RULES AND REGULATIONS FOR MEDIEVAL CONCLAVE ATHLETIC EVENTS

The Knights of DeMolay will be tested ruthlessly. Only the best knights will be given a prize in the end.

Remember Knights: "Our Greatest Weakness Lies in Giving Up" – Thomas A. Edison

INDIVIDUAL EVENTS

Agility Test (Basketball Obstacle): One practice run. Fastest of three trials will count. Top three place.

Command Thy Army (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.

Conquest (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.

Coordination Test (Soccer Obstacle): One practice run. Fastest of three trials will count. Top three place.

Dexterity Test (Frisbee Throw): One practice throw. Best throw of three counts. Top three place.

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

Victory Sprint (100 Yard Dash): Time trials will be held for the 100 Yard Dash. Top three place.

Accuracy Test Part I: (Archery): 3 Practice Shots. 6 Shots for Points. Highest Points Win. Top three place.

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

Strength Test (Gavel Toss): One Practice Throw. Best of throw of three counts. Top three place.

Humans vs. Orcs: The humans must band together during Friday's events to stay alive and shut down the orcs. All humans who survive get points or last 5 to survive get points. Rules to be given out at the conclave registration desk. BRING SOCK BALLS.

TEAM EVENTS

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

4 Man Victory Race: Pass through all the obstacles and the distance. Best times place for each age group.

Head to Head Team Slayer (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.

Team Survivor (UNO): The team with the least amount of points wins. 10 minute game.

Bombs Away (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.

The Retreat (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.

Man Down! (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

The Spartan Race: In this race there will be 3 challenges to complete in addition to running the distance. First three to finish in each age group.

The Trojan War (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.

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.

Battle for the Holy Grail (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 cannot run with the disk.