

RULES AND REGULATIONS FOR CONCLAVE ATHLETIC EVENTS

INDIVIDUAL EVENTS

Basketball Obstacle: One practice run. Fastest of three trials will count. Top three place.

Chess: Single elimination. Most pieces captured wins. If there is a tie the next person to take a chess piece wins. 10 minute game. Top three place.

Connect Four: One person takes a turn after the other and places one piece in the holder until one has connected 4 of the same color. 10 minute game. Top three place.

Soccer Obstacle: One practice run. Fastest of three trials will count. Top three place.

Softball Throw: One practice throw. Best throw of three counts. Top three place.

Frisbee Throw: One practice throw. Best throw of three counts. Top three place.

Foul Shooting: 5 warm-up shots. Best of 20 shots. Shoot 5 extra shots to be used for tie breaker possibilities. Top three place.

100 Yard Dash: Time trials will be held. Top three place.

100 Meter Free Style Swim: Time trials will take place. Top six times will compete in finals. Top three place.

TEAM EVENTS

Cribbage: Single elimination. Follow rules of game to 60 points. Top three teams place.

Darts: Three practice throws. 10 darts each (20 per team), highest points. Top three teams place

2 Man Swimming Relay: One team will swim at a time against the stopwatch. Top three teams place.

2 Man Running Relay: One race will take place at a time against the stopwatch. Top three teams place.

2 On 2 Basketball: Single elimination. The two teams that lose in the semifinals will play for third place. 10 minute game. Top three teams place.

UNO: The team with the least amount of points wins. 10 minute game.

Corn Hole: Points as follows. Bag in the hole - 2 points, bag on the box - 1 point. Team with the most points wins. 10 minute game.

3 Legged Race: Must have legs ties together. Must start at the starting line and race to the other line and turn around to the start line to finish. Top three teams place.

Wheelbarrow Race: Must have one guy on hands with team mate having legs. Go to the other line, switch positions and return to the start line to finish. Top three teams place.

CHAPTER EVENTS

Cross Country Run: First three to finish in each age group.

Dodgeball: Single elimination. All players play at once. If you are hit you are out. If the opponent catches the ball that you threw you are out. Top three chapters place.

Kickball: There will be two teams form of DeMolay and Squires. Standard kickball rules.

Tug-O-War: Single elimination. Best two out of three tries, swapping sides. Even number on each side. No additions from other chapters. Top three chapters place.

Ultimate Frisbee: Two teams. First team to have the most points within 15 minutes wins. Player must be in the end zone to score. You can throw the disk in any direction. You can run with the disk.