



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**
 - **Trivia**
 - **Tug of War**
- Medals will be awarded to the top three teams in each division. Points will be awarded to the top six teams within each division, as follows:

Place	Points
1 st	1000
2 nd	800
3 rd	600
4 th	400
5 th	250
6 th	250

- 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**
 - **Ultimate 4’s**
- Medals will be awarded to the top three teams in each division. Points will be awarded to the top six teams within each division, as follows:

Place	Points
1 st	800
2 nd	600
3 rd	400
4 th	300
5 th	150
6 th	150

- 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 six teams within each division, as follows:

Place	Points
1 st	500
2 nd	400
3 rd	300
4 th	200
5 th	50
6 th	50

- 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. Track & Field Meet

- 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+**
- Categories for competition in the Track & Field Meet are as follows:
 - **100M** – Men’s & Women’s
 - **400M** – Men’s & Women’s
 - **The Belmont Mile** – Men’s and Womens
 - **Long Jump** – Men’s and Women’s
 - **Shot Put** – Men’s and Women’s
 - **4 X 400 m** – Coed
 - **Distance Medley Relay** – Coed

- Medals will be awarded to the top three finishers. The top eight finishers for **individual events (by division)** within the Track and Field Meet will be awarded points toward your company's Track & Field total as follows:

Place	Points
1 st	10
2 nd	8
3 rd	6
4 th	5
5 th	4
6 th	3
7 th	2
8 th	1

- Participation points will be awarded for all individuals participating in individual events. To receive **10** participation points, individuals must complete the event as designed.
- Medals will be awarded to the top three relay teams. The top eight relay teams (**by division**) within the Track and Field Meet will be awarded points toward your company's Track & Field total as follows:

Place	Points
1 st	40
2 nd	32
3 rd	24
4 th	20
5 th	16
6 th	12
7 th	8
8 th	4

- Participation points will be awarded for all teams participating in relays. To receive **40** participation points per team, teams must complete the relay as designed.
- **Team Points** will be awarded to the top four companies based on **total placing points** earned during the track meet within each division as follows:

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

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. Virtual Events (Fitness Walk, Interval Class, Learn & Earn, and Burst Your Thirst)

- For Learn & Earn, Virtual Fitness Walk, and Virtual Interval Class scoring is based on the total number of participants that check in for the given virtual event. The top six companies in each division will earn "tracking points" from these three events plus Burst Your Thirst. These points will not be added to the QCCG Leaderboard.

1 st place = 10 pts
2 nd place = 9 pts
3 rd place = 8 pts
4 th place = 7 pts
5 th place = 6 pts
6 th place = 5 pts

- Burst Your Thirst will use the table below to determine finishing place and contestants in this category will compete only against teams in their company division.
- Tracking points will be awarded based on the percentage of total company employees that complete the Burst Your Thirst Challenge (record once per week for 3 of the 4 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 3 of 4 weeks = 300 % of employees that complete 3 of 4 weeks = 20% Total Points = 20% * 50 = 1000 points
2	25	Total # of employees = 300 Total # of employees that complete 3 of 4 weeks = 150 % of employees that complete 3 of 4 weeks = 50% Total Points = 50% * 25 = 1250 points
3	10	Total # of employees = 100 Total # of employees that complete 3 of 4 weeks = 90 % of employees that complete 3 of 4 weeks = 90% Total Points = 90% * 10 = 900 points

- At the end of the year, tracking points from all virtual events will be totaled. The top six companies in each division will earn points. If there is a tie, teams will split both placing points evenly.

1 st place = 500 pts
2 nd place = 400 pts
3 rd place = 300 pts
4 th place = 200 pts
5 th place = 50pts
6 th place = 50pts

7. 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.**

8. 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

9. Non-Point Earning Event: Blood Donation Challenge

- The Quad Cities Corporate Games Blood Challenge will take place from May 1 – July 31 of the competition year. 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.