

## **CRAZY KOMPETITION GAMES PLAYBOOK**

Crazy Kompetition for Infants (CKI) is an annual event that raises money for Pediatric Trauma Program (PTP) through a series of fun, competitive mini-games and relays. The event is split into two: one for the northern half of the district and one for the southern half. Welcome to CKI North & CKI South.

**CKI North** will be held on **Saturday, October 7th** at **Tahoe Park** in **Sacramento, CA.**

**CKI South** will be held on **Saturday October 14th** at **Stanton Park** in **Stanton, CA.**

Both events will run from **8AM-4PM.**

Teams of six (6) from various schools across the CNH District will be divided into groups and play rounds of six (6) mini-games, earning points to push them to the top of the competition.

**Bring your A-game and show us what you're all about!!**

[Register](#) to compete and find out!

## **Pediatric Trauma Program**

**Did you know?**

\* Focuses on reducing and treating accidental injuries as well as helping to prevent the deaths of children and infants throughout the nation.

\* Unintentional injury is the #1 killer of children age 14 and under in the U.S.

\* Unintentional injury kills more children every year than any other cause – including disease, homicide and suicide.

\* 90% of these unintentional injuries can be prevented!

\* Money donated is used to train pediatric doctors and nurses on the proper techniques when treating children as well as on educating the public on preventions and solutions for these injuries as well as provide safety equipment to young children.

### **What is the Pediatric Trauma Program & What do our funds go towards?**

Pediatric Trauma remains the leading cause of death and injury among children ages 14 and under in the United States. To address this concern, the Kiwanis Cal-Nev-Ha Foundation established the Pediatric Trauma Program in 1994. The Pediatric Trauma Program is funded solely by contributions from Kiwanis clubs and members and by the fundraising efforts of our Service Leadership Partners.

The CNH Foundation takes a holistic approach to prevent pediatric trauma by providing community outreach, education and safety materials to children and families living in the communities we share; by providing grants to the Kiwanis Family to assist them in their efforts to reduce trauma and death; and helps improve the outcomes for children who experience pediatric trauma by providing grants to our partner hospitals, which enable them to reach out to their communities with educational materials, safety equipment and information on childhood trauma prevention; offer advanced pediatric training for doctors, nurses and first responders; and purchase specialized pediatric medical equipment.

## **Directions to CKI North**

### **Destination: Tahoe Park, Sacramento, CA**

**From I-680 North/I-80 East**

**(1)** Merge onto I-680 North toward Sacramento.

(2) Take exit 71-A onto I-80E

(3) Keep left at the fork for US-50 E, follow signs for Sacramento/South Lake Tahoe

(4) Take exit 8A for 59th St.

(5) Turn right onto 59th St.

(6) Turn right onto Broadway St.

(7) Turn left onto 58th St.

### From CA-99

(1) Take exit 297 for 12th Ave.

(2) Keep right at the fork to continue onto 12th Ave.

(3) Turn right onto 12th Ave.

(4) Continue onto 12th Ave. Bypass and 14th Ave.

(5) Turn left onto 58th St.

(6) Turn right onto 11th St.

### From I-80W

(1) Use the right three lanes for I-80BUS (signs for Capital City Fwy/Sacramento)

(2) Take exit 6A for US-50 E toward S Lake Tahoe

(3) Take exit 8A for 59th St.

(4) Turn right onto 59th St.

(5) Turn right onto Broadway St.

(6) Turn left onto 58th St.

### Parking

There is parking all around the park—remember to get here early to get a close spot!

## Directions to CKI South

### Destination: Stanton Park, Stanton, CA

#### From I-5 North

- (1) Take exit 106 to merge onto CA-22W toward Long Beach
- (2) Take exit 8 for CA-39 toward Beach Blvd.
- (3) Turn right onto CA-39N/Beach Blvd.
- (4) Turn left onto Katella Ave.
- (5) Turn left on Cedar St.

#### From I-5 South

- (1) Take exit 116 for CA-39/Beach Blvd.
- (2) Turn right onto Beach Blvd.
- (3) Turn right onto Katella Ave.
- (4) Turn right onto Cedar St.

#### Parking

Feel free to park at the parking structure immediately adjacent to the park.

## Event Itinerary

- 8:00AM – Registration Begins
- 8:45AM – Judges Meeting
- 9:00AM – Opening Session / Roll Call
- 9:30AM – Games Begin / Round One

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10:00AM – Round 2  
10:30AM – Round 3  
11:00AM – Break  
11:15AM – Round 4  
11:45AM – Round 5  
12:15PM – Round 6  
12:45PM – Lunch  
1:45PM - Semi-Finals  
2:15PM – Finals  
2:45PM – Closing Session  
3:00PM – Divisional Council Meetings  
4:00PM - Clean Up

## Event Structure

The total amount of teams participating will be split into three groups. The division into teams is to improve efficiency and decrease the wait time between games.

The event will have six stations—one for each of the games (described in the subsequent part of this playbook) in addition to one workshop station for attendees to learn more about PTP and the CNH Foundation. Teams will move from station to station until they have completed all six in total. The top individual team from each of the larger groups will compete in an epic finale to determine the winner of Crazy Kompetition.

Please be sure to dress comfortably and wear closed-toe shoes. Also be aware of your body and its needs, so drink plenty of water and stay hydrated!

If you have any questions about Crazy Kompetition, please contact one of the following individuals:

CKI North Chair – Calvin Lee (clee169@ucsc.edu)

CKI South Chair – Yvette Huynh (y\_huynhh@yahoo.com)

District Treasurer – Ivan Hoz (treasurer@cnhcirclek.org)

## Frequently Asked Questions

**If I attend a northern Circle K school (in Capital, Golden Gate, or Sunset), am I able to attend CKI South and vice versa?**

Once the following criteria is met, an individual *may* be able to attend the out-of-region Crazy Kompetition:

1. The member must request explicit permission from his/her club's Kiwanis Advisor.
2. This explicit permission must be emailed to <governor@cnhcirclek.org>, <administrator@cnhcirclek.org>, <treasurer@cnhcirclek.org> with the following details:
  - A. An explanation of travel arrangements to and from your place of residence to your destination; and
  - B. A detailed account of housing arrangements when you arrive at your destination.
  - C. If those criteria are met, then the district *may* grant you approval

Please be aware that this is an *approval* process. Submission of these details **DOES NOT** guarantee automatic approval. Members that receive approval may participate in both Crazy Kompetitions. If approved, traveling must not be engaged during extreme driving hours, namely 10:00PM-6:00AM.

Please email District Treasurer, Ivan Hoz (treasurer@cnhcirclek.org) for help or more information.

**Who do I make our check out to?**

All checks should be made payable to Cal-Nev-Ha Circle K or CNH Circle K.

### **Where do we send our checks and waivers?**

Checks and waivers should be sent to the CNH Kiwanis District Office:

CNH Kiwanis District Office

Attn: Bruce Hennings

8360 Red Oak Street, Suite 201

Rancho Cucamonga, CA 91730

### **Who needs to sign a waiver?**

**ALL** interested members **MUST** sign a waiver. This includes participants, judges and spectators. Early Registration participants should mail in waivers along with the Early Registration document and check.

### **Do members need to be dues-paid to attend?**

All attendees must either be (1) dues-paid members of Kiwanis or Circle K; (2) prospective Circle K-ers who are currently enrolled at an institution where a chartered or chartering club is located; or (3) given explicit permission from District Administrator Camille Goulet to attend.

### **How many people are in a team? How many males and females?**

There is a maximum of six (6) members per team with one alternate and no specific gender ratio.

### **How many teams can my club register?**

Your club may register as many teams as they wish! Simply copy and paste more tables in the Word Doc to register more.

### **Can members sign up to be individuals competitors?**

Yes! This also applies to incomplete-sized teams. Simply list the members that lack a team (or a complete team) in one of the team registrations and submit their waivers and attendance fees. The FiFun Committee

will then sort all incomplete teams and individual players to maximize the number of people participating.

### Can I be on a team with people from other schools?

Yes! Teams do not need to be comprised of all members from just one school. Bond with your fellow Circle K-ers!

### What if I want to go to Crazy Kompetition but don't want to compete?

We have two options for those who wish to attend but not participate: (1) [sign up to be a judge!](#) Judges earn service hours for their time in helping the games run smoothly or (2) be a spectator. Cheer on your teams for moral support and show CNH Circle K the passion you have for this event!

### Will lunch be provided?

Yes! Lunch is provided with each registration; we will also offer vegan and vegetarian options for those who are interested. Snacks and water will be provided during the day to keep your energy high and mighty!

## #1: Fill up the Cauldron

**Description:** All 6 team members compete in this game. All team members will be blindfolded. You and your team will work together to fill a bucket with as much water in a 5-minute time limit.

- **Step #1:** All 6 team members will stand in a straight-line arm widths apart facing each others' backs. The player in the front will dip the towel into a bucket filled with water and pass it to the next player in line.
- **Step #2:** The towel gets passed from person to person until the last player in line receives it. The last player will then wring the towel into the empty bucket.



- **Step #3:** After wringing the towel, the player will run to the front of the line, dip the towel into the bucket of water, and pass the towel onto the next player.
- **Step #4:** The game continues with the repeat of Step #2 and Step #3 above until the 5-minute time limit runs out.
  
- **Rules:**
  - The order the team starts with must be kept at all times during game play.
  - Towels may not skip players, as each player must hand off the towel to the next.
- **Scoring:**
  - At the end of five (5) minutes, all buckets of water will be compared. The team with the most water will be allotted 5 points, the next team will be allotted 4 points, etc.

## #2: Goblet Relay

**Description:** In this game, only five (5) team members will be participating in a relay race using plastic cups.

- **Step #1:** The first player will run to the table to build a pyramid out of the cups and then will run back and tag the second player in line.
- **Step #2:** The second player will run to the table, collapse the pyramid, and line the cups at the edge of the table. This player will run back and tag the third player in line.
- **Step #3:** The third player will run to the table and blow up a balloon to use to knock the cups off the table. Once all cups are off the table, this player will run back and tag the fourth player in line.
- **Step #4:** The fourth player will run to the table and grab the stack of cups. This player will alternate cups to the bottom to get the odd colored cup to the top. Once the odd colored cup is at the top, this player will run back and tag the fifth player in line.
- **Step #5:** The fifth player will run to the table and grab the stack of cups. One by one, the player will try to get a cup to land on top of the cup on the floor. Once this is done, this player will run back to the team.
- **Step #6:** Time is stopped when all team members are sitting on the ground.
  
- **Rules:**
  - Only 5 team members will be participating in this game.

➤ You must alternate cups one at a time in step #4.

- **Scoring:**

➤ Points will be given based on the amount of time it took to complete the relay.

### #3: Magical Jump Rope

**Description:** All 6 members compete in our most active game. In 5 minutes, your team must complete the highest number of consecutive, *counted* jumps to be named the winners.

- **Step #1:** Timer begins (5 minutes). 2 players begin swinging the jump rope while the other 4 players (jumpers) wait at the sidelines.
- **Step #2:** Jumper 1 jumps in and makes 3 successful consecutive jumps.
- **Step #3:** Jumper 2 jumps in after Jumper 1 makes 3 successful consecutive jumps. Both Jumper 1 and Jumper 2 must make 2 successful consecutive jumps together.
- **Step #4:** This process repeats until all 4 jumpers are jumping. Once the 4 jumpers have completed 3 consecutive jumps as a team, the count begins.
  
- **Rules:**
  - If the team fails a jump, all players must stop jumping and start from the beginning.
  - Teams are only given points once all players are jumping after the first three (3) consecutive jumps.
  - Teams do not lose points for failing a jump.
  
- **Scoring:**
  - Teams are awarded one point for each successful jump that is completed with all four (4) players jumping after the initial three (3) consecutive jumps.

### #4: Giant Tic Tac Toe

**Description:** In this game, all six (6) team members will participate. The objective of the game is to win the game of tic-tac-toe against your opponent. Each team will go head to head in a game of tic-tac-toe with the use of corresponding bandana colors.

- **Step #1:** Each team will get into their respective line with their bandana colors in front of the first person in line.
- **Step #2:** Once the “go” is announced, the first player in line of each team will pick up a bandana and run towards the game board and place the

bandana in the hula hoop of their choice. This player will run back and tag the next player in line.

- **Step #3:** The next player in line will pick up a bandana and run towards the game board and place the bandana in their hoop of choice.
- **Step #4:** The play continues until one of the team wins the game of tic-tac-toe
  
- **Rules:**
  - Team member must high five the next player in line before that player can run towards the game board.
  - There will be no interfering with your opponent's game play.
  - If the game were to end in a cat's scratch by the time limit then both teams split the score.
  
- **Scoring:**
  - Points will be given per game won up until the time runs out.

## #5: Enchanted Relay

**Description:** In this relay game, all six members will participate to complete the game as quickly as they can.

- **Step #1:** Player One will move a golf ball across the field and back as quickly as they can using a golf club. Once this task is finished, Player One will tag Player Two.
- **Step #2:** Player Two will have to transport a ping pong ball between their knees across the field and drop it into the cup provided. Once this task is finished, Player Two will yell the name of Player Three.
- **Step #3:** Player Three will run with a plastic egg on a spoon to the other side and drop it into the cup provided. Once this task is finished, Player Three will yell the name of Player Four and Five
- **Step #4:** Player Four and Five will work together to push a ball, using their head, across the field to the other side, wheelbarrow style.
- **Step #5:** Player Six will place a panty hose (with a tennis ball already in it) onto their heads and run across the field to knock down three cups. Once the player has completed the task, the whole team will sit down and time will end.
  
- **Rules:**

- **Golf:** golf clubs must be in contact with golf balls at all times
- **Ping Pong Ball:** player may not use hands. If the ball drops, the player must pick it up and continue from that point.
- **Egg Run:** may not use hands at any point in relay
- **Wheelbarrow:** may not use hands to push the ball, can only use head to do so
- **Panty Hose:** must only use panty hose with tennis ball to knock the cups down

## #6: Test your WIZdom

**Description:** All team members will be participating in this game of trivia and competition.

- **Step #1:** Two teams will line up face to face on opposite sides facing the object in the middle. Each team member will be given a number.
- **Step #2:** Judges will be calling out a random number or numbers in which the player with that number will run to the middle to answer a trivia question.
- **Step #3:** Game continues until time runs out.
  
- **Rules:**
  - The player that grabs the object first will get to answer first.
  - If the first player gets the question wrong, the second player will get a chance to answer the question.
- **Scoring:**
  - Points will be given for each correct answer given.

## Charming Photo Challenge (EXTRA CREDIT GAME)

**Description:** All team members will be participating in this game. You will get one extra point for each photo and two extra points for each video (following the criteria) that you show to the judges.

- **Criteria:**
  - Spell out "team" using only your bodies
  - Take a picture with the District Treasurer, Ivan.
  - Take a picture with either Crazy Komp chairs



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- Record a video of your team battling each other as if you were wizards
  - Record your team cheer (if applicable)
  - Reenact a scene from a fairytale (video or photo)
  - Take a picture of your team pose
  - Record your team making up a new spell and describing what it does
  - Record a magic trick (even if it is bad)
  - Take an instagram worthy picture of your food
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- **Rules:**
    - At least four team members must be in the photo.
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- **Scoring:**
    - Points will be allotted for each photo shown to a judge.
      - One point per photo
      - Two points per video