

## The Official Scorecard of Field Day 2020

Here you can record your score and any family members that plays the fun games with you! Have fun!

	1.	2.	3.	4.
The Bottle Flip				
Egg on the Spoon				
Sack Race				
Knock Down the Cans				
The Hat Toss				
The Pillow Jump				
The Water Bottle Trap				
Bucket Toss				
Broomball				
Water Balloon Toss				

# The Bottle Flip

**Equipment:** 2 Bottles filled halfway with water.

Student will place the bottles about 10 steps a part. Student will start at the first bottle and attempt to flip the bottle to have it stand up. After you make the bottle stand up, student will move to the next bottle. You will go back and forth between the two bottles for 60 seconds and see how many successful bottle flips you can complete. One point scored for each flip.



# Egg on Spoon

**Equipment:** 1 Egg, 1 spoon and 2 items to mark the beginning and ending points.

Student will balance the egg on their spoon down and back around the cone. You will have 1 minute to see how many times you can go back and forth balancing your egg on the spoon. One point scored each time you get to the next cone.



# Sack Race

Equipment: Pillowcase or Trash bag and 2 Items to mark the beginning/ending point.

Student will jump in the bag back and forth between the two points trying to score as many points as possible in 60 seconds. One point for each time the student gets to the next cone.



# Knock Down the Cans

**Equipment:** 6 empty cans or cups, 3 paper balls.

Student will attempt to knock down the cans or cups they have set up on the table. Students can set up as many cans as they would like. Step back about 10 steps. Throw a paper ball three times to see if you can knock them all down! One point for each cone knocked down.





# The Hat Toss

**Equipment:** One chair turned upside down and hats you can throw.

Student will attempt to throw their hat and try to land it on the leg of the chair to score a point. You can throw the hat 10 times. One point for each hat that lands on the chair.



# The Pillow Jump

**Equipment:** Pillows

Student will set pillows up and see how many they can successfully jump over without knocking them down.

One point for each pillow you jump over.



# The Water Bottle Trap

**Equipment:** 1 Empty Water Bottle, 1 Laundry Basket, 1 Sock/Tennis Ball

Student will see how many points they can score in 1-minute. Do this by rolling the sock/tennis ball at the water bottle. To score the ball must hit the water bottle first.

Rolls that hit the water bottle first score as follows:

- 1 point = basket falls and traps ball only
- 2 points = basket falls and traps water bottle only
- 3 points = basket falls and traps both ball and water bottle





# Bucket Toss Challenge

**Equipment:** 1 Bucket and 10 Sock Balls

Student will have 10 sock balls to try and throw into the bucket. Each ball that lands in the bucket counts as one point. How many points can you score?



# Broomball

Equipment: 10 sock balls, one broom and one laundry basket.

Student will use the broom to try and hit the sock ball in the basket laying on the ground. You have 60 seconds to score as many points as possible. Each ball in the basket is one point.



# Water Balloon Toss

**Equipment:** 1 water balloon or a ball if you don't have a balloon.

Students will partner off and begin on opposite lines holding one water balloon. After each successful underhand toss, the students will take one step back until there is one remaining team. One point for each pass to your partner.





# Sponge Relay

**Equipment:** 1 bucket full of water and 1 bucket empty and one sponge or towel.

Student will run down, soak up as much water as they can, and bring the sponge back to fill up their container.

You have 1 minute to fill as much water into your container. No points in this game just have fun and get wet!

