



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**
 - **Kickball**
 - **Pedal Pub Race**
 - **Trivia**
 - **Tug of War**
- 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**
 - **Golf Four Person Best Shot – Men’s, Women’s or Coed**
 - **Sand Volleyball**
 - **Skee-ball**
- 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. 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**
 - **Putt-Putt**
 - **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.

4. 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.

5. Cycling Tour Ride, Fishing, Fitness Walk, Nature Walk/Run, and Yoga

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

6. 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

- 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

7. Virtual Events (Fitness Walk, Interval Class, and Learn & Earn Webinar Series)

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

8. 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.**

9. 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	Golf 4 Person Best Shot	-150
Trivia	-250	Sand Volleyball	-150
Kickball	-250	Basketball 3-on-3	-150
Dodgeball	-250	Bags	-50
Bowling	-250	Pickleball	-50
Pedal Pub Race	-250	Putt-Putt	-50
Skeeball	-150	Spikeball	-50

10. 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.