

2009 Field Day – presented by The Rack

There will be **26** teams competing in the 2009 Field Day! Please, as a captain, look over all the events and how they work. Field Day will be split into three sections, with your team rotating from area to area during each session. It's a good idea to try to figure out who on your team will be doing each event. The attached sheet has a list of the teams and their assignments throughout the day.

There will be vendors there for food, soda, water, and beer. Please do not bring your own alcohol as there will be USF officers there to make sure we all behave. 100% of the beer sales go to the Special Olympics (last year we raised over \$3200 for them). **BRING CASH:** As the beer, food, and water is cash only. It's for a good cause but anyone visibly impaired may not be allowed to compete! Food, water, and soda will provided by Chick-Fil-A with a portion of the proceeds going toward Special Olympics.

Registration will begin at 10am. You can arrive around 10am and setup camp, get a beer, and check out the sponsor tables. Please have a representative visit the Club Sport command tent to pick up your shirts and waivers and check in by 10am or so. Have everyone on your team sign the roster/waiver and you **MUST** turn this back into the command tent no later than 11:30am. All teams will assemble in the staging area at 11am and we'll introduce the teams at the opening ceremony. After this, teams will split to their respective areas to start the games.

After teams are finished with the main events, all teams will compete in the water balloon toss. Then we will have a group photo then open the bar up compliments of Club Sport. Once we are done compiling the results, we will have an awards ceremony and crown the winners! We'll keep the beer flowing for a bit and set up Rock Band, Cornhole, and the like with the music pumping to wind down after a great day!

Remember, everyone is coming out to have a great time. While it is a competition, it still is "Field Day" and abuse of officials or any unsportsmanlike behavior will not be tolerated and you may be asked to leave. Please note the DO and DO NOT list below (i.e. NO CLEATS).

Things to bring:

- **Canopy tent & chairs – decorations optional!**
- **Food and non-alcoholic drinks**
- **Running or flat athletic (tennis) shoes**
- **Sunscreen**
- **Cash for food, drinks, and beer**
- **Pep and excitement**

Things NOT to bring

- **Cleats**
- **Alcohol of any kind**
- **Unsportsmanlike behavior and attitudes**

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>
Session 1: 11:30 - 12:45 • Cornhole Session 2: 12:45 – 2:00 • Skill Games Session 3: 2:00 – 3:15 • Lane Races	Session 1: 11:30 - 12:45 • Skill Games Session 2: 12:45 – 2:00 • Lane Races Session 3: 2:00 – 3:15 • Cornhole	Session 1: 11:30 - 12:45 • Lane Races Session 2: 12:45 – 2:00 • Cornhole Session 3: 2:00 – 3:15 • Skill Games
Team Juice Wish You Were Beer Laroo'z Doozers Textually Active Return of the Quack Pack Dirty South The F.L.A.P. Clear Channel Cropdusters Britches and Hoes	The First Kids Picked Misfitz The Fire Breathing Rubber Duckies Superstars Hernando Culture Club Mavericks Master Batters Wii Not Fit	I have a Headache Sofa King Good Balls n' Dolls Franks and Beans DI Dog Pound Bouchard Insurance Swamp Donkey's The C.L.A.P.

Emergency # the day of: 727-420-6868

2009 Field Day Events:

LANE RACES AREA (recommended that the team captain plan who will participate in each event ahead of time):

Teams will score points based on time ranking.

Between the Knees Ball Pass: 6 players (at least 2 females) required.

3 players should be placed at each end of the course. The ball must be carried down the course between the knees. At the other end, the ball must be passed from one player to the other without placing hands on the ball with both players behind the line. If at any point the ball falls out, hands may be used to put the ball back but it must be done at the point of where the ball fell out, not where the ball rolls to.

Dizzy Bat Spin Relay: 5 players (at least 2 females) required.

Players must race to the far end of their lane; make 4 complete revolutions around the bat with the bat on the ground and their forehead on the bat. The official will count off the revolutions. Then the player must race back down the lane and tag the next player, who must be behind the line at the time of the tag. The 5th racer must, upon completing 4 revolutions, must go back down the lane, around the cone, and then return to the finish line.

Relay Race: 7 players (at least 2 females) take a leg each (2 for wheelbarrow race). All racers will go up the course, around the cone, and back to tag the next racer.

- Swim fins: Running with swim fins. If they fall off you must put them on in that spot and continue.
- Potato sack: Hopping in the potato sack.
- Leap Frog: Two team members must jump over one and other, with two hand upon the other persons back.
- Water balloon carry & pop: Carry water balloon up and down course. Upon crossing finish line, pop the water balloon by sitting on it before next person can continue. If water balloon pops while carrying it, you must return to the start to retrieve a new water balloon and begin again.
- Wheelbarrow race: 2 players must take use the traditional wheelbarrow position up the course, switch positions and return to the finish line.

Obstacle Course: 6 players (at least 2 females) take a leg each, tagging next player for the next leg.

- Ladder Run: Player must step in every opening and finish the run before tagging next player.
- Hurdles: Player must go over every hurdle. No penalty for knocking down a hurdle.
- Hula Hoop: Player must pass their body through the hula hoop 5 times.
- Human Skis: 3 players must work in unison to cross country ski two boards down the rest of the course.

Chain Gang Dash: 5 players (at least 2 females) will be tied together and make their way through an obstacle filled course. Players will be timed and will time will stop once all players are across the finish line.

- Ladder Run: All players must step in every spot in the ladder run.
- Hurdles: All player must pass UNDER all the hurdles in secession.
- Hula Hoop: All players must pass through a hula hoop in secession.
- Crab Walk: Once all players make it through the hula hoop, they must crab walk through to the finish line, ending when the final person crab walks across the finish line.

SKILL GAMES AREA: Teams will score points based on time or score ranking among teams only in their group. Teams must compete in these games during their scheduled time and cannot go back during another session.

Water Cannon Target Course: 2 players (male or female) will race through an obstacle course picking off targets with a water cannon for the best combined time. Player must stand in ring when shooting. Target must only be knocked over.. Failure to knock off a target before moving on is a 15 second penalty per target. Shooting out of the circle will require player to replace all targets knocked off the stand and shoot over. Obstacles are: Army Crawl (crawl under the netting), Balance Beam (run on the beam, returning to the start if falling off), Pyramid Shuttle Run (rebuild a pyramid of block moving only 1 block at a time to another table), and Slalom Flag Run (run weaving in and out of the flags).

Office Chair Basketball: 2 players (1 male / 1 female) take a turn trying to compile as high a score as possible. Each player will sit in an office chair and maneuver to each station, progressively farther away from the basket. They will attempt 5 shots from each station, with the 5th shot being a bonus shot worth double points. There is a 2 minute time limit (must be in the air when time expires).

Cherry Pie Hunt: 1 player (male or female) from each team. A player will take a turn to find 5 cherries in a pie tin full of whipped cream. They must extract them from the whipped cream into a cup with their hands behind their back. Scores will be based on their time.

Duck Launch: 3 players (male or female) shoot a rubber duckie as far as they can with a slingshot. 3 ducks are flung and points awarded for distance & accuracy. Both holders and launcher must keep their feet within the launching box or that fling will be marked as a zero.

Flip Cup: 4 players (male or female). Line up on one side of a table opposite another team. Each player will have a ¼ of a cup full of Celsius sparkling beverage (or water should you choose). Starting with the first player, chug the drink, place top down, then flip the cup onto its bottom proceeding down the line. The team's total time will be recorded.

CORNHOLE AREA:

Cornhole: Each Field Day team needs to field 2 coed doubles (guy and girl on each team). Single Elimination Tournament style with one game to 21. See complete cornhole rules. Cornhole teams should remain at the court until eliminated. Points are awarded based on finish in their group and tournament bracket placement will be drawn before play.

All teams will compete in this final Water Balloon Toss at once, which takes place last:

PARTY CITY Water Balloon Toss: 2 players from each team (male or female). All teams will go at the same time.

Players will start 5 feet away from each other and take one step back after each successful catch.

- Each team will provide 2 players. One will be at each line, across from each other.
- **When prompted**, the player with the water balloon will throw it to their teammate. Teams will have to re-throw the balloon if it is tossed before the go ahead, or are eliminated if toss is not successful. If teams do not toss within 5 seconds of the go signal they will be eliminated.
- Both catcher and thrower must remain behind their line at all times. Stepping on or over a line, before, during, or after the toss, will result in elimination.
- If a team's balloon breaks at any time, or for any reason, once the competition has begun, the team will be eliminated.
- After each series on tosses (across and back), we will move the line back to increase distance.
- If, at any time, a balloon hits the ground between the two lines, the team will be eliminated.
- There will be a single winner. If all final team's balloons break on the same toss, new balloons will be issued and we will continue until only one team remains.

****BONUS** Charity Challenge:** All teams have the opportunity to earn points by providing online donations to Special Olympics. Teams must make donations in their teams' name and must make them by 8am Feb 21st. Teams will be ranked and awarded points based on donation amounts. The results will be announced prior to the awards ceremony. Make your donation at <http://www.active.com/donate/fieldday09>. Be sure to include your team name to get credit for your team and spread the word to friends and family for them to donate in your team's name. The results for this challenge will be posted at the end of the day.

Scoring method (subject to change pending new teams):

For all events (except Cornhole & Waterballon Toss) teams will be ranked among ALL TEAMS based on their times or score in an event. Based on their ranking, points will be assigned as follows. In the event of a tie, all tied teams will awarded the same points based on the highest points possible (i.e. 3 teams tied for 5th, all will get 16 points).

1 st = 26 points	6 th = 21 points	11 th = 16 points	15 th = 12 points	19 th = 8 points	23 rd = 4 points
2 nd = 25 points	7 th = 20 points	12 th = 15 points	16 th = 11 points	20 th = 7 points	24 th = 3 point
3 rd = 24 points	8 th = 19 points	13 th = 14 points	17 th = 10 points	21 st = 6 points	25 th = 2 point
4 th = 23 points	9 th = 18 points	14 th = 13 points	18 th = 9 points	22 nd = 5 points	26 th = 1 point
5 th = 22 points	10 th = 17 points				

Cornhole will be played as a single elimination tournament within each group. Points will be scored based on how teams finish in their group.

1 st = 25 points	2 nd = 20 points	3 rd = 15 points	4 th = 10 points	5 th - 8 th = 5 points	9 th - 20 th = 3 points
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This point scale will be used for the **PARTY CITY** Water Balloon Toss. The **PARTY CITY** Water Balloon Toss will feature all teams competing at once. Teams will be awarded points based on their finish as shown below. Should teams tie between point splits, all will get the higher point value. Teams cannot tie for first place (new balloons would be used should they break on the same throw).

1 st = 50 points	5 th = 24 points	15 th - 18 th = 8 points
2 nd = 40 points	6 th = 22 points	19 th - 22 nd = 6 points
3 rd = 30 points	7 th - 10 th = 12 points	23 rd - 26 th = 4 points
4 th = 26 points	11 th - 14 th = 10 points	

Any team not competing in an event will not receive any points.

The top team at the end of the day will be crowned the winner!



Schedule of events (subject to change)

10-11am – Team registration, check-in, warm up
 11am – Opening Ceremonies, Welcoming, Team Photo
 11:30-12:45pm – Session 1
 12:45-2:00pm – Session 2
 2:00-3:15pm – Session 3
 3:30-4:00pm – **PARTY CITY** Water Balloon Toss (all teams)
 4:15pm – Group Photo!!!
 4:30pm – Announcing the results!!
 4:30-5:30pm – Afterparty in pavilion w/ Wii Bowling, Rockband, Cornole, and beer compliments of Club Sport



← To I-75

Fowler Ave

Duck Launch



LANE RACES

Between the Knees Ball Pass
 Bat Spin Relay
 Relay Race
 Chain Gang Dash
 Obstacle Course
(doubles as Water Balloon Toss area)

L	L	L	L	L	L
A	A	A	A	A	A
N	N	N	N	N	N
E	E	E	E	E	E
6	5	4	3	2	1

Bull Run

CORNHOLE AREA

Water Cannon Target Course

SKILL GAMES

Cherry Pie Hunt / Office Chair BB / Flip Cup

Beer Vending & Sponsors

C

Team Tent Setup & Staging Area

R

Alumni Blvd

C = Command Tent & Registration
R = Restrooms

Parking in Sun Dome Parking Lot

