

# Brooklawn's Intense Games 2007

## Event #4 - Human Hoops

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**PARTICIPANTS:** All team members

**TIME ALLOWED:** This is a timed event – 2:30 per heat.

**SCORING:**

<b>PLACE</b>	<b>1<sup>st</sup></b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>	<b>4<sup>th</sup></b>	<b>5<sup>th</sup></b>	<b>6<sup>th</sup></b>
Student Teams	6	5	4	3	2	1
Adults/Alumni		6	4	2		

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### EVENT RULES:

- *One team member will be the “tossee”, and will sit in a chair about twelve feet from the center court line. He/she will wear a plastic hard hat and sunglasses, and will have other team members try to “ring” them with a hula hoop.*
- *One team member will be the “retriever”, and will return the hula hoop after each team member tries to “ring the tossee”. The retriever may NOT throw the hula hoop at any time, instead they must run back to return it each time. The retriever may NOT touch the hula hoop while it is in the air – he/she must wait until it hits the ground or “rings the tossee”.*
- *All other team members will be the “tossers”, and will form a line on the other side of the center court line. When the horn sounds, they will each (one at a time) toss the hula hoop and try to “ring the tossee”. The tossers must go in the order of their line, and no tosser may attempt a second toss until all members have attempted their first.*
- *The “tossee” may assist their team, but only so much. The tosser may lean to help his/her teammates score, but may NOT move their chair or lift their rear-end off of the chair to assist. Also, he or she may NOT use their hands in any way to assist the hoop over them.*
- *After 2:30, the horn will sound, and the event will end. Any hoop toss already in the air when the horn sounds will count if successful.*

### PENALTIES:

- **Tossee:** Any toss in which the tossee moves their chair or lifts their rear-end off the chair will not count, and the team score will be also REDUCED BY THREE.
- **Tosser:** If a tosser crosses the line when tossing, their attempt will not count. Also, if a tosser goes out of order, the team score will be RESET TO ZERO.
- **Retriever:** Any toss in which a retriever touches the hoop before it hits the ground or before it rings the tosses will not count. Also, if a retriever throws the hoop at any time, the team score will be RESET TO ZERO.