

OFFICIAL RULES OF THE OFFICE OLYMPICS

Each team has the opportunity to complete each event once (and only once).

For each individual event, the team will decide on two competitors who will complete the event, while the third team member videos the event and keeps time. Teams can, if they chose, alternate videographer and competitors for each event, but not during any one individual event. (Once the individual event begins, the two competitors are the two competitors. Teams cannot switch a competitor for a videographer during an individual event).

After each event is completed, teams will be required to submit their score and associated video to a folder in Box for judge review.

All events must be completed and scores/videos submitted by 12:00 noon on Friday, August 12.

An award ceremony will be held in front of Students First Center at 3:00 with medals being awarded to the gold, silver, and bronze teams.

Remember, there are extra points available for the best dressed team! Five bonus points will be awarded to the best dressed team. Take a picture or video of your team and upload it to the Fun, Fun, Fun Box Folder. An impartial judge will be choosing the one team who will be awarded the five bonus points.

Fun, Fun, Fun Box Folder: <https://ucmerced.box.com/v/officeolympics>

Official website: <http://registrar.ucmerced.edu/office-olympics>

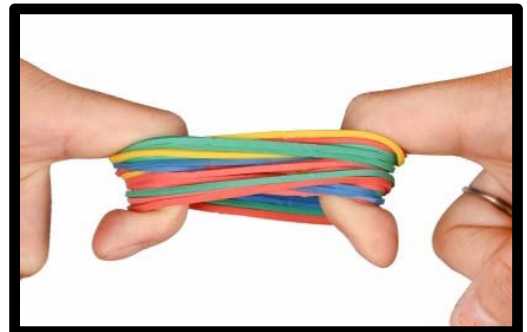
ID CARD TOSS

- **Participant roles:** Designate one team member to be the ID Card tosser, one team member to be the ID Card retriever, and one team member to film/time the event.
- **Location:** Financial Aid Green Room.
- **Materials:** Three ID Cards (provided by each team member), Hula hoop (provided), blindfold (provided), smartphone to record video.
- **How to play:** Standing behind the blue line the tosser will place blindfold on eyes and will throw the ID Cards into a hula hoop as many times as possible. The retriever can continue to return the ID Cards to the tosser—just don't get hit! Be sure to film the event from an appropriate angle so that the judge can see the ID Cards land in the hula hoop.
- **Time cap:** Two minutes. Time begins when First ID card is tossed.
- **Scoring:** One point will be awarded for each ID Card that was thrown inside of hula hoop successfully. Include your final score along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure your team name is included on the items you upload.



RUBBER BAND ARCHERY

- **Participant roles:** Designate two team members to be archers and one member to film/time the event.
- **Location:** Hallway behind Financial Aid cubicles (near exit door).
- **Materials:** Rubber bands (provided), smartphone to record video.
- **How to play:** Each archer will stand behind the blue line and, one at a time, shoot rubber bands at the target. No additional equipment can be used (no rubber band shooters, pencils, paperclips, etc). Archers can continue shooting until time ends by retrieving the previously shot rubber bands. However, an archer must be behind the blue line to be awarded points. Be sure to film the event from an appropriate angle so that the judge can see the archers and target. When you are done, please clean up the rubber bands so the game is ready for the next team.
- **Time cap:** Two minutes. Time begins when first rubber band leaves an archer's fingers.
- **Scoring:** One point will be awarded for each rubber band that hits the target. Include your final score along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure your team name is included on the items you upload.



CHAIR CURLING

- **Participant roles:** Designate one team member to sit in the chair (Sweeper), one team member to push the chair (Skip), and one team member to film/time the event.
- **Location:** Media Cats Hallway with start line closest to Financial Aid.
- **Materials:** One chair (bring your own), smartphone to record video.
- **How to play:** With the Sweeper seated in the chair, the Skip will push the Sweeper down the hallway making sure the Skip does NOT cross the blue starting line. The Sweeper will then swivel his/her chair to make it to the highest point marker (marked with blue tape) without touching the ground or walls with his/her hands or feet. Teams can attempt this as many times as they chose within the time cap—accumulating points with each attempt. Be sure to film the event from an appropriate angle so that the judge can see the action—you might even need to follow the Sweeper down the hallway!
- **Time cap:** Two minutes. Time begins when the Skip touches the chair for first push down hallway.
- **Scoring:** If the Sweeper makes it to the first score line one point is awarded. If the Sweeper makes it to the second score line two points are awarded. If the Sweeper makes it to the third score line five points are awarded. Include your final score along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure your team name is included on the items you upload.



TRASHCAN BASKETBALL

- **Participant roles:** Designate two team members as shooters and one team member to film/time the event.
- **Location:** Dustin/Carlton's Room.
- **Materials:** Waded up (recycled) paper (provided), trashcans (provided), smartphone to record video.
- **How to play:** Each shooter will stand behind the blue line and shoot the balls (waded up paper) into the baskets (trashcans). Shooters can continue until time ends by retrieving and reshooting balls that did not make it into a basket (balls cannot be retrieved from a basket). However, shooters must be behind the blue line to be awarded points. Be sure to film the event from an appropriate angle so that the judge can see the shooters and trashcans. When you are done, please return all the balls to behind the blue line so the game is ready for the next team. Watch out for the breeze!
- **Time cap:** Two minutes. Time begins when first ball is thrown.
- **Scoring:** One point will be awarded for each ball that makes it in a basket. Include your final score along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure your team name is included on the items you upload.



TYPING SPRINT

- **Participant roles:** Designate one team member to be the typist, one team member to be the caller, and one team member to film/time the event.
- **Location:** At any team members workstation.
- **Materials:** Computer, smartphone to record video.
- **How to play:** Using your own computer create an empty word document. On go, the typist is to type out the first and last names of as many enrollment management staff as you can. The caller can call out names, but cannot help the typist with spelling. Choose your roles wisely.
- **Time cap:** Two minutes. Time begins when the time keeper says “go”.
- **Scoring:** There will be one point awarded for each correctly spelled first and last name combination (ex. Typing ‘Jane Lawrence’ would earn 0 points). Upload the document along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure your team name is included on the items you upload.



OBSTACLE COURSE

- **Participant roles:** Designate two team members to be cone retrievers and one team member to film/time the event.
- **Location:** Begins at Students First Center, with cart and two cone retrievers behind the blue line.
- **Materials:** Scavenger cone map (see attachment), cart/cones (provided), smartphone to record video.
- **How to play:** Using the scavenger cone map, plan out your route. Make sure all of the cones are placed in their starting positions before beginning the event. Make sure cart and two cone retrievers are all behind the blue starting line. Each of the cone retrievers must ***maintain one hand on the cart at all times***. On go, see how many cones your cone retrievers can collect and place into the cart. Please note that there is no way we can ensure that the same obstacles (staff, students, boxes, Pokémon, etc.) are present for each team, so be courteous of other teams when they are performing this event by getting out of their way...or not. Please return the cart and the cones to their starting positions.
- **Time cap:** Two minutes. Time begins when the time keeper says “go”.
- **Scoring:** The points differ for each of the cones based on the distance and difficulty of retrieval. Include your final score along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure your team name is included on the items you upload.



JAVELIN THROW

- **Participant roles:** Designate one team member to be the paper airplane engineer, one team member to be the airplane launcher, and one team member to film/time the event.
- **Materials:** One piece of 8.5 x 11inch (recycled) paper (provided), hoop (provided), smartphone to record video.
- **How to play:** The paper airplane engineer constructs the airplane utilizing the entire paper using only folding techniques without the addition of other supplies (i.e., no tape, paperclips, super glue, etc.). Then, the launcher will stand behind the blue line and try to make the airplane through the hoop as many times as possible.
- **Time cap:** Two minutes. Time begins when the engineer touches the paper to begin folding.
- **Scoring:** One point is awarded for each time the airplane is sent through the hoop successfully. Be sure to film the event from an appropriate angle so the judge can see the airplane go through the hoop. Include your final score along with the submission of your video in the Fun, Fun, Fun Box Folder. Make sure you team name is included on the items you upload.

