



QUAD CITIES CORPORATE *GAMES*

POINT SYSTEM

The point system for the QCCG is divided into categories, as follows:

1. Major Team Competition

- Contestants in this category will compete only against teams in their company division.
 - **Bowling – Men’s, Women’s or Coed**
 - **Dodgeball**
 - **Trivia**
 - **Tug of War**
 - **Ultimate**
- Medals will be awarded to the top three teams in each division. Points will be awarded to the top four teams within each division, as follows:

| Place | Points |
|-----------------|--------|
| 1 st | 1000 |
| 2 nd | 800 |
| 3 rd | 600 |
| 4 th | 400 |

- Participation points will be awarded to all teams in the QCCG. To receive **250** participation points, teams must complete the event as designed.
- **Bonus Points:** In team trivia, points earned during the competition will be multiplied by 3 and added to the QCCG points earned.

2. Team Competition

- Contestants in this category will compete only against teams in their company division.
 - **Basketball 3-on-3 – Men’s and Women’s**
 - **Bocce**
 - **Golf Four Person Best Shot – Men’s, Women’s or Coed**
 - **Sand Volleyball**
- Medals will be awarded to the top three teams in each division. Points will be awarded to the top four teams within each division, as follows:

| Place | Points |
|-----------------|--------|
| 1 st | 800 |
| 2 nd | 600 |
| 3 rd | 400 |
| 4 th | 300 |

- Participation points will be awarded to all teams in the QCCG. To receive **150** participation points, teams must complete the event as designed.

3. Scavenger Hunt

- No medals will be awarded. Points are not stackable. Finding all 5 QR codes is worth **750** points.

| # of QR Codes Found | Points |
|---------------------|--------|
| 5 | 750 |
| 4 | 600 |
| 3 | 450 |
| 2 | 300 |
| 1 | 150 |

- Bonus Points:** The company that finds a QR code first in each division will receive 150 bonus points per QR code found first.

4. Name That Tune Trivia (Virtual)

- Medals will be awarded to the top three teams in each division. Points will be awarded to the top four teams within each division, as follows:

| Place | Points |
|-----------------|--------|
| 1 st | 700 |
| 2 nd | 500 |
| 3 rd | 400 |
| 4 th | 300 |

- Bonus Points:** In team trivia, points earned during the competition will be added to the QCCG points earned.
- Participation points will be awarded to all teams in the QCCG. To receive participation points, teams must complete the event as designed. Points for participation per team in Trivia are as follows:

| Event | Participation Points |
|--------|----------------------|
| Trivia | 200/Team |

5. Doubles Competition

- Contestants in this category will compete only against teams or individuals in their company division.
 - Bags**
 - Disc Golf – Men’s and Women’s**
 - Pickleball**
 - Spikeball**
- Medals will be awarded to the top three finishers in each division. Points will be awarded to the top four teams within each division, as follows:

| Place | Points |
|-----------------|--------|
| 1 st | 500 |
| 2 nd | 400 |
| 3 rd | 300 |
| 4 th | 200 |

- Participation points will be awarded for all individuals or teams in the QCCG. To receive **50** participation points, individuals or teams must complete the event as designed.

6. Basketball Free Throw & Three Point Shooting

- Individuals will compete within their age group against competitors from all divisions, but results will be scored by division.
 - Age Groups: 18-29, 30-39, 40-49, 50+**

- Medals will be awarded to the top three finishers in each division. Points will be awarded to the top four finishers in each age group (**by division**) as follows

| Place | Points |
|-----------------|--------|
| 1 st | 60 |
| 2 nd | 40 |
| 3 rd | 30 |
| 4 th | 20 |

- **10** participation points will be awarded for individuals in Basketball Free Throw and Three Point Shooting.

7. Ale Trail Cycling Ride, Fitness Walk, Nature Walk, and Yoga

- Participants will be awarded **25** participation points. **No medals will be awarded.**

8. Burst Your Thirst

- Contestants in this category will compete only against teams in their company division.
- Participation points will be awarded based on the percentage of total company employees that complete the Burst Your Thirst Challenge (record once per week for 5 of the 6 weeks)
- Points vary based on company division. See below for points and examples:

| Division | Points per 1% | Example |
|----------|---------------|--|
| 1 | 50 | Total # of employees = 1500 Total # of employees that complete 5 of 6 weeks = 300 % of employees that complete 5 of 6 weeks = 20% Total Points = 20% * 50 = 1000 points |
| 2 | 25 | Total # of employees = 300 Total # of employees that complete 5 of 6 weeks = 150 % of employees that complete 5 of 6 weeks = 50% Total Points = 50% * 25 = 1250 points |
| 3 | 10 | Total # of employees = 100 Total # of employees that complete 5 of 6 weeks = 90 % of employees that complete 5 of 6 weeks = 90% Total Points = 90% * 10 = 900 points |

- Additionally, placing points will be awarded to the top four companies (based on % of total employees recording five of the six weeks) within each division, as follows:

| Place | Points |
|-----------------|--------|
| 1 st | 500 |
| 2 nd | 400 |
| 3 rd | 300 |
| 4 th | 200 |

9. Virtual Events (Cycling Tour Ride, Fitness Walk, Interval Class, and Learn & Earn Webinar Series)

- Participants will be awarded **5** participation points. No medals will be awarded.

10. Volunteer Points

- **50 points will be awarded for each volunteer who assists with the QCCG.** Your company will be assigned a specific number of volunteers to an event and that Volunteer Assignment will be released on the QCCG website on May 1. Companies may provide volunteers beyond the required amount. Additional volunteers will also earn **50** points.
 - The number of volunteers required will vary by division, but will remain constant within divisions. Each company will have the opportunity to score equal volunteer points against other companies in their division. **Please stress to your volunteers the importance of reporting to a QCCG Representative when they arrive to an event.**

- **Volunteer Penalty Points: 50 points will be deducted for each volunteer who does not show up for their assigned event.**

11. Penalty Points

- QCCG will assess Penalty Points to those companies which commit a team, but competitors **do not show up for bracketed events, as well as Bowling and Golf**. It diminishes the spirit of the Games when a team or individual travels from across the Quad Cities to participate in one of these events, only to have their opponent forfeit. Penalty points will be assessed for the following events:

| Event | Penalty Points | Event | Penalty Points |
|-------------------|-----------------------|--------------------------------|-----------------------|
| Tug of War | -250 | Bocce | -150 |
| Trivia | -250 | Golf 4 Person Best Shot | -150 |
| Ultimate | -250 | Sand Volleyball | -150 |
| Dodgeball | -250 | Basketball 3-on-3 | -150 |
| Bowling | -250 | Bags | -50 |
| | | Spikeball | -50 |

12. Non-Point Earning Event: Blood Donation Challenge

- No participation points are awarded for the Blood Donation Challenge.
- The company logging the most presenting donors in each company division will be presented with the “Quad Cities Corporate Games Blood Donation Challenge” award.