



2019-2020

Introduction

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

THE GAMES

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

THE RULES

1. Each event must be witnessed by a judge who is NOT a member of your Company. Chaplains are members.
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).

SCORES

Team _____

Game No.	Game	Scores
1	Bean Bag Throw	Points:
2	Shuttle Run	Points:
3	Throw Relay	Time taken (seconds):
4	Over and Under	Time taken (seconds):
5	Word Sort	Time taken (seconds):
6	Roll the Gap	Points:

SUBMITTING YOUR SCORES

Scores **must** be submitted using the online form at boys-brigade.org.uk/juniors-international-team-games

Please **do not** post or email this sheet - only scores submitted using the online form will be accepted. The above score table is for your own use only.

Scores must be received by 1st April 2020.



2019-2020

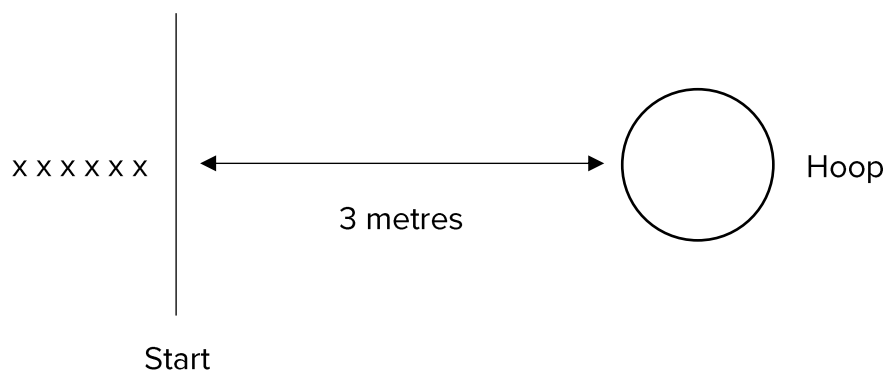
1. Bean Bag Throw

Equipment: 1 bean bag, 1 hoop (maximum 75 centimetres in diameter), masking tape/chalk, tape measure, stopwatch

Setting Up: A start line is marked on the floor. A hoop is placed 3 metres away from the start line.

Time: The team is allowed 2 minutes to try to score as many points as possible.

Diagram:



The Game: The first team member throws the bean bag from behind the start line, aiming to get it to land inside the hoop. They must then go and collect the bean bag and pass it on to the next team member. Repeat as many times as possible in 2 minutes counting points as per the below scoring.

Scoring: This is a timed game. For each throw 2 points are scored if the bean bag lands inside the hoop (not touching the hoop), 1 point is scored if the bean bag is touching the hoop in any way, 0 points if the bean bag is outside the hoop and not touching it. Add all the scores for each team member together to create the team score and record on the score sheet.



2019-2020

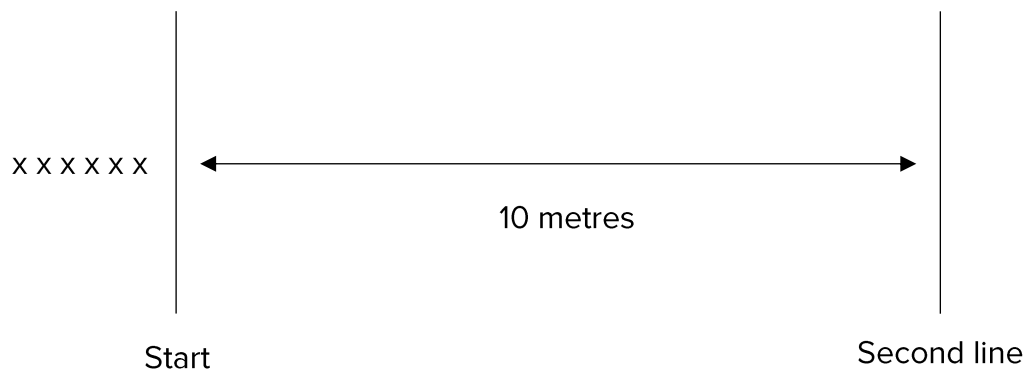
2. Shuttle Run

Equipment: Masking tape/chalk, tape measure, stopwatch

Setting Up: A start line is marked on the floor and a second line 10 metres away.

Time: The team is allowed 2 minutes to complete as many runs as possible.

Diagram:



The Game: The first team member runs from the start line to the second line and touches the second line with their hand. They then run back and cross back over the start line. Once they have crossed back over the start line the next team member then goes. Take it in turns to repeat as many times as possible in 2 minutes.

Scoring: This is a timed game. 1 point is scored each time a team member completes the run and crosses back over the start line. If they did not touch the second line with their hand, then no point is scored for that run. Add all the scores for each team member together to create the team score and record on the score sheet.



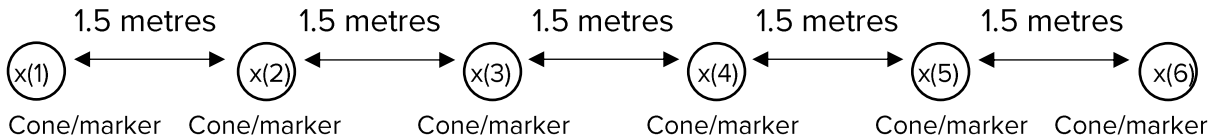
2019-2020

3. Throw Relay

Equipment: 1 tennis ball, 6 cones/markers, tape measure, stopwatch

Setting Up: The 6 cones/markers are placed 1.5 metres apart from each other in a straight line.

Diagram:



The Game: A team member stands next to each of the markers throughout, with the tennis ball being held by a team member (member 1) at one end of the line to begin with. When the game begins, they throw it to member 2, who catches the ball and then throws it to member 3, and so on until it reaches member 6 at the end of the line. Member 6 then throws it to member 5, and so on until it gets back to member 1. Repeat the whole process once more (i.e. member 1 along to member 6, then member 6 back along to member 1). If the ball is dropped then the team member who last threw it must go and collect it, return to their cone/marker and throw it again. If a team member is not standing next to their cone/marker when throwing, then the throw must be retaken.

Scoring: This is a timed game. The total time (in seconds) taken for the tennis ball to travel along the team **a total of four times** (i.e. 1 along to 6, 6 along to 1, 1 along to 6, 6 along to 1) should be recorded on the score sheet.



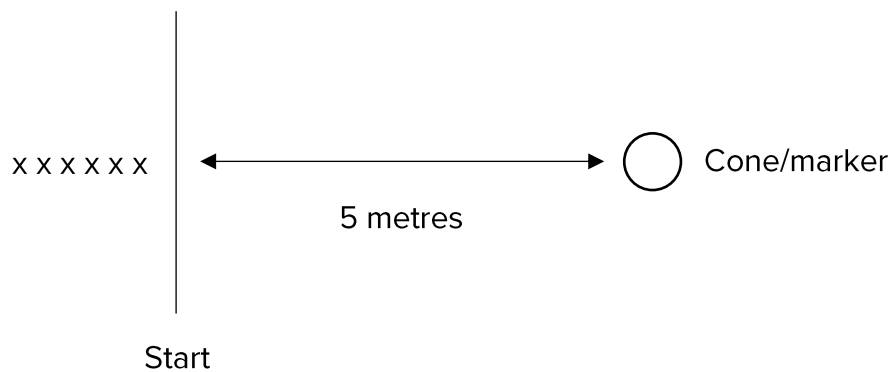
2019-2020

4. Over and Under

Equipment: 1 standard size football, 1 cone/marker, masking tape/chalk, tape measure, stopwatch

Setting Up: A start line is marked on the floor with a cone/marker is placed 5 metres away.

Diagram:



The Game: The first team member stands on the start line with the football. When the game is started, they pass the football over their head to the next team member who passes the ball between their legs to the next team member. This is repeated, when the ball reaches the last team member they run with the ball around the cone/marker and back to the start of the line (team shuffles back). They pass over and under to the back of the team and this is repeated until all team members have had a go and run around the cone/market.

Scoring: This is a timed game. The total time taken (in seconds) for all team members to complete should be recorded on the score sheet.



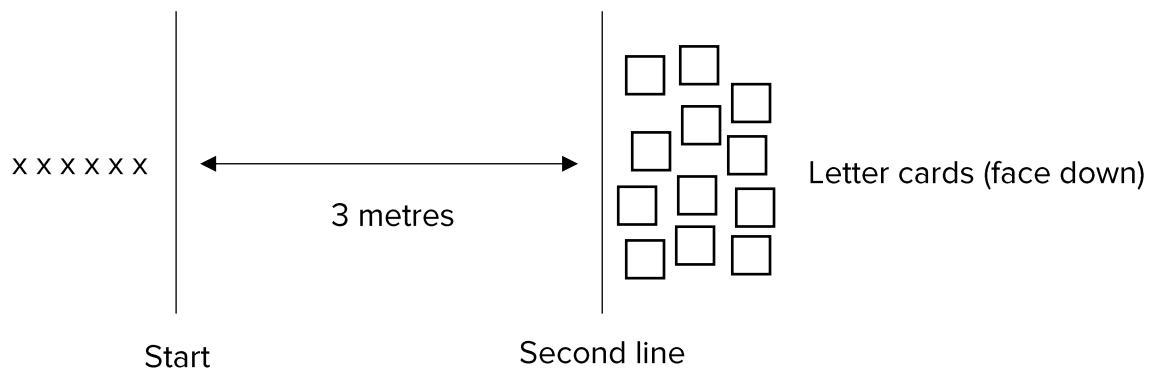
2019-2020

5. Word Sort

Equipment: The letters of the words **GLOBAL FAMILY** on 12 individual cards, the words **GLOBAL FAMILY** in the correct order on one piece of paper/card, masking tape/chalk, tape measure, stopwatch

Setting Up: A start line is marked on the floor, with a second line marked 3 metres away. The individual cards with the letters on are placed face down just past the second line. A copy of the words in the correct order is given to the team.

Diagram:



The Game: The first team member runs to the second line, picks up a card, brings it back and places it face down behind the start line. Team members take it in turns to repeat this until all cards are collected and behind the start line. The team then works together to turn the cards over and assemble them in the correct order to spell the words **GLOBAL FAMILY**. The judge checks that the letters are in the correct order. If not, the team continues until they are correct.

Scoring: This is a timed game. The total time taken (in seconds) to collect all of the cards and assemble into the correct order to spell **GLOBAL FAMILY** should be recorded on the score sheet.



2019-2020

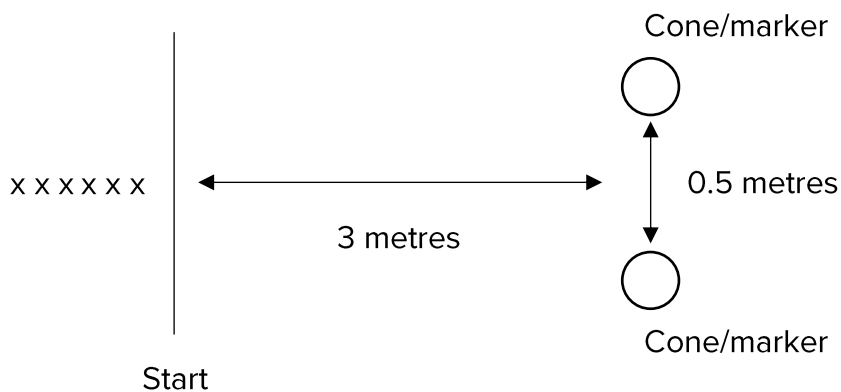
6. Roll the Gap

Equipment: 1 standard size football, 2 cones/markers, masking tape/chalk, tape measure, stopwatch

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

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

Diagram:



Instructions: Each member during the time rolls the football, trying to get it to pass between the two cones/markers. After the football has been rolled, the team member goes and collects the football and gives it to the next team member. Repeat as many times as possible in 2 minutes counting each successful roll between the cones.

Scoring: This is a timed game. 1 point for each time the ball is rolled between the cones/markers. Add all the scores for each team member together to create the team score and record on the score sheet.