## **COMPETITION AT THE**



YOUR FIRST
TASK

DESIGN THE PERFECT

picnic BASKET

FOR YOUR SPOUSE

**COMPETITION AT THE** 



FILL OUT THIS CARD TO DETERMINE YOUR PRIZE BEFORE THE COMPETITION BEGINS:

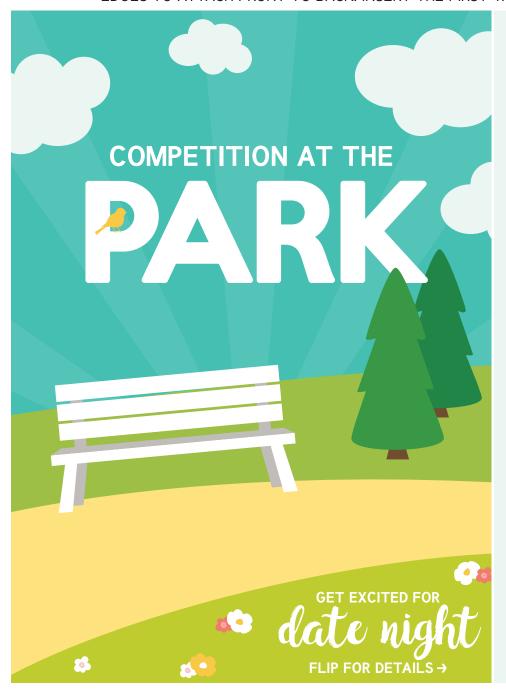
**COMPETITION AT THE** 



FILL OUT THIS CARD TO DETERMINE YOUR PRIZE BEFORE THE COMPETITION BEGINS:

COMPETITION AT THE PARK TASK & PRIZE CARD

MAKE A SMALL SLIT ON THE BACK OF THE CARD, RIGHT ABOVE THE BLUE POCKET. FOLD ON THE LINE AND GLUE AROUND THE EDGES TO ATTACH FRONT TO BACK. INSERT THE FIRST TASK CARD AND LEAVE FOR YOUR SPOUSE TO FIND!



IT'S WARMIN' UP OUTSIDE,
LET'S GO HAVE SOME FUN!!
WE'LL ENJOY SOME FUN TASKS
AND COMPETE IN THE SUN.
OUR LOVE WILL GROW STRONGER
AND A PRIZE WILL BE WON!!





### **COMPETITION AT THE PARK INVITATION**



you choose CHOOSE A PIECE OF PARK EQUIPMENT AND CREATE YOUR OWN CHALLENGE.



ON YOUR MARK, GET SET,

GOING
IT'S TIME TO RACE!!



WHO CAN THROW
THE FARTHEST,
STRAIGHTEST &
MOST ACCURATE?



GRAB SOME

Checks

E HAVE A RACE.

\*SCOOTER, LONGBOARD, BIKE



hide & seek

TAKE TURNS HIDING
AND SEE WHO HAS
THE BETTER HIDING
& SEEKING SKILLS!!



GET READY FOR A FUN CHALLENGE, IT'S TIME TO MONKEY WOUND

### **COMPETITION AT THE PARK TASKS**



you choose CHOOSE A PIECE OF PARK EQUIPMENT AND CREATE YOUR OWN CHALLENGE.



hot lava

GET FROM POINT

A TO POINT B

WITHOUT GETTING

BURNED...



SEE WHO CAN BE THE FIRST TO LAY ON A LITTLE ROMANCE IN THE PARK.



HAVE A

COMPETE.

\*SOCCER/BASEBALL



WHO CAN GET THE HIGHEST, FASTEST? NOW IT'S TIME TO JUMP!!



TAKE THE COMPETITION TO THE

### **COMPETITION AT THE PARK TASKS**

# COMPETITION AT THE SCOVECARA SCOVECARA COMPETITION AT THE

## his & her POINTS

EACH TASK IS WORTH 15 POINTS, DIVVY UP POINTS TO DETERMINE WINNER.

PICNIC CHALLENGE - Divvy up points for the best picnic food, most thoughtful basket, etc.

FRISBEE TIME - Award 5 points for whoever throws farthest, 5 for straightest, 5 for most accurate.

SLIDES - 10 pts for whoever goes down the most in 1 minute & 5 points for whoever climbs up the slide fastest.

**HAVE A BALL** - Choose the ball and determine your challenge, you determine how points are awarded.

HIT THE SWINGS - 10 points for whoever gets the highest in 30 seconds and 5 points for whoever can jump off the furthest.

ROMANCE - At the end of the night award points for whoever got in the most "natural" romance.

HOT LAVA - Choose start and finish line, determine what's off limits and see who can get from point a to b fastest.

RACE - Set the finish line, winner gets ALL the points.

WHEELS - 10 points for whoever crosses the finish line first, 5 points for going the distance.

MONKEY AROUND - 5 points for getting across the monkey bars first, 5 for the most creative way to cross, you determine how to award the last 5.

HIDE & SEEK - 10 points awarded for whoever seeks the fastest, 5 points for most creative hiding spot.

YOU CHOOSE EQUIPMENT - Create your own challenge and determine how to award points.

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**COMPETITION AT THE PARK WINNER:**