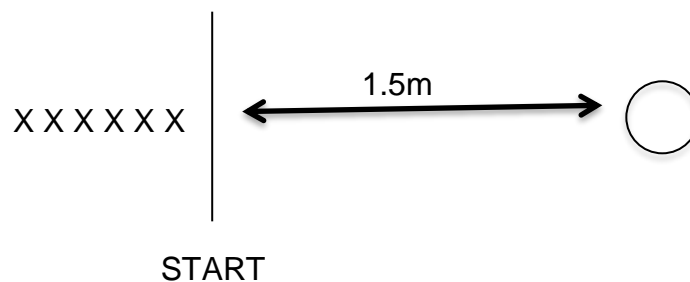




1. Bean Bag in the Bucket

Equipment: 5 beanbags, 1 bucket

Setting Up: A start line is marked on the floor. A bucket is placed 1.5 metres away from the start line. The bean bags are placed on the floor behind the line.



The Game : The first team member throws the 5 beanbags aiming for the bucket. This is repeated by each team member with one point being scored for each beanbag that lands in the bucket. Each team member has only one attempt (with 5 bean bags).

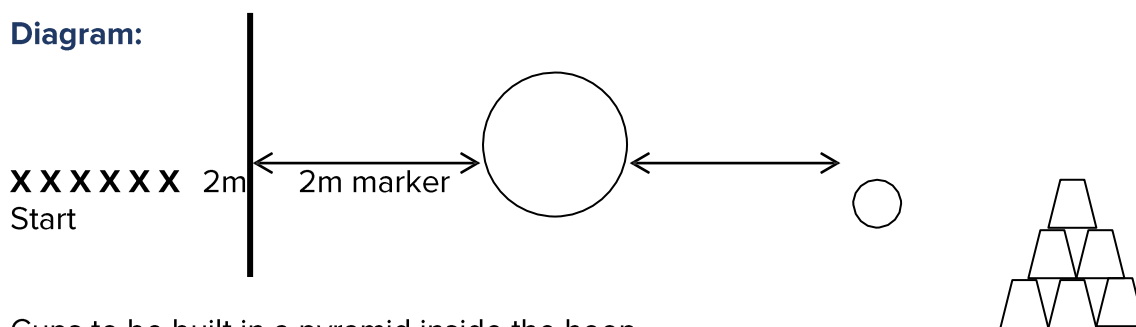
Scoring: This is NOT a timed game. Total number of beanbags in the bucket for the whole team is recorded.

2. Build it

Equipment: 6 plastic drinking cups, 1 small hoop approx 75cm diameter, 1 cone/marker.

Setting Up: A start line is marked on the floor. The hoop is placed on the floor at a distance of 2 metres from the start line. The marker is placed at a distance of a further 2 metres from the hoop. The 6 plastic drinking cups are stacked inside each other and placed in the hoop.

Diagram:



Cups to be built in a pyramid inside the hoop

The Game: The team lines up on the start line. The first team member runs to the hoop and builds the 6 cups into a 3,2,1 pyramid and runs round the marker. On their return journey they dismantle the pyramid, stacking the cups inside each other, and returns to the start line. Continue in turn until all team members have completed the course.

Scoring: This is a timed game. Total time taken for all members to complete the course is recorded.

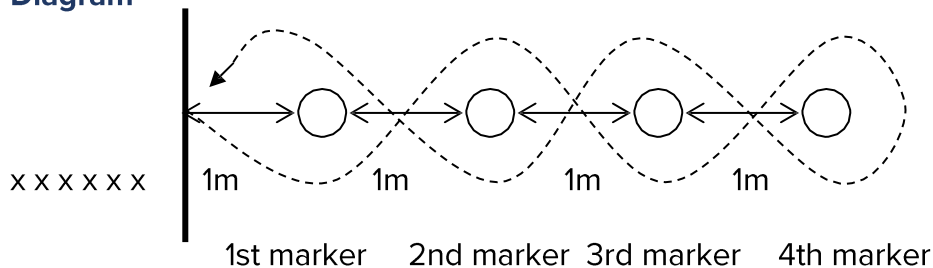


3. Bean Bag Balance

Equipment: 4 cones/markers, 1 beanbag

Setting Up: The 4 cones/markers are placed in a line each at a distance of 1 metre apart. A start line is marked on the floor 1 metre from the first marker.

Diagram



Start

The Game: The first team member places the beanbag on their head and weaves in and out through the markers, up and down the course, as shown. Team members are not permitted to touch the beanbag with their hands. The game continues until all team members have had a turn and crossed over the start line. If any team member drops the beanbag on the outward journey they must return to the start line and start again. If a team member drops the beanbag on the return journey they must recommence at the 4th marker.

Scoring: This is a timed game – total time taken for all team members to complete the course.

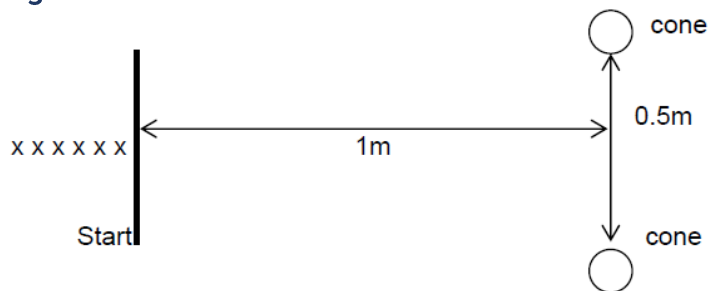


4. BIG BLOW

Equipment 1 table tennis ball, 2 cones/markers

Setting Up A start line is marked on the floor. The cones/markers are placed 0.5 metres apart, 1 metre from the start line.

Diagram



The Game Team members line up behind the start line. The table tennis ball is placed on the start line. The first team member, using one blow only, attempts to blow the table tennis ball between the markers. The next team member retrieves the ball and returns it to the start line. The game continues in this way until all team members have had a turn. If any team member's attempt is not successful they must retrieve the ball, place it on the start line and repeat until successful.

Scoring This is a timed game. Total time taken for all team members to blow the ball between the cones/markers.

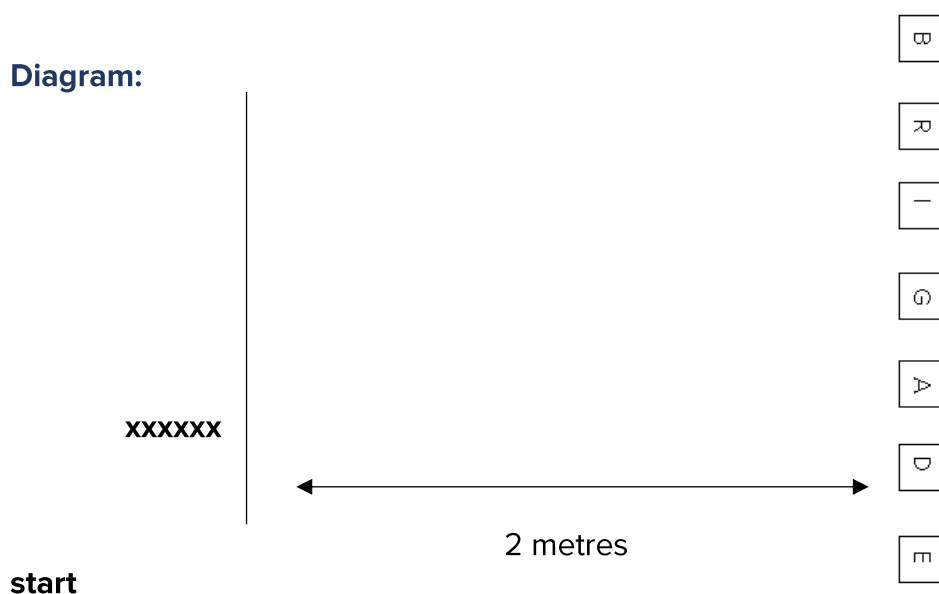


5. Word Puzzle

Equipment: The letters of the word BRIGADE on individual cards, and a stopwatch.

Setting Up: The individual letters spelling BRIGADE are placed 2 metres from start line.

Diagram:



The Game: The team take it in turns to use the letters from the word BRIGADE to spell as many words as possible within three minutes. The members must be behind the start line and letters laid out 2 metres away, the first member will then run to the letters and touch each letter of their chosen word (they should shout each letter while doing this) and then run back to the start line before the next team member can take their turn. If at any time a team member struggles to think of a new word, they can ask for help from the rest of the team. This should be repeated until the three-minute time limit is over.

Scoring: This is a timed game. points are scored for every new word completed in three minutes. The word 'Brigade' should not be counted in your scoring. **See chart for point system**

7 or 6 letters = 6 points	
4 or 5 letters letters = 4 points	
3 = 3 points	
2 = 2 points	
1 = 1 point	



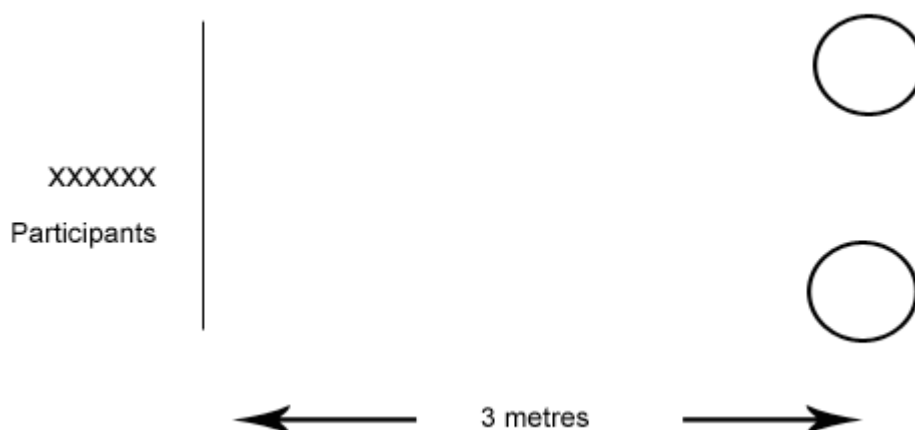
6. Roll The Gap

Equipment: Masking tape, 1 standard size football, 2 cones/markers not higher than 30 cm and approximate diameter of 30 cm, Ruler/Tape measure, Stop watch.

Setting up: A start line is marked on the floor. The cones/markers are placed 0.5 metres apart, 3 metres from the start line.

Time: The team is allowed 2 minutes to roll the ball as many times as possible through the cones.

Diagram:



Aim: To score as many points as possible in the time limit.

Instructions: Each member during the time rolls the football towards the cones attempting to roll the football through the cones. After the football has been rolled, the team member goes and collects the football and gives it to the next team member. Repeating as many times as possible counting the footballs that roll through the cones.

Scoring: A point for each time the ball is rolled through the cones. Add all the scores for each team member together to create the team score.



This annual international competition has become a popular event for many Junior Sections around the world. Minimal preparation is needed. Your Company can participate on its own in your own church hall or join with other neighbouring Companies.

THE GAMES

The 6 games are set out and explained on the attached pages.

THE RULES

1. Each event must be witnessed by a judge who is NOT a member of your Company. Chaplains are Officers.
2. Each game may be practised beforehand.
3. Results can only be accepted from one attempt. The judge must be told BEFOREHAND which attempt will be the 'entry' one.
4. A team is made up of 6 Junior/No. 1 members. The 6 may be changed for different games.
5. Multiple entries from Companies are permitted. Where multiple entries are submitted, teams should be marked A, B or C etc. (eg. 1st Anytown B).

RESULTS SHEET

The following results were achieved by The _____ Company

Game No.	Game	Results	Judge's Signature
1	Bean Bag in the Bucket	Points	
2	Build It	Mins Secs	
3	Bean Bag Balance	Mins Secs	
4	Big Blow	Mins Secs	
5	Word Puzzle	Points	
6	Roll the Gap	Points	

Person to whom the final results/certificates should be sent (PLEASE USE BLOCK CAPITALS):

Name :

Address:

Postcode:

Email:

Results must be received by 1st May 2018.

All results should be sent to:

Email: Robert.powell@boys-brigade.org.uk Post: Junior Section International Games, The Boys' Brigade, Felden Lodge, Hemel Hempstead, Hertfordshire, HP3 0BL