

GENERAL INFORMATION:

1. Please be advised to park in the designated areas—follow the signs to back of the complex for the event.
2. We will have golf carts running from noon until the event is over to help people travel between their vehicles.
3. No Glass Containers!
4. No Pets!
5. Bring sunscreen and chairs.
6. Some tables & chairs will be available.
7. Hamburgers & Hotdogs will be prepared by belly up sponsors and will be FREE to Chili Slam participants.
8. Beverage station will provide water only.
9. You are also encouraged to bring your own snacks and beverages.
10. Don't forget to enjoy the chili and brisket taste testing.
11. Teams should check in upon arrival so you can be directed to your respective event(s).
12. We will provide rides home for those who may need one.
13. Security will be provided by Executive Security from start to finish.
14. Volunteers are needed for the day of the event!

Visit our website for up to the date
announcements and updates!
www.aafame.org

VOLLEYBALL:

1. Teams may be any mix of male and/or female participants.
2. Please provide captain's name as contact person for day of event.
3. A minimum of 4 players and a maximum of 10 however only 6 allowed on the court at one time.
4. Rally Scoring will be used, meaning that there will be a point won on each serve. You do not have to be serving to score.
5. During the serve, the ball is playable if it contacts the net and crosses to the opponents court. After the serve, the ball is playable whenever it contacts the net.
6. The first team to 21 points wins and does not have to win by 2 points, only one point. Teams switch sides at 10 points.
7. Each team will be responsible for providing a line judge during each game that is not on the team or from company team represents. Line judges can be volunteers from other teams or bystanders.
8. Double elimination.
9. Teams can begin playing as early as 1:00pm up until 3:00 start time. We will post estimated start times for teams on the website prior to the tournament.
10. Teams will receive 3 notices when it's their turn to play. Failure to report to the pits within 5 minutes will result in forfeit of the match.
11. Water will be available for volleyball players at beverage station.
12. Team entry fee includes (6) event T-shirts

CHILI & BRISKET COOK-OFF:

1. Electricity, tables & two chairs will be provided (bring extension cords) for each team.
2. Cook off area for loading and unloading only. NO CARS will be allowed in cook off area – tables and BBQ pits only.
3. Cups, spoons, forks, small plates, and napkins will be provided for the taste testing. You are responsible for cheese, crackers, onions, bread, sauce, etc for garnishes.
4. Please try to prepare enough for approx 15-20 people + the judges.
5. Food may be prepared off site prior to the judging or can be prepared onsite.
6. BBQ pits can arrive starting at 10:00 and Chili teams are scheduled for noon.
7. Chili & BBQ Brisket must be fit for human consumption! Judges Criteria; aroma, color, consistency, tenderness, taste and after taste. Judging is based on each category above with a scale of 1-10 and the highest collective score will be the winner.
8. Judging will begin @ 5:00 pm.
9. Teams will be provided with container to submit chili (2 cups) and brisket will require (6) 1/4" slices on plate. Turn in containers to pre-designated area
10. Team entry includes one t-shirt.

HORSESHOES :

1. Players can use their own horse shoes.
2. Pins will be set 40 ft apart (Women = 30 ft) with 15 point games or 30 minutes (which ever occurs first). Championship game will play to 21 with no time limit.
3. Double elimination.
4. Teams consist of two players (can not change partners).
5. The point system is:
 - 1 point for touching the pin or within the width of a horseshoe.
 - 3 points for leaning up against the pin.
 - 5 points for a ringer
6. Closest to pin gets the points.
7. If you have both shoes within point range you score on both.
8. If you and your challenger have both shoes within the points range, i.e. 4 shoes thrown only the closest one gets the points and the other 3 are void.
9. Teams will receive 3 notices when it's their turn to play. Failure to report to the pits within 5 minutes will result in forfeit of the match.
10. Team entry includes (2) event t-shirts.

WASHERS:

1. Players pitch 5 washers toward the opposite cup (can be pitched all in a row or alternate). The idea is to land the washer in the cup.
2. Teams consist of two players (can not change partners).
3. 15 point games or 30 minutes (which ever occurs first). Championship game will play to 21 with no time limit. Double elimination.
4. Only one player per round may score:
5. 5 points for a ringer (lands inside the cup)
 - 3 points for hanging over the cup where the inside of the cup is visible
 - 2 points for hanging over the cup but none of the cup is visible through the washer
 - 1 point for washer closest to the cup but outside
- The scoring player gets points for all washers that are closer to the cup than the opponent's closer washer.
6. Must be within 3 washer lengths to score.
7. Teams will receive 3 notices when it's their turn to play. Failure to report to the pits within 5 minutes will result in forfeit of the match.
8. Team entry includes (2) event t-shirts

TUG OF WAR:

1. Two parallel lines are painted 20 feet apart on the grass, with a chalk line.
2. 50 foot rope is laid perpendicular to these lines. Gloves will be provided to prevent rope burns or you can bring your own.
3. Do not wrap arm around rope to tug—use hands only.
4. Must wear a shirt during competition to avoid rope burns.
5. A cloth flag is tied to the middle of the rope.
6. Each team will line up behind their start line, on both sides of the rope.
7. 5 players per team. You can play with less but that is your option.
8. The referee will hold the flag above a pool and yell "Go".
9. Each team will tug until the flag crosses their chalk line and the other team falls in to the pit.
10. Double elimination.
11. Don't worry – we won't have anything too gross in the pit—promise!
12. Teams will receive 3 notices when it's their turn to play. Failure to report to the pits within 5 minutes will result in forfeit of the match.
13. No shirts for this event.