

2010 Team Challenge Games



Newsletter 1



Welcome

Thankyou for entering a team in the 2010 Adelaide City Council Team Challenge Games.

Each week teams will play 3 of the 6 challenge games and play the remaining three games in the following week. Along with this newsletter we have attached a copy of the modified rules and scoring system for all 6 games (note that points for each game will be graded for the overall challenge points). Please take a minute to read these through with your team mates.

As always the staff from 'Life. Be in it.' will be on hand to answer any questions or queries. We are looking forward to this years summer challenge series and we would like to wish all teams the very best of luck for the competition!

Event Info

You will receive an email shortly advising you of the time slot that you will be playing in each week. The allocation will depend upon the number of teams which have allocated each time slot at each location. We will endeavour where possible to allocate teams their 1st or 2nd preferences.

Teams will also receive an e-newsletter each week before you play. The newsletters contain results from the previous week (not accumulative totals), any special notes regarding the games and announcements of any sponsor prizes awarded to teams.



Can't make it?

Remember we play the games each week – rain, hail or shine!! If you are unable to make it to your games for any reason, please call the office on 8232 3944 to let us know in advance so we are able to adjust the draw.

Prizes

Through the generous support of our sponsors there will be random draw prizes so keep your eye on the prize section of the newsletters to see if your team are winners! To mark the end of the challenge there will be a presentation day where trophies will be awarded for the various categories and an overall winner of the Team Challenge Games will be announced at each location.

Sponsors

Please show your support for the wonderful sponsors of our Corporate Challenge Games who make these events such a great success.





Team Challenge Games

RULES

All games will be explained fully on the day

Crazy Course

1 attempt x 6 mins

- The actual challenge will change each fortnight but the premise is the same in that points are scored for being first across the finish line plus collect bonus points for completing the challenges on the way.
- 5 points for completing the course in first place, 2 points for completing the course and 0 points if fail to complete course. The obstacle course is made up of 3 activities, the first team to complete all 3 activities will be the winner.
- Week 1-2: Crazy Course #1 – The first course is made up of Croquet, Geetboards and Scoop Balls. Teams have to weave through the Croquet course and place their ball in bucket. Each team member goes one at a time. Once all completed team members then must use the Geetboards and walk to the cones. Once there, teams scoop up a tennis ball, race it to the bucket, and race back to pass scoop to next player.
- Bonus Points: 2 bonus points are allocated for staying upright on Geeta's



Mystery Challenge

The actual challenge will change each fortnight

- Week 1-2: Soccer Shootout – Points are allocated for number of goals scored. Team 1 lines up behind a soccer ball, Team 2 are the retrievers. Outside soccer balls are worth 4 points for every goal scored. Inside soccer balls are worth 2 points for every goal scored. Each player gets 2 attempts to score a goal. Teams change sides when all players have had 2 attempts of scoring a goal.



Volleyball

up to 2 games to be played

- Use oversized soft ball.
- 4 players per side. Players must rotate court positions (clockwise) after each serve and each player must take a turn as server. Game points are to be scored on every serve and games are to be played to 11 points. Up to two games may be played if time.
- There must be a minimum of 2 touches by the team before the ball can be played back over the Net. Players may not touch the net (penalty - point to other team). The ball is not out if any part of it touches a base line.
- The final result of each game is to be recorded on scoresheet and team points will be allocated as 5 points for each win, 2 for unresolved games and 0 for a loss.



Mini Golf

2 holes

- Record the shots taken to get the ball into the hole.
- If the ball is hit off the course, place it back on the fairway where it left. - Penalty: add one point to your score.
- If it lands up against the edge, you can move it 2cm's off the wall without penalty.
- If you cannot go through the trap (when used) after 3 shots, you can place the ball on the other side - Penalty: add one point to your score.
- Record the number of shots taken for each hole. Points will be allocated accordingly.



T-Ball

1 innings

- This is a modified version of Tee-Ball and does not require teams to run.
- Teams toss a coin and the winner of the toss decides to bat or field. The batting team waits outside of the boundary. The fielding team has 4 positions, defence fielder left, defence fielder right and 2 centre defence fielders.
- The batting team aims to hit the ball into any of the three targets. Each target is worth different points. Centre target = 5 points. Left target = 2 points. Right target = 2 points.
- The fielding team may catch the ball to prevent it hitting a target. A catch = minus 2 points for batting team.
- Each player must play all positions within the game time. After 3 bats the batter retires and the teams rotate.
- Once all team members have batted the teams change sides.



Frisbee Shootout

- There are two nets with a set of Frisbees - one set per team.
- There are three throwing lines placed at different distances from the net. Points are scored for getting the frisbee in the net according to the difficulty of the line ie. Line 1 - 2 points, Line 2 - 5 points, Line 3 - 8 points.
- Each player has 90 seconds to score as many goals as possible. Two other players may stand behind the goal to retrieve 'missed' frisbees and return them to the throwing player. The goal may not be emptied until all 4 frisbees are in the net. The 4th player should record goals on the score sheet.
- Week 1 – 2: The throwing player can choose whichever line to throw from and can change at any time. The challenge is to determine how best to score maximum points within the 90 seconds!



Week 3 onwards: Variation: Each player will have 30 seconds at each throw line - starting from the furthest line. All other rules are the same.



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