

Tough Bugger Rules

Welcome to Tough Bugger!!!

Turns out you might have to be a clever bugger as well!!

General rules

- 1) All team members to play a part in each challenge
- 2) All team members must go the distance on course
- 3) No abuse to adjudicators will be tolerated
- 4) No winging buggers!!!
- 5) This is an 18 year of age and over event
- 6) 4 members p/team
- 7) Mixed teams to a minimum 1-3 ratio (jackaroos to jillaroos or jillaroos to jackaroos)
- 8) One course suits all
- 9) 45 minute slot to complete course
- 10) Teams to be in matching uniforms (design your own)
- 11) Have as much fun as possible, this will be a great event!!

Course overview

The course is set up in a lane formation, each team will have their own lane.

The course requires your team to carry an empty keg the entire duration of the event.
The keg **IS NOT** to touch the ground at any time **excluding** the pipe crawl and mud pit.

Time penalties will be added if the keg is seen hitting the ground by the judges

Each end of the lane is known as “The Shed” or “The Paddock”.

You are required to complete the following tasks IN NO-PARTICULAR ORDER

Tasks

Move the below mentioned items from “The Shed’ to “The Paddock’ using the methods outlined below, the rest is up to you to figure out.

Note: You have **6** items to move in a maximum of **4 return trips**. Note: Only on each return trip to collect your items from the shed you must pass through the mud pit and pipe crawl.

Get creative and keep in mind that you CAN use other items to assist in moving the stock or move a combination of items at once.

- **Hay Bale Weave & Roll** - Peg out 5 fence posts into marked locations, push and weave the hay bale through the 5 posts. Once past all 5 posts go back and collect the 5 posts. Once all 5 posts have been collected, you, your team members, posts and the keg must jump over the hay bale, repeat the sequence from “The Shed” to “The Paddock”
- **Tractor Tyre Flip**- Flip the tyre between the marked locations which will be the first 20m and last 20m of the lane, other methods can be used outside these locations to move the tyre the rest of the lane to the “The Paddock”
- **Skid Pull**- Drag a pallet skid from “The Shed” to “The Paddock”
- **“LOGGIN ON”**- Move the log from “The Shed” to “The Paddock”
- **Grain bags** - Move the grain bags from “The Shed” to “The Paddock”

Everything must be moved from ‘The Shed” out to “The Paddock” in a maximum of **4 return trips**

Once all of the items from “The Shed” are placed in “The Paddock” teams will be required to participate in the “Price Is Right Challenge”

Teams will need to place their items in order from cheapest to dearest with the information provided out in “The Paddock”, along with answering trivia questions.

The questions will be provided to you and your team by a judge while you are in “The Paddock”

Your answers from “The Price Is Right Challenge” will need to be returned to “The Shed” by you and your team.

Note: Each of the 6 items from “The Shed” will represent a quantity of the stock (e.g.: 1 tyre may be worth 20 tyres) each team’s values will be different as to avoid copying opposing teams.

You will be required to label your items 1-6 with 1 being the cheapest and 6 being the dearest.

Once you think you have ordered the items correctly you will need to bring ALL of the items home and cover them up in “The Shed”this can be done in any style or order, so hurry up as rain is coming!

Once all items are back in “The Shed” each team will be required to stack all of the items INCLUDING TEAM MEMBERS onto the pallet skid and finish by quenching that hard-earned thirst!

Nothing and must remain on the ground and all the refreshing ale must be drunk.

Keep in mind correct answers in the trivia and correct numbering in the “Price Is Right” challenge will result in time deductions to reward you clever buggers, which means the first team over the line may not actually bring home the bacon!

Bring you’re A game to outsmart and outclass the course, all within the rules and spirit of the event.

Remember, together we do better and work smarter not harder!!!!

Course Rules

- Move all 6 items from “The Shed” to ‘The Paddock”
 - There is no-particular order in which these items can be moved
 - **A maximum of 4 return trips from “The Shed” to “The Paddock” to collect all items**
 - Each team must to carry a keg the whole duration of course.
 - Items can be used more than once to assist with moving other items
 - **Unlimited return trips to bring items back to shed.**
 - No appointed style is required to move the stock back to “The Shed”
 - The skid pallet is to be only thing allowed to be touching ground on the return trip to “The Shed” to complete challenge
 - Teams cannot start a new task without all their team members
 - Each item that enters a run **must** be completed before your team can start on the next task
 - Nobody is left behind
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- Time penalties will be added for the following;
 - 1) **Going outside your lane**
 - 2) **Disrespecting officials**
 - 3) **Incorrectly doing course**
 - 4) **Caught dodging obstacles**
 - 5) **Knocking over post/pegs**
 - 6) **Team members not playing parts in obstacles**
 - 7) **Keg hitting ground outside mud pit and pipe crawl**