

The Newman Gauntlet

Koinonia Cup 2019 Final Event:

The Newman Gauntlet

- Six players of your team will participate in the final obstacle course.
- A player will be assigned to each station.
- Once you complete the task, run to the next station and tag your next team member before starting the task.
- Once you complete all six task, run to the finish line.
- 1st place get 100 points, 2nd gets 90 points, 3rd gets 80 points and so on and so on.

1. Dog-Matics (1 player)

- While holding the ruler in your mouth, shake your head so that the tic tacs fall out of the container.
- You can not hold onto the ruler with your hands.
- Once you get the okay from your ref, run to station two and tag your teammate.

2. Heart to Heart (2 players)

- One player will be on one side and the second player will be at the other side facing each other.
- As a team you must successfully toss the water balloon to each other four times.
- If the water balloon pops, grab a new water balloon and start over.
- Once you successfully complete the task run to station three and tag your third teammate.

3. Servant of God (3 players)

- All three members, the two previous and the third waiting, will hold a plate using only the tips of their fingers, like a waiter delivering food, with a ping pong ball on top of the plate.
- Once by one, players will walk and slalom through cones and then back to the rest of the team.
- If you drop the ball, you must pick it up before you can start moving.
- if you bend the plate so that the ping pong ball can't move or is obstructed, you must start again from the very beginning.
- Once all three members finish, run to station four and tag your fourth team mate.

4. Building the University (1 player)

- The fourth teammate must successfully stack 10 metal nuts using the chop sticks provided.
- You can not use your fingers to stack the nuts or use a single chopstick to thread the metal nuts with.
- Once you finish the stack, get approval from your ref and run to station 5 and tag your fifth team mate.

5. Crossing the Tiber (5 players)

- Team members will fill a water bucket, to the fill line, on the other side of the field using sponges and water from a pre-filled bucket.
- Only one person from a team may go from the bucket filled with water to the empty bucket at a time.
- If a team member jumps the gun, that team member must go back and start over.

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- Once the water goes over the fill line, you may run to station 6 and tag your sixth and final team mate.
- 6. Peace at Last (6 players)**
- As a team, you must successfully melt the ice from a frozen t-shirt so that one person on your team can wear it.
 - You can not use any object other than yourself to melt the ice, nor can you place the frozen t-shirt on the ground.
 - Any penalty will cause your team a 10 second penalty once the t-shirt is successfully worn.
 - Once one person is wearing your unfrozen shirt, run to the finish line!!

