goal: See how many straws you can throw into cups in one minute.

How to Play:

1. All four team members will be throwing straws at the same time.
2. Each player will stand 4 feet from the table and throw as many straws as they can into the designated cups.
3. Players are permitted to throw only one straw at a time.
4. You may not step over the designated 4 foot line at any time during the game.
5. Players must be in a standing position to throw the straws.
6. Players will grab the straws themselves from the stock of straws located on a table next to them at the foul line (start line)

"Go the Distance"

The Goal: Roll as many ping pong balls on a tape measure and landing them in a target. The team collecting the most ping pong balls in the target at the end of one minute will be declared the winner.

How to Play:

1. Teams will designate 2 tape measure holders and 2 ball givers.
2. Tape measure holders are only permitted to use one hand to hold the tape measure, feet must stay behind designated line.
3. Ball givers will hand tape measure holders a ping pong ball to place on the tape measure.

4. Tape measure holder will start with ball in hand
5. Ball givers are only permitted to hand off one ball at a time.
6. Ping Pong balls that bounce out of the target do not count.

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 3. 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.