2015 United Way Wacky Games
Complete Game Rules

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 – 1Minute (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.

Hydro-Hoops
5-member team – Timed event
Equipment: 5-Sponge Balls, 2-Hoops/Baskets, and 2-Stopwatches
Object: Accumulate the most points with the fastest time, by tossing a sponge ball into the hoop. The ball will be passed overhead to each player, with the last player tossing the ball.
Rules:
5 person relay team line in a single column. Players 2-5 will stand with their backs to player 1 and will pass the wet sponge ball overhead to each player until it reaches player 1. If the ball drops to the ground the team will need to start the relay over again. Player 1 will toss the ball into the hoop, then the whole team will rotate positions.
Awards: Team with the most points wins. Tiebreaker is determined by fastest time.

Tri-Wack-A-Thon
4 Member Team – Timed Event – 30 second time limit
Equipment: Water balloons, 2 water jugs, 2 measuring buckets, 4 Frisbee’s, 2 whiffle bats, stop watches
Object: The most water collected in the bucket wins. Fastest time will be a tie-breaker.
The Set Up:
- Point A – both teams’ starting position, 2 water jugs, 4 Frisbees, 2 whiffle bats, 1 jug holding water balloons
- Point B – 2 empty measuring buckets. 1 bucket holding water balloons located midway between Point A and B.
The Game:
1. Time starts as Person 1 carries water-filled Frisbee overhead from Point A to Point B and then dumps the remaining water into the measuring bucket. Then Person 1 proceeds to water balloon bucket located between Point A & B and awaits to pitch a water balloon to whiffle bat-wielding Person 4.
2. Persons 2 & 3 carry a water balloon between them, back-to-back, without using their hands from Point A to Point B and then bursts the water balloon with their hands over the bucket to add water to the measuring bucket.
3. Person 4 remains a Point A, fills their Frisbee with water and picks up the whiffle bat. Person 1 then pitches a water balloon for Person 4 to hit with the whiffle bat. Time ends once Person 4 dumps the water from their Frisbee into the measuring bucket.

Scoring: Most water in measuring bucket wins.
- +2 centimeters of BONUS water added for bursting the water balloon with the whiffle bat.
- +1 centimeter of BONUS water added for hitting the water balloon with the whiffle bat.
- -1 centimeter of water as penalty for exceeding 30 second time limit.
- Fastest time is a tie-breaker.