2015 CFAES Ag-Lympics
Event Rules & Registration
Itinerary for AgLympics

Registration          4:00PM-5:00PM
Opening Ceremonies    5:00PM-5:15 PM
Competition           5:15PM – 8PM
Closing Ceremonies    8:15PM (or completion of events)

Schedule of Competition

EVENTS STARTING AT 5:15 PM
  • Team Uniform and Team Mascot Contest

EVENTS STARTING AT 5:30PM
  • Corn Hole Tournament
  • Chug-A-Lug
  • TIMMBBBEERR (aka Yard Jenga)
  • Hay is for Horses, Straw is for…

EVENTS STARTING AT 6:15 PM
  • All events in progress will break at this time.
  • Advisor Pie Eating Contest

EVENTS STARTING AT 6:30PM
  • Crop Farmer Dash

EVENTS STARTING AT 7:00PM
  • All previously paused events will continue at this time.
  • Barrel Race
  • Stubborn Steer

EVENTS STARTING AT 7:30PM
  • Poultry Pass
General Rules

Registration
1. Registration for events will be completed with the online registration form.
2. A $10 registration fee per club should be turned into the CFAES Student Council Social Chair at a CFAES Student Council Meeting or at the front desk of Agricultural Administration 100.

Teams
1. The only teams eligible to enter are teams representing CFAES student organizations (or any other team invited to participate, i.e. USG, faculty, staff)
2. Teams must consist of dues paying members in your club or organization
3. Individuals cannot participate on behalf of two different clubs (can only represent one organization)

Dress Code
1. For the safety of the competitors, please wear close-toed shoes
2. All members of a competing team MUST be wearing a shirt with their club name on it, preferably they should all match. Teams will not be considered for registration until this requirement is met.
3. Depending upon the game, appropriate safety gear may be required

Scoring
1. Top 3 teams in each event will receive points for their team
2. Each team will receive one additional point for participating in an event
3. The point values for each placing are prior determined by CFAES Student Council
4. In the event of a tie, a tug o’ war will be used to determine the winner with the size of the teams based on the size of the teams that are tied.
**Placings/Awards**

1. Upon the conclusion of all events, points will be tallied.
2. The top three places in each event will receive a medal at the closing ceremonies.
3. The winning club will be awarded gold medals for each member and a traveling trophy, which will be announced and presented at the CFAES Banquet.
4. The trophy travels from year to year to the winning team. Any damage or misplacement of the trophy will be the responsibility of the club.

**Judges/Referees**

1. All judges and referees are volunteers so please do not argue with them. They reserve the right to disqualify an individual from an event and if the action is severe enough, disqualification of the team from the whole event.
2. Be flexible with them, keep in mind they are using stopwatches and the naked eye as their tools to determine winners.
3. All judge and referee decisions are final.
4. In the event of a dispute, the Ag-Lympics Committee will make the final decision.

**Conduct**

1. Please observe all principles of proper sportsmanship.
2. HAVE FUN!!!
TEAM UNIFORM CONTEST

Rules:
- At least 2 team members must be present for judging
- Teams with more members present for judging will be awarded more points (we will not start the other events until judging is done)
- The uniforms must be related to each other
- The uniforms will be judged on creativity, functionality, and relation to the club’s purpose or theme
- The scale will be 1-10, based on the judge’s opinion in relation to the criteria listed above
- No medals will be awarded for this event, however, points will be awarded (which will go towards the teams overall points)

Rules: Teams will parade around the arena, showing off their mascot and uniforms for the judges.

Note: The Team Mascot and Team Uniform Competition will happen at the same time!
TEAM MASCOT COMPETITION

Rules:
• ONLY ONE team member will be dressed as the mascot and must be present for judging, with the uniform contest participants.
• The mascot will be judged on creativity and relation to the club’s purpose or theme.
• Note: If your club or organization does not already have a formal mascot, you may come up with one for the purpose of this event (highly recommended).
• The scale will be 1-10, based on the judge’s opinion in relation to the criteria listed above.
• No medals will be awarded for this event, however, points will be awarded (which will go towards the teams overall points).

Rules: Teams will parade around the arena, showing off their mascot and uniforms for the judges.
Note: The Team Mascot and Team Uniform Competition will happen at the same time!
CORN HOLE TOURNAMENT

Rules: Each team will consist of two people
1. The tournament will be a single elimination bracket format
2. All standard American Corn Hole Association Rules apply with the exception of: If a team goes over 21 then they return to 7 points. The format for the bracket will be single elimination.
Chug-A-Lug
(formerly Milk Cup)

Rules: Two teams of 5 will line up on each side of a large table (ex: 4x8 sheet of plywood)

1. 12oz solo cups (plastic) will be filled to lower crease in cup
2. Official will ensure participants are ready
3. Official will drop an item (such as an empty cup) on table--- when it hits that signals teams to start
4. The team members on the end of the table closest to the official will start first by drinking their cup of milk. When finished they will set it back on the table (right side up, as it was when filled) and attempt to flip it over (upside down) using only one hand. When the cup has landed upside down, that signals the person next to that individual to go. They follow the same procedure as the person before. Eventually when the last person flips their cup over they win that round.
5. If a person cannot flip the cup over and decides to set it upside down on the table, that team will forfeit that round.
6. The format for this bracket will be single elimination
   YOU MUST KEEP YOUR CUP ALL THE WAY THROUGH THE COMPETITION!!!!!!
ADVISOR PIE EATING CONTEST

Rules: One advisor will participate per club.

1. Advisors will line up at the tables and will have one pie placed in front of them.
2. The first advisor to eat the whole pie or consume enough pie to be deemed acceptable by the official will be declared the winner.
3. Note: During the eating contest, the advisors' hands will be kept behind their backs---ONLY THE FACE can be used to complete this event.
Crop Farmer Dash
(formerly Corn Cob Relay)

**Rules:** Five team members will participate

1. Each team will start by having 1 member spin on a dizzy bat 10 times.
2. Then run with the corn cob 30 yards to the other line.
3. The second person crab walks the corn cob 30 yards back to the other side.
4. The corn cob is handed off and the next person who must carry two 5 gallon buckets (filled half way with water, or corn, or a similar item) back to the other side.
5. The corncob is handed off for the final time and taken back down the straightway by the remaining two team members in a human wheelbarrow.
6. As soon as the person with the corn cob crosses the line the race is over for that team.
7. The corn cob cannot be dropped or a time penalty of 5 seconds will be enforced!
8. The winner from each heat will proceed to the championship heat.
**BARREL RACING**

**Rules:** One team member will participate

1. This event will be a timed event
2. The competitor will be expected to race around the barrels (starting when the official says “go”) in a cloverleaf pattern
3. The competitor must “stay on” the toy horse at all times and complete the race in a skipping or shuffling manor (whichever method works best for them)
4. NO RUNNING WILL BE PERMITTED. Contestants that run through the course will be disqualified
5. The official will stop time when the contestant reaches the finish line
6. Points will be deducted for competitors who do not follow the cloverleaf pattern
7. The competitors with the top 3 fastest times will be awarded 1\(^{st}\), 2\(^{nd}\), and 3\(^{rd}\) place
Poultry Pass  
(formerly Egg Toss)

**Rules:** Teams of two are required---Team members must stand facing each other a few feet apart

1. Using bare hands, toss the egg from one partner to the other
2. After all teams have thrown, each player then takes one step backwards (if there is confusion as to how far people should move back, a referee will determine the appropriate spot for all team members to stand during each round)
3. Continue tossing the egg and stepping backwards until the egg breaks
4. The team is out of the game once their egg breaks
5. If a egg is dropped and does not break the team is still in the game.
6. When one team is left with an unbroken egg they are declared the winner
7. Points will be awarded to the last 3 teams that remain
Stubborn Steer
(formerly Tug-O-War)

Rules:
1. A team of 5 individuals will compete in this event
2. **TEAMS MUST HAVE ATLEAST 1 FEMALE MEMBER**
3. A pull shall be won when one of the white tapes or markings on the rope has been pulled over the mark on the ground (4 meters), and will be signaled by the judge blowing his or her whistle and pointing in the direction of the winning team.
4. No cleats shall be worn during this event.
5. Gloves are allowed.
“TIMMBBEERR”
(formerly Yard Jenga)

**Rules:**

1. One individual from each student organization will compete in a single elimination tournament-style competition

2. 54 wooden blocks are stacked in a tower formation; each story is three blocks placed adjacent to each other along their long side, and each story is placed perpendicular to the previous

3. Once the tower is built, the person who built the tower moves first

4. Moving in “TIMMBBEERR” consists of taking one and only one block from any story except the completed top story of the tower at the time of the turn, and placing it on the topmost story in order to complete it. Only one hand at a time may be used to remove a block; both hands can be used, but only one hand may be on the tower at a time

5. Blocks may be bumped to find a loose block that will not disturb the rest of the tower

6. Any block that is moved out of place may be left out of place if it is determined that it will knock the tower over if it is removed

7. The turn ends when the next person to move touches the tower, although he or she can wait 10 seconds before moving for the most previous turn to end if they believe the tower will fall in that time.

8. The game ends when the tower falls, in any way, the loser is the person who made the tower fall, who must then yell “TIMMBBEERR” as the tower falls.
Hay is for Horses, Straw is for...

(formerly Bale Toss)

Rules:

1. Each team may enter up to 2 males and 2 females, participants will be given a straw bale to throw as far as they can. The furthest throw out of these two competitors (in each division, male and female) will be counted in the competition.

2. A line will be marked on the ground that the participants feet may not cross when throwing the bale. Distance will be measured from this line to where the bale stops moving.

3. Practice throws are allowed; however, they must be clearly defined as such prior to throwing, and will not be counted for points.

4. The top 3 throws with in each division (male and female) will be awarded points.