

VAMA | CVA 2026 Maintenance Appreciation Field Day

Game Descriptions

Each Competing Team has 6 Players.

Game 1: Axe Throwing Game

Hardware: Axe Throwing Game with plastic axes. **VAMA provides the game.**

Format: Each teammate has 2 throwing attempts (both are scored). Add scores of each throw.

Scoring:

Blue Section 3 points per throw

Red Section 4 points per throw

Yellow Section 5 points per throw (bullseye)

BONUS 10 points if the team collectively hits "Bullseye" 4 times.

Max Score Per Team: 70 points

Game 2: Corn Hole

Hardware: 2 Cornhole Boards and 6 cornhole bags. **Sponsor provides the game.** You may be able to borrow a set from an apartment community if you don't have one or want to purchase one; it is up to you to arrange this.

Format: In each round, 1 player from each team throws 3 bags. The score for each round is tallied at the end of that round. If a player knocks their competitor's bag off the board during their round, then that team doesn't get to collect those points.

Scoring:

Bag lands on the board 3 points per bag

Bag lands in the hole 5 points per bag

BONUS 10 points if the team collectively gets the bag in the hole 6 times.

Max Score Per Team: 100 points

Game 3: Pool Noodle Barrel Race

Hardware: 3 Pool Noodles, 1 Bucket, stopwatch. **Sponsor provides the game.**

Format: Each team splits into groups of 2 for three relay runs. We start a stopwatch timer. Each group of 2 will hold ONE pool noodle between the legs of both players, then run down the "track", around the bucket, and back to the starting point. Upon arrival at the starting point, the 2nd group immediately starts their run, and so on. Once all 3 groups (total of 6 players) have completed the 3 runs, stop the clock. Scoring is based on the combined time of the 3 runs.

Scoring:

Total team time is 5 minutes or longer 30 points

Total team time is between 3.0 – 4.59 minutes 40 points

Total team time is under 3 minutes (2.59 secs or less) 50 points

BONUSES

1. Total team time under 2 min (1.59 secs or less) 10 points

2. No player dropped their noodle during relay 20 points

Max Score Per Team: 80 points

Game 4: Kan Jam

Hardware: 1 Kan Jam game with 2 goals and 2 frisbees. **Sponsor provides the game.** You may build your own Kan Jam if you choose, but it should closely match the store-bought game.

Format: Each teammate gets 2 attempts (both are scored). Set up 1 Kan approx. 40-50 feet away from the throwing line. The player must stand behind the throwing line for their throw to qualify.

Scoring:

Hit the Kan 3 points

In the Kan 5 points

BONUS 10 points if team collectively gets 3 or more "in the Kan"

Max Score Per Team: 70 points

Game 5: Yard Yahtzee

Hardware: 5 Large Dice (cardboard or otherwise). **Sponsor provides the game.**

Format: Each **team** plays 2 rounds (both are scored – team scores in this game, not individual scores). In each round, the team can roll the dice a maximum of 3 times. After each roll, the team selects which dice to keep and which to roll again. They then roll the dice that they are not keeping. They add any "keep" dice to any already in the keep slot. They may remove dice from the keep slot during a roll if they wish to re-roll them. Add the total of all the dice at the end of the 3rd roll for the score of that round.

Scoring:

Each Turn Add the total of all dice at the end of each round (each team plays 2 rounds).

Yahtzee BONUS If the team gets Yahtzee (5 matching dice) at the end of a round, add 10 points to the total of their combined dice. Example: They roll five 4s, add the dice for a total of 20 points, and then add 10 points to that for a total of 30 points.

Max Score Per Team: 80 points

Game 6: Giant Cup Pong

Hardware: 6 large trash cans / buckets and 1 kickball. **Sponsor provides the game.**

Format: Each teammate gets 2 throws (both are scored). The scorekeeper keeps track of which cans they get the ball in for scoring.

Scoring (must get IN the can to score):

1st Row Can 3 points

2nd Row Can 4 points

3rd Row Can 5 points

BONUS 10 points if the team collectively clears all 6 cans (each can was scored at least once during their team's play).

Max Score Per Team: 70 points

FINALIST COMPETITION

Tug of War

This is the final game, and only the 6 finalist teams will compete to determine the overall event winner. This game is included in the Title Sponsorship for this event. VAMA staff and scorekeepers will tally the scores to determine the top 6 scoring teams as our finalists. **VAMA provides the Tug-of-War rope.**

Finalist Bracket:

- Round 1: The 6th place Finalist Team plays against the 5th place Finalist Team. Winner of this round moves to Round 4.
- Round 2: The 4th place Finalist Team plays against the 3rd place Finalist Team. Winner of this round moves to Round 4.
- Round 3: The 2nd place Finalist Team plays against the 1st place Finalist Team. Winner of this round moves to Round 5.
- Round 4: The winning teams from Rounds 1 & 2 will compete against one another. Winner of this round moves to the final round.
- BREAK: Draw door prizes (10-minute break)
- Round 5: Winner of round 3 plays against winner of round 4.

Bonus Scoring After Tug-of-War:

- Winner of Rounds 1, 2, & 3 Add 10-point bonus to the overall team score.
- Winner of Round 4 Add 15-point bonus to the overall team score.
- Winner of Round 5 Add 20-point bonus to the overall team score.

EVENT PRIZES (per team):

- 1st Place Team \$50 gift card per teammate. (highest, final overall score, including Tug of War scores)
- 2nd Place Team \$25 gift card per teammate. (2nd highest, final overall score)
- Tug of War Champs \$25 gift card per teammate (this may be the same as 1st or 2nd place team).

VAMA will provide the above-listed prizes. Game sponsors may **not** offer prizes to the winning team of their individual games (we want this to be equal for all). However, event sponsors may provide a door prize if they wish (winner selected by drawing a ticket).

Rules and/or scoring for any of the above games may change at VAMA's discretion to keep games competitive, fair, and completed in a timely manner.