



FIELD DAY OVERVIEW

Captains, please organize your team and spread the word on these great tidbits. Field Day does NOT have a set schedule. Your team will have from 11am-3:00pm to complete most of the events at your leisure – split into 2 sessions (11:00-12:30pm & 1:00-3:00pm). We will take a “halftime” break at 12:30pm for 30 minutes to reset for the 2nd half of the events and allow you to get lunch. 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 3:00pm, we will have a closing ceremony. At the closing ceremonies we will be announcing the total for the Charity Challenge and announcing the top teams. After the ceremonies, stick around for our AFTER PARTY at Evie’s!

PARKING

The event is located at Evie’s Tavern on the Range (4725 Bee Ridge Rd, Sarasota). Please park on the west side of the property behind the car wash – adjacent to the driving range. There will be valets directing traffic.



REGISTRATION

Registration will begin at 10:00am. You can arrive to setup a spot, pitch a tent, and check out the sponsor tables. We ask that teams setup on the driving range area. Feel free to bring a tent and camp chairs to setup. Evie’s will have servers and a grill setup there as well. Please do not occupy tables in the restaurant area (inside or out) until after the event.

Please have a representative visit the Club Sport registration area near the firepit (see map on pg 3) to pick up your shirts, waivers, etc. Everyone on your team must sign the roster/waiver and you **MUST** turn this back into the command tent no later than 12:30pm. Each player that signs your roster will be given a numbered wristband with your team number on

it. 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 5 players to compete in most of the events, including 1 female. There is a maximum of 10 players to a team (unless purchased additional).

COSTUMES

Shirt are not provided but most teams tend to dress up to a theme with custom shirts, uniforms, etc. We’ll have a SPIRIT award where theme and costumes are a big factor in our voting!

FOOD & BEVERAGE

Please note – NO COOLERS or outside food or drink will be allowed. Personal water is fine. Evie’s opens at 11am will have great food and drink specials. They will be grilling hamburgers, hot dogs, and chicken sandwiches out by the event. Also, Big Brothers Big Sisters will be selling Miller Lite, SOL, and White Claw with proceeds going to their charity. Any outside alcohol is immediate grounds for removal from the facility.

WHAT TO BRING / NOT TO BRING

Things to bring:

- Running or flat athletic (tennis) shoes
- Sunscreen
- Money for food, drinks, and vendors
- Tent and/or camp chairs (with tent stakes!)
- Pep and excitement (**costumes!**)

Things NOT to bring:

- Coolers
- Cleats
- Pets
- Alcohol or outside food of any kind
- Unsportsmanlike behavior and attitudes

AWARDS

There will be trophies and awards for the top 3 teams overall. In addition to the top 3 finishers, we’ll have trophies for best costumes/spirit and the Charity Challenge winner!!

PHOTOS

We will be taking TEAM PHOTOS at on of the events. Also look for our photographer roaming around. Make sure to tag all your photos on social media with [#myclubsport](https://www.instagram.com/myclubsport).

RAINOUT & CONTACT

Event is rain or shine, but will be cancelled if weather is dangerous. You can see if the event is on at 813-602-0066 x99. If you have any emergency issues the day of the event you can reach us via cell at 727-420-6868.





SESSION 1 EVENTS (11:00-12:30pm)

Javelin Accuracy Challenge

At least 5 tossers (at least 1 female)

Players take turns over a set period of time tossing foam "javelins" at a set of target rings, each worth varying points. The goal is to score the most points possible over the allotted time!

NEW Plunger Pass Relay

5 players (at least 1 female)

Teams line up 5 players who use the heads of (clean) plungers to pass a ball from one end of the course to another in a goal to get the fastest time possible.

NEW Hot Lava Challenge

5 racers (at least 1 female)

Players will use rubber pads to stay off the "hot lava" of the floor to get the team down the course. At the end they must solve a puzzle as a team!

SESSION 2 EVENTS (1:00-3:00pm)

Cherry Pie Hunt

4 hunters (at least 1 female)

Players will find 4 "cherries" in a pie tin full of whipped cream in the quickest time possible. They must extract them from the whipped cream into a cup with their hands behind their back. It is a relay race with player 1 going, then player 2, and so on. Time will stop when the last player is finished.

Dizzy Bat Spin Relay

5 racers (at least 1 female)

Start with all 5 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 cone, and back and tag the next player, who repeats the process.

Memory Mayhem

5 racers (at least 1 female)

Teams must memorize a pattern of colors then proceed, TOGETHER, to the puzzle and recreate the pattern correctly. They must ask for a "check" each time they want it graded by the judge. If the team wants to return to the key to look at the pattern, they must do so together. Time will stop once the pattern is correctly checked by the judge.

Keg-R-Racer

5 racers (at least 1 female)

Teams choose 2 riders, one for the first leg of the course, another for the way back. The rider will be on a sled and the remaining 3 teammates must use empty kegs as "wheels" moving the back keg to the front to propel the keg sled down the course. At the far end, riders switch and they return to the finish for the best time possible. **THE KEGS CANNOT BE THROWN AND MUST BE PASSED**

ALL DAY EVENTS

Head to Head Pong-Tac-Toe

5 players (at least 1 female total)

Teams will play singles matches head to head (1 on 1) versus another team at an assigned time. 5 matches will be played with 10 points being awarded for each win. Players will use ping pong balls to bounce at a tic-tac-toe board made up of cups of water. The first person to score 3 in a row will win that match. If there are two opposite color balls in the same cup, both can count toward a win. In the event of a tie game the points are split 5 each.

Obstacle Course Relay

5 racers (at least 1 female)

Racers will bounce and race over an inflatable obstacle course, tagging a new teammate each lap. Time to reap the rewards in all those bounce houses as a kid!

Duck Launch

3 launchers + 1 bonus catcher (at least 1 female)

Shoot a rubber duckie as far as you can with a slingshot. 3 ducks are flung and points awarded for distance. The ducky must come to rest within the landing area's boundary lines. Both holders and launcher must not touch any body part outside the launching box and must not fall out of the box unit until the duck leaves the launcher or that fling will be marked as a zero. Those holding the launcher CANNOT choke up on the slingshot. The longest launch out of 3 tries will be recorded (measured to the nearest yard). **BONUS:** A 4th duck will be launched with a teammate positioned at or beyond the 100 foot mark. If that person catches the duck with a net ON THE FLY and with feet in the landing zone, an extra 30 feet will be added to the team's best launch.

SPONSORED
BY





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 1pm Saturday or may donate in-person at the competition until 1pm. 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!

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 most of the events teams will be ranked among ALL TEAMS based on their times or score in an event. 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 the Head-to-Head events points will be assigned depending 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!

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.

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....

FIELD MAP

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

