H2O Throw
4-Member Team - Timed Event (10 balloons)
Equipment: Water balloons, 2 blindfolds, and 2 stopwatches, 4 trash bags
Object: Catch water balloons for points.
Rules:
1. One team member (archer) is blindfolded and turned around in a circle two time and then turns backward to the catchers.
2. Two team members (targets) will catch the balloons for points in containers.
3. The catchers are inside marked areas behind the archer and must stay in their area.
4. The fourth team member quickly hands 10 balloons (one at a time) to the archer to throw over their head toward the targets who are catching the balloons:
5. The front target will get 5 points for every balloon caught. The rear target will get 10 point for every balloon caught. Points will not be awarded for balloons caught while the catcher is outside of the marked area.
Awards: Team with most points wins. Tiebreaker is determined by fastest time.

Water Volleyball
4-Member Team – 1 Minute (or 3 balloons) Timed Event
Equipment: 4 Small kitchen towel, water balloons, volleyball net, stopwatch.
Object: Accumulate the most points by using a small kitchen towel to throw 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 throw and catch the water balloon.
3. One water balloon will be placed on one outstretched towel. The scorekeeper/judge/timekeeper will announce the start of the game. One paired team will sling 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 to for their teammates to catch.
5. Points accumulate for each successful catch.
6. Players may not use their hands to catch or manipulate control of the water balloon.
7. 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.
8. After 1 minute or until 3 water balloons are used, whichever occurs first, the points will be tallied for a final score.
Scoring:
+ 1 point for each balloon successfully caught on the towel
Awards: Team with most points wins.

Synchronized Beam
5-Member team - Timed Event
Equipment: 4 beams w/rope, 2 stopwatches, plastic cups, 2 buckets, rulers
Object: Cross the finish line in one minute or less 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 30 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.

**Water in the Hole**

*4-member team - Timed event*

*Equipment:* Water balloons, 2 hula hoops, and 2 stopwatches

*Object:* To break a water balloon with no hands in the fastest time.

*Rules:* 4 person relay team consisting of 2 pairs. One player receives 1 water balloon. Each pair runs together 30 feet to a hula hoop; they yell “Water in the Hole” three times and then place the balloon between their bodies to break it as quickly as possible. There is a 5 second penalty if hands are used to burst the balloon or if the balloon falls to the ground and breaks. The two then run back to the starting line and tag the next pair to repeat the process.

*Awards:* Team with the starting line and tag the next pair to repeat the process.

**Tri-Wack-A-Thon**

*4 Member Team - Timed Event*

*Equipment:* Water balloons, 2 buckets, 2 rulers, 4 Frisbee’s, cones, 2 baseball bats, stop watches

*Object:* Be fastest team to complete relay with the most water.

*Rules:* Each team member must fill their Frisbee with water and race 10 feet weaving in and out of the cones without spilling the water. One team member will stop at a bucket filled with water balloons while the other team member proceeds to a marked line and picks up a bat. The first team member will throw a water balloon to the other team member to hit. The team members will do this while holding the Frisbees with water. Once the water balloon is thrown, the first team member will join the second team member and dump their water into a bucket. The team members must pick up their Frisbees and race back to starting line and tag the next team members in line.

*Scoring:*

+1 point for hitting the water balloon

+2 points for hitting and busting the water balloon

*Awards:* Team with the fastest time, most water, and most points win.