**H₂O Throw – College of Nursing**  
*4-Member Team - Timed Event (10 balloons)*  
**Equipment:** Water balloons, 2 blindfolds, and 2 stopwatches, 4 containers  
**Object:** Catch water balloons for points.  
**Rules:**  
1. One team member (pitcher) is blindfolded and turned around in a circle two times and then turns backward to the catchers.  
2. Two team members (catchers) will catch the balloons for points in containers  
3. The catchers are inside marked areas behind the pitcher and must stay in their area.  
4. If either catcher gets out of the marked area, the team’s score will be reduced by 1 point for each time they get out of the area.  
5. The fourth team member quickly hands 10 balloons (one at a time) to the pitcher to throw over their head toward the catchers who are catching the balloons;  
6. The front catcher will get 5 points for every balloon caught. The rear catcher will get 10 points for every balloon caught.  
**Awards:** Team with most points wins. Tiebreaker is determined by fastest time.

**Water Volleyball – College of Allied Health**  
*4-Member Team – Timed Event, 1 Minute (or 3 balloons)*  
**Equipment:** Small kitchen towels, water balloons, volleyball net, stopwatches.  
**Object:** Accumulate the most points by using a small kitchen towel to toss a water balloon over a net to teammates who are to catch the water balloon on a small kitchen towel.  
**Rules:**  
1. The team of 4 will pair off and stand on opposite sides of a net within the confines of the playing field.  
2. Both pairs will possess a small kitchen towel. Each pair will hold the towel between them. The towel will be used to toss and catch the water balloon.  
3. One water balloon will be placed on one outstretched towel. The start of the game will be announced by the scorekeeper/judge/timekeeper. One paired team will toss the water balloon over the net to their teammates on the other side of the net who will attempt to catch the water balloon in the outstretched towel without crossing the penalty or out-of-bounds line and without letting the water balloon strike the ground.  
4. Having successfully caught the water balloon with the towel, the teammates will then proceed to toss the water balloon back over the net for their teammates to catch.  
5. Points accumulate for each successful catch.  
6. Points are deducted for penalty and out-of-bounds infractions and drops.  
7. Players may not use their hands to catch or manipulate control of the water balloon.  
8. Players may only use their hands to pick up a water balloon that has fallen onto the ground, but has not broken, and return it to the towel.  
9. After 1 minute or until 3 water balloons are used, whichever occurs first, the points will be tallied for a final score.  
**Scoring:**  
+ 2 points for each balloon successfully caught on the towel.  
- 1 point for each balloon dropped/not caught (the water balloon does NOT have to break to lose a point).  
- 1 point for any team member crossing the penalty line to either throw or catch the water balloon.  
- 1 point if any team member goes out-of-bounds to either throw or catch the water balloon.  
**Awards:** Team with most points wins.
**2010 Wacky Games**  
Official Game Rules

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**Synchronized Beam - VA**  
*5-Member team - Timed Event*  
**Equipment:** 4 beams w/rope, and 2 stopwatches, plastic cups, 2 buckets, rulers  
**Object:** Cross the finish line in the fastest time and accumulate the most water  
**Rules:** Players line up facing the same direction with both feet on two parallel boards. Each player must hold a cup with water in their mouth. Team must advance 40 feet without stepping off the boards. If any member steps off the beam everyone must get off and the first person must move to the last position (back) and the other members move forward. Team members must dump water from the cups into buckets.  
**Awards:** Team with fastest time and most water in their bucket wins.

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**You’ve Got Some Nerf® - Robert M. Bird Library**  
*5-member team - 1 minute timed event*  
**Equipment:** 20 Nerf® balls, 4 buckets, 8 blindfolds, 2 stopwatches, rulers  
**Object:** To fill a bucket of water using wet Nerf® balls.  
**Rules:** Four team members will be blindfolded and placed in a line. The fifth team member will be placed at the end of the line but will not be blindfolded. All players must stand, kneeling is not allowed. When signaled, the first team member pulls a wet Nerf ball from a bucket and passes the ball overhead to the next team member, who then passes it overhead to the next team player, etc. The fourth player on the team squeezes the water from the Nerf ball into a bucket, coached by the fifth team player. The fifth team player returns the ball to the bucket at the front of the line. Balls are continually passed for one minute. The team with the most water in the catch bucket wins. Penalties may include, but are not limited to: kneeling, peeking under blindfold, removing blindfold. One ounce of water will be removed from the catch bucket for each penalty noted. A re-match will be held in the event of a tie.  
**Awards:** Team with the most water in their bucket wins.

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**Tri-Wack-A-Thon – University Health Club**  
*4 Member Team- Timed Event*  
**Equipment:** Wheelchairs, balance beams, tires; Frisbees, 5-gallon buckets filled with water; buckets; rulers, stopwatches  
**Object:** Fastest team to complete relay and most water in their bucket  
**Rules:** Team members will:  
1. Fill the Frisbee with water  
2. Sit in a wheelchair and use their feet to move the wheelchair 10 feet, while carrying the Frisbee filled with water  
3. Step quickly through tires, while carrying the Frisbee filled with water  
4. Walk across a balance beam, while carrying the Frisbee filled with water.  
5. Empty the water from the Frisbee into a bucket  
6. Carry the Frisbee to the next team member to fill up  
7. Time ends when the last team member pours the water from the Frisbee into the bucket.  
8. Depth of the water accumulated in the bucket is measured  
**Awards:** Team with the fastest time AND most water accumulated in the bucket will win.