

Watermelon  
Bash Games  
Packet

1:00 PM – 4:00 PM April 19th

2017

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This document will describe the point breakdown, schedule, and rules for Lambda Chi Alpha's Watermelon Bash. If you have any questions please contact the Vice President-External, Alex Ruhmann.

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## General Information

### Purpose

Watermelon Bash's purpose is to raise money for Feeding America, a United States-based non-profit organization that is a nationwide network of more than 200 food banks and 60,000 food pantries. On July 27, 2013, Lambda Chi Alpha announced a national partnership with Feeding America in order to assist these food banks and food pantries. Watermelon Bash at Missouri S&T raises funds through a registration fee of \$60 per team (\$10 per person) and t-shirt sales. Registered teams will then be eligible to participate in watermelon themed games described in this document.

### Registration

In order to be eligible for the games each team must meet the following requirements by the registration deadline of **Friday, April 14:**

- Be composed of six individuals
- Submit the registration form to the ΛXA Vice President-External, or contact him directly
- Submit the \$40 registration fee to ΛXA

Copies of the registration form can be found on our website at <http://www.lambdachimst.org/watermelon-bash.html>. The form asks for the team's name and which organization the team represents if applicable. Additionally it asks for the names and email addresses of each individual member and gives the option to order shirts. Forms can be submitted through email or in person. In place of filling out the form, teams can contact the ΛXA Vice President-External and share the information with him.

### Spectators

Anyone that is not part of a registered team is welcome to come and watch free of charge. Spectators will be offered the same refreshments as the participants (watermelon, water, lemonade, etc.) It's encouraged for all teams to invite their friends to come and support them as they compete.

### Conduct

While this is competitive, keep in mind that this event is a philanthropy. If you have any issues regarding the judging please remain respectful and discuss it with the judge.

## Points Breakdown

Events:	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	Participation
Watermelon Darts	10	8	6	4	1
Over-Under	10	8	6	4	1
Watermelon Bowling	10	8	6	4	1
Poker Chip Find	10	8	6	4	1
Tug-of-War	10	8	6	4	1

In the event of a tie for an individual event each team with the same score will earn the same place

In the event of an overall tie, the leading teams will compete in a Watermelon Eating Contest

## Event Description

### Bocce Watermelon

Winner: The team that rolls the most watermelons closest to the target

- Teams will be called one-by-one to compete
- Each team member will be given one watermelon to roll
- Each member will individually roll their watermelon towards the target
- Points will be awarded as follows:
  - 25 points – 0.5ft. radially
  - 15 points – 1ft. radially
  - 10 points – 3ft. radially
  - 5 points – 5 ft. radially

### Over-Under

Winner: The team that passes their watermelon the quickest

- Each team will stand in a line and the person in front will be given one greased watermelon
- At the start of time each team will pass their watermelon to the back of the line alternating over the body then under the body
- Once the watermelon reaches the back it will be sent towards the front in the same fashion
- If the watermelon is dropped the team must restart

- If the watermelon is passed incorrectly the team must restart e.g. over over or under under
- Time stops for your team when the watermelon reaches the person in front
- If your team's watermelon breaks you are disqualified earning only the participating placement

## Watermelon Bowling

Winner: The team that knocks the most pins down

- Teams will be called individually to compete
- Each team will be given up to three watermelons
- Each member will be given two chances to knock down ten pins
- Points will be awarded as follows
  - 15 points – strike (10 pins on first throw)
  - 10 points – spare (10 pins on second throw)
  - 9 – 9 pins
  - Etc.
- If all three of your watermelons bust, your team stops bowling regardless of how many more throws you have left

## Poker Chip Find

Winner: The team that earns the most points by collecting chips

- Each team will stand on the boundary of a tarp covered in smashed watermelon and poker chips
- Each team will be given one collection bucket
- At the start of time each team will be given one minute to collect as many poker chips as possible
- Chips will only be counted if they are in the bucket
- At the end of time all participants must drop any chips they have
- Points will be awarded as follows:
  - 25 – Blue
  - 10 – Red
  - 5 – White

## Tug-of-War

Winner: The team that wins a single elimination tournament

- A bracket will be made with seeding based off of the current leaderboards
- Teams will be called in pairs to compete on a smashed watermelon covered tarp
- Each team will stand on one side of the centerline
- At the start of time each team will pull the rope toward their side
- The team that moves on to the next round is the team that pulls the center of the rope across the marked line
- The last person may not wrap the rope around their body

## Watermelon Eating Contest

Winner: The team that eats their watermelon the fastest

\*Only to be played in the event of an overall tie

- Each competing team will be given half a watermelon cut into sixths
- At the start of time each member will begin eating their portion
- Time stops when the first team finishes all of their watermelon