

BLINDFOLD LUGE CHALLENGE

Equipment Needed: Wood stakes, disposable masks (blindfolds), plastic ribbon, stopwatch

Set-Up:

- Create the “luge” track by placing the wooden stakes in the shape of a heart and connect them with the ribbon to mimic Lake Placid’s famous luge course.
- Have two of the players place a blindfold on. The other two players will be guides who are not blindfolded.



Object of the Game:

- Complete the luge course blindfolded, with your guide, as fast as possible.

Rules:

- The first blindfolded player will start at a designated starting line on the course. Their partner, who is not blindfolded, must guide them around the course.
- Players are not allowed to hit the ribbon and must stay on track to complete the course.
- The non-blindfolded partner is not allowed to touch their blindfolded partners. They must use verbal commands only.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - If they complete the course in less than 45 seconds.
 - Adjust time as necessary (feel out how long it generally takes people and set the time accordingly).
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

Questions?

- Before Tuesday, July 21, email jpaff@usventure.com or text (920) 460-8500.

HEISMAN QB CHALLENGE

Equipment Needed: mini footballs, center target (bucket), hula-hoops / plastic rings, cones

Set-Up:

- Place the center target (bucket) about 15 feet from the throwing line (cones).
- Place a hula hoop/ring around the center target (bucket).
- Place footballs at throwing line.

Object of the Game:

- Make a football into the bucket or in the ring.

Rules:

- Players must stay behind the throwing line when participating.
- Each player gets three attempts to make the football into the bucket but can also earn points for landing in the ring.
- Scoring:
 - Made in the bucket = Heisman Winner 3 points
 - Made in the ring = All American 1 point
 - Outside of the ring = Benchwarmer 0 points

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Player with the most points
 - Player makes it into the bucket all 3 throws
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

Questions?

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CURLING

Equipment Needed: Table and curling board/accessories.

Set-Up:

- Place board on table ensuring the curling board is face up (rather than shuffleboard) and unpack stones.



Object of the Game:

- Slide stones to earn points.

Rules:

- Game is played individually—a total of 2 rounds. 4 stones per round are thrown, while alternating players between each round.
- Slide stone across table and aim to land on the bullseye.
- Player's hand must not pass the first hog line (the line closest to the side you are shooting from).
- Earn points according to values on diagram.
- Players do not have to alternate sides of the board.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Give a gift cards to individuals that score a bullseye (inner white circle) or earn a total of 20 or more points over 8 stones.
 - Adjust points as necessary.
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

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OLYMPIC RING CHIP

Equipment Needed: Olympic ring stand, flags (2), and measuring tape.

*the golfer will supply the golf balls and pitching wedge

Set-Up:

- Measure 5 feet away from rings, and place flags to indicate line to chip behind.

Object of the Game:

- Chip golf balls through the Olympic rings.

Rules:

- Each player is allowed 5 golf balls to chip.
- Player must stand behind the 5-foot flag line but has no limitation on how far behind the line.
- One attempt per player.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Chip a ball through any ring.
 - Adjust how many balls chipped through a ring as necessary.
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

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FRISBEE GOLF

Equipment Needed: Tomato cages (2), laundry baskets (2), frisbees (2), measuring tape, and orange cones (2).

Set-Up:

- Stick tomato cages into the ground, place laundry baskets into the top of the tomato cages to make frisbee goals.
- Measure 5 feet away from the goals and place flags to indicate line to throw behind.



Object of the Game:

- Match colors of the frisbees with the baskets (some colors might be slightly off).

Rules:

- Only one player throws a frisbee at a time.
- Player stands behind the 5-foot flag line but has no limitation on how far behind the line.
- One-minute time limit for each player.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Player with the most correct matches.
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

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UNICORN

Equipment Needed: Package of cookies

Object of the Game:

- Stack and balance ten cookies on your forehead within 1 minute.

Rules:

- Must place one cookie at a time on forehead.
- 10 cookies must stay on forehead for 3 seconds.
- You cannot get assistance from other team members or volunteers.
- Maximum of one attempt per player.



Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - If they stack 10 cookies in one minute
 - Adjust amount of time/number of cookies as necessary
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread out throughout the day.

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BOTTLE BASH

Equipment Needed: 1 bottle bash set (use stands and bottles only),
8 rings (4 of each color)

Set-Up:

- Set posts 15 ft apart, bottles on top of posts
- 2 rings for each player (team members get same color)

Team set up:

- Split golfers into 2 teams
- One member of each team is at each post
- One set of opponents stands at the same post and takes turns throwing all their rings to knock the bottle off the post



Scoring:

- Knock bottle off: 3 points (reset bottle for additional points in the round if it is knocked off)
- Bottle stays intact for entire round, closest ring gets 1 point
- Score 11 points to win!

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - First team to 11.
 - Team with the highest score.
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

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TIM TEBOW TRIVIA

Equipment Needed: Provided sheet of trivia questions

Object of the Game: Answer trivia questions correctly

Rules:

- Players may work together, or they may answer questions individually

Gift Cards:

- Suggestions for winning a gift card:
 - Answer 5 questions correctly
 - Adjust number of correct questions needed as necessary
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day



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FLICKN' CHICKEN

Equipment Needed: Flickn' Chicken game set – chicken pieces (4), target

Object of the Game:

- Sling shot/toss your chicken on or closest to target to earn points

Rules:

- Play 3 rounds, each golfer gets one chicken.
- At the start of each round, throw the Target Disc as far as you can.
- Taking turns, try to land any part of the **chicken** on the disc.
- 1 point issued per round to closest chicken.
- 5 points to golfer who gets chicken on target.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Golfer with the most points after three rounds.
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

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HIPPITY HOP

Equipment Needed: 2 hippity hops (bouncy balls), measuring tape, 2 racing flags, stopwatch

Set-Up:

- Place start/ finish flags in grass 25 feet apart.
- Place hippity hops at starting flag

Object of the Game:

- Beat your opponent
- Get the fastest time



Rules:

- Players in the same cart will race each other
- Player must stay on hopper ball entire time
- If the player falls off the ball, they must get back on and start from where they fell.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Fastest racer
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

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DUAL SPORT ATHLETE

Equipment Needed: Wiffleballs, Baseball Tee, Bat, Cones, Tape Measure

Object of the Game: Hit a home run and score as many points as possible.

Set-Up:

- Place tee at “home plate” with the balls and baseball bat.
- Place four cones in a line at 5-foot intervals from the tee.



Rules:

- Each member of the foursome gets three balls to hit into the field
- Scoring:
 - Tee to first cone (5-10 ft) = Single 1 point
 - First cone to second cone (10-15 ft) = Double 2 points
 - Second cone to third cone (15-20 ft) = Triple 3 points
 - Third cone to fourth cone (20-25 ft) = Home run = 5 points
 - Beyond the fourth cone = Out 0 points
- Volunteers can adjust distances and may penalize players for hitting too far if it becomes consistent.

Gift Cards:

- Gift cards will be in your apron to evenly distribute to winners throughout the day.
- Suggestions for winning a gift card:
 - Player with the most points
 - Player who hits the most home runs
 - Volunteers may change this as they see fit, just make sure to hand out all gift cards and spread them out throughout the day.

Questions?

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