

19th Annual Brooklawn's Intense Games

Event #3 - Crazy Cups

PARTICIPANTS: All team members

TIME ALLOWED: Elapsed time will be recorded and scored as below...

SCORING:	PLACE	1st	2nd	3rd	4th	5th	6th
	Student Teams	6	5	4	3	2	1
	Adults/Alumni	6	4	2			

EVENT RULES:

- *Team members must TAKE THEIR SHOES OFF AND WEAR SOCKS for this event, forming a single file line behind the starting cone. At the whistle, the first person will run down to the opposite end, go around the far cone, and take a single Styrofoam cup from it. They must then place this cup face down inside the marked area in the center of their lane. If a runner knocks the unused cups off the cone, he or she must replace them before adding another cup in the rectangle. Once this cup is placed, they must run back to the start line and tag the next person in line to repeat the process. The next person must be behind the start line when tagged.*
- *The object is to build a six layer (6-5-4-3-2-1) pyramid with the 21 Styrofoam cups. There may never be more than six cups on any one layer of the pyramid, the cups of each layer must be in a straight line, and no other type of stack may be created at any time. At no time may there be a “double cup” – two cups stacked directly on top of each other. Furthermore, a new layer of the pyramid cannot be started until the previous one has been completed.*
- *If during construction all or part of the pyramid should fall, it must be completely rebuilt before any more cups can be added to it. Only the current runner may stack or re-stack any cup already placed in the rectangle – even if they have already placed their cup inside it. All team members not currently running must remain behind the starting cone.*
- *After the final cup is placed on top of the stack, one additional runner must then attempt to “jump the cups”. He or she must run down to the opposite end and go around the cone at the far end of the lane like all other runners, but instead of picking up a cup to stack on the way back he/she must jump over the stack and then head for the finish line. **When jumping, BOTH feet must pass over higher than the top level of the cup stack (see penalty below).** If none of the cups fall before the jumper crosses the finish line, then their race is completed and the time will be recorded. However, if any cups do fall before the jumper crosses the finish line then he or she must return to the stack and reconstruct it before returning to the finish line and completing the event. He or she, nor anyone else, may NOT attempt a second jump of the cups – which would disqualify their team.*

PENALTIES:

- A team that has any member intentionally knock over or otherwise disturb an opposing team's cup stack during or after the conclusion of a race will be immediately disqualified.
- A jumper that does not have both feet pass over higher than the top of the cup stack will have his/her team's cup stack knocked over by the judge and then he/she will have to restack them.
- Any attempted second “jump of the cups” will immediately disqualify a team.