

CORPORATE CHALLENGE

Vandalia

MINUTE TO WIN IT

STEVE REED STATE FARM INSURANCE

EVENT DESCRIPTION: Teams will compete in 3 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. June 6. Teams can participate in Minute to Win it games anytime between 3:00-5:00pm.

EQUIPMENT: Team Jerseys must be worn to be eligible for bonus points. VPRD will provide all the necessary equipment. Team Banners must be displayed by 4:30pm near the sand volleyball courts.

Games and game rules will be presented on Sunday, June 6

Backward Pass Relay

Goal: To work as a team, passing bean bags to the next team member in line, catching and throwing the bean bags with the provided equipment, and accumulating points by catching and collecting the bean bags by last team member.

Number of players: 3 males and 3 females

How to Play:

1. Each player must remain inside of their designated area when receiving and throwing a bean bag.
2. The first person in line must have their back to the second person in line and each team member must face the person in front of them (the team member they receive the bean bag from).
3. All players in line must pass a bean bag backwards over their heads to the next player in line using their catching/throwing equipment.
4. The bean bag may not touch the ground at any point. If the bean bag touches the ground the bean bag will be deemed a 'dead ball' and will not be counted towards the teams final score.
5. The passer must keep both hands on the catching device and may not touch the bean bag with their hands or any part of their body at any point during the competition. The bag touching any part of a team member's body will result in a 'dead ball'. (The first person in line may use their hands to put a bean bag on their catching/throwing device).
6. When the bean bag is successfully caught by the 6th and final team member in line, that bag will result in one point.
7. Teams will have 1 minute to get as many bags to the end of line as possible.



Dominos Pizza Box Creator

Goal: As a team, build 6 Dominos Pizza Boxes as quickly as possible.

Number of players: 3 males and 3 females

How to Play:

1. Each team member must stand at the table with their hands to their sides. You may not touch the pizza box or the table until the timer has started.
2. Build the pizza box as quickly as possible. When you have completed your pizza box, you must place it back on the table. Time will be stopped when all pizza boxes have been built, set back on the table, and the team declares they are finished.
3. Each pizza box will be compared to the pre-made pizza box that was built correctly. If a built pizza box does not match the pre-built box, a 10 second penalty will be added to the overall team's time for each unfinished fold.
4. Each player must complete their own box. Players can verbally assist their teammates, but they cannot touch their teammate's box. If a teammate does touch a box that is not theirs, that box will receive a 1 minute 30 second penalty that will be added to the overall team's time.



All Sports Golf

Goal: Navigate the predetermined course with the provided sports equipment in as few attempts as possible.

Number of players: 3 males and 3 females

How to Play:

1. Each team will be given 6 different types of sporting equipment. Once you use one of the provided types of sporting equipment, that piece of equipment cannot be used until all the remaining equipment has been used.
2. Teams must predetermine the order in which their team members will perform their "shot". Team orders must alternate boy, girl, boy, girl, etc. Once the last person in the shot order has performed their shot, the shot order will return to the first person and the order will repeat the same shot order.
3. Provided sports equipment teams will be required to perform their shots with...
 - a. Frisbee – Players may do a running throw but must stay behind the tee box or the location the previous shot came to rest.
 - b. Football – The football may be thrown or drop kicked. Players may do a running throw/kick but must stay behind the tee box or the location the previous shot came to rest.
 - c. Soccer ball – The soccer ball shot must be taken with the ball stationary on the ground. Players may get a running start to kick the soccer ball.
 - d. Tennis Ball/Racket – Tennis shots may be taken over or under hand. Players may do a running hit but must stay behind the tee box or the location the previous shot came to rest.
 - e. Lacrosse – Players may do a running throw but must stay behind the tee box or the location the previous shot came to rest.
 - f. Whiffle Ball – Whiffle Ball shots must be taken from a standing position. The whiffle ball must be tossed up by the team member performing the shot, and the ball must be hit with the whiffle ball bat/pickleball paddle.
4. The hole will be considered complete when the provided sports equipment enters and remains inside of the hole.

