

1. Station 1: 6-Legged Pentathlon (Team Multi-Sports Event)



Location: Woosong West Campus Football Stadium, near W3 Dormitory

Objective: Complete 5 mini-games while being tied at the legs with all your teammates and score the highest points.

Rules:

- Each team **must select one player per mini-game**. Once assigned, only that player can complete the task.
- The sequence must be planned strategically to ensure smooth transitions between games.
- You can **move to the next mini-game at any time**, even if you fail the current one. However, you **cannot go back** to retry a previous game.

Mini-Games & Scoring:

- **Game 1 – Ttakji Chigi:** Flip the opponent's ttakji (paper square).
 - Successful flip: **5 points**

- **Game 2 – Byeok Chigi:** Hit a target by throwing an object at another small object.
 - Successful hit: **5 points**
- **Game 3 – Gonggi (Jacks):** Complete a sequence of stone tosses.
 - Full sequence completed: **5 points**
- **Game 4 – Jegichagi (Shuttlecock Kicking):** Kick the shuttlecock 5 times in a row.
 - 5 kicks: max **5 points (1kick one point)**
- **Game 5 – Paengi Dolligi (Spinning Top):**
 - Successful role: 5 points
 -

First team to finish: +5 bonus points

Maximum Score: 25 points

Time Limit: 7 minutes

 Watch this video for a full explanation: <https://www.youtube.com/watch?v=ulZJxsMrCN0>

2. Jump Rope Group Game Instructions



Participants

- Divide into groups of **5 students each**

Roles in Each Group

- **2 students:** Hold and turn the rope
- **3 students:** Jump the rope (one at a time or as instructed)

How the Game Works

1. Each group takes turns.
2. Two members hold the rope and start turning it.
3. The remaining members attempt to **jump consecutively without stopping**.
4. Count the number of successful continuous jumps.

Scoring System (Max: 20 points per group)

- **5 or more jumps** → 20 points
- **4 jumps** → 15 points
- **3 jumps** → 10 points
- **Below 1-2 jumps** → 5 points

Notes

- Jumps must be **continuous** (no breaks or misses).
- If a mistake happens, the attempt ends and the score is recorded.
- You may rotate roles within the group if multiple attempts are allowed (optional, depending on your rules).

3. Tug of War – Single Round Rules & Scoring



Team

- 5 students per team
- No substitutions (except injury)

Match Format

- Only 1 round

Rules

- Team that pulls the center marker past their line wins
- No sitting, lying down, or wrapping rope around the body
- All players must hold the rope at all times
- Referee decision is final

Scoring (Total = 20 Points)

◆ Main Result

- Winner → **15 points**
- Loser → **5 points**

◆ Performance Bonus (Judges)

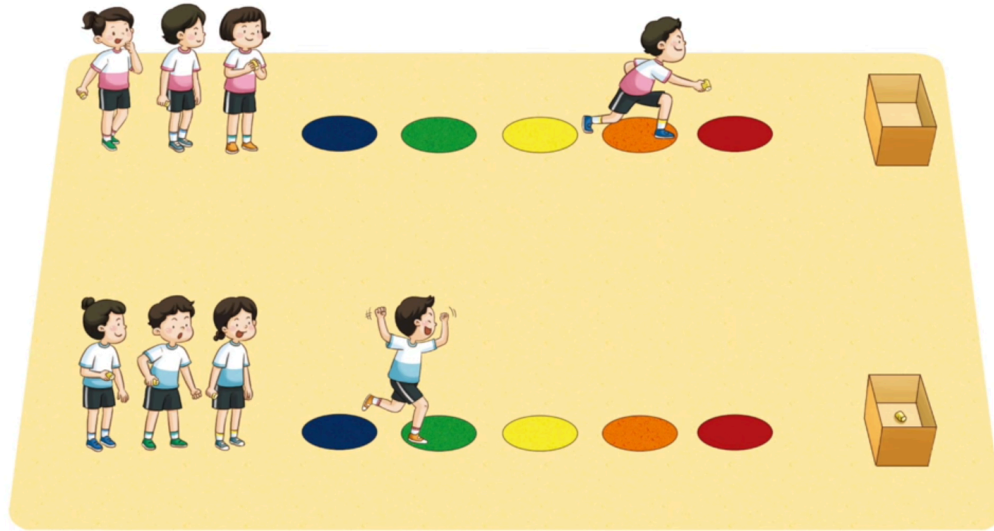
- Strength, teamwork, coordination → up to **5 points**

- 👉 Winner usually ends with **15–20 points**
- 👉 Loser gets **5–10 points**

Example

- Team A wins → 15 points
- Judges give +4 bonus → **19 total**
- Team B loses → 5 points +1 bonus → **6 total**

4. Basketball Shooting Challenge – Rules & Scoring



Game Setup

- A basket (or hoop) is placed at a fixed position
- 1 shooting distances are marked:
 - Distance: 3.5 meters

Game Format

- Each player have 2 shoots
- Total shots per team = 10 shots

Rules

- Players must shoot from behind the marked line
- No stepping over the line (shot will not count if violated)
- The supervisor/referee records all successful shots
- No interference or distractions allowed during shooting

Scoring System

- Each successful shot = 2 point
- Maximum possible score per team = 20 points

5. Giant Tic-Tac-Toe Race – Rules & Scoring



Team Structure

- Two teams compete **head-to-head (5 vs 5)**
- Each team is assigned a color (e.g., **Red**  and **Blue** )

Game Setup

- A **large 3x3 Tic-Tac-Toe grid** is placed **4–5 meters** away from the starting line
- Each team has **3 markers** in their color

Game Format

- Both teams start **at the same time**
- Players run in a **relay format**
- One player from each team runs, places a marker, and returns
- The next teammate goes immediately after tagging or crossing the line

Rules

- Only **one player per team** can run at a time
- Each player places **one marker per turn**

- After all 3 markers are placed, players can **move one existing marker** to another empty square
- Players must return before the next teammate starts
- No interfering with the other team
- Markers must be placed clearly inside the squares

Winning Criteria

- The first team to make **3 in a row** (horizontal, vertical, or diagonal) **wins immediately**

Scoring

- Winner → **15 points**
- Loser → **5 points**