

*North Pole
City*



REINDEER
Games

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North Pole Reindeer Games



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Official rules first created in 1725 at the start of the North Pole Reindeer Games. These rules have been reviewed and revised for the current season.



About the North Pole Reindeer Games

The North Reindeer Games are a friendly competition between the elf divisions of Santa's Workshop and North Pole City workers.

They are generally simple tasks that can be completed with their fellow coworkers.

They encourage the elves to have fun together in their spare time in a fun and competitive manner.

In 1822, the games turned into a week long camping event that takes place at Polar Bear Lake, with the weekend featuring the reindeer games.

It has been a tradition that this is the culmination of the summer vacation for all of the elves ending with Christmas in July, which designates six months until Christmas.

How do the North Pole Reindeer Games Work?

- Each elf division of Santa's Workshop and North Pole City worker have a team of 10 members and two alternates.
- Each elf team participates in 12 of the 25 events each of 2 days and the 25th event (Package Delivery Race) on the final day is between the top three point holding teams.
- For the team against team events, teams will be randomly paired.
- All 10 team members must participate in at least one of the first 24 events
- Team events require 6 members on each team to compete.
 - Exception: All team members of teams participating in the Package Delivery Race must participate in the event.
- For the finals (event 25 - Package Delivery Race), the high point holding team will be the winner of the North Pole Reindeer Games.
- Teams should select one team member to represent their team in individual participant events.
- If at any time there is a tie in scoring, the simple flip of a coin will determine the final winner of the event.
- An official judge from North Pole City Sports will be at every event throughout the games weekend over-seeing and conducting the games and official scoring.



North Pole Reindeer Games



Team Points Awarded Per Event

- Top score earns 3 points
- Second Place earns 2 points
- Third Place earns 1 point

The winning team will receive

- Team picture taken in front of Claus' cabin at Polar Bear Lake with Santa and Mrs. Claus.
- The photograph will be printed and hung at the offices of North Pole City Sports League for all to see.
- The Reindeer Games trophy will be given to the designated office to display until the next games.
- All team members will receive a Reindeer Games Champion t-shirt and hot cocoa mug.
- Team members will keep and share the packages used in the Package Delivery Race.



List of Reindeer Games

Wrapping Paper Catch
Mailroom
Gift Bag Packing
Candy Cane Drop
Pool Noodle Hurdles
Carry That Ball
Reindeer Hoof Relay
Snowball Fight
Candy Cane Relay
Candy Cane Fishing
Team Cup Stacking
Candy Cane Javelin Throw
Paper Plate Discus
Jawbreaker Shot Put
Taking Flight
Coconut Bowling
Floating Wiffle Ball Tic Tac Toe
Pass the Water
Tarp Roll
Beach Ball Relay
Ball Leg Lift Hustle
Hula Hoop Hustle
Elf Foosball
Lawn Checkers
Package Delivery Race



North Pole Reindeer Games



Wrapping Paper Catch

Need:

- Roll of wrapping paper
- Timer

How to play:

- Person 1 will throw wrapping paper up into the air like a baton.
- With one arm behind their back, person 2 will turn around in a circle and catch the wrapping paper behind their back before it hits the floor.
- Most caught in one minute wins.



North Pole Reindeer Games



Mailroom

Need:

- Index cards
- Mail tote or other type of totebox
- Timer

How to play:

- From a 10 foot distance, throw index cards (postcards) at a mail tote.
- Whoever gets the most into the mail tote in one minute wins.



North Pole Reindeer Games



Gift Bag Packing

Need:

- Ping pong balls
- Gift bag
- Timer

How to play:

- Toss ping pong balls into a gift bag from a distance of 10 feet.
- Most in the bag in one minute wins.



North Pole Reindeer Games



Candy Cane Drop

Need:

- Candy canes
- String
- Timer

How to play:

- From above, drop candy canes onto a string.
- The participant with the most candy canes on string in one minute wins.



Pool Noodle Hurdles

Need:

- 12 skewers
- 6 pool noodles
- Wooden Spoon
- Ornament
- Timer

Set-up:

- Poke skewers $\frac{1}{2}$ way into pool noodles about 3 inches from each end.
- Poke the skewers into the ground making each hurdle about 6 feet apart.

How to play:

- Participants will be carrying an ornament on a spoon, while running the hurdles.
- The shortest time while still being able to keep the ornament on the spoon wins.

Rules:

- If the ornament falls off, the participant must recapture the loose ornament, put it back on the spoon and resume the event from the point where the ornament comes to a rest.



North Pole Reindeer Games



Carry That Ball

Need:

- Beach ball

How to play:

- Two team members race together with a beach ball between their backs across a distance of 30 feet.
- The first team to finish wins.

Rules:

- If they drop the ball, they must recollect the ball and start again from the spot they dropped it.



North Pole Reindeer Games



Reindeer Hoof Relay

Need:

- 2 Plastic cups per participant
- 5 "Snowballs" (either styrofoam balls or wadded up paper)
- 2 Bowls

Set-up:

- The team sits shoulder to shoulder in a line. Each player puts plastic cups over their hands to create the reindeer "hoofs".
- On one side of the team is a bowl with five snowballs (white Styrofoam balls or wadded up white paper) in it, on the other side is an empty bowl.

How to play:

- Players must pass each "snowball" down the line to the other side using only their "hoofs" with the last player in the line dropping the "snowball" in a bowl.
- The first team to get all five "snowballs" into their second bowl wins.



Snowball Fight

Need:

- 30 white balloons that are blown up
- Painter's tape or string to be a dividing line
- Timer

Set-Up:

- Use painters tape or string to create a divider line down the middle of the playing area and a foul line 3 feet to each side of the divider line.
 - When finished, you should have three parallel lines laying in the playing area that are three feet apart.

How to play:

- Players are in two teams each standing on one side of the play area.
- On the start of go, players must get the balloons onto the other side of the divider line.
- Their feet can not get closer than three feet from the divider line. (Feet can not enter the foul lines.)
- At the end of one one minute the judge will blow a whistle or call "time". No participant can move a balloon once the time is up.
- Whoever has the least amount of balloons on their side of the play area wins.



North Pole Reindeer Games



Candy Cane Relay

Need:

- 7 candy canes per team
- 6 team members per team (3 on each side of the play area)

How to play:

- Give each player a candy cane and give Player 1 a second candy cane.
- Player 1 should hook the candy cane on the bottom of the candy cane they're already holding.
- When the judge says, "go", the first person should walk across the room to their teammates on the other side. When they get there, they need to transfer the hooked candy cane from their candy cane to the other person's candy cane, without touching it with their hands.
- That person then goes to the other side, transfers their candy cane to the next person.
- Continue until all teammates have completed their leg of the relay. (This is when player 1 is in the front of their new line and the last leg has been completed.)
- The first team completed wins.

Rules:

- Each person walks one leg of the relay.
- Nobody may touch the candy canes being transferred once the judge says, "go".
- If a candy cane is dropped on the ground, it must be picked up with a candy cane only.



North Pole Reindeer Games



Candy Cane Fishing

Need:

- Mason jar (or other wide mouthed jar)
- Plate
- 7 candy canes
- Plastic cup to hold caught candy canes

Set-up:

- Place your plate on top of the mason jar.
- Hang six of the seven candy canes on the outside of the plate to create your fishing pond.
- Place a plastic cup on the other side of the table, at least a few feet away.
- Unwrap the final candy cane (at least the straight part of it, you can leave the curved part wrapped).

How to play:

- When the judge says, "go", players must put their candy cane in their mouth and attempt to hook one of the candy canes from the plate onto their candy cane.
- Once they have hooked a candy cane, they then have to transfer that candy cane into the plastic cup to officially catch their cane "fish".
- The first person with all six candy cane "fish" caught wins!



North Pole Reindeer Games



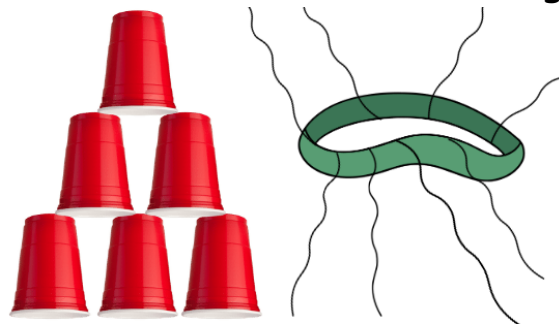
Team Cup Stacking

Need:

- Rubber band
- Strings- one per participant
- 6 plastic cups
- Tape

Set-up:

- Tie each string to the rubber band (one for each team member).
- Create a tape rectangle in the center of a play area.
- Set out 6 cups in a line outside of the rectangle.



How to play:

- The task is to stack the cups into a pyramid design (shown above) within the tape rectangle by only manipulating their individual string.
- When everyone pulls on their string the rubberband opens wider, and vice versa.
- No matter what happens, everyone must follow the one rule: **YOU CAN ONLY TOUCH YOUR STRING.** No touching the rubber band, no touching the cup, and no touching other group member's strings.
- Communication is important in order to reach the goal.



Candy Cane Javelin Throw

Need:

- Candy cane
- Distance measuring device that measures in centimeters
- Tape

Set-up:

- Tape down a starting line.

How to play:

- Stand behind the starting line.
- Hold the candy cane by your ear with your elbow bent.
- Use the bent elbow as a hinge and throw/release the candy cane.
- Measure the distance of the throw in centimeters (cm).
- The farthest throw wins.



Paper Plate Discus

Need:

- Paper plate
- Distance measuring device that measures in centimeters
- Tape

Set-up:

- Tape down a starting line.

How to play:

- Stand behind the starting line.
- Throw the paper plate like a frisbee.
- Measure the distance of the throw in centimeters (cm).
The farthest throw wins.



Jawbreaker Shot Put

Need:

- Jawbreaker
- Distance measuring device that measures in centimeters

Set-up:

- Tape down a starting line.

How to play:

- Stand behind the starting line.
- Pick up a Jawbreaker in your hand.
- Place the back of your open hand on your shoulder with the Jawbreaker laying in it .
- Using your elbow as the hinge, push your hand up and out to launch your Jawbreaker.
- Measure the distance of the throw in centimeters (cm).
- The farthest throw wins.



North Pole Reindeer Games



Taking Flight

Needs:

- Paper (scrap/used wrapping paper)
- Tape
- Distance measuring device that measures in centimeters
- Timer

Set-up:

- Tape down a starting line.

How to play:

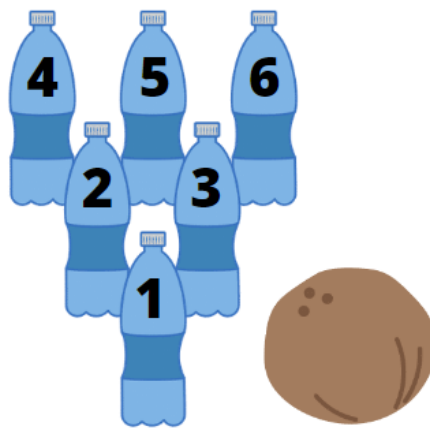
- Each participant will have 5 minutes to build their plane out of scrap/used wrapping paper provided.
- Each participant will throw his or her airplane from the starting mark.
- Measure the distance his or her airplane was able to fly in cm.
- The farthest throw wins.



Coconut Bowling

Need:

- 6 water bottles with lids
- water
- 1 coconut
- An outdoor pathway
- Chalk, tape, or string for the lane outline and foul line



Set-up:

- Fill six plastic bottles with water for the "bowling pins".
- Set up the water bottles in a triangular shape at one end of the alley or pathway.
- Next draw a line with chalk or place a line of tape/string at the other end of the path at the distance you want your coconut bowling alley to be (we will use 10 feet). This is where you will bowl from behind and is called the foul line.



North Pole Reindeer Games



How to play:

- Players try to knock all the pins (water bottles) down in one roll.
- Each player gets one turn to roll the coconut at the pins before it is the next player's turn. (No spares in this game.)

Rules:

- Players may not step over the foul line when releasing the coconut or you earn no points for that frame.

Scoring points:

- Tally the points of each pin of the knocked down pins.
 - Ie: If you knock down the #1, #3, and #6 pins, your score would be 10 points.
- Max score per frame is 21 points.
- Max score for a perfect game is 105 points.



Floating Wiffle Ball Tic Tac Toe

Needs:

- 18 wiffle Balls (9 of each of 2 colors)
- 9 baskets
- Zip ties or string
- Rope

Set-up:

- Set up the baskets (laundry or some other type) in a 3x3 grid like a tic-tac-toe game board.
- Tie the baskets together with zip ties or string.
- Loosely tether the grid of baskets to a dock or a pool deck with the baskets floating in the water.

How to play:

- The players must alternate turns, throwing the whiffle balls using only underhand throws, but should be careful not to block themselves from getting three in a row.
- To complete the game, the contestant must get three balls in a line in any direction.

Note:

- Contestants will play 3 games at 2 points each to determine event point winners.



Pass The water

Needs:

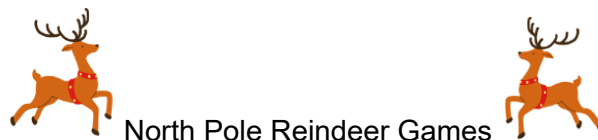
- 2 Buckets for water
- 1 Sponge
- Water
- Timer

Set-up:

- Place one bucket at the front of the line filled with water.
- Place one empty bucket at the end of the line.
- Give the team member at the front of the line a sponge.

How to play:

- When time starts running the person in the front dips the sponge into the water soaking up as much water as possible and passes it over their head to the team member behind them.
- The remaining team members continue passing it the same way (backwards over their head) until it reaches the last team member in line who will squeeze the water into the bucket.
- Once the sponge is dry, they pass the sponge back to the front of the line by returning it over the team member's head in front of them to get the sponge back to the front in order to start the process again.
- The team that manages to collect the most water in one minute wins.



Tarp Roll

Need:

- 1 ball
- Tarp
- Scissors

Set-up:

- First you must cut three holes into the tarp that are just over the size of the ball you will be using.

How to play:

- Place your team evenly around the tarp and have each member hold the edge with both their hands.
- Shake the tarp so it begins moving around like a wave.
- Once it is moving, a judge will throw in a ball.
- Participants must navigate the ball around the tarp for the longest possible period of time, without the ball falling through one of the holes.
- The team that can keep the ball on the tarp the longest wins.

Rules:

- The tarp must constantly be moving like a wave.
- If the team stops moving the tarp they are out.
- If the ball falls through a hole or off the side of the tarp, your team is disqualified.



Beach Ball Relay

Need:

- *Beach ball*
- *Pool noodle*
- *Cone or chair*

Set-up:

- Divide into teams and line players up one after the other.
- At the opposite end of the playing field set up a cone or chair as a turn around point.

How to play:

- One at a time, players take a pool noodle and move the beach ball across the field.
- When they reach the turn around point, they will go around the turn around point and head back.
- They will then hand off the noodle and ball to the next player in line who will continue the relay.
- The winning team is the first one to have all their players complete the course.



North Pole Reindeer Games



Ball Leg Lift Hussle

Needs:

- Ball

How to play:

- Participants lay on their backs in a line with the head of one participant to the toes of the next participant. (Not touching though.)
- They will pass the ball using only their feet to the next participant's feet.
- The first to get the ball all the way down the line and back wins.



Hula Hoop Hussle

Needs:

- Hula Hoop

Set-up:

- Have everyone in the team stand in a line shoulder to shoulder and hold hands.

How to play:

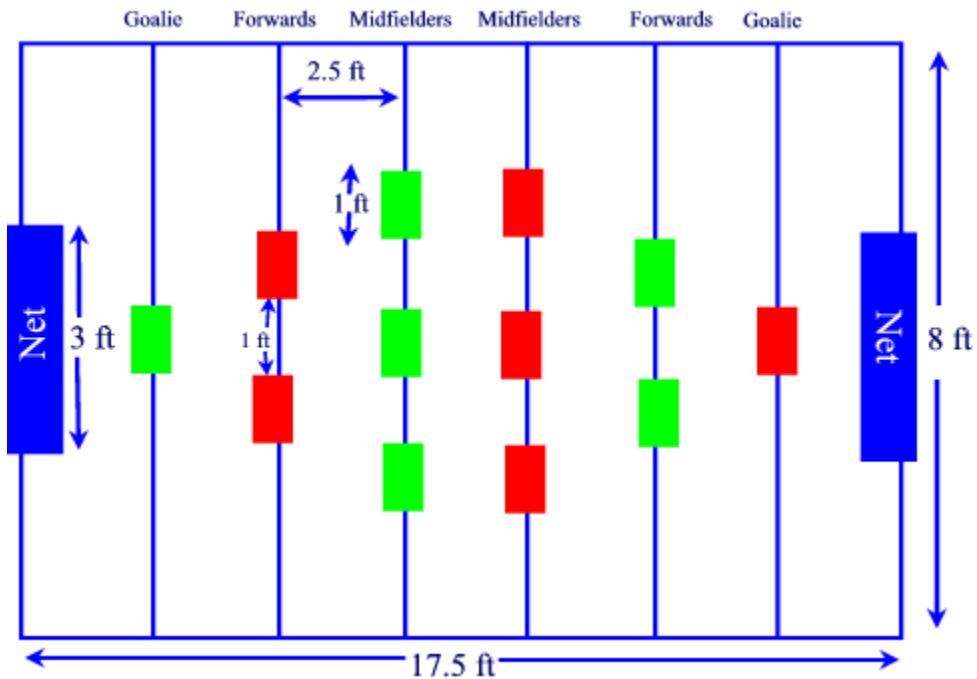
- To start the game, loop the hoop over the first team member's arm.
- From there, the group must pass the hoop down the line without letting go of each other's hands by slipping the hula hoop along their arm, get it over their heads, step in it with one leg, step out of it with the other leg and jiggle the hoop to the arm of the adjoining player.
- Once it gets to the other end the last team member must step out of the hula hoop, then pick it up and send it back the same way passing the hoop down the line without letting go of each other's hands.
- Once it is back, they sit down.
- First team to sit down wins.



North Pole Reindeer Games



Elf Foosball



Set-up:

1. Build game areas per specs above.
 - a. The game area should have sidewalls that are at least waist high
 - i. Ideas
 1. You could use old pallets or snow fence
 2. You could use a net or even just a tape marking
 - a. These will not keep the ball in or players from moving forwards or backwards.
 - b. The crossbars should be waist high and attached to the sidewalls with a sliding piece just longer than the size required for each row of players over the crossbar so players can slide left and right on the pole, but not forward and backward toward nets.
 - i. Ideas:
 1. You could use a pool noodle over a PVC pipe.



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2. You could use rope with PVC over it as well, but it is not as rigid and will not eliminate movement toward the net .
- c. * Note: for humans, double all the sizes
 - i. unless it is for children, then you can use the elf sizes.
2. Teams will consist of 6 players on a team.
 - a. Teams are allowed up to two (2) spare players, who may substitute at the intermission during any game.
3. They are set up as above
4. Players can switch only at halftime or in the event of an injury.
5. There shall be no kicking or attempting to kick an opponent.
6. Players need to hold onto the foosball bar with both hands at ALL times.
 - a. Player cannot let go of the bar while the ball is in play.
 - b. Players may not slide their hand location.
7. All play must occur UNDER the height of the foosball bars.
8. Players can only move laterally from side to side. Mid-Fielders and Forwards must work together to move side to side. Teamwork is key.
9. Coin Toss will decide which team goes first.
10. The game starts by rolling the ball into play from mid-court.
11. Players and Goalies may NOT use their hands. If they let go of the foosball bar and/or touch the ball with their arms or hands, it will result in a penalty and the player will receive their first offense.
 - a. 1st Offense: Verbal Warning
 - b. 2nd Offense: 1 Point Deduction
 - c. 3rd Offense: Ejected from game
12. Play continues until a penalty occurs, the ball is out of reach or out of bounds or a goal is missed or scored. Restart follows Restart Procedures.
13. When a goal is scored, the game is restarted by rolling the ball from the starting area.



North Pole Reindeer Games



14. When the ball rolls out of bounds, the ball should be returned to the place it left the court and rolled toward the non-offending team.
15. If the ball cannot be reached in the playing area, the ball should be rolled from the starting area.
16. Penalties
 - a. All players between the kicker and the goal, including players from the same team, need to freeze in a standing position (locked knees).
 - b. Penalty must be taken within 15 seconds of the whistle.
 - c. Who's the Kicker?
 - i. 1-2 fouls: goalie to take the foul
 - ii. 3-5 fouls: mid-field to take the foul
 - iii. 6+ fouls: forward to take the foul
 - d. Taking Fouls 1-5:
 - i. After everyone is frozen, the ball is given to the Kicker (see Who's the Kicker above);
 - ii. Only the Kicker is allowed to move to find an open spot;
 - iii. Kicker will take a shot;
 - iv. All players (including Defending Team Goalies) must remain frozen until the ball stops forward motion (by hitting the far wall, a player, score, or stop moving).
 - v. Note: if the ball hits anyone and continues moving forward, players must remain frozen.
 - vi. Referee will blow whistle indicating ball has stopped moving forward and the game can continue (if no score).
 - e. Taking Fouls 6+:
 - i. Kicker is to place the ball down
 - ii. Then Defending Team Goalie(s) will look for the best angle to block a shot and freeze;
 - iii. Kicker will take a shot;
 - iv. Defending Team Goalie(s) must remain frozen until the ball stops forward motion;



North Pole Reindeer Games



- v. Referee will blow whistle indicating ball has stopped moving forward and game can continue (if no score).
- 17. Time
 - a. The total time will be 10 minutes with a 1 minute break at halftime.
 - b. The game is over when the time expires.
- 18. Scoring
 - a. Each goal scored in opponents goal is +1 point
 - b. Each goal scored in own goal is -1 point
 - c. Mercy Rule - If a team has a 10 point lead at any point in the game, the game will be called.
- 19. Team Points Awarded
 - a. Win =2pts / Tie =1pt / Loss = 0



Lawn Checkers

Needs:

24 checkers (12 of each color)

Checkerboard

Set-up:

- The board consists of 64 squares, alternating between 32 green and 32 red squares. Position it so that each player has a red square on the closest right side corner.
- Each player begins with 12 pieces placed on the game board.

How to play:

- Green moves first.
- Players then alternate moves.
- Moves are allowed only on the green squares
- Pieces only move diagonally forward toward the opponent. However, Kings can also move backwards.
- A piece may only move one square unless it is making a jump.
- A piece makes a jump by diagonally leaping over one of the opponent's pieces and landing on an empty space on the other side.
- Multiple jumps are allowed on a single turn.
- When a piece is jumped ("captured"), it is removed from the board and is now out of play.
- When a piece reaches a space in the row on the opposite side of the board, a second piece is placed on top of it. Kings can move diagonally forward and backwards.
- A player wins the game when the opponent cannot make a move.



North Pole Reindeer Games



Package Delivery Race

Need:

- 5 Wrapped packages per participant
- Tricycle
- Plastic sled
- Items to use as an obstacle course

Set-up:

- Tie a sled onto the back of a tricycle.
- Wrap packages.
- Place packages on one end of the field and tricycle and sled on the other.
- Set up an obstacle course. The obstacle course should be difficult, but easily navigated by someone riding a tricycle pulling a plastic sled. It can be as long and as elaborate as you can make it.

How to play:

- The first player in line pulls a plastic sled, by riding a tricycle that it is attached to, around all the obstacles to the stack of presents.
- Then the player, loads five packages inside the sled and returns to their team by pulling the sled via riding the tricycle pulling the plastic sled around all the obstacles without any of the packages falling off.
 - If any packages fall out of the sled, the player must stop and reload the sled before continuing.
- When a player returns to the line, they must unstow all five packages and hand off the sled to the next person in line, who must take the sled back to retrieve another set of packages from the pile.
- The first team to deliver all of the packages wins the race.



North Pole Reindeer Games



Appendix

Event Team Participant List

Scorecards

1. Event Scorecard
2. Overall Scorecard

Notes



North Pole Reindeer Games





Event Team Participants:

Team	Team Member(s) Participating				
Wrapping Paper Catch					
Mailroom					
Gift Bag Packing					
Candy Cane Drop					
Pool Noodle Hurdles					
Carry That Ball					
Reindeer Hoof Relay					
Snowball Fight					
Candy Cane Relay					
Candy Cane Fishing					
Team Cup Stacking					
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Taking Flight					
Coconut Bowling					
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Pass the Water					
Tap Roll					
Beach Ball Relay					
Ball Leg Lift Hustle					
Hula Hoop Hustle					
Elf Football					
Lawn Checkers					
Package Delivery Rac					



North Pole Reindeer Games





Reindeer Game:

Team	Time, Place, or Count	Team Points Earned
Elf Affairs		
Flight Command		
Forestry		
Gift Wrap and Decoration		
History and Research		
Mining and Excavation		
Mrs. Claus' Kitchen		
Naughty/Nice List		
North Pole City Commerce Association		
North Pole City Council and Workers		
North Pole City News		
Post Office		
Reindeer Handling		
Research and Development		
Security and Investigation		
Tailor and Seamstress		
Workshop		
WWW/PR		



North Pole Reindeer Games





North Pole Reindeer Games

Elf Team	Wrapping Paper Catch	Gift Bag Packing	Candy Cane Drop	Foot Noodle Hurdles	Carry The Ball	Reindeer Foot Relay	Snowball Fight	Candy Cane Relay	Candy Cane Fishing	Team Cup Stacking	Candy Cane Toss/In Throw	Paper Plate Discus	Jump/Leader Shot Put	Taking Flight	Write Ball Tack Toe	Coconut Bowling	Kick The Water	Tap Roll	Beach Ball Relay	Ball Leg Lift Hurdle	Blind Hoop Hurdle	Elf Football	Learn Checkers	Package Delivery Race	Team Score Tally
Elf Affairs																									
Flight Command																									
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Notes:



North Pole Reindeer Games

