



FORMS TO DUPLICATE

Please copy the forms you need
and fill them out ASAP.
Turn all forms in at the BDO Office.

**Free T-Shirt
for Participants**

**Awards Given to
Event Winners**



August 9-13, 2010

FEATURING:

Team Events:

- Softball (co-ed)
- Volleyball (co-ed)
- 3-on-3 Basketball
- Dodge Ball
- Disc Golf
- Golf Scramble/Long Drive
- Soccer (co-ed)

Individual Events:

- 5K Run
- 3K Walk
- 3-Point Shoot
- Free Throw Shoot
- Racquetball Singles
- Bike Race
- Baseball Hit-a-thon

Games & BBQ FREE to all BDO Employees

Employee Barbeque – Friday, August 13, 11:00 a.m. – 2:00 p.m.
(BDO Employees Only)

*****There will also be a Mountain Star Blood Drive at the picnic location from 11:00 a.m. to 2:00 p.m., so come prepared to donate!!*****

For Sign-up Forms Contact: _____

Visit www.standard.net for sign-up sheets and information
or call Business Depot Ogden (801) 399-9885

**Schedule of Events for
BDO 2010 Corporate Game
Barbeque and Awards Ceremony
Friday, August 13, 2010**



11:00 to 1:30 p.m. – Meal served

11:00 to 2:00 p.m. – Costco booth

11:00 to 2:00 p.m. – Blood Drive available

11:45 First Raffle Drawing (Must be present to win)

Noon Cookie/Chocolate Eating Contest - cookies and chocolate provided by Lofthouse and Hershey's

12:15 Awards Ceremony

12:45 Second Raffle Drawing (Must be present to win)

2:00 BBQ Ends

HAVE FUN!!!!

Donors Rock

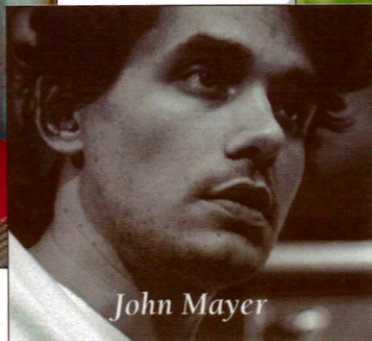
You may win concert tickets, too!

In August, MountainStar Blood Services rewards its donors with a chance to win tickets to some of the summer's hottest concerts.

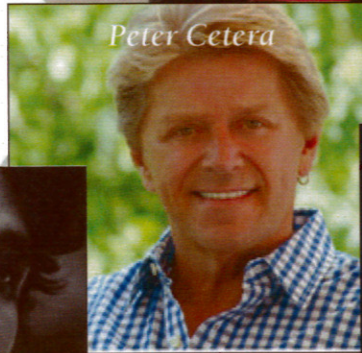
Questions about donor eligibility?
Call toll-free: 1.877.45.BLOOD.



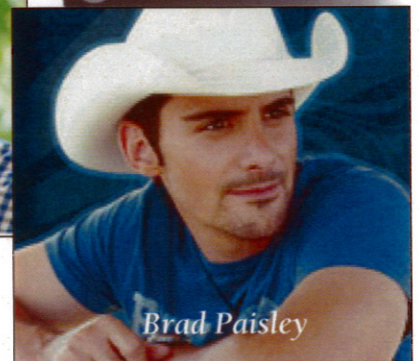
Jack Johnson



John Mayer



Peter Cetera



Brad Paisley

Qualify for the ticket drawings by giving blood here:

Business Depot Ogden Blood Drive

Hosted by The Boyer Company | 400 S. White Ave. | Ogden
Inside the Bloodmobile | Friday, August 13 | 11 am-2 pm

Not Bigger, Just Better.



MOUNTAINSTAR

Blood Services

(For Office Use Only)

3K WALK

LOCATION: BDO MANAGEMENT & LEASING BUILDING
1150 SOUTH DEPOT DRIVE

TIME/DATE: 7:00 a.m. - TUESDAY, August 10, 2010



NAME _____ PHONE _____

COMPANY _____

SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XL,XXL) _____

RULES

Remember sportsmanship not only reflects on you but also your company.

1. All competitors must complete a BDO Corporate Games registration form. A competitor may register up to the time of the event. **SIGN UP EARLY SO YOU WON'T HAVE TO WAIT IN LINE TO REGISTER.**
2. Must start on time, no starts after 7:00 a.m.
3. No jogging or running, etc.
4. Must stay on set course.
5. Awards will be given to the first three women and first three men.

WAIVER OF LIABILITY

I agree to indemnify and hold BDO, it's officers, officials, employees and agents harmless from any and all claims and to defend said parties and pay for all costs incurred in the defense of claims against BDO, it's officers, officials, employees and agents, which arise out of the activities of the applicant or any person participating as a member of the applicant's group.

SIGNATURE REQUIRED FOR PARTICIPANT TO BE ELIGIBLE

By signing this form, each player agrees to conform to all rules written by BDO, its officers, officials, employees and agents.

Signature of Player _____

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(For Office Use Only)

3-ON-3 BASKETBALL

LOCATION: BDO Fitness Center
Building 3A, Bay 4
181 South 600 West

TIME/DATE: 7:00 a.m. – Mon., Thurs., August 9, 12
Noon – Wednesday, August 11
8:30 a.m. – Thurs., August 12, Championship



Game

TEAM NAME _____ CONTACT PHONE _____

COMPANY _____ TEAM CONTACT PERSON _____

(Circle one) Shirt Size (S,M,L,XL,XXL)

PLAYER 1	_____	SEX	M / F	_____
PLAYER 2	_____	SEX	M / F	_____
PLAYER 3	_____	SEX	M / F	_____
PLAYER 4 (optional)	_____	SEX	M / F	_____

RULES

Remember sportsmanship not only reflects on you but also your company. No swearing is allowed or participant may be disqualified.

- REGISTRATION:** ALL TEAMS MUST COMPLETE AND TURN IN A REGISTRATION FORM BY TUESDAY, AUGUST 3, 2010.
- REPLACEMENTS:** A team cannot find a replacement after the team has registered. If a team is unable to play with their registered players the team will forfeit.
- PLAYERS:** Each team must have three players to play. A team may have a maximum of four players. Players may compete for **ONLY ONE** team. Once a person has played with a team they cannot play with any other team. Violation will result in a forfeiture of the games involved with that player.
- START TIME:** If three team players are not present at the starting time, the opposing team will be granted one point for every minute late (up to five point's total). If the team does not have three players present 10 minutes after the start time the team will forfeit.
- SCORE:** Teams will keep their own score.
- GAME LENGTH:** First team to 15 points wins. Shots behind the three point line will be counted as 2 points. A team must win by two points. If not able to win by two points, the first team to 21 wins. There is not a time limit for each game.
- TIME OUTS:** One per team per game - duration 30 seconds in length.

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8. **TEAM FOULS:** After the seventh team foul, the opposing team will be in the bonus. When a player who has the ball is fouled, it will result in one free throw.
9. **SHOOTING FOULS:** If the player shooting the ball makes the basket and is fouled, the shooter receives one point for the basket and a free throw attempt for one additional point. If the player shooting the ball misses the basket and is fouled, the shooter gets one free throw attempt for one additional point.
10. **INDIVIDUAL PLAYER FOULS:** When a player acquires six fouls, that player will be fouled out of the game.
11. **SUBSTITUTIONS:** ONLY AFTER a converted basket, or any stoppage of play. The substitute must get an official's attention and wait to be called in. A technical foul will be charged to the team for failure to abide by this rule.
12. **BALL POSSESSION AND PUTTING THE BALL IN PLAY:** If the ball goes out-of-bounds the offensive team must check the ball with the defensive team at the top of the key. The offensive team must "pass the ball in" before a shot is attempted (make one pass before a shot is taken). On defensive rebounds (including air-balls) and steals, the ball must be passed or dribbled beyond the arc. The ball does not need to be given to a different player. As long as the ball goes beyond the arc, there are no limitations on who can shoot it.
13. **COURT:** 3 on 3 basketball is a half-court game. The "check-line" shall be the top of the arc.
14. **GENERAL PLAY:** The game will begin by a coin toss. Play will always start with an in-bound pass from behind the check line. (This includes fouls, out-of-bounds, and all other starts after a dead ball.)
15. **END GAME:** The referee has the right to call a game or disqualify teams if the game becomes too physical or a fight breaks out. The decision can be appealed to the BDO Corporate Games Committee.
16. **REFEREES:** Each game will be refereed. (Ogden City Referees may be provided) or Referees will be provided by each company participating in the basketball tournament for a game that is either immediately following or immediately prior to that game that they play in.

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SIGNATURE REQUIRED FOR PARTICIPANT TO BE ELIGIBLE

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Signature of Player 1 _____

Signature of Player 2 _____

Signature of Player 3 _____

Signature of Player 4 (optional) _____

(For Office Use Only)

3-POINT SHOOT



LOCATION: BDO FITNESS CENTER
3A BAY 4 BASKETBALL COURT
TIME/DATE: Thursday, August 12, 2010
Noon – FOR WOMEN
1:00 P. M. – FOR MEN

NAME _____ PHONE _____

COMPANY _____

SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XL,XXL) _____

RULES

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2. Five balls will be shot from each of the five designated positions on the three-point arc.
3. The Corporate Games Committee will determine each designated position on the arc.
4. Each participant has 45 seconds to shoot all 25 balls.
5. The fifth ball shot from each designated position will be the "money ball" which will count for two points. The "money ball" will be identified by a black basketball.
6. Tied top participants will play in a shoot out. First to miss, loses.

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Signature of Player _____

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5K RUN

LOCATION: STEWART DRIVE – SOUTH EAST END OF SCOTT USA BUILDING (LOOK FOR TABLES)

TIME/DATE: 7:00 a.m. - TUESDAY, August 10, 2010



NAME _____ PHONE _____

COMPANY _____

SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XL,XXL) _____

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2. Must start on time, no starts after 7:00 a.m.
3. Must stay on set course.
4. Awards will be given to the first three women and first three men

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BASEBALL HIT-A-THON/ FASTBALL CHALLENGE



LOCATION: BDO Fitness Center
Building 3A Bay 5, next to Gym
181 South 600 West

TIME/DATE: Noon – Monday, August 9, 2010

NAME _____ PHONE _____
COMPANY _____
SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XL,XXL) _____

RULES

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FORMAT

Each participant will receive two at-bats with each player getting ten (10) swings per at bat. Points will be allotted by the placement of the ball in the cage. The points will vary depending on the placement of the ball. The total points after each player has had a turn will determine a winner of the game. *There will be softballs provided for women.*

CONDUCT

1. Each player is allowed 10 swings per inning with three players per team, for a maximum of 30 swings per team, per inning.
2. Players are encouraged to swing the bat. Taking access pitches can result in loss of game time.
3. Use of profanity, name calling, etc. is strictly prohibited and subject to penalty.
4. Each player must wear a helmet at all times, inside or outside of the cage.

SCORING

1. Only balls hit inside of white foul poles will be scored.
2. All floating, blooper balls, or any balls hit directly into the top of the net will not be scored.
3. Sandlot official scorekeeper's judgment is by rule!! Their decision is the **FINAL** rule and can be changed at their discretion.
4. Any players or spectators who question the above rule are subject to penalty. (see below)

Return all forms to Management & Leasing Building or to your company representative

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5. Any ball that is hit on or below the bottom yellow line or that is hit directly below the far back yellow line = **1 pt.**
6. Any ball that is hit on a line between the bottom yellow and upper yellow line = **3pts.**
7. Any ball above the top yellow line and does not hit the top of the cage is =**2pts.**
8. Any ball that is hit on a line back in the machine is worth = **4pts.**

PENALTIES

Violation of the above rules or code of conduct:

First Offense: Violator will lose 5 points off total score.

Second Offense: Violator disqualified and/or removed from facility.

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Signature of Player _____

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(For Office Use Only)

BIKE RACE

LOCATION: BDO MANAGEMENT & LEASING BUILDING
1150 SOUTH DEPOT DRIVE

TIME/DATE: 7:00 a.m. - Wednesday, August 11, 2010



NAME _____ PHONE _____

COMPANY _____

SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XL,XXL) _____

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2. No starts will be allowed after the mass start time of 7:00 a.m.
3. All riders must stay on the set course.
4. Every rider warming up or racing shall wear a protective, securely fastened helmet that satisfies at least one of the following helmet standards: (1) ANZI Standard Z90.1 or Z90.4, (2) Snell Memorial Foundation standard "B", "M", or "N", series, (3) ASTM standard F-1447 (4) DOT motorcycle helmet standard.
5. Only riders officially entered in the event may practice or compete on the designated race course and they must wear their number plate and helmet at all times.
6. No support vehicles or feed zones on the course.
7. Each rider is responsible for any equipment failures.

Course description:

- Mass start heading West on 11th Street
- North on Depot Drive
- East on Critchlow
- South on Stewart Drive
- West on 11th Street
- Each lap is 1.5 miles
- Race is 10 laps for a total of 15 miles
- Course subject to change depending on construction, etc.

Other

Awards will be given to the first three men and first three women

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Signature of Player _____

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COED BDO SOCCER



LOCATION: Park at Stewart Dr. & Brown Lane
(across from firehouse)

TIME/DATE: 5:00 p.m. – Tues., August 10, 2010

TEAM NAME _____ CONTACT PHONE _____

COMPANY _____ CONTACT PERSON _____

		(Circle one)	Shirt Size (S,M,L,XL,XXL)
PLAYER 1	_____	SEX M / F	_____
PLAYER 2	_____	SEX M / F	_____
PLAYER 3	_____	SEX M / F	_____
PLAYER 4	_____	SEX M / F	_____
PLAYER 5	_____	SEX M / F	_____
PLAYER 6 (sub)	_____	SEX M / F	_____
PLAYER 7 (sub)	_____	SEX M / F	_____
PLAYER 8 (sub)	_____	SEX M / F	_____

RULES

Remember sportsmanship not only reflects on you but also your company. No swearing is allowed or participant may be disqualified. This event open to employees' spouses. MUST REGISTER TEAM BY TUESDAY, AUGUST 3, 2010.

1. The Players

Number: Coed teams shall have no more than 5 players on the field at a time. *There must be one woman on the field at all times.* During an Overtime Period, neither team shall play with more than the minimum provided.

Substitutions: Each team may substitute players freely; provided that (a) players must substitute off the field of play or within the Touch Line in the area of their Team Bench and (b) no substitutions are allowed during the first 3 seconds of a Shootout.

2. The Players' Equipment

It is suggested that players wear shirts consisting of the same colors, shin guards, and outdoor footwear. Jewelry and other accessories should be removed.

3. The Referee

The team who is in succession to play is required to have at least 2 individuals present to Referee.

4. The Duration of the Game

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A regulation game consists of two 10 minute halves, with duration according to the following:

- (a) *Tiebreaker*: If the game is tied at the end of regulation, a shootout will be held as described in Rule 12.
- (b) *Running Clock*: Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each Half.

5. **The Start and Restart of Play**

A **Kickoff** from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player.

The Home Team takes the Kickoff for the First Half Kickoff and any Overtime Period, and the Visiting Team takes the Kickoff for the Second Half.

Restarts take place by either a Kickoff, Free Kick, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.

A team receives a **Free Kick** after stoppages other than when a Dropped Ball is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are at least 15 feet from the spot of the Free Kick (or, if within 15 feet of the opponent's Goal, along the Goal Line). The spot of the Free Kick is that provided above, except:

- (a) *Within Own Penalty Arch*: from any spot therein.
- (b) *Within Opponent's Penalty Arch*: at the Free Kick Mark ("Top of the Arch").
- (c) *Delayed Penalty*: (i) according to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense. (See unabridged Rules where the original offense would have resulted in a Shootout.)
- (d) *Kick-In*: from the point on the Touch Line nearest where the ball crossed over the Perimeter Wall.
- (e) *Three-Line Violation*: from the offending team's Restart Mark.
- (f) *Superstructure Violation*: from the nearer Restart Mark.

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a **Dropped Ball**. A Dropped Ball caused while the ball is inside a Penalty Arch takes place at the Free Kick Mark.

6. **The Ball In And Out Of Play**

A **Three-Line Violation** occurs when a player propels the ball in the air across the two Red Lines and the Halfway Line toward the opponent's Goal without touching the Perimeter Wall, another player or a Referee on the field of play.

A **Superstructure Violation** occurs when the ball contacts any part of the building above the field of play.

7. **The Method of Scoring**

A team scores a goal when the whole of the ball legally passes over the Goal Line. A goal may be scored directly from a Kickoff or Restart.

8. **Fouls and Other Violations**

A **Foul** occurs if a player:

- (a) Holds an opponent;
- (b) Handles the ball
- (c) Plays in a dangerous manner;
- (d) Slide tackles;
- (e) Impedes the progress of an opponent ("Obstruction"), or
- (f) Prevents the Goalkeeper from releasing the ball from his hands; and when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:
 - (a) Kicks an opponent;
 - (b) Trips an opponent;
 - (c) Jumps at an opponent;
 - (d) Charges an opponent;
 - (e) Strikes or elbows an opponent; or
 - (f) Pushes an opponent.

Unsporting Behavior: A Free Kick results for the following offenses:

- (a) Leverage: Using the body of a teammate or any part of the field to gain an advantage;
- (b) Encroachment: Entering the protected area of an opposing player taking a Free

(For Office Use Only)

Kick (after initial Warning);

(c) Dissent: (i) Referee Abuse; (ii) Breach of Penalty Area Decorum; (iii) Entering the Referee Crease without permission;

(d) Other: Behavior, which, in the Referee's discretion, does not warrant another category of penalty (*e.g.*, taunting, foul language.)

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

(a) *Leaving Team Bench.* Players leave a Team Bench to join a fracas or confrontation with the opposition or a Game Official;

(b) *Bench Dissent.* After an initial "Warning," one or more unidentifiable players verbally abuse the Referee.

(c) *Other.* Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty.

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

Flagrant Fouls: A Shootout is awarded for the following Fouls committed by a defender in his or her defensive half of the field:

(a) A Foul within the Penalty Arch or Goal for which he receives a Time Penalty;

(b) A Foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the Goal; and

(c) Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal.

9. Shootouts and Penalty Kicks

Shootout: For a Shootout:

(a) Any player may take the Shootout;

(b) All players serving Time Penalties are seated in their appropriate Penalty Area.

All players of the attacking team stand behind the Halfway Line and outside of the Center Circle. Players of the defending team stand behind the Halfway Line and inside of the Center Circle;

(c) The ball is placed at the Restart Mark nearer the attacking Goal;

(d) Once the Referee whistles the Shootout to begin, the ball is "in play" and the player taking the Shootout plays the ball.

Penalty Kick: A Penalty Kick is similar to a Shootout except

(a) The ball is placed at the Free-Kick Mark; and

(b) The player taking the Penalty Kick may not touch the ball again until after touching another player.

Tiebreaker: A Tiebreaker proceeds by Shootouts, except that:

(a) The Referee designates the Goal at which both teams shoot and the team which shoots first (according to administrative policy);

(b) All players, other than the player taking the shot and the defending Goalkeeper, remain within their Team Bench areas;

(c) Both teams have up to 3 shots, with players from each team kicking alternately;

(d) If, at any time, a team obtains a 2-goal advantage, the Tiebreaker ceases and the winner is declared;

(e) If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;

(f) The player has 5 seconds to score after the Referee's whistle.

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Signature of Player 1 _____

Signature of Player 2 _____

Signature of Player 3 _____

Signature of Player 4 _____

Signature of Player 5 _____

Signature of Player 6 _____

Signature of Player 7 _____

Signature of Player 8 _____

(For Office Use Only)

DISC GOLF SCRAMBLE 2 MAN



****NOTE: Two instructional clinics will be held on the field at 3 & 3:30 p.m. just before the competition on Wednesday, August 11. Come early and learn!**

LOCATION: BDO Softball Field
650 West 550 South

TIME/DATE: 4:00 p.m. - Wednesday, August 11, 2010

TEAM TITLE _____ CONTACT PHONE _____

COMPANY _____ TEAM CONTACT PERSON _____

(Circle one) Shirt Size (S,M,L,XL,XXL)

PLAYER 1 _____ SEX M / F _____

PLAYER 2 _____ SEX M / F _____

RULES

Remember sportsmanship not only reflects on you but also your company.

1. All competitors must complete a BDO Corporate Games registration form. **TEAMS MUST BE REGISTERED BY TUESDAY, AUGUST 3, 2010.**
2. Disc golf is played like ball golf, using flying discs. One stroke is counted each time the disc is thrown, and when a penalty is incurred. The winner is the golfer with the lowest score.
3. Tee throws must be completed within the designated tee areas
4. **Please bring your own disc(s) if you have one (some).**
5. Play begins with a shotgun start. Each member of the twosome tees off.
6. Each group gets 2 shots (one shot each).
7. The group decides which is the most desirable drive. The other player then picks up their disc and proceeds to the location of the best drive where they each play the 2nd shot.
8. On the fairways, place all discs within one disc length (not closer to the hole) of the best disc selected for play. The best disc of the second shots is selected where all players in the twosome's third shots are played. This procedure is continued until the disc is holed out.
9. On the putting green, each member of the twosome must putt before anyone hits his/her 2nd putt. When a putt is made, the remaining players do not putt.
10. At the end of each hole, the score for the twosome is recorded on the scorecard.

(For Office Use Only)

11. In the sand traps, each disc must be played from where the original disc landed. Rake the trap after each shot.
12. Twosome captains will turn in their scorecards upon completion of the round.
13. Fairway throws must be made with the foot closest to the hole on the spot where the last throw came to rest. The other foot may be no closer to the hole than the foot on this lie.
14. A run-up and normal follow-through, after the release, are allowed more than 10 meters from the hole. Inside 10 meters, a player may not step past his/her lie. "Falling" or "jumping" putts are not allowed inside 10 meters.
15. A disc that comes to rest inside the Disc Pole Hole® basket or chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole does NOT constitute a successful putt.
16. A disc that comes to rest more than 2 meters above the ground is considered unplayable. The disc must be thrown from the ground directly below the disc. 1 stroke penalty.
17. A throw that lands out-of-bounds must be played from the point where the disc went out-of-bounds. 1 stroke penalty is incurred. Water, roads, pavilions and walkways are normal disc golf out-of-bounds hazards.
18. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park guests.

WAIVER OF LIABILITY

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Signature of Player 1 _____

Signature of Player 2 _____

(For Office Use Only)

DODGE BALL

LOCATION: BDO Fitness Center
Building 3A Bay 5, next to Gym
181 South 600 West

TIME/DATE: 4:00 p.m. – Mon., August 9, 2010



TEAM NAME _____ CONTACT PHONE _____

COMPANY _____ TEAM CONTACT PERSON _____

(Circle one) Shirt Size (S,M,L,XL,XXL)

PLAYER 1 _____ SEX M / F _____

PLAYER 2 _____ SEX M / F _____

PLAYER 3 _____ SEX M / F _____

PLAYER 4 _____ SEX M / F _____

PLAYER 5 _____ SEX M / F _____

PLAYER 6 _____ SEX M / F _____

RULES

Remember sportsmanship not only reflects on you but also your company. **No swearing is allowed or participant may be disqualified.**

1. All competitors must complete a BDO Corporate Games registration form. **ALL TEAMS MUST REGISTER BY TUESDAY, AUGUST 3, 2010.**
2. THE TEAM: Teams will be made up of 6 players.
3. THE GAME: The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - a. Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - b. Catching a LIVE ball thrown by your opponent before it touches the ground.
 - c. Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)
4. BOUNDARIES: During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.
5. THE OPENING RUSH: Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only

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retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

6. **TIMING AND WINNING A GAME:** The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. Details on overtime can be found in the NADA Rule Book.
7. **TIME-OUTS:** Each team will be allowed one (1) 30 second timeout per game.
8. **5-SECOND VIOLATION:** In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. More details can be found in the NADA Rule Book
9. **RULE ENFORCEMENT:** All contests will be supervised by a court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

*Rules taken from N.A.D.A. at <http://www.dodgeballusa.com/rules.html>

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SIGNATURE REQUIRED FOR PARTICIPANT TO BE ELIGIBLE

By signing this form, each player agrees to conform to all rules written by BDO, its officers, officials, employees and agents.

Signature of Player 1 _____

Signature of Player 2 _____

Signature of Player 3 _____

Signature of Player 4 _____

Signature of Player 5 _____

Signature of Player 6 _____

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FREE THROW

LOCATION: BDO FITNESS CENTER
3A BAY 4 BASKETBALL COURT
TIME/DATE: Thursday, August 12, 2010
Noon – FOR WOMEN
1:00 P. M. – FOR MEN



NAME _____ PHONE _____

COMPANY _____

SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XXL) _____

RULES

Remember sportsmanship not only reflects on you but also your company.

1. All competitors must complete a BDO Corporate Games registration form. **SIGN UP EARLY - TURN THIS IN NOW SO YOU WON'T HAVE TO WAIT IN LINE TO REGISTER.**
2. Participant will have a total of 10 shots from the free throw line.
3. Tied top participants will play in a shoot out.
4. First to miss loses.

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Signature of Player _____

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GOLF SCRAMBLE/ LONG DRIVE/CLOSEST TO HOLE 4 MAN



***COST \$15.25/PERSON - 9 HOLES WITH CART**
***FEE MUST BE INCLUDED WITH THIS ENTRY FORM**

LOCATION: Remuda Golf Course
2600 W. 3500 N.
Farr West, UT

TIME/DATE: 7:00 a.m. – Wednesday, August 11, 2010

TEAM NAME _____ CONTACT PHONE _____

COMPANY _____ TEAM CONTACT PERSON _____

(circle one) Shirt Size (S,M,L,XL,XXL)

PLAYER 1	_____	SEX	M / F	_____
PLAYER 2	_____	SEX	M / F	_____
PLAYER 3	_____	SEX	M / F	_____
PLAYER 4	_____	SEX	M / F	_____

RULES

Remember sportsmanship not only reflects on you but also your company.

1. All competitors must complete a BDO Corporate Games registration form. **ALL TEAMS MUST TURN IN A COMPLETED REGISTRATION FORM AND CASH PAYMENT BY TUESDAY, AUGUST 3, 2010. No checks will accepted. Payment must be turned in with registration form by 5:00 p.m. on August 3rd. All golfers must golf on the same day, Wednesday, August 11 at 7:00 a.m.**
2. Each team must use a minimum of one drive per golfer during the tournament.
3. Play begins with a shotgun start. Each member of the foursome tees off.
4. Each group gets 4 shots (one shot each).
5. The group decides which is the most desirable drive. The other three players then pick up their ball and proceed to the location of the best drive where they each play the 2nd shot.
6. On the fairways, place all balls within one club length (not closer to the hole) of the best ball selected for play. The best ball of the four second shots is selected where all players in the foursome's third shots are played. This procedure is continued until the ball is holed out.

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7. On the putting green, each member of the foursome must putt before anyone hits their 2nd putt. When a putt is made, the remaining players do not putt.
8. At the end of each hole, the score for the foursome is recorded on the scorecard.
9. In the sand traps, each ball must be played from where the original ball landed. Rake the trap after each shot.
10. The order in which foursome players hit can be varied according to the strategy the team wishes to employ.
11. Foursome captains will turn in their scorecards upon completion of the round.

REMUDA GOLF COURSE RULES & REGULATIONS

1. Customer agrees to abide by Remuda rules and regulations.
 2. Remuda assumes no responsibility for personal injury.
 3. Remuda assumes no responsibility for supervision of adults or children.
 4. Driving range is out-of-bounds.
 5. No one is allowed on the driving range.
 6. Anyone caught using or taking range balls will lose golfing privileges.
 7. Anyone caught in ponds will be prosecuted.
 8. Please let faster players play through.
 9. Keep carts away from tees and greens.
 10. Remuda reserves the right to refuse service to anyone.
-

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Signature of Player 1 _____

Signature of Player 2 _____

Signature of Player 3 _____

Signature of Player 4 _____

(For Office Use Only)

RACQUETBALL

(SINGLE)



LOCATION: BDO FITNESS CENTER
3A BAY 4 – NORTH & SOUTH COURTS
TIME/DATE: Noon – Mon., Tues., Wed., August 10, 11, 12
Championship Game – Noon, Thurs., August 12, 2010

NAME _____ PHONE _____

COMPANY _____

SEX (circle one) M / F Attending BBO Y / N Shirt Size (S,M,L,XL,XXL) _____

RULES

Remember sportsmanship not only reflects on you but also your company.

The Match

1. All competitors must complete a BDO Corporate Games registration form. **ALL COMPETITORS MUST REGISTER BY TUESDAY, AUGUST 3, 2010.**
2. Game time is forfeit time.
3. The match will consist of the best two out of three games. The scores will be up to 15 points. There is no time limit.
4. A player needs to win by two points.
5. Only the player serving can score points.
6. A player continues to serve until an error is committed. On an error by the server, no points are scored, and the receiver becomes the server. First serve will be determined by a coin toss.

Safety

All players must bring their own safety goggles and racket cords.

Serving

1. The server must stand in the service zone and bounce the ball one time before striking the ball.
2. The ball must strike the front wall before striking any other wall or the floor.
3. The server has two attempts to legally serve the ball. A fault occurs when, after the ball strikes the front wall:
 - a. The ball hits the floor on or in front of the short line.
 - b. The ball hits both side walls before hitting the floor.
 - c. The ball hits the back wall before hitting the floor.
 - d. The ball hits the ceiling.

Out Serves

A player losses his/her serve immediately when:

1. The server fails to hit the front wall first.
2. The serve touches the server in mid-air.
3. After two successive fault serves.

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Receiving

1. The person being served to must stand behind the receiving line (5 feet behind the short line).
2. Receiver may play the ball either in the air or anytime before the ball hits the floor a second time.

Rallies

Rallies commence with the return of serve. The ball can be hit either on the fly or after a bounce; play continues until:

4. A player fails to return a ball to the front wall.
5. The ball hits the floor twice before the opposition hits it.
6. A hinder occurs or the ball leaves the court.

Hinders

Hinders are stoppages of play, and result in the replay of the point. It is your responsibility to give your opponent enough room to hit the shot they want to hit. You must also give them a straight shot to the front wall as well as the angle, which would result in a crosscourt shot to the opposite back corner.

Typical hinder examples are:

1. A ball striking any part of the court, which results in an erratic rebound (fan, vents, door knob, light fixtures, etc.)
2. Accidentally hitting opponent with the ball as it is heading toward the front wall.
3. Unintentionally contacting opponent while attempting to play the ball.
4. Screening opponent's view of the ball or having the ball pass between one's legs.

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Signature of Player _____

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(For Office Use Only)

SOFTBALL

LOCATION: 4th STREET SOFTBALL FIELDS (Park in lots on east side of Wall Avenue just north of 7th)

TIME/DATE: 5:00 p.m. - Thursday, August 12, 2010



TEAM NAME _____ CONTACT PHONE _____

COMPANY _____ CONTACT PERSON _____

		(Circle one)	Shirt Size (S,M,L,XL,XXL)
PLAYER 1	_____	SEX M / F	_____
PLAYER 2	_____	SEX M / F	_____
PLAYER 3	_____	SEX M / F	_____
PLAYER 4	_____	SEX M / F	_____
PLAYER 5	_____	SEX M / F	_____
PLAYER 6	_____	SEX M / F	_____
PLAYER 7	_____	SEX M / F	_____
PLAYER 8	_____	SEX M / F	_____
PLAYER 9	_____	SEX M / F	_____
PLAYER 10	_____	SEX M / F	_____
PLAYER 11	_____	SEX M / F	_____
PLAYER 12	_____	SEX M / F	_____
PLAYER 13	_____	SEX M / F	_____
PLAYER 14	_____	SEX M / F	_____
PLAYER 15	_____	SEX M / F	_____

RULES

Remember sportsmanship not only reflects on you but also your company.

This event open to employees' spouses. MUST REGISTER TEAM BY TUESDAY, AUGUST 3, 2010.

1. Except as amended by these tournament rules, all rules of the United States Specialty Sports Association (USSSA) will be used.

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2. No Forfeit Rule: At game time, the game will start with as few as 6 players present. If there are less than 10, then there will be an automatic out for each player missing.
3. Utah State Law Prohibits the carrying of any Alcoholic Beverages into the park. No Coolers Allowed. Only beer sold at the concession stand can be consumed. No Beer or alcoholic beverages may be in the dugout or on the field at any time. No consumption by team members is allowed during their game. Violators may be ejected from the game or park.
4. Please do not bring any type of glass bottles or beverage containers into the park. There is a real problem with broken glass.
5. A \$10 protest fee must be filed with each protest (refunded if the protest is upheld). Protests will be handled on the spot, and the game will not continue until the protest has been settled. All decisions are final!
6. Game Times: No new inning will begin after 55 minutes. (This may not include finals).
7. Run Rule: 25 runs after 3 innings; 20 runs after 4 innings; 15 runs after 5 innings. The flip/flop rules for home/visitor will be used.
8. Game balls will be provided.
9. A modified home run rule will be applied during tournament play. We will play with a "one up" home run rule. This means that a team can only hit one more home run than their opponent. For example, the first team to bat can hit one home run. They are now up by one. They cannot hit another home run until the other team hits at least one. The next team to bat can now hit one home run to get even, and then one more to go "one up." But then they cannot hit another one until the other team hits at least one. Anyone on the team can hit a home run. An illegal home run will be an out.
10. Line-ups are due a minimum of five minutes prior to game time.
11. The team batting is responsible for retrieving balls that go out of play, including home runs.
12. A team will establish a captain or manager for each game and this will be the only person who may consult with the officials. This, however, does not give the captain the right to complain, or question calls.
13. Mixed Rules (Co-Ed)
 - a. The batting order must alternate male and female.
 - b. Outfielders are not allowed to cover bases unless it is a natural rotation.
 - c. Outfielders must play at least 20 feet from the dirt infield (behind line) and may not move in when a woman bats. Penalty: Batter is awarded first base, and runners advance when forced. Batter has option to decline penalty.
 - d. Ball size: Both male and female batters will use a 12" ball.
 - e. Teams are allotted 5 male and 5 female players. A game can start with any combination of players as long as they have 6 players to start, with an automatic out for each missing player. This means that a team can play with 5 men and 1 woman, or 5 men and 3 women, or 4 men and 5/6 women, or 5-8 women and 2 men, etc.. If a team wants to use the Additional Batter rule they must have 6 men and 6 women at the start of the game. Women can play in the place of men. Men cannot play in the place of women.

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WAIVER OF LIABILITY

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SIGNATURE REQUIRED FOR PARTICIPANT TO BE ELIGIBLE

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Signature of Player 1 _____

Signature of Player 2 _____

Signature of Player 3 _____

Signature of Player 4 _____

Signature of Player 5 _____

Signature of Player 6 _____

Signature of Player 7 _____

Signature of Player 8 _____

Signature of Player 9 _____

Signature of Player 10 _____

Signature of Player 11 _____

Signature of Player 12 _____

Signature of Player 13 _____

Signature of Player 14 _____

Signature of Player 15 _____

(For Office Use Only)

VOLLEYBALL

LOCATION: 4TH STREET SAND COURTS (Park in lot on east side of Wall Avenue just north of 7th).

TIME/DATE: 6:00 p.m. – Mon. & Wed., August 9, 11



TEAM TITLE _____ CONTACT PHONE _____

COMPANY _____ TEAM CONTACT PERSON _____

		(circle one)	Shirt Size (S,M,L,XL,XXL)
PLAYER 1	_____	SEX M / F	_____
PLAYER 2	_____	SEX M / F	_____
PLAYER 3	_____	SEX M / F	_____
PLAYER 4	_____	SEX M / F	_____
PLAYER 5	_____	SEX M / F	_____
PLAYER 6	_____	SEX M / F	_____
PLAYER 7 (alt)	_____	SEX M / F	_____
PLAYER 8 (alt)	_____	SEX M / F	_____
PLAYER 9 (alt)	_____	SEX M / F	_____

RULES

Remember sportsmanship not only reflects on you but also your company.

This event open to employees' spouses. ALL TEAMS MUST BE REGISTERED BY TUESDAY, AUGUST 3, 2010.

General Rules

1. Rally Scoring will be used for all matches. A point is scored for each serve.
2. Volleyball matches will run continuously, so all teams need to be ready to play or officiate.
3. Team line-ups will consist of 6 players, with at least 2 women.
4. Line-ups must alternate male / female / male.
5. When the ball is hit more than once by a team, a woman must make one of the hits.
6. When one male player is in the front court, a backcourt male player may block in the front court only.
7. Let services are legal.
8. The receiving team can't attack the serve.
9. If the ball hits the line the ball is in.

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10. All players are required to call their own net fouls.

Officiating

1. All teams must officiate when assigned. Each team must provide two line people, an official and a scorekeeper.
2. The official is required to use a whistle to start and end play.
3. The scorekeeper must report the score to the Site Coordinator.

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Signature of Player 4 _____

Signature of Player 5 _____

Signature of Player 6 _____

Signature of Player 7 _____

Signature of Player 8 _____

Signature of Player 9 _____