

**NERF<sup>®</sup>**

SPORTS AND GAMES PROGRAM

and

**NERF<sup>®</sup>** OLYMPIAD

INDEX

NERF SPORTS AND GAMES

|                           | <u>Page</u> |
|---------------------------|-------------|
| NERF Basketball -----     | 5           |
| NERF Punch Baseball ----- | 5           |
| NERF Kickball -----       | 6           |
| NERF Soccer -----         | 6           |
| NERF Football -----       | 6           |
| NERF Freeze Tag -----     | 7           |
| NERF Dodgeball -----      | 7,8         |
| NERF "Botchi" Ball -----  | 8           |
| NERF Straddle-Ball -----  | 9           |
| NERF Baseball* -----      | 9           |
| NERF Broom Hockey* -----  | 10          |
| NERF Volleyball* -----    | 10          |

NERF OLYMPIAD

|                              |    |
|------------------------------|----|
| NERF Olympiad -----          | 12 |
| NERF Glider Derby -----      | 13 |
| NERF Bowl -----              | 13 |
| NERF Rocket Darts -----      | 14 |
| NERF-MOBILE Hill Climb ----- | 14 |
| NERF Ball Throw -----        | 15 |
| NERFOOP Throw -----          | 15 |
| NERF Super Kick -----        | 16 |
| NERF Slalom -----            | 16 |

\* simple additional equipment required

INDEX (continued)

| <u>NERF OLYMPIAD (continued)</u>                     | <u>Page</u> |
|--|-------------|
| NERF-MOBILE Shuffleboard -----                       | 17          |
| NERF Strike Out -----                                | 17          |
| Sample Registration Sheet -----<br>for NERF Olympiad | 18          |
| Sample Score Sheet -----<br>for NERF Olympiad        | 19          |
| Camera-ready Art -----                               | 20          |
| <br><u>NERF OLYMPIAD PUBLICITY</u>                   |             |
| Publicity Information -----<br>Request Form          | 22          |
| Publicity Timetable -----                            | 23          |
| <br><u>NERF SPORTS PATCHES AND CERTIFICATES</u>      |             |
| Certificates and Patches -----<br>Order Form         | 24          |



SPORTS AND GAMES PROGRAM

### NERF BASKETBALL

Players: Two teams, two or more players per team.

Equipment: Two NERFOOP's mounted on opposite walls or doors of the room. NERFOOP Ball, regular NERF Ball or Super NERF Ball.

Field: Modified to the dimensions of the available playing area.

Walls and ceiling may be included as part of the court.

Game: Played to the rules of Basketball, except:

- . No dribbling is required, but the player in possession of the ball must not take more than two steps before passing or shooting.

### NERF PUNCH BASEBALL

Players: Two teams, four or more players per team.

Equipment: NERF Ball or Super NERF Ball.

Field: A Baseball diamond modified to the dimensions of the available playing area.

Game: NERF Punch Baseball is played to the rules of Baseball, except:

- . There is no pitcher. The batter throws the ball in the air and strikes the ball with his fist, open hand or arm.
- . In addition to the normal manner of making an "out," a fielder may throw the ball at a runner who is not occupying a base. If the ball strikes the runner, he is declared "out."
- . A runner may continue to run around the bases until a fielder throws the ball past home plate. At that time, if a runner is between bases, he must return to the previous base.

### NERF KICKBALL

Played as NERF Punch Baseball , except:

- . The ball is kicked instead of hit with the hand or arm.
- . The pitcher rolls the ball to the "batsman."
- . A Super NERF Ball is used for play.

### NERF SOCCER

Players: Two teams, three or more players per team.

Equipment: Super NERF Ball.

Field: Modified to the dimensions of the available playing area. Walls and ceiling may be included as part of the field.

Game: Played to the rules of Soccer.

Variation: For twice the fun, put two balls in play simultaneously.

### NERF FOOTBALL

Players: Two teams, three or more players per team.

Equipment: NERF Football.

Field: Indoor Basketball court.

Game: Played to the rules of Touch Football. The offensive team can make a first down by crossing the center court stripe. Field goals are scored by kicking the football into or directly over the backboard.

No "rushing" the kicker is allowed by the defensive team.

### NERF FREEZE TAG

Players: Three or more players.

Equipment: NERF Ball or Super NERF Ball.

Field: Any size room that will comfortably accommodate the number of players.

Game: One player is declared "it" by the referee. The referee throws the ball into play anywhere in the field. The player who is "it" runs after the ball and shouts "freeze" as soon as he has it in his hands. The other players must immediately "freeze" in that position. "It" then tries to hit any other player with the ball. No player, including "it," is allowed to move his feet. If the player who is "it" fails to hit another player, he must retrieve the ball and try again. While he is chasing the ball, the other players may move around the room. When "it" does hit someone with the ball, that player then becomes "it."

### NERF DODGEBALL

Players: Two teams, four or more players per team.

Equipment: Two Super NERF Balls.

Field: Any size room with a chalk line dividing it into two equal courts.

Game: Teams are positioned on each side of the center line. To begin play, each team is given a ball. Both teams can use either ball. The object of the game is to hit an opposing team member with either ball. (A player may not cross into the opposing team's territory.) When this happens, the person hit must sit out the rest of the game. If, however, a player catches a throw from an opposing player before it hits

the ground, then the player who threw the ball is declared out. The first team to lose all its players loses the game.

Variation: NERF Dodgeball may be made even more exciting by putting two or more additional balls in play.

### NERF "BOTCHI" BALL

Players: Two teams, two or more players per team.

Equipment: A Super NERF Ball for each player and one NERF Ball. (Each team should have a different color ball.)

Field: Any available area with a mat or marker at one end from which players bowl.

Game: To start the game, the referee rolls out the NERF Ball which is the cue ball. Each team member then bowls with the Super NERF Ball. The object is to bowl the Super NERF Ball as close to the cue ball as possible. When all players have bowled, the 3 balls closest to the cue ball score 3, 2, and 1 points; 3 being the ball nearest the cue ball. The winning team of each frame has first bowl for the next frame. The game ends when a pre-determined points total has been reached.



NERF STRADDLE BALL

Players: Five to twenty players.

Equipment: Super NERF Ball.

Game: Players form a circle and stand with legs astride, hands on knees. One player, the Center, stands in the middle of the circle with the ball. His objective is to throw the ball between the legs of one of the players. All the players forming the circle must remain with their legs apart and their hands on their knees until the ball is thrown by the Center. They then attempt to block the ball with their hands. Their feet must remain in place throughout.

(Particularly appropriate for younger children.)

NERF BASEBALL

Players: Two teams, three or more players per team.

Equipment: NERF Ball and plastic bats.

Field: A baseball diamond modified to the dimensions of the available playing area. Walls and ceilings may be included.

Game: Played to the rules of Softball, except:

- . A batted ball caught off the ceilings or walls before it hits the ground is an "out."

NERF BROOM HOCKEY

Players: Two teams, two or more players per team.

Equipment: Each player is equipped with a housebroom. A NERF Ball or a Super NERF Ball is the puck.

Field: Modified to the dimensions of the available playing area. Walls and ceiling may be included as part of the field.

Game: Played to the standard rules of field hockey.

NERF VOLLEYBALL

NERF Volleyball is played with the Super NERF Ball to the standard rules of Volleyball. Adjust the height of the net for younger children.

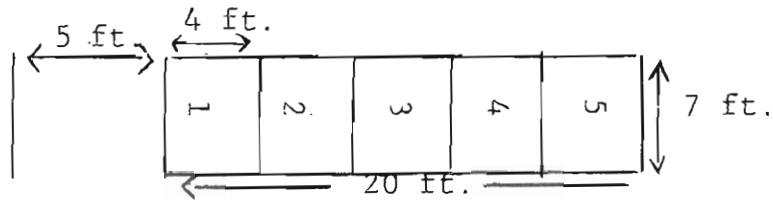
**NERF<sup>®</sup>**  
OLYMPIAD

**NERF**<sup>®</sup> OLYMPIAD

The NERF Olympiad is an event designed to give participants of all ages a fun-filled and entertaining time. To increase the excitement, and add a dimension of healthy, yet unaggressive competition, each event has a built-in scoring system. The player who wins the most points at the end of the Olympiad may be declared the "NERF Olympiad Champion."

NERF OLYMPIAD EVENTS

NERF GLIDER DERBY

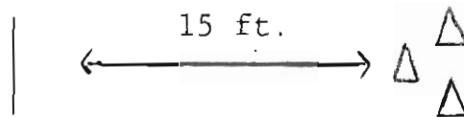


Equipment: 4 NERF Gliders.

Field: On the floor, chalk out the court sketched above.

Play: Players aim from a point 5 feet from the base of the court. Each contestant is given 4 NERF Gliders and flies them as far as possible within the boundaries of the court. Distance is determined by the point at which the glider comes to rest. The winner is the contestant with the highest total after 4 throws. Gliders that touch boundary lines are counted "in." Count highest score when glider lands on line between two boxes.

NERF BOWL

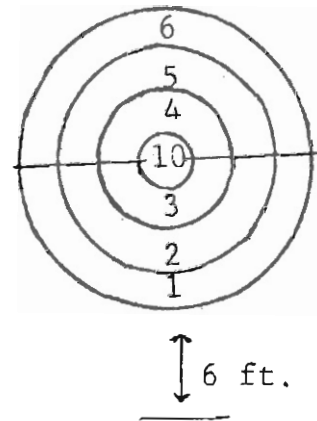


Equipment: Three NERF Rockets or paper cups, and a NERF Ball or Super NERF Ball.

Field: Set up 3 rockets like bowling pins as illustrated. Draw a base line 15 feet from the nearest rocket from which players bowl.

Play: Each player's turn consists of 6 bowls with a NERF Ball. Every rocket knocked down scores 1 point. If a player knocks down 3 rockets before he has used his 6 bowls, the rockets are placed in their standing position again and the player's turn continues until he has used all 6 bowls.

NERF ROCKET DARTS

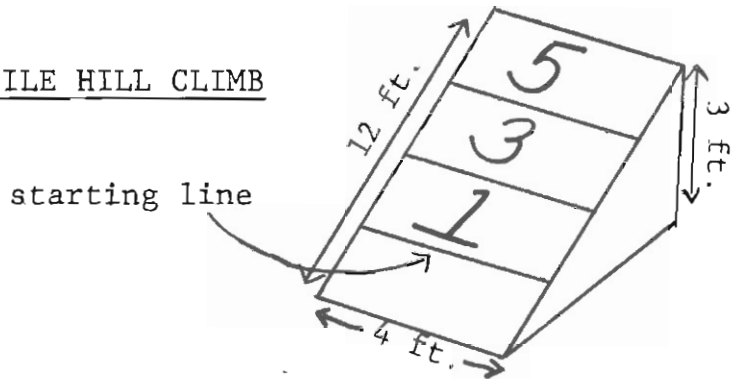


Equipment: A NERF Rocket.

Field: On the floor use chalk to draw 4 concentric circles, as illustrated, with the following diameters: 18 inches, 6 feet, 10 feet, and 14 feet. Within each area, indicate the number of points as shown. Mark off a rocket launching site 6 feet from the nearest point of the target.

Play: Set up the NERF Rocket on the launching pad. Each player gets 6 shots at the target. Highest total score wins. Rockets that touch boundary lines are counted "in." Count highest score when rocket lands on line between two circles.

NERF-MOBILE HILL CLIMB



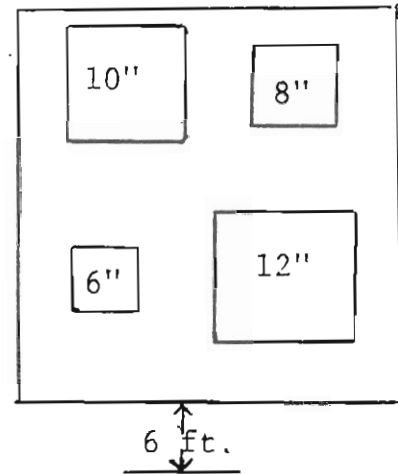
Equipment: A NERF-MOBILE.

Field: A 12-foot by 4-foot board, slanted so that one end is 3 feet above the ground. Paint horizontal marker lines 3 feet apart. In each space indicate the points value.

Play: Each contestant has 3 attempts at rolling the NERF-MOBILE as high as possible up the board without going over the end. Score points according to each section reached. Highest total wins. Count lowest score when NERF-MOBILES cross two lines.

(Particularly suitable for younger children.)

NERF BALL THROW



Equipment: NERF Ball(s).

Field: For the target, a square of cardboard, hardboard, or a bed sheet 48"x48" with 4 holes 12", 10", 8", and 6" across, evenly spaced around the board as illustrated. Indicate by each square its point value. Adjust target distance for younger children.

Play: Players are allowed 4 throws. Highest total score wins.

NERFOOP THROW

Equipment: NERFOOP Basketball.

Field: Adjust height of the NERFOOP to suit age of competitors.

Play: Contestants are allowed 5 shots at the basket. Each basket made scores. Players can start to shoot from one of 3 distances at each throw: 6 feet from the post; 8 feet; or 10 feet. The most difficult shot scores 5 points, the medium shots 3, and the easiest shot, 1.

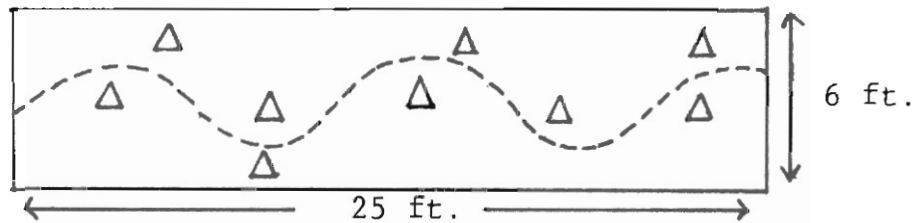
NERF SUPER KICK

Equipment: Super NERF Ball.

Field: Set up a goal with two uprights placed 6 feet across and a crossbar four feet off the ground. Mark a kick line 15 feet from the goal. (Hint: use a paper cup as a kicking tee.)

Play: Each player has 6 attempts to kick the ball over the goal post. This scores 5 points. A ball that travels between the posts, but under the crossbar, scores 1.

NERF SLALOM

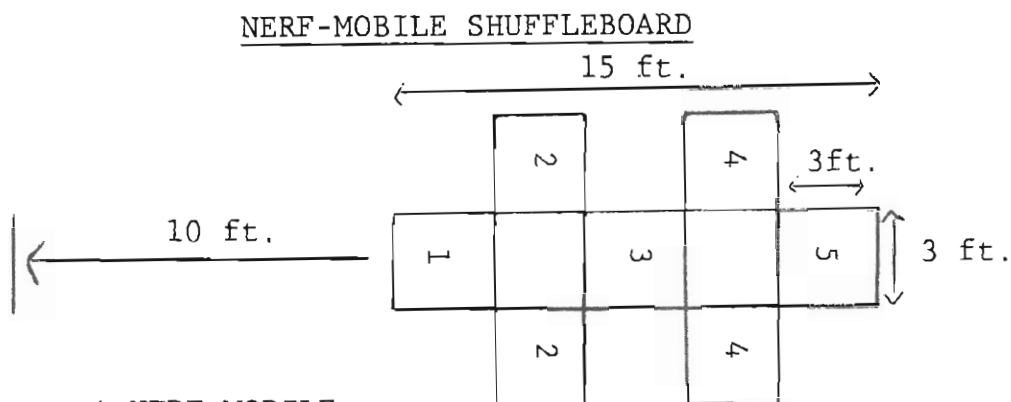


Equipment: 10 NERF Rockets or paper cups and a Super NERF Ball.

Field: Set up a slalom course, as illustrated, with NERF Rockets or paper cups as markers.

Play: Maneuvering a Super NERF Ball with the feet, each player negotiates the course as fast as possible. Five seconds are added to a player's time for each rocket knocked over. The player who runs the course in the shortest time is the winner. Score 10 for 1st, 5 for 2nd, 3 for 3rd.





Equipment: A NERF-MOBILE.

Field: On the floor chalk out courts as illustrated. Mark off a base line at a distance of 10 feet.

Play: Each player has 6 attempts at rolling a NERF-MOBILE into one of the squares. The squares are numbered according to their difficulty. NERF-MOBILES that stop on a line don't score. Highest total score wins.

NERF STRIKE OUT

Equipment: A NERF Ball and a plastic bat.

Field: A room with a minimum dimension of 20 feet x 20 feet.

Play: Each player throws the ball a minimum of 3 feet up in the air and bats it as in baseball. The object is to hit as many consecutive balls as possible, up to a maximum of five. No bunting allowed. One strike and the player is out. A "foul ball" doesn't count and the player may continue at bat. 3 points are scored for each consecutive ball hit.

**NERF** OLYMPIAD REGISTRATION SHEET  
(sample)

A NERF Olympiad will be held on \_\_\_\_\_ at \_\_\_\_\_ o'clock,  
(date) (time)  
at \_\_\_\_\_  
(address)

All those aged \_\_\_\_\_ to \_\_\_\_\_ years old are invited to test  
(age) (age)  
their skills in events such as the NERF Glider Derby, NERF Bowl,  
NERF Slalom, NERF Super Kick, and many more.

Winners of the NERF Olympiad events will receive certificates and  
there will be colorful NERF Sports iron-on patches too!

To enter, fill-in below.

| Name | Age | Address | Phone |
|------|-----|---------|-------|
|      |     |         |       |

**NERF**<sup>®</sup> OLYMPIAD SCORE SHEET  
(sample)

\_\_\_\_\_  
Name

\_\_\_\_\_  
Age

\_\_\_\_\_  
Address

\_\_\_\_\_  
Date

| EVENT                    | SCORE   |
|--------------------------|---------|
| NERF Glider Derby        | Total = |
| NERF Bowl                | Total = |
| NERF Rocket Darts        | Total = |
| NERF-MOBILE Hill Climb   | Total = |
| NERF Throw               | Total = |
| NERFOOP Throw            | Total = |
| NERF Super Kick          | Total = |
| NERF Slalom              | Total = |
| NERF-MOBILE Shuffleboard | Total = |
| NERF Strike Out          | Total = |

Grand Total = \_\_\_\_\_

Signature of  
NERF Olympiad Official \_\_\_\_\_

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PUBLICITY

**NERF**<sup>®</sup> OLYMPIAD PUBLICITY

The NERF Olympiad is an event that lends itself particularly well to local publicity. For those of you who may wish to draw media attention to the event, we have enclosed a publicity timetable outline for your reference.

If you do not have a public relations department and would like free assistance in publicizing your NERF Olympiad, please fill-in and return pre-paid reply card below.

-----

Organizer's Name \_\_\_\_\_ Title \_\_\_\_\_

Name of Organization \_\_\_\_\_ Street \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Telephone Number \_\_\_\_\_

Our NERF Olympiad will be held on \_\_\_\_\_.

Approx. number of children taking part \_\_\_\_\_.

Signature \_\_\_\_\_ Date \_\_\_\_\_

Recommended Publicity Timetable

for your

**NERF**<sup>®</sup> OLYMPIAD

Two weeks prior to NERF Olympiad:

- . Distribute a Media Alert to local newspapers, radio and television stations.

One week prior to NERF Olympiad:

- . Prepare a news release announcing the event and distribute to local newspapers, radio and television stations.
- . Script a Public Service Spot and distribute to local radio and television stations.

Week of NERF Olympiad:

- . Check with local media to confirm their coverage of the Olympiad and discuss any special needs they may have.

Day after NERF Olympiad:

- . Prepare and distribute a wrap-up story with details of winners, and action photographs if available.





**NERF**<sup>®</sup> SPORTS PATCHES AND CERTIFICATES

Parker Brothers will supply, free, a set of winners' certificates for your NERF Olympiad and a quantity of colorful iron-on NERF Sports Patches. Limit one patch per child, maximum of 100.

To order these materials, fill-in below and mail to:

NERF SPORTS PROGRAM  
415 Madison Avenue  
New York, New York 10017

-----  
**NERF**<sup>®</sup> SPORTS PATCHES AND CERTIFICATES ORDER

I plan to hold a NERF Olympiad on \_\_\_\_\_ . Please  
(date)

mail a set of winners' certificates and NERF patches.

Anticipated number of children taking part. \_\_\_\_\_

\_\_\_\_\_  
Name Title

\_\_\_\_\_  
Organization

\_\_\_\_\_  
Street City State Zip

\_\_\_\_\_  
Telephone

\_\_\_\_\_  
Signature Date

