

# **CU Sports Challenge Day**

## **Rules and Regulations of Competition**

**Date: 20 November 2018 (Tuesday)**

**Time: 6:00pm-9:30pm**

**Venue: Sir Phillip Haddon-Cave Sports Field**

### **Aims**

Through the competitive game, the spirit of cooperation between the university dormitories will be enhanced, thereby increasing the sense of belonging of the students to the Chinese University of Hong Kong.

### **Format**

A participation unit could be student hostel or non-residential hall (only one team per unit). Each team is composed of 8-12 people, half of the team members must belong to the same hostel or the same non-residential hall, and the rest should be the same college students, who have successfully registered before the deadline.

(The organizer will make competitive video gameplay into short films for the participating teams to prepare for the competition, so as to increase the communication and cooperation between the players.)

### **Time Slot**

i) 6:30pm - 7:30pm for Team 1 to Team 12

ii) 8:00pm - 9:00pm for Team 13 to Team 24

### **Venue Arrangement**

The venue is divided into 4 competition areas. There will be 3 teams playing competitive games in each area at the same time. Each team must complete a project within 10 minutes, rest for 10 minutes and then proceed to the next competitive game.

### **Rules**

Each team must send 8 people to perform the following 4 competitive games according to the rules within the specified time, and obtain relevant scores according to different accumulations.

#### **1. Blinder**

4 players (C, D, E, F) will be divided into 2 groups. They will carry life jackets, caps, ribbons and rackets in Zone 2 in the form of two persons and three feet. Zone 3, A (Eye blind) will be equipped with equipment (Participant B can assist) and will be assisted by Judge to turn around for 1 circle. A then follow B's prompt to return all the equipment to Zone 2 (A and B cannot have physical contact); after returning to Zone 2, A throws the tennis balls in the ground bucket one by one to G or F (Zone 1) outside 3m, G or F use "to pick up the ball Net" to return tennis balls and put them in the basket.

(Demonstration video: <https://youtu.be/fOY1RE1hgyY>)

#### **2. Ghost Horse Gunner**

A1, B1 & C1 and A2, B2, & C2 will be divided into 2 groups. They will hold balloons full of

water while making its way for 10m to D. A1 will walk with holding 2 balloons full of water, B1 & C1 open the road for A by placing kick-board on the ground. (A1's feet must be stepped on the kick-board). Only when A1, B1 & C1 arrive D's position, A2, B2, & C2 can start. D throws the balloon filled with water to E who is 5m away, E puts the balloon filled with the water into the bucket, F & G absorb the water using water, climb over the 3m obstacle, and then spray the water to H who is 4m away, H collects water into a bucket and pour it into the big bucket.

(Demonstration video: <https://youtu.be/VvPMgMbeyYk>)

### 3. Kangaroo delivery

On each occasion the two members A & B / G & H (2 members in 1 group) transport the items to the finish line in the form of a burlap bag (kangaroo jump), then another team member C/D will throw the items to E/F who is 6m away, and finally calculate the total score. Different items carry different scores. Within the time limit, the materials will be continuously transported with at most one item to be transported at one time. An item that touches the ground will not be counted, and if such happen, it is necessary to return to the starting point. Other team members assist in shipping items back to the starting point or constantly changing people. Only when A & B are back to starting point, the another group can start.

(Demonstration video: <https://youtu.be/bRN3nSA-MvE>)

### 4. Trolly Bowling

2 members A & B transport the Fit-ball back-to-back through the rope ladder, and hand it to C & D. The two then team up to throw the Fit-ball to E using large plastic bag, E and F then take control the Fit-ball using ropes and transport it to G. After knocking down the small tower with the Fit-ball, H holds the ball and make his/her way back to the starting point. Within the time limit, the cone is to be constantly knocked down.

(Demonstration video: [https://youtu.be/lm4q\\_U80fVE](https://youtu.be/lm4q_U80fVE))

## **Scoring**

Each team can score up to 25 points in each competitive game and up to 100 points in 4 competitive games.

### 1. Blinder

The team that successfully collects the tennis ball(s) using the "pick net" and puts the ball(s) into the basket within the designated time will obtain different scores, 0.5 point for 1 ball, and a maximum of 25 points.

### 2. Ghost Horse Gunner

The team that successfully collects the water within the designated time will obtain different scores, 1/5 barrel: 10 points, 2/5 barrel: 20 points, 1/2 barrel or more: 25 points.

### 3. Kangaroo delivery

The team that successfully transfers materials from the starting point to the end point within the designated time will obtain different scores, 0.5 point for basketball, 1 points for rugby, 2 points for UFO, and a maximum of 25 points.

### 4. Trolly Bowling

The team that successfully knocks down the small cone within the designated time, will obtain different scores, for every knocked down tower, 1 point is awarded, and a maximum of 25 points.

## **Rewards**

After completing the 4 competitive games, different souvenirs will be awarded depending on the

score.

Souvenir I: 80 points or more

Souvenir II: 60-79 points

Souvenir III: 59 points or less

### **Enrollment**

Please click the following URL:

<https://docs.google.com/forms/d/e/1FAIpQLScm96xNPCv-npBsSZ1uEp-yjtCQvCx4oQcBnQ--6f7ntubQnQ/viewform>

(Enrollment can be accepted on a first-come-first-served basis until the quota of 24 teams is full.)



### **Quota**

24 teams (Each college can enroll at least one team on a first-come-first-served basis.)

### **Deadline**

9 November, 2018 (Friday)

### **Abstain**

At the starting time of competition, if the participating teams fail to send a legitimate number of players, they will be deemed to have abstained.

### **Appeal**

There is no appeal in the competition. If there is any dispute, the final judgment will be based on the judgment of the convenor.

### **Others**

1. The organizer reserves the right to revise the rules and regulations without prior notice necessary.
2. Wear clothing and sportswear. Bring along clothes for changing as they may be smeared in the course of the games.
3. The contents of the demonstration video are for reference only.

### **Inquire**

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