



FIELD DAY OVERVIEW

Captains, please organize your team and spread the word on these great tidbits. Field Day does NOT have a set schedule for most events. Your team will have from 11am-3:30pm to complete events at your leisure. Work at your own pace during the day making sure you get all the events in! Each team will perform a "head to head" event and will be assigned a time to compete in this event. Once the events "close" at 3:30pm, we will have a closing ceremony. At the closing ceremonies we'll be announcing the total for the Charity Challenge and announcing the top teams.

AFTER PARTY

Please stick around for the Closing Ceremony and afterparty onsite. Each registered participant will get a FREE DRINK at the afterparty. Trade your Field Day wristband in after the events close at 3:30. Stick around and celebrate a great Field Day with us!

PARKING

Parking is VERY TIGHT at The Rec Dec – we expect over 200 participants with only 60ish parking spots. They do not have room for everyone to drive themselves. Please carpool or, better yet if you are drinking, take Uber/Lyft. If you do drive please note the parking map below.



REGISTRATION

Registration will begin at 10:00am. You can arrive at 10am to grab a spot, get a drink, and sign in. There will be a designated area that you can setup camp chairs if you wish, or grab a Rec Dec table (only grab 1 table per team). Please have a representative visit the Club Sport registration table to pick up your waivers, etc. Everyone on your team must sign the roster/waiver and you **MUST** turn this back no later than 11:30am. Each player that signs your roster will be given a numbered wristband. Only players with a numbered wristband will be able to compete for your team. Anyone arriving late should go to the registration table to sign in and get a wristband.

TEAMS

Teams need a minimum of 4 players to compete in all of the events, including 1 female. There is a maximum of 6 players to a team (unless additional spots were purchased).

ATTIRE

Teams are encouraged to wear their own costumes or uniforms to display your team spirit. Field Day shirts are NOT provided. Many of the events take place on the sand so you may want to compete barefoot.

VENDING & FOOD

Big Brothers Big Sisters will be vending beer and other beverages in the gazebo for CHARITY. The Rec Dec bar will be open for all your other beverage needs (beer/wine/frozen drinks/jello shots/water/soda) plus they will have their kitchen open with pressed subs, wraps, hot dogs, nachos, and more. A burger grill will also be available. No outside alcohol is allowed and will result in ejection from facility.

WHAT TO BRING / NOT TO BRING

Things to bring:

- Sunscreen
- Money for food, drinks, and vendors
- Pep and excitement (**costumes!**)
- Your ID
- Packaged snacks/fruit and non-alcoholic drinks

Things NOT to bring:

- Alcohol
- Coolers
- Pets (just due to the sheer number of participants)
- Glass
- Unsportsmanlike behavior and attitudes
- Grills in any form
- No delivered or outside restaurant food allowed

AWARDS

Field Day is split into 2 divisions: "Corporate" and "Social". There will be trophies and awards for the top 3 teams in each division. In addition to the top 3 finishers, we'll have trophies for best costumes/spirit and the Charity Challenge winner!!



Help us raise money for BBBS!!

Big Brothers Big Sisters "Charity Challenge"

All teams have the opportunity to earn points toward your team score by providing online donations to Big Brothers Big Sisters. Teams must make donations in their teams' name and must make them online by 2pm Saturday or may donate in-person at the competition until 2:30pm. Teams will be ranked and awarded points based on donation amounts (donation amounts will NOT be posted until the end of the day). Teams that do not donate will NOT receive any points, so just a small amount may make a difference! The results will be announced prior to the awards ceremony. Make your donation at

<https://clubsport.formstack.com/forms/fielddaydonation>.

Remember - donate nothing and get ZERO points for this event!

We've raised over \$50,000 for BBBS over the years, so let's keep up the good work.

EVERY DOLLAR COUNTS

Be sure to include your team name to get credit for your team and spread the word to friends and family for them to donate in your team's name.

SCORING METHOD

For all events teams will be ranked among ALL TEAMS based on their times or score in an event except any that are head to head. Points will be assigned based on team's rankings within each event with the last place team getting 1 point, 2nd to last 2 points, etc. For ties, all tied teams will be awarded the same points based on the highest finisher. Any team not competing in an event will receive 0 points for that event – including the Charity Challenge.

Head to head events will be assigned points based on their results.

IMPORTANT: Team's points WILL DECREASE as the day goes on as more scores come in during the day, dropping your overall rank down!

Once the events are closed teams will be ranked by points within their division. Tie breaks will be determined by 1) team with most 1st place finishes in an event, 2) team with most 2nd place finishes in an event, etc....UNLESS the teams want to do a face off in an event of our choosing!

CONTACT

If you have any emergency issues the day of the event you can reach us via cell at 727-420-6868.

FIELD MAP

Refer to this map for the location of events, registration, parking, restrooms, and concessions.

R = Registration, M/W = Restrooms, B = Bar & Food
S = Scoring, C = BBBS Charity Beer Garden

F = Scheduled Flip Tac Toe
1-9 = "At your leisure" Events

T = Team setup area
(table or tents)



NEW Head to Head Flip Tac Toe

4 players (at least 1 female total)

Teams will play head to head versus another team. In “Flip Tac Toe” players will have to flip a cup then, once successful, place it on a Tic Tac Toe board. The first team to line up 3 of their colored cups in a row wins!

Be prepared to have your team photo taken at this event!



AREA 1 – Ball Drop

4 players (at least 1 female)

Using two taught ropes, each player will get 4 tries to deposit a ball into receptacles of different sizes worth various points. After everyone on the team has a shot, your point totals will be added up to see your final score.



AREA 2 – RETURNING Sponge Transfer Relay

4 players (at least 1 female)

Your team will soak a sponge then pass it off to their teammates, one by one, then wring it out into a container. Repeat this, over and over, until the water reaches your goal and the time stops.



AREA 3 - Duck Hunt

4 shooters (at least 1 female)

Players take turns on our patented Slinganator aiming poor little rubber duckies with a giant sling shot at inflatable targets worth different points. They will get a set number of shots to score the most points possible. No ducks will be harmed, don't worry!



AREA 4 - Cherry Pie Hunt

4 hunters (at least 1 female)

Each player will, without the use of their hands, hunt for 5 cherries in a tin full of whipped cream. The team will go in order relay style for the best time possible. Prepare to get messy at this event!



AREA 5 - NEW MOR Big Bang Relay

4 racers (at least 1 female)

Sheldon can rock this one, can you? This relay starts with a puzzle to unlock your lab gear. Once you have that, don the gear and head off through a course to get the best time possible.



AREA 6 – NEW Sand is Lava

4 racers (at least 1 female)

All 4 teammates must work together to maneuver giant blocks down the course in record time. Pass them off, slide them, whatever it takes to succeed!



AREA 7 - Dizzy Bat Spin Relay

4 solvers (at least 1 female)

Start with all 4 players at the start line. Players must make 7 complete revolutions around the bat with the bat on the ground and their forehead on the bat. The official will count off the revolutions. Then the player must race down, around the end, and back and tag the next player, who repeats the process.



AREA 8 - NEW Tower of (Brain) Power

4 players (at least 1 female)

Your team needs to work together on this memory game. You'll have a color key that you need to study then recreate the pattern on our new Tower of (Brain) Power!



AREA 9 (inside) – NEW Minute to Win It

4 players (at least 1 female)

Each player will choose a station in this relay of “made up” games using everyday objects. They each must complete their task in the fastest time possible to “WIN IT”.



KEY TO EVENT CHALLENGES

= SKILL

= SPEED

= STRATEGY

= STRENGTH



EVENT PLANNING GUIDE – Each event requires 4 players and at least 1 female.

FLIP TAC TOE
1.
2.
3.
4.

MOR BIG BANG RELAY
1.
2.
3.
4.

SPONGE TRANSFER RELAY
1.
2.
3.
4.

TOWER OF (BRAIN) POWER
1.
2.
3.
4.

CHERRY PIE HUNT
1.
2.
3.
4.

SAND IS LAVA
1.
2.
3.
4.

BALL DROP
1.
2.
3.
4.

DIZZY BAT SPIN RELAY
1.
2.
3.
4.

DUCK HUNT
1.
2.
3.
4.

MINUTE TO WIN IT
1.
2.
3.
4.