

PIRATE OLYMPICS

RULES OF THE GAMES

MERCHANTS COLISEUM

OBSTACLE COURSE 10a-1p

Run, jump, climb, balance, and don't spill your liquid...these obstacles will not be the tricky part of this course. Your drink however will be in your cup in your hand at all times and must remain as full as possible while on the course because the more liquid you bring to the finish line the more points you will earn for your team. No Lids this year, no equipment that hasn't been provided by the course, no addition of fluid, take your time, without wasting time.

Norse Wrestling 1p-3p

Martial event (Bracketed event)

Wearing a belt, take your opponent to the ground. Touching the ground with anything but your two feet is a win to the other person. Rounds will take place until first, second, and third place are determined. Single elimination for this event.

Dueling 1p-3p

Martial event (Bracketed event)

Start of each match a coin will be flipped to decide who gets to pick first. Winner of the coin toss may pick the weapon for the match or the side of the field they will be standing on. Loser will make the other choice. Only weapon allowed on the field is the weapon chosen for the match.

Weapons for Dueling

Band gun, Rubber Chicken, or, Boffer swords.

Band guns

If Band guns are chosen then a secondary weapon is chosen by other person. Opponents must wear eye protection.

Opponent will start with a 2 extra rounds of ammo and a loaded pistol held in one hand at their side pointed towards the ground. They will be 10 yards apart facing each other. The Judge will hold a handkerchief, as soon as the handkerchief leaves the judges hand competitors may aim and fire. If both competitor miss they may reload and fire again at will.

If all shots miss duel will be restarted with the secondary weapon.

Boffer swords

Competitors will be asked to touch sword, Judge will they say layon. 2 limb hits, or one torso hit needed for win. Hit will stop the action. Double hit are possible as long as the sword was in motion before halt was called. Swords cannot be thrown.

Rubber Chickens

Competitors will be asked to touch chickens, Judge will they say layon. 2 limb hits, or one torso hit needed for win. Hit will stop the action. Double hit are possible as long as the chicken was in motion before halt was called.

Viking Pillow fight 3p-5p

Rules of the game

One hand is designated as your "Box Hand" and must be touching the box at all times during the game. If at any point during the game your Box Hand leaves the box, you lose the game.

The other hand is your "Pillow Hand".

Each match consists of two (2) and only two (2) combatants. Those two (2) are the active combatants. All other combatants are inactive combatants.

Turns alternate between the two (2) active combatants.

When it is your turn, you are the attacker. When it is not your turn, you are the defender.

A hit only counts if the soft part of the pillow hits the opponent above the elbow during the attack phase. A hit scores one (1) point. All hits are decided by the judge.

The winner is declared when one active combatant has three (3) points, or their opponent is disqualified.

A turn

A turn consists of the movement phase, the engagement phase, the attack phase, and the scoring phase, in that order.

The start of each turn is declared by the judge and proceeds as follows :

During the movement phase, both current combatants are allowed to slide their Box Hand across the box, but not remove it from the box, in order to adjust their position around the box.

The second phase, the engagement phase, begins when the attacker calls out a challenge to the defender, traditionally their name and a request to begin the attack such as "Yarl Dickbeard, may I hit you?!". Once the challenge has been declared the attacker's hand must remain in place until the next movement phase. Once the challenge has been issued, the defender has a few seconds to complete their movement phase, and then must call out consent to be attacked, it can be as simple as a "Yes". Once the defender gives consent, his hand may no longer move and the attack phase begins.

During the attack phase, the attacker takes a single swing using the pillow in their Pillow Hand and tries to hit the opponent (above the elbow) with their pillow. Once that swing takes place the attack phase ends and we enter the scoring phase.

During the scoring phase, the Judge declares if a hit or a miss occurred, and repeats the current point totals based on that hit or miss. The scoring phase ends when the Judge declares the start of the next turn.

Single elimination.

DOG PARK

Sink the Ship 10a-2p

Thunder clashes, lightning flashes around you, the seas roll and pitch, while the wind slashes at your face. You are the lone person able to fire the cannons. Can you sink the enemy ship? You only have 6 shots to do it. How much damage can you inflict? Your feet are planted firmly on the deck. You look out over the railing and see the enemy ship. It's within firing range. Lightning flashes dance across the sky while thunder booms a rhythm. You look around you and realize you are the only one on your feet. Only you can fire the cannon. How much damage can you inflict on your enemy? Can you sink their ship and save the day? 6 shots per person. "Cannon balls" must be fired from the "cannon" provided at the game.

Points: Sail hit – 5 points

Mast hit – 10 points

Hull hit – 20 points.

Total points is the total of 6 shots fired by one person from the firing device provided using the ammunition provided. Judge's call of hit is final. Neither the firing line, nor the ship can be moved.

Throwing Axes 11a-3p

Martial Event

Rules

Only 1 contestant will throw at a time. Only contestant and the attendant may be in the throwing lane during active throwing. Each contestant will get 6 axes to throw. Each contestant will be given a brief tutorial on how to throw the axes. Each contestant will be allowed to pace their own distance if they choose. Single rotation distance (6 paces) before the first ax is thrown. No pacing or re-pacing after first ax is thrown. Contestant may adjustments position at any time. A minimum throw distance will be set. Each ax must be thrown. Axes may not be placed into the target. Each ax should make a single rotation. Multiple rotations will not count as a valid throw. Axes will be thrown one at a time. Only axes stuck into the target (face or sides) will be counted for points. **Contestants may not bring their own equipment.**

Scoring

1. Each ax is scored on a consecutive ascending scale, according to table 1. a. Maximum possible score is 32. 2. If a contestant fails to stick an ax, the points will return to the lowest score. a. All previous points remain in the contestant score. b. i.e. Contestant sticks first and second ax, contestant has 6 points. Misses third, still at 6 points. Sticks fourth, now at 8 points. Sticks fifth, now at 12 points. And so on. 3. If an ax falls out or is knocked out of the target the contestant will be penalized (-4 points) for each ax during the contestants turn.

Trebuchets

12p-4p

Martial Event

Break the wall!!! Load your trebuchet with the provided ammunition and let it fly. Trebuchet can be moved within the box it is placed in. Forward and backward for range, swiveled left or right for alignment. Weights are not to be touched. The wall will be set back up after each shot so that every block knocked over will be counted for points. 3 shots per competitor.

Thirsty Games

5p-6p

Martial Event

Based on the idea of The Hunger Games, but Pirate Style!! Game will run for 45 minutes. All competitors must be 21 (ID will be checked at the Melee!!), and bring one (or more) boffer weapons, which must pass inspection prior to play. It is recommended to mark your weapons prior to the game so that they can be returned to the owners afterwards. All weapons will be placed in a pile at the center of the circle. All Competitors will start at the outside of the party circle. Judges will be located at the four compass points of the Dog Park. Judges will be located at the four compass points of the Dog Park. On the word go, each competitor takes a shot (provided by the judges), then runs for the weapons. Standard boffer combat rules apply, and each time a competitor dies, they must drop their weapons and run to a judge. There they will take another shot, and then are allowed to reenter the game (competitors may choose to stay dead at this point if they do not wish to take another shot). Judges count each death, and the person who has the least deaths when time is called wins. In the event of ties for Gold, Silver, or Bronze tie breakers will be held within those groups.

PARTY CIRCLE

Rum Runners Marathon 11a-finished

Governor Zorgon's secret....show up to court!!!

Elephant Walk 11a-3p

Wearing a pantyhose "trunk", walk a straight line and swing your head to knock over eight water bottles, four on each side. You may not use your hands (or feet) to move the pantyhose, baseball or bottles. All motion must be initiated with your body movement.

Bottles can be knocked down in any order.

If your foot crosses the center line, the game is over and you are disqualified.

Flipper Fill UP Relay 1p-3p

(4 member team)

This is a timed event. Participants put on flippers, fill up the small buckets (from the large tote of water) and walks to the larger bucket with the small bucket on their head. Once you reach the larger bucket, pour the water into the bucket. Once small bucket is empty run back to the starting line (still in flippers) where they tag their teammate, remove your flippers, and pass them on to your teammate. Continue until the larger bucket is full. Each team member will likely carry water multiple times. Small bucket must remain on head except to fill and to pour. Tote of water may not be moved, larger bucket may not be moved.

FLIP CUP 2p-4p

(6 member team)

Traditional rules. Bring your own BEER/CIDER!! Also, under 21s are more than welcome to participate with a carbonated drink of their choosing. (Again bring your own) Please clarify ability to cheat with the judge.