

Episode 4: Handout #13 – Event Descriptions

Athletic Competitions

- **Athletics, Discus (Arena B)** – Similar to the Olympic standard event except that it uses a 6.5 kg Iron-bonded Discus
- **Athletics, Javelin (Arena B)** – Similar to the Olympic standard event except that it uses a 220 cm and 3.5 kg
- **Athletics, Shotput (Arena B)** – Similar to the Olympic standard event except that it uses a 5.5 kg Iron-bonded Shotput
- **Athletics, Single Rescue (Arena C)** – There are four proxy victims, represented by stuffed dummies of 100 kg from four different hazards: a high-speed vehicle, a burning building, a hail of projectiles, and an exploding bomb.
- **Athletics, Team Rescue (Arena C)** – There are eight proxy victims, represented by stuffed dummies of 100 kg from three different hazards and an opposing participant team (chosen at random). The “villain” team is designated by random selection from participating teams. The hazards include a collapsing cage, a falling wall, and a collapsing cliff. The “villain” team can allocate where victims are placed, with a minimum of one victim per hazard area.
- **Leap, Full Super (Arena A)** – Superleap measures the height of a leap, whereas the leaper must take off from a designated spot and land within the field of play (within the arena space). Additionally, the victim must land conscious and on a combination of hands and/or feet. The three-point superhero landing is the common form. The arena dome is opened for this type of leap.
- **Leap, Precision (Arena A)** – Superleaping that measures the height of a leap but also the precision of a leap against a moving target that measures approximately 2 m in diameter. The arena dome is opened for this type of leap.
- **Leap, Restricted (Arena A)** – Restricted leap is a closed dome version of the Precision Leap event that requires the leaper to pass through one or more moving obstacles as part of their leap. The arena dome is closed for this type of leap.
- **Throw, Open Freestyle (Arena C)** – This type of throwing is a style-based throwing event that allows the participant to stage not only what they will throw (weight categories are based on Class level, with Omega level being restricted to items between 1 and 10 tons, and measuring no more than four meters in any direction. The throw must occur within the boundaries of the

arena and various bonus point targets are included for banking shots with objects.

- **Throw, Vehicle (Arena C)** – This year’s sponsor, Hyundai, has donated a fleet of decommissioned 2022 Mirages for this year’s event. The throws are measured for both distance and accuracy, with three throws per contestant (the same vehicle will be utilized for each throw).

Battle Competitions

- **Single Close Combat (Arena C)** – Hand-to-hand or melee combat involving individual contestants, best two of three touches as adjudicated by a panel of judges.
- **Team Close Combat (Arena C)** – Teams consisting of up two or more members per side, who go to opposing hand-to-hand or melee combat with the first team to score three solid hits (by the team as a whole) in the best of three rounds wins. Teams that compete with more members face what is called the “Power Play Penalty”, where they must score one additional hit for each member difference.
- **Single Duel (Arena C)** – Hand-to-hand, ranged, or melee combat involving individual contestants, best two of three touches as adjudicated by a panel of judges.
- **Team Duel (Arena C)** – Teams consisting of up two or more members per side, who go to opposing hand-to-hand, ranged, or melee combat with the first team to score three solid hits (by the team as a whole) in the best of three rounds wins. Teams that compete with more members face what is called the “Power Play Penalty”, where they must score one additional hit for each member difference.
- **Single Range Combat (Arena C)** – Ranged combat involving individual contestants, best two of three touches as adjudicated by a panel of judges.
- **Team Range Combat (Arena C)** – Teams consisting of up two or more members per side, who go to opposing ranged combat with the first team to score three solid hits (by the team as a whole) in the best of three rounds wins. Teams that compete with more members face what is called the “Power Play Penalty”, where they must score one additional hit for each member difference.
- **Single Open Challenge (Arena C)** – A timed event of one minute, where individuals compete against each other in opposing rounds of twelve seconds each. Each team can score any number of hits, and the total hits among all rounds wins the challenge. Combat may be any combination of ranged, unarmed, or melee depending on each individual participant.

- **Team Open Challenge (Arena C)** – A timed event of one minute, where teams compete against each other in opposing rounds of twelve seconds each. Each team can score any number of hits, and the total hits among all rounds wins the challenge. Combat may be any combination of ranged, unarmed, or melee depending on each individual participant.

Energy Projection Competitions

- **Blasting, Power (Arena B)** – The participants for this event are classified energy projectors. They get three attempts to exert the largest and most concentrated energy they can against a protective wall and where their output is measured in megajoules per square centimeter.
- **Blasting, Precision (Arena B)** – The participants for this event are classified energy projectors. They get attempt to hit a number of randomly appearing targets at different distances from five meters out to thirty meters. They have thirty seconds to hit any number of appearing targets, however, appearing targets remain until they are struck. Total number of successful hits wins, unless a head-to-head competition is required for tie breaker (each hitting identical targets in their own lane) in a thirty second Head-to-Head Tiebreaker Round. Targets in this round appear at faster and faster intervals and will disappear after an increasingly smaller period of time.
- **Blasting, Freestyle (Arena B)** – The Blasting Freestyle theme for the 2022 Q-Games is “Reach for the Stars”, as the energy projector must hit reactive targets for which they are pre-briefed on their effects for maximum audience and judge style points.
- **Blasting, Destruction (Arena B)** – The energy projector must blast through various substances, including a carbon steel plate, a molybdenum alloy plate, and a zirconium diamond coated titanium plate. Penetration depth, speed of penetration, and size of energy blast determine the final judging criteria.
- **Blasting, Paragon Course (Arena B)** – Ranged combat involving individual energy projectors, both going through a combat course where they compete to attack available targets that randomly appear. Higher score wins. In the case of a tie, there is a side-by-side blast off taking out targets for thirty second windows until one wins.

Gymnastic Competitions

- **Artistic, Flight (Arena A)** – The flight arena has a specifically-designated performance area, the measurements of which are dictated by official Q-Games Committee. Within this area, the flyer must perform acrobatics and maneuvers to music of their choosing that must meet a number of maneuver requirements, including a clean take off, a full loop, a barrel loop, a double loop, a half twist and full twist, and Immelmann loop and a clean landing. Five

judges adjudicate performance criteria for difficulty of routine and artistic presentation.

- **Artistic, Floor (Arena B)** – The floor arena has a specifically-designated performance area, the measurements of which are dictated by official Q-Games Committee. Within this area, the flyer must perform acrobatics and maneuvers to music of their choosing that must meet a number of maneuver requirements, including a clean leap, connection of two dance elements, saltos forward/sideways and backward, double saltos, and saltos with a minimum of one full twist. Five judges adjudicate performance criteria for difficulty of routine and artistic presentation.
- **Artistic, Parkour (Arena C)** – The arena has a specially designed, randomized object-hazard area which consists of moving vehicles, fixed obstacles, windows, ledges, roofs, and various urban accoutrement which may be utilized in any way to get from the starting line to the finish line while transversing a number of fixed points within the structure. This event is measured by speed, but style flex points may influence standings in close timed results. *Teleportation is specifically forbidden in this even following the 2018 Q-Games scandal involving der Manschatten (Shadow Man) in the Munich Invitational.*
- **Closed, Flight (Arena A)** – This is a flight competition involving precision flight along a set course and the flyer must grab a number of items as they move through the course. Penalties to times are assessed for any of the eight targets that are missed.
- **Closed, Floor (Arena A)** – This is a ground competition involving precision movement along a set course and the runner must grab a number of items as they move through the course. Penalties to times are assessed for any of the eight targets that are missed.
- **Closed, Parkour (Arena B)** – This is a ground competition involving precision movement through a complex and constantly reacting arena as they move along a set course and the runner must grab a number of items as they move through the course. Penalties to times are assessed for any of the eight targets that are missed.
- **Closed, Rings (Arena B)** – This is similar to the Olympic standard event except that it uses six sets of rings ranging from heights and sizes of three meters to thirty meters off the ground and diameters of .25 meters to one meter. The ring event requires a number of specific acrobatic movements throughout the routine which can last no more than sixty seconds. Participants are judged on the precision of their movements and complexity of their routine.
- **Closed, Vault (Arena A)** – This is similar to the Olympic standard event except that it uses a reinforced carbon-steel vault and participants and reach heights

of up forty meters and cover a distance of up to two hundred meters. They must perform at least two primary acrobatic movements and land cleanly. Participants are judged by a panel of five experts evaluating complexity and execution.

Race Competitions

- **Flight Agility (Arena A)** – This is a pure speed and agility event that requires flight through a number of specified points on a course in the fastest time possible.
- **Flight Relay (Arena A)** – This is a team speed event that involves the handoff of baton between three flying participants, each one traversing a distance of one kilometer.
- **Flight Sprint (Arena A)** – This is a pure speed event that involves who can fly the distance of 225 meters the fastest.
- **Foot Relay (Arena A)** – This is a team speed event that involves the handoff of a baton between three running participants, each one traversing a distance of one kilometer.
- **Foot Sprint (Arena A)** – This is a pure speed event that involves who can fly the distance of 125 meters the fastest.
- **Full Obstacle Flight (Arena A)** – The flyer must evade obstacles launched at them by celebrity Quasars from a high point as they traverse a set number of revolutions about a set course. The roof is opened for this event.
- **Limited Obstacle Flight (Arena A)** – The flyer must evade obstacles launched at them by celebrity Quasars from a high point as they traverse a set number of revolutions about a set course. In the limited obstacle course, the flyer must alternate between unimpeded sprints and areas at two points in the course where they may have objects launched at them by celebrity Quasars. The roof is closed for this event.
- **Open Obstacle Agility (Arena A)** – This is an unrestricted flight event that has the flyer attempting to make it through an area of opposed enemy first. The ground has a number of automatically placed rubber flak projectors that fire in set patterns into the air as the flyer attempts to complete a course beset with fixed and moving obstacles. This event is often referred to as “Hell in the Skies” by fans and many participants.

Aquatic Competitions

- **Single Obstacle (Arena B)** – An obstacle swimming competition where swimmers must traverse a course as quickly as possible while launching through a number of fixed paths with obstacles blocking their course.

- **Single Sprint (Arena B)** – This is a pure speed event that involves who can swim the distance of 175 meters the fastest.
- **Team Relay (Arena B)** – This is a team speed event that involves the handoff of a baton between three swimming participants, each one traversing a distance of 300 meters.

Weightlifting Competitions

- **Lift, Flying Mass (Arena A)** – A flight competition where the flyer must lift greater increasing amounts of mass as quickly as possible to a height of one hundred meters and place it on a platform. An algorithm of flyer-to-mass ratio is calculated into speed to determine the greatest flight lift performance. *The flyer-to-mass ratio calculation was added in after arguments by Team Quantek following The Shen's unfair advantages in growth and size increase to lifting ratios following the 2018 Q-Games.*
- **Lift, Freestyle (Arena C)** – The competitor is encouraged to lift a free-style combinations of objects, stacked, in such a way that they do not fall over and they are held upright for three seconds. Additionally, no single object can be over a metric ton and cannot be large than two meters on each side. The number of objects is not restricted.
- **Lift, One Hand (Arena C)** – A lifting competition involving the use of a single straight arm lift of ever-increasing mass of weight, holding it for two seconds.
- **Lift, Opposed Pressure (Arena C)** – This is known by many as the “Crusher Competition”, where the lifter is placed inside of what is known as “the Crusher”, a large carbon-steel, osmium and titanium press that can generate masses loads of up to 50,000 tons, as recommissioned from the Alcoa plant's Howmet Space Center. The lifter steps in and engages in opposed press lifting against the pressure piston until they give. The press is fitted with a special fast-catch release that will identify if the mass is moving fast enough to do damage to a standard human (faster than .1m per second) and immediately stop and pull back. *In spite of this, there has been two serious injuries involved in this event in the 2016 and 2018 Q-Games. In spite of its danger, it is an overwhelming draw despite multiple attempts by the Q-Games Competition Committee to stop the event.*
- **Lift, Two Hand (Arena C)** – A lifting competition involving the use of a military-press style two arm, over the head, lift of ever-increasing mass of weight, holding it for one second.