

## **BEx Bash**

### **SWF Games: Tropical Relay**

Team Size: 4 associates per team

Entry fee: \$20 per team

Prizes: Trophies and bragging rights

Date: Wednesday, August 7<sup>th</sup> – 11:00AM-1:00PM

### **Competition Details**

Teams of four people will compete in the relay race. Two team members will participate in a Flamingo Ring Toss followed by the other two competing in a blindfolded obstacle course. The team will join for the final Water Relay. The race will be timed with the winning team decided by the fastest time.

**Flamingo Ring Toss:** Two players must collectively land 5 points (each ring around the flamingo worth 1 point) from 7 feet away. Teammates not participating in this event have the option to return the rings to competing players.

- Players must stay behind the line
- Successfully land 5 points around the flamingo's neck

**GOLDEN RING:** For \$10 each, a ring can be purchased worth 3 points when made on the flamingo. The ring can be thrown up to 3 times. **MAXIMUM OF 2 GOLDEN RINGS PER TEAM.**

**Pin the Lei on Blake Shelton Obstacle Course:** The second two team members will then participate in a blindfolded obstacle course with the objective of getting a lei around a tropical Blake Shelton cut-out's neck.

- Players may not begin until the ring toss has completed
- Blindfolded player must spin 3 times before beginning the course
- Players must stay within the designated path, otherwise must return to the last obstacle
- Players must use only verbal cues, no contact
- If the lei is dropped, players must start over from the last obstacle
- Lei must be completely around Blake's neck

**FREE PATH:** For \$10 each, players can have the advantage of removing one of the obstacles from the course. **MAXIMUM OF 2 OBSTACLES REMOVED FROM COURSE.**

**Water Relay:** All four team members come together for the final event of the relay. Players will line up 10 feet apart, each with a cup. Water from a bucket on one side of the line will be passed through the cups of the players to a bucket on the other side until the water reaches the designated line.

- Players must wait to begin until all teammates are ready
- Water must be passed down line of all four players, no skipping
- Enough water must be passed to fill the second bucket to the designated line
- Water buckets must not leave the ground
- Once the water reaches the line, all four players must cross the finish line to stop their time

**JUMBO CUP:** For \$20, players have the option to make their final event time shorter by purchasing four bigger cups.