

ÉLEVÉ VENUE PROGRAMMING

DISTRICT 340 CHAMPIONSHIP SERIES

Official Competition & Scoring Guidebook

Complete Multi-Attraction Manual

Comprehensive Seasonal & Grand Championship Regulations

Consolidated Single-Week Atmosphere Format

1. PROGRAM OVERVIEW & GUIDELINES

Welcome to the District 340 Championship Series at ÉLEVÉ. This recurring competition program is designed to celebrate skill, sportsmanship, and friendly competition across the venue's premier attractions. Championships run throughout the year, offering guests the opportunity to earn venue-wide recognition, exclusive prizes, and the ultimate title of District 340 Champion of Champions.

Annual Championship Calendar

Four seasonal championship series are held annually, providing consistent competitive structures across different months:

- **Spring Championship Series:** Held in March
- **Summer Championship Series:** Held in June
- **Fall Championship Series:** Held in September
- **Winter Championship Series:** Held in January

Single-Week Championship Format Update: To build a concentrated Championship Week atmosphere without shutting down major attractions for an entire week, the competition structure has been optimized into a single, high-energy week. Qualification and finals across all attractions run concurrently, keeping the venue fully operational and completely accessible to the public.

Championship Week Schedule

The entire seasonal competition block takes place within a single week, structured as follows:

Day	Time	Activity
Monday	4:00 PM – 8:00 PM	Championship Qualifiers Open (All Attractions)
Tuesday	4:00 PM – 8:00 PM	Championship Qualifiers Open (All Attractions)
Wednesday	4:00 PM – 8:00 PM	Championship Qualifiers Open (All Attractions)
Thursday	4:00 PM – 8:00 PM	Championship Qualifiers Open (All Attractions) — Leaderboards Lock at 8:00 PM
Friday	Afternoon (5:00 PM)	Official Finalists Announced
Saturday	All Day (10:00 AM – 6:00 PM)	Attraction Championships Finals
Sunday	All Day (10:00 AM – 6:00 PM)	Grand Champion Competition Finals

How the Tournament Week Works

Qualifier Windows (Monday - Thursday)

Each tournament features daily qualifier sessions running Monday through Thursday from 4:00 PM to 8:00 PM. This schedule ensures school-aged competitors can participate after school and working adults have ample time to arrive. To maintain general venue access, championship qualifiers do not replace normal attraction operations:

- **Daily Qualifier Window:** Active from 4:00 PM – 8:00 PM on designated days. Outside of these hours, regular venue programming continues.
- **Attempt Limit & Rules:** Competitors are permitted exactly 2 official attempts per attraction throughout the qualification window, and the best result counts. All qualifying closes strictly on Thursday at 8:00 PM.
- **Live Leaderboards:** Real-time standings are displayed digitally throughout the ÉLEVÉ venue, allowing participants to track rankings, view current cut-off scores, and monitor competition status.
- **Competitor Registration:** Competitors may enter individual Attraction Championships, the Grand Champion Competition, or both.

Championship Weekend Finals (Saturday & Sunday)

At the conclusion of Thursday's qualification window, all scores are verified. The Top 8 competitors from each attraction/category advance directly to the weekend finals. Finalists are officially announced on Friday afternoon at 5:00 PM. Crucially, all finalists begin weekend brackets with a clean slate—qualifying scores do not carry over into the Finals.

2. QUALIFIER WEEK VENUE OPERATIONS

To maximize public accessibility and maintain smooth operations, regular venue programming continues alongside the championship qualifiers. Major attractions remain open to the general public under the following operational guidelines:

Attraction	Championship Activity (4:00 PM – 8:00 PM)	Public Availability
Bowling	2 dedicated qualifier lanes	Remaining lanes open for public bowling
Go-Karts	Scheduled qualifier heats	Public heats continue between qualifier sessions
Arcade	Featured championship machines	Remaining arcade open for general play
Roller Rink	Championship course active on designated days	Public skating hosted on alternate rink during course activity
Ice Rink	Championship course active on designated days	Public skating hosted on alternate rink during course activity
Trampoline Park	Championship challenges and scoring sessions	Majority of park remains open to public jump sessions

Twin Rink Rotation Schedule

The Ice and Roller Rinks leverage a twin-rink rotation from Monday to Thursday to balance public open-skate access with structured technical championship qualification courses:

Day	Championship Rink (4:00 PM – 8:00 PM)	Public Rink
Monday	Roller Championship Course	Public Ice Skating
Tuesday	Ice Championship Course	Public Roller Skating
Wednesday	Roller Championship Course	Public Ice Skating
Thursday	Ice Championship Course	Public Roller Skating

3. INDIVIDUAL ATTRACTION REGULATIONS

Bowling Championship

- **Qualifier Format:** Competitors complete qualifying frames during the daily qualification windows. Standings are determined strictly by the highest single qualifying score recorded during the official attempts.
- **Finals Format:** The Top 8 finalists face off in a live scratch bowling competition on Championship Saturday.
- **Champion Determination:** The finalist who achieves the highest single Finals score is crowned the Bowling Champion.

Go-Kart Championship

- **Qualifier Format:** Ranked by the fastest single qualifying lap time. Each heat consists of up to 18 laps to ensure optimal track conditions; any single lap completed during an official session serves as the qualifier.
- **Finals Format:** The Top 8 finalists line up for a high-stakes championship race on Saturday.
- **Champion Determination:** Driven by true racing order; the competitor with the fastest finals performance/crossing order wins.

Arcade Championship

- **Qualifier Format:** Competitors log scores on specific designated championship arcade cabinets. Standings are ranked by the highest cumulative score on the designated games during the qualification window.
- **Finals Format:** The Top 8 finalists compete live on a curated sequence of designated championship games on Saturday.
- **Champion Determination:** The competitor with the highest combined Finals score takes the title.

| Trampoline Championship (Bounce Battle Royale)

The Trampoline division features the structured Bounce Battle Royale, where technical precision and consistency are evaluated by on-floor judges across set skill difficulties.

Challenge Execution & Scoring Structure

During qualifiers, competitors must complete assigned challenge routines. To log a valid official attempt, competitors must complete 2 Easy, 2 Medium, and 1 Hard challenge from the technical card options. Points are awarded upon successful, verified completion of each element:

- **Easy Challenges:** Worth 5 Points Each
- **Medium Challenges:** Worth 10 Points Each
- **Hard Challenges:** Worth 20 Points Each

Official Battle Royale Challenge Cards

Challenge Name	Difficulty	Description / Objective
Balloon Buddy	Easy (5 pts)	Keep an active balloon in the air for 10 consecutive seconds while maintaining continuous bouncing.
Freeze Frame	Easy (5 pts)	Strike a clear, dramatic geometric pose mid-air and hold it completely frozen for the judges' evaluation.
Kangaroo Mode	Easy (5 pts)	Execute continuous bounces hopping exclusively on two feet for 15 consecutive seconds.
Animal Imitation	Easy (5 pts)	Bounce continuously while physically acting out the distinct movements of a chosen animal type.
Bounce & Clap	Easy (5 pts)	Clap hands cleanly above your head exactly three times within a single bounce before returning to the canvas.
Mid-Air Snatch	Medium (10 pts)	Cleanly catch a foam regulations ball thrown directly by the referee before your feet touch down.
Target Time	Medium (10 pts)	Bounce and accurately throw a regulation ball through the basketball hoop before completing your third jump.
Knee Bounce Combo	Medium (10 pts)	Land cleanly on your knees, bounce dynamically back to your feet, and immediately execute a 180 or 360-degree body twist.
Quick Switch	Medium (10 pts)	Shift to a completely different neighboring trampoline square on every single jump for 5 consecutive jumps.
Hat Trick	Medium (10 pts)	Equip a provided oversized silly hat and keep it securely on your head throughout 3 consecutive high-magnitude jumps.
Spin Cycle	Hard (20 pts)	Complete exactly two full horizontal rotations (720 degrees) in mid-air during a single jump before landing.
Reverse Bounce	Hard (20 pts)	Maintain full backward positioning relative to the safety lines for 5 consecutive high jumps.
Tag Escape	Hard (20 pts)	Evade an active on-floor designated "tagger" for 10 continuous seconds without crossing outside your trampoline grid boundary.
High Flyer	Hard (20 pts)	Execute your absolute maximum vertical jump; official judges decide the round winner based on vertical height.
Mystery Prop	Hard (20 pts)	Draw a random novelty item from the prop chest and fluidly incorporate it into a complex trick sequence.

- **Finals Format & Title:** The Top 8 point-earners face a completely new championship challenge card on Saturday. The competitor with the highest single Finals point total is crowned the Trampoline Champion.

4. SKATE RINK TOURNAMENTS (ICE & ROLLER)

The Roller Skating and Ice Skating Championships are executed via structured technical skills matches using a standardized layout format. Both attractions utilize a 60' x 100' rink dimensions arena configured for a multi-stage timed skill run.

Rink Tournament Course Layout

The course flow follows a strict clockwise direction from start to finish line, broken into specific zones:

Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Zigzag Cone Lane	Costume Stop Station	Obstacle Course Set	Backward Skate Section	Object Carry Section
<i>START LINE</i>	Clockwise Flow Direction			<i>FINISH LINE</i>

Course Progression & Event Rules

Participants enter the track one at a time and must complete the entire sequence moving in a strict clockwise direction. Target performance timing is approximately 3 minutes per participant.

1. **Start:** Enter the course safely on signal; timing begins immediately.
2. **Zigzag Cones:** Navigate fluidly through a sequence of technical timing markers.
3. **Costume Station:** Stop completely and equip a designated costume item fully before advancing.
4. **Obstacle Course:** Maneuver through obstacles including cones, hoops, and jumps/ramps.
5. **Backward Skate Section:** Transition smoothly and complete this zone fully facing backward.
6. **Object Carry Section:** Securely carry a designated challenge item without letting it drop.
7. **Finish:** Sprint across the line to freeze the clock.

Infractions & Penalty Table

Both skates must remain securely attached at all times. Skipping any cone or obstacle is strictly prohibited. Technical violations result in strict time additions to the participant's raw duration score:

Infraction Type	Penalty Assessed	Enforcement Protocol
Missed Cone	+5 Seconds	Added per occurrence during Zigzag section.
Dropped Object	+10 Seconds	Assessed if the carried item touches the ice/floor surface.
Incomplete Costume	+10 Seconds	Applied if items are not fully equipped prior to leaving station line.
Skipping an Obstacle	+15 Seconds	Assessed for avoiding hoops, cones, or ramps completely.
Forward Skating in Backward Zone	Redo Section	Competitor is stopped and instructed to restart the backward zone.

Staff Officiating Instructions

- **Staff Allocation:** Assign exactly 1 dedicated track monitor per station checkpoint to track violations.
- **Timing Mechanism:** Utilize synchronized stopwatch precision from initial cross-start to finish line.
- **Safety Mandate:** Staff retain absolute authority to immediately stop any participant displaying unsafe mechanics.
- **Scoring:** Record penalties in real-time on the official timing sheet to compute the Final Score.

Tournament Bracket Mechanics

- **Qualifier Format:** Competitors complete timed runs across open blocks. Event placements award points: 1st Place = 10 pts, 2nd Place = 8 pts, 3rd Place = 6 pts, 4th Place = 4 pts, Participation = 2 pts. The Top 8 overall point earners advance.
- **Finals Format & Determination:** Finalists complete a fresh championship skill run on Saturday. The fastest individual final score (including penalties) wins the Roller or Ice Champion title.

5. DISTRICT 340 GRAND CHAMPIONSHIP

The District 340 Grand Championship stands as the absolute premier, multi-disciplinary all-around competition event at ÉLEVÉ. It operates as an integrated master tier during the unified Championship Week. Qualification parameters sync cleanly with standard attractions, but point tracking maps to a distinct leaderboard format.

Eligibility Criteria

To establish eligibility for the Grand Championship leaderboards, competitors must actively participate in a **minimum of three distinct attractions** during the qualification window (Monday – Thursday). Eligible attraction categories include: Bowling, Go-Karts, Arcade, Roller Skating, Ice Skating, and Trampoline.

Grand Championship Points Matrix

Competitors may attempt as many attractions as they desire during qualifier sessions to boost their overall rankings. Points are awarded independently based on performance placement within each individual attraction according to the master matrix:

Attraction Placement Position	Grand Championship Points Awarded
1st Place	100 Points
2nd Place	80 Points
3rd Place	60 Points
4th Place	50 Points
5th Place	40 Points
6th Place	30 Points
7th Place	20 Points
8th Place	10 Points

Grand Championship Sunday Finals

The Top 8 overall competitors possessing the highest accumulated qualification points across attractions advance directly to the Sunday Finals. Finalists complete a grueling series of specialized championship challenges spanning multiple attractions back-to-back.

Grand Champion Determination: The finalist who achieves the highest combined Finals score across all tested challenges on Sunday is crowned the seasonal District 340 Grand Champion, holding the title and corresponding VIP perks until the next seasonal championship event.

6. CHAMPIONSHIP WEEKEND FINALS LAYOUT

To optimize operational efficiency, staffing alignment, and spectator expectations, both days of the weekend finals follow identical event timing, judging blocks, and logistics. The only shift is the group of competitors taking the floor.

Championship Weekend Schedule (Saturday & Sunday)

Time	Saturday: Attraction Championship Finals	Sunday: Grand Champion Competition Finals
10:00 AM	Opening Ceremony	Opening Ceremony
10:30 AM	🏆 Roller Championship Finals	👑 Roller Finals
11:30 AM	🏆 Ice Championship Finals	👑 Ice Finals
12:30 PM	🏆 Trampoline Championship Finals	👑 Trampoline Finals
1:30 PM	Lunch Break	Lunch Break
2:30 PM	🏆 Arcade Championship Finals	👑 Arcade Finals
3:30 PM	🏆 Go-Kart Championship Finals	👑 Go-Kart Finals
5:00 PM	🏆 Bowling Championship Finals	👑 Bowling Finals
7:00 PM	Attraction Awards Ceremony	Grand Champion Awards Ceremony

Finals Competitor Structure:

- **Saturday Finals:** Composed of the Top 8 individual attraction finalists. Six separate champions are crowned: Bowling, Go-Kart, Arcade, Trampoline, Roller, and Ice.
- **Sunday Finals:** Composed of the Top 8 overall Grand Champion multi-discipline finalists matching wits across all fields.

7. AWARDS, PRIZE STRUCTURE & CODE OF CONDUCT

Official Recognition Tiers

Official recognition is provided across multiple achievement tiers at the conclusion of each Championship Finals block:

- **Champion:** Awarded the division title (e.g., Bowling Champion, Arcade Champion) and top-tier rewards.
- **Runner-Up:** Second place overall podium finisher.
- **Third Place:** Third place overall podium finisher.
- **District 340 Finalists:** Competitors placing 4th through 8th receive official finalist recognition diplomas.

Prize Distribution Structure

- **Weekly Visitor Challenges:** Attraction credits, arcade play cards, food & beverage rewards, and leaderboard features.
- **Seasonal Championships:** Multi-attraction passes, premium membership upgrades, exclusive merchandise packages, and custom crystal awards.
- **Champion of Champions / Grand Champion:** Large Championship Trophy, permanent placement on the ÉLEVÉ Hall of Fame wall, custom-tailored Champion Jackets, premium VIP experiences, and cash awards (where applicable).

Code of Sportsmanship & General Code

The District 340 Championship Series is built upon a foundation of community, integrity, and safety. All registered participants, spectators, and staff are strictly bound by the ÉLEVÉ Code of Conduct:

- **Fair Competition & Integrity:** Respect the rules, scoring limits, attempt caps, and official judge determinations without dispute.
- **Safety First:** Participants must fully comply with all individual attraction safety gear mandates, speed limiters, and physical requirements.
- **Unsportsmanlike Conduct:** Any instances of toxic behavior, cheating, shortcutting, equipment tampering, or disrespect toward staff or other competitors will result in immediate disqualification from the current event and potential permanent venue suspension.
- **Tiebreaker Procedures:** Standard tiebreakers are handled via sudden-death playoffs or secondary fast-lap/high-score metrics, announced explicitly by officials prior to the start of each weekend event block.
- **Right to Modify:** ÉLEVÉ management reserves absolute rights to alter schedules, adjust qualifier hours, update prize allocations, or modify safety thresholds to maintain optimal operations and guest experience guidelines.