

Scrappy Games Event Details

About Scrappy Games

Scrappy Games will consist of four activities. Activities range in style and difficulty, but all will require a sense of humor and willingness to have fun! Scrappy Games will take place at 7:00 pm on Tuesday, November 9th at Apogee Stadium, where participants and spectators are encouraged to come out and enjoy an evening of friendly competition. In the event of inclement weather, Scrappy Games will be held at the Indoor Practice Facility.

General Rules and Info

These rules supersede those in the 2021 Homecoming Events & Team Competition Information packet.

- Participating team members must check in at Gate 3 of Apogee Stadium between 6:00-6:30pm
- A team member will only be allowed to compete in one activity, with the exception of the Small Team category
- All competing students will receive a wristband which allows them onto the field. After participants complete their activity, their hand will be marked so they can't compete in other events (unless they're in the Small Team category)
- Each student competing for their team must present their UNT Student ID or provide their Student ID number at check-in
- Only team members competing in Scrappy Games will be allowed on the field
- Potential violations of the rules may be submitted per the "Questions and Concerns" section under "Team Competition Overview and Policies" in the Homecoming Events & Team Competition Information packet
- Student Activities/Homecoming Crew reserves the right to disqualify any team it feels is not acting in the best interests of the spirit of Homecoming
- As Student Activities/Homecoming Crew has never facilitated all of these specific games before, it reserves the right to make rule changes the night of the event, if deemed necessary. Any changes will be communicated to the teams

Scoring

Activity

Activities will either be timed or counted. Within each category (Small Team, Medium Team, Large Team, and Residence Hall), activity placements will be given to all teams participating in that activity based on either the order in which teams complete the task, with the fastest team (Scrappy-Thon and Criss Cross Collision) receiving the most activity credits; or based on quantity, with the team earning the highest count (Super Scrappy Sweet) or lowest count (Rapid Fire) receiving the most activity credits. In each activity, the last place team will receive 10 activity credits, and each subsequent placement will receive a +10 credit differential. See below for an example of timed and counted activity scoring. In the event of a tie, those teams will receive activity credits for the higher/highest placement.

Example: Activity Credit Breakdown with 5 Teams		
	Scrappy-Thon	Rapid Fire
5th place	10	10
4th place	20	20
3rd place	30	30
2nd place	40	40
1st place	50	50

Event

All teams' credits from the four activities will be added together to determine event placement. As described in "Team Competition Point Breakdown" in the Homecoming Events & Team Competition Information packet, the last place team (adding all activity credits) in the category will receive 30 points, and each team placing higher will receive an additional 30 points per subsequent placement. For example, with 3 teams, the 3rd place team will receive 30 points, 2nd place will receive 60 points, and 1st place will receive 90 points. In the event of a tie, those teams will receive points for the higher/highest placement.

Event Details by Activity

Activity 1: Scrappy-Thon

Participants Needed per Team: 3

About Scrappy-Thon: Show off your speed and skill by going through an obstacle course! Teams will compete against each other in 3 different elements to complete the race in the fastest time.

Obstacle Course: In the first element of the relay, one team member will race through an inflatable obstacle course that will require them to jump, run, climb and slide their way through.

Junk in the Trunk: In the second element, one team member will have a Kleenex box filled with plastic balls attached to their waist. They will have to get all the balls out without using their hands in order to progress to the next element.

Balloon Station: In the third element, one team member will blow up a balloon, tie it, and then proceed to sit and pop the balloon.

Relay Photo:



Activity Rules:

Three team members will compete in this relay, and each will begin on the starting line of their designated course element. When instructed, team member 1 will begin the obstacle course. Once the member has completed the course, they will run to tag team member 2, who will be waiting at the starting line for the Junk in the Trunk element of the relay.

Once team member 2 has been tagged, they will run to their respective table where they will play the minute to win it challenge "Junk in the Trunk," where they must knock all balls out of their box which will be placed on their backside. **The player cannot touch the box, balls, or belt with their hands or any other body part.** The balls must come out of the box as a direct result of body movements - no laying down or

rolling around. Once team member 2 has gotten all the balls out of their box, they will run to tag team member 3, who will be waiting at the starting line for the balloon station element of the relay.

Once team member 3 has been tagged, they will race to the balloon table, where they will grab a balloon, blow it up, and tie it. They will then sit on a chair, on the balloon until it pops. The relay time for this activity will be completed when the balloon pops.

Prior to their turn, members must stand behind the starting line for their respective element and may not begin their activity until they are tagged by their team member. Failure to follow this rule, as well as a false start, will require the team member to come back to the starting line for that element and begin again. Any intentional interference with the other team (at the discretion of the judge) at any point in the relay will result in the addition of 5 seconds to their relay time, per occurrence. The team with the fastest time wins.

Activity 2: Rapid Fire

Participants Needed per Team: 2

About Rapid Fire: Teams of two (with teammates catty-corner from each other facing their opponent) start with the same number of balls in each lane of the inflatable. Players will have 2 minutes to pass balls through the holes in the netting in front of them which separates them from their opponent. The zany catch to this game is that each player is wearing a harness that is attached to a bungee cord which is attached to the opponent in the lane next to them!

Rapid Fire Photo:



Activity Rules:

Players must get into starting position by placing their hand on the back wall. When the referee blows the whistle, players will work to get all the balls in their lane onto their opponent's side. Players may toss the balls through the hole or run them up to the netting and pass them through one of the three holes. Players cannot reach through the holes onto their opponent's side or cover/block the holes in the netting to prevent their opponent from trying to pass balls through, into their lane.

At the conclusion of time, the number of balls in each lane will be counted. The team in the category with the least number of balls in their combined 2 lanes wins!

The Kicker: Opponents on the same side of the inflatable are attached to the same bungee cord, making the game a constant tug-of-war against your opponent, hence stopping them from running forward and you defending your team from the other team throwing balls into your lane!

Activity 3: Criss Cross Collision

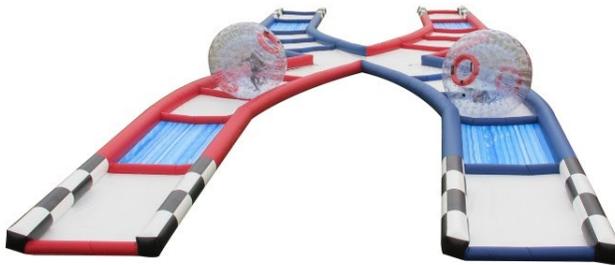
Participants Needed per Team: 4

About Criss Cross Collision: The relay consists of two elements completed by different team members. Teams will compete to finish the relay in the fastest time.

Criss Cross Collision: In the first element of the relay, one team member will race inside a human hamster ball on a track that criss crosses with their opponent.

Suck It Up: In the second element of the game, team members must transport Skittles from one table to another using only a straw in their mouth.

Criss Cross Collision Photo:



Activity Rules:

Four team members will compete in this relay, and each will begin on the starting line of their designated element. When instructed, Team member 1, who is in their hamster ball at the starting line of the Criss Cross Collision course, will begin. Once team member 1 has completed the course by hitting the bumper at the end, where team members 2, 3, and 4 will be waiting, team member 1 will tag (with their ball) team member 2

Once team member 2 has been tagged, team members 2, 3, and 4 will run to the Suck it Up supply table. Team members may grab a straw with their hands to put it in their mouth. After that, Team members 2, 3, and 4 will move their Skittles from the supply table to the target table by sucking the Skittle through the end of the straw and “carrying” it to the target table to drop in the designated area. Team members cannot use their hands or any other body part to touch the Skittles or straw.

Team members 2, 3, and 4 will be responsible for moving 4 Skittles each. Each team member will have a specific color Skittle they are responsible for moving. If a Skittle is dropped at any point while moving it to the target table, or if it falls off the target table, the team member whose Skittle it is will be responsible for taking it back to the supply table to start over. They may use their hands to carry the Skittle to place on the supply table and place the straw in their mouth, after which they will attempt to move it again to the target table using the above method.

The relay time for this activity will be completed when the last Skittle is placed in its designated area.

Prior to their turn, members must stand behind their starting line and may not begin their activity until they are tagged by their team member. Failure to follow this rule, as well as a false start, will require the team member to come back to the starting line for that element and begin again. Any intentional interference with the other team (at the discretion of the judge) at any point in the relay will result in the addition of 5 seconds to their relay time, per occurrence. The team with the fastest time wins.

Activity 4: Super Scrappy Sweep

Participants Needed per Team: 2

About Super Scrappy Sweep: Teams will compete against each other in the Super Scrappy Sweep! Member 1 will race to gather as many items as possible and then toss the items to Member 2, who must catch as many of the items as they can. Can you handle Super Scrappy Sweep?

Activity Rules:

Team Member 1 will line up at the 10-yard line to begin the activity. Team member 2 will be at the 20-yard line waiting to catch the items team member 1 tosses. Teams will have 3 minutes to complete the game, which includes Team Member 1 retrieving items (worth different point values) from the end zone and tossing them from behind the 10-yard line to team member 2. Team member 2 must catch the tossed items in the provided basket without using their hands or any other body part.

Team member 1 will start out with a basket of 10 items that are worth 1 point each. They will also have one opportunity to retrieve more items from the end zone, to toss to Member 2. After they leave the end zone, Team member 1 cannot go back in to get more items.

If a tossed item does not make it to Team Member 2, landing and stopping on the field between the 10- and 20-yard lines, it will not be retrievable as it is now in the “dead zone.” However, if an item that is not caught stops past the 20-yard line (past the dead zone line), Team Member 2 can pick it up with their hands and throw it back to Team Member 1 to try tossing again. Team Member 2 may throw any items that are on the ground (not in the dead zone) back to Team Member 1, even if items were originally thrown by another team. If an item falls out of team member 2’s basket, it cannot be placed back in; however, if it doesn’t stop in the dead zone, team member 2 may throw it back to team member 1 to toss. If Team Member 2 throws an item back and it lands and stops in the dead zone, it is not retrievable as it is now in the dead zone.

Team members are allowed to move around behind their respective 10- or 20-yard lines (either laterally or backwards); they just cannot advance forwards, past their line. Failure to follow this rule, or use of hands or any other body part to catch items, will result in the deduction of 1 point, per occurrence. If a team member catches another team’s tossed item, it will count for the team that caught it. However, any intentional interference with the other team (at the discretion of the judge) will result in the deduction of 1 point, per occurrence.

Team members only get points for what items are remaining in their basket at the end of time. The team with the highest point total wins.