



Week One Rules:

Shooting

Our very own version of Olympic shooting. This event will test your steadiness and aim.

- Three people from each team must participate
- Each participant is given three attempts to shoot at the target with the official BMS shooting weapon
- Points available on the target are **5pts, 10pts, 15pts & 20pts** for bullseye
- Each participants points are accumulated throughout the game and will be added to their team's total at the end.

Speed Typing

Channel Steve Bradbury as you compete with precision to determine who truly is THE best typist BMS has on offer.

- You must nominate 1 person from your team to participate
- You can only use one hand to type, and it must be your writing hand
- You will be timed typing on a computer keyboard for one minute
- The copy you will type will be provided for you
- Points will be awarded to the team that types the most words without error in one minute as follows: Gold **30 pts**, Silver **20 pts**, Bronze **10 pts**.

Sao eating contest

Have you ever wondered what it would feel like to be in the desert with no water.. Shove 2 Saos into your gob & blow up a balloon until it bursts!

- One team member from each team must be present to compete in the 'Sao Eating Contest'
- Each player must consume their Saos as quickly as possible, without leaving any behind and completely swallowing their Saos before moving onto blowing up the balloon.
- No water is allowed during the game (unless choking occurs obviously)
- The first player to blow their balloon up until it bursts wins gold- **30 points**
- The second player to blow their balloon up until it bursts wins silver- **20 points**
- The third player to blow their balloon up until it bursts wins bronze- **10 points**



Week One Rules:

Mini Golf

Just tap it in. Give it a little tappy. Tap Tap Taparoo.' Show Happy Gilmore how it's done, by demonstrating your skill and precision with hallway minigolf!

- One team member from each team must be present to play mini golf
- There are three holes each player has a choice of shooting for, each offering a different amount of points: **5, 10 & 15.**
- All players choose a hole, and must use the golf stick to get the golf ball into the hole with both feet behind the starting line
- After each player has had one turn, the game is repeated 3 times so players have 4 turns in total.
- Players points are accumulated over the 4 turns and added to their team's total at the end
- A **bonus 10 points** is issued to the team member with the highest score

Hoola Hoop Marathon.

As week 1 comes to a close, you & your team will go the distance as you try to outlast your competitors and move your pelvis like Elvis.

- While it is preferable for all team members to participate, a minimum of 5 people from each team are required to compete in the marathon
- One team member will hoola hoop for as long as they can until the hoop falls to the ground
- Once it touches the ground, the next waiting team member will pick it up and continue hoola hooping until the hoop again falls to the ground. This will continue until all team members have had a turn
- During your turn, if you touch the hoop with any part of your arms or hands, you must pass the hoop onto the next member of your team
- The team that can hoola hoop for the longest amount of time will be the winner
- Points will be awarded to each team as follows: Gold **30 pts**, Silver **20 pts**, Bronze **10pts**



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Week Two Rules:

Ping Pong

Use your superior hand eye coordination skills to battle your competitors in an intense game of ping pong.

- One team member from every team must participate in ping pong
- Two participants verse each other in a game of ping pong
- A coin toss determines who serves first and this is alternated for 5 rounds, the winner being who wins the most rounds
- The remaining two participants must do the same
- The winners off these two games then verse each other to determine a final winner
- Winner receives **25 pts** and second place receives **10pts**

BMS Trivia

Think you know everything BMS? You can't go 50/50 or phone a friend, but win BMS trivia and you'll be feeling like a millionaire.

- One team member from each team must be present to play BMS trivia
- Each of the team members will be given their own bell/noise to press when they wish to answer a question
- When a question is asked the first team member to make their designated noise has the opportunity to answer
- The question does not have to be finished before a team member wishes to answer it
- An incorrect answer will incur a deduction of **2 pts**
- A correct answer will incur **2 pts**
- Each team member's points are accumulated throughout the game and will be added to their team's total at the end.

Guess Who

The mystery face game... Is your person wearing a hat? Does your person have red hair? Find out which BMSian in disguise is the top secret Mystery Person.

- One team member from each team must be present to play Guess Who
- One player from 2 of the teams will verse each other in the first round.
- One player from the remaining two teams will verse each other in the second round.
- The winner from both of these rounds will then verse each other
- Draw a mystery card from the pile (Don't let your opponent see)
- Determine your opponents mystery person by asking one Yes or No question per turn and eliminating any faces from your board that doesn't fit that physical description.
- When you are ready, guess who your opponent's mystery person is, BUT if you guess wrong you lose the game.
- First place gets **30pts** second place gets **20pts** and third place **10pts**



Week Two Rules:

Mega Noughts & Crosses

Get your heart racing with this old favourite that requires skill and stamina.

- You must nominate 3 people from your team to participate
- There are 2 heats – each with two teams competing against each other.
- The winner from each heat will then compete for first and second place. The remaining 2 teams will compete for third & fourth place.
- To play:
 - o Each team stands at the eastern end of the driveway behind the main office. Taking it in turns (just like you would in a normal game of noughts & crosses) one person runs/walks to the game board and places their game piece.
 - o Once you have placed a piece on the board, another team member takes the next turn for your team. This continues until the game is won.
- Points are awarded as follows:
 - o 1st place – **30 points**
 - o 2nd place – **20 points**
 - o 3rd place – **10 points**

Obstacle Course

This is the moment your life has been building up to - the BMS Olympics FINALE!

Dunk it, gobble it, thread it, throw it and catch it. This obstacle course is all about team work and is the last opportunity for your team to grab some points.

- Every team member of every team must participate in the obstacle course
- 1 team member must be chosen to shoot a basketball into hoop.
- Once the ball has entered the hoop, 1 team member must be chosen to eat a doughnut
- Once the doughnut has been completely eaten and swallowed, 1 team member must thread 10 paperclips together to form a chain.
- Once the 10 paper clips have been successfully linked, the remaining team members must be formed in a line and pass an Egg between each other to reach a basket placed at the end of the drive way
- If the egg is dropped the team member at the start of the line must grab another one and try again
- The team to win the obstacle course will receive **50 pts**



General Rules:

- *Every team member must compete in an event at least once.
- *Teams must nominate a team member to participate in each event by 5pm the day previous day.
- ***5 points** lost if nominated person does not show, and a replacement is not made prior to the event starting.
- *Any attempt to bend or break the rules will incur a **15 point** deduction from their team.
- *In the unlikely event that these rules have created any ambiguity, or a ruling is challenged by a participant the event host will determine the final outcome.

Bonus Points

- *Good sports-team **10pts**
- *Going the extra mile for your team **10pts**
- *Encouragement award **10pts**
- *Treasure hunt winner **50pts**
- *Team launch attendance **5pts per person.**