



CORPORATE CHALLENGE **REBOOT**

Friday, June 17

Presented by **Agilec.**

GAME HOST OPTIONS:

Team of 4 people will compete along a circuit of games in a 'minute-to-win-it' format for the coveted gold, silver and bronze medals. There might be a couple of surprise awards as well, including "Best Host", voted on by the participants.

Game Hosts will enjoy logo placement on all on-site signage, pre-event and post-event marketing, and will have the opportunity to interact with all participating team members.

Game Hosts will require:

- 10 x 10 Tent – Although not required, it may be a hot and sunny afternoon.
- Any branded information/rack cards/business cards you would like to hand out.
 - Any props needed for game completion.
- Games must be able to receive a score. Below are some options that can be played indoors or outdoors, depending on weather.
- Games hosts may choose to develop their own game, but must submit to committee for approval. Game rentals are also available at [Notaro's Game Rentals](#).
[CLICK HERE](#) for list of available games and price list.

Cornhole

Object of the game

- The object of the game is to achieve the best score possible

Rules

- Players toss bean bags onto a slanted board with points awarded.

How to Play

- Game Host will determine who goes first (rock paper scissors? Pick a number?)
- Players will take turns tossing bean bags
- Points are awarded based on whether bag stays on board, and goes through the hole

Scoring

- Points will cancel each other out, with final score awarded to winning team member

Balloon Relay

Object of the game

- The object of the game is to be the first team to successfully transfer a balloon from point A to point B without using their hands.

Rules

- Players must not use their hands to hold, handle, or help teammates handle the balloon
- Players who use their hands will be disqualified
- Players who drop the balloon after the game begins will be disqualified

How to Play

- Teams will gather and place the balloon between two players to balance the balloon from falling to the ground.
- Once the game official gives the signal, the game will begin and players will have to maneuver their bodies to either pass the balloon to other players, or to walk together to transfer the balloon from point A to point B.

Blindfold Mine Field

Object of the Game

- The object of the game is to help a blindfolded player maneuver their way through a “mine field” safely and without stepping on a mine

Rules

- Area of the mine field must be 6 feet across. Width of the mine field depends on how many players are present
- Mines must be placed within the mine field area.
- Players who step on a mine will be disqualified

How to play

- Teams must elect a player to be blindfolded.
- The game officials will distribute mines after players have been blindfolded.
- The blindfolded player must walk through the mine field without stepping on a mine
- The remaining teammates will assist the blindfolded player by providing verbal directions
- The team who makes it through the mine field successfully first, wins

Giant Jenga

Object of the Game

- The object of the game is to remove blocks from the tower and avoid being the team who causes the tower to fall.

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Rules

- Teams must take turns removing blocks
- Teams cannot use tools of any kind to remove blocks. HANDS ONLY

How to Play

- Game officials will stack the tower
- Teams will flip a coin to determine who goes first
- Teams will take turns removing blocks from the tower
- The team who avoids causing the tower to fall wins.

Marshmallow Buildings

Object of the Game

- The object of the game is to be the team who builds the highest freestanding structure using only marshmallows and spaghetti noodles

Rules

- Teams must only use the supplies provided to build a structure
- Structures must be able to stand indefinitely
- Teams must not "stick" marshmallows to the foundation to help support their building

How to Play

- Teams will have the supplies they need to construct their building
- The game officiant will set 5 minutes on the clock and provide the go signal
- Teams will spend their time creating a freestanding structure
- The team with the tallest freestanding structure after time elapses, wins
- Teams must not use the internet or smart phones to help find designs

Three-legged Race

Object of the Game

- The object of the game is to be the first team to cross a finish line while having their legs tied together

Rules

- Teams must continue through the race with their legs together at all times
- Teams who fall to the ground are disqualified
- Teams who use existing structures to support themselves from falling will be disqualified

How to Play

- Teams will have their legs joined

- At the signal of the game official, players will race across a distance of 25 feet
- First team who has all players across the finish line first will win the event

Egg and Spoon Race

Object of the Game

- The object of the game is to be the first person to successfully balance an egg on a spoon while racing across a distance of 25 feet

Rules

- Players must keep their eggs balanced on their spoon
- Players who support their egg using anything but the spoon will be disqualified
- Players who drop their egg will be disqualified
- Eggs must be boiled or artificial

How to Play

- Players will balance their eggs on their spoon at the starting line
- Game official will give a signal and players will race across 25 feet to the finish line
- Players who drop their egg must go back to the beginning and start again
- Team who is the first to have all players across the finish line wins

Keep up the Balloon

Object of the Game

- Be the player who keeps up their balloon the longest using a air puffer

Rules

- Players must use the air puffer only to keep the balloon from hitting the ground
- Players who's balloons hit the floor will be eliminated
- Players who use anything but the air puffer will be disqualified
- Players who drift out of the playing areas will be disqualified

How to Play

- Players will hold their balloons and their air puffers
- When the game official gives the signal, players will toss up their balloons above them and use the air puffers to keep the balloons from hitting the floor
- The player who keeps up their balloon the longest, wins for their team

Musical Chairs

Object of the Game

- Be the last person to have a chair when the music stops

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Rules

- No pushing, pulling chairs, moving chairs, or fighting for a seat
- Players must continue to walk around the chairs until the game official stops the music

How to Play

- Players will gather around a number of chairs that are equal to the number of players minus one.
- The Game official will start the music and players will walk around the chairs until the game official randomly stops the music.
- Players will have to be fast to sit and avoid being the player without a chair at the end of the round.
- That player will be eliminated and play repeats until one player is left.

Balloon Cups

Object of the Game

- Be the first player to knock down all the cups using the air from the balloon.

Rules

- Players must blow up their own balloons
- Players must only use the air from the balloon to knock over the cups
- Players who lose their balloon are disqualified

How to Play

- Players will stand in front of cups that are set up
- At the signal of the game official, players will race to blow up their balloon and use the air from the balloon to knock down all of their cups
- The first team to knock down all their cups wins

Balloon Darts

Object if the Game

- Be the first team to pop three matching balloons

Rules

- Teams must take turns throwing darts at the balloon board
- Teams must stay behind the line when throwing, or risk disqualification

How to Play

- The Balloon board will have a number of balloons on the board in various colours
- Teams will flip a coin to determine who goes first

- Teams will take turns throwing darts at the balloons
- The team who is able to pop three matching balloons first, wins

Paper Boat Race

Object of the game

- Be the team who creates a boat that floats the longest

Rules

- Players must use the paper that is provided to create a boat.
- Teams who are caught listening or watching other teams build will be disqualified
- Teams must only use the supplies provided
- Teams must not use the internet or smart phones to help find designs

How to Play

- When the game official gives the signal, teams will be given 3 minutes to create a boat using the paper provided
- After time is up, teams will gather at the pool where game officials will provide the signal to place the boats in the pool.
- Teams will place their boats in the pool and the boat that floats the longest without tipping or sinking wins

Paper Plane Competition

Object of the Game

- Be the team who builds a plane and flies the plane the longest distance

Rules

- Teams must use the supplies provided
- Teams must not use the internet or smart phones to help find designs

How to Play

- Teams will be given paper to construct a plane
- Teams will create a plane and line up at the line designated by the game official
- Teams will have three attempts to throw their plane the furthest they can.
- The game official will mark the furthest attempt
- The team who throws their plane the farthest, wins

Pipeline

Object of the Game

- Be the team who is first to transfer their ball across the field first without dropping it.

Rules

- Plyers must only use the supplies given to them to transfer the ball across the field
- Teams who drop the ball must start again

How to Play

- Teams of four will be given one ping pong ball and four carboard pipes
- At the signal of the game official, the ball will be placed in the pipe, and players will begin to transfer the ball through each of their pipes. Players will have to continue to link their pipes together across the field to successfully transfer the ball across the field.
- The first team who makes it across the field successfully, wins.

Water balloon Toss

Object of the Game

- Be the team who has the most unbroken water balloons by the time runs out.

Rules

- Players must toss the water balloons with an underhand motion

How To Play

- Players will line up across from each other at 6 feet apart
- Players will be given a bucket of balloons of a certain colour to throw to their team mate
- Players will throw balloons to each other, trying not to break the balloons. Everytime a team makes a successful toss without breaking the balloon, players will sperate further to the next mark at 8 feet, then 10 feet, and finally 12 feet
- The first team to successfully complete the balloon toss will win

Bucket Dash

The Object of the Game

- The object of the game is to be the team who can transfer the most water from one bucket to the other.

Rules

- Players must use the sponges provided to transfer water.
- If a bucket is tipped over, that team will be disqualified

How to play

- Teams will race to be the first to transfer their water to another bucket.
- When the game official gives the signal, players on each team will take turns taking a full sponge from one bucket to another bucket where they will empty their sponge out and return the dry sponge to the next player in line.
- The team with the most water in the bucket a t the end of the race wins

TP Target Practice

Object of the Game

- The object of the game is to be the first team who successfully gets all their shots through the target before time runs out.

Rules

- Players must follow direction at all times or be disqualified
- Players must not move from their designated locations

How to Play

- 3 players will line up on a line, and bend over to hike the toilet paper roll
- The 4th person will be standing behind the line of their team mates at a distance of 6 ft and will stand with their arms making a loop hole
- When the game official gives the signal, players will try to launch their rolls through their legs and into the arms of the team mate waiting behind them
- If a player misses their shot, they must retrieve their roll and reposition themselves for another attempt.
- A team wins when all three of the players successfully make the target throw

Squirt Gun Car Race

Object of the game

- Be the first team to successfully send their race car down the track using nothing but a water gun to push the car.

Rules

_ Players must only use the water from the water gun. Players cannot touch the car

- Players who touch the car will be disqualified

How to play

- Teams will line their cars up at the starting line of the track.
- Teams will have water guns available to help move the car down the track.
- Once the game official gives the signal, players will race to get their car across the finish line first.
- The team who gets their car past the finish line first, wins.

Cookie Face Race

Object of the game

- The object of the game is to be the first team to get all their cookies to their mouth without using their hands.

Rules

- Players must use the cookies provided
- Players must not use their hands
- Players must wait for the starting signal
- Players who lose their cookie, must start again from the beginning

How to Play

- Players will each have a cookie placed on their forehead.
- Once the game official signals, players will race to transfer the cookie to their mouth using only their face muscles to move the cookie.
- The first team to have all players complete the challenge wins

Pop Can Tower

Object of The Game

- Be the team who makes the highest tower by the end of the timed event

Rules

- Players must not support the tower with anything except the pop cans

How to Play

- Players will gather in teams and wait for the game to begin.
- Once the game official gives the signal, players will race to stack pop cans as high as they can
- The tower must be freestanding
- The team with the tallest stacked pop cans wins

Wall Bounce

Object of the Game

- The object of the game is to be the first team to bounce three balls off a wall and into a basket

Rules

- Players must stand 8 feet from the wall and throw their balls against the wall

How to play

- Players will line up 8 feet from the wall
- Baskets will be placed 4 feet from the wall.
- Players on each team will take turns bouncing balls off the wall and into the baskets. If a player missed a shot, they must retrieve the ball without interfering with other teams. Interference will mean disqualification
- The first team to sink all their balls, wins

Show Flick

Object of the Game

- Be the first team to flick all their shoes onto a table

Rules

- Players must flick their own shoes.
- Players must control their shots, and avoid hitting any person with their shoe

How to play

- Players will line up 6 feet away from a table. Each team will have their own table
- At the game officials signal, players will race to flick their shoes onto the table

- If a player misses the shot, they must wait until all teammates have taken their shot before retrieving their shoe to try again.
- The first team to successfully flick their shoes onto their table, wins.