



INTRODUCTION FOR LEADERS

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

THE RULES

- 1) Each game should be judged by a leader to ensure the rules are being followed and the game is being completed fairly.
- 2) Games may be practiced beforehand.
- 3) Results can only be accepted from one attempt of each game. An agreement must be made beforehand on which attempt will be the 'entry' one. After this, the game should not be re-attempted.
- 4) A team should be made up of 4-6 Juniors.
- 5) During the games all team members must take part in the activity, having a similar amount of participation during each activity. No one player(s) can be allowed to dominate a game to try and increase the scores of the team.
- 6) Multiple entries from Companies are permitted. Where multiple entries are submitted, teams should be marked A, B or C etc. (e.g. 1st Anytown B).

SCORES - TEAM

Game 1 - On a Roll	Points	_____
Game 2 - Number Rush	Time taken (in seconds)	_____
Game 3 - Pass, Pass, Pass	Points	_____
Game 4 - Wing Walk	Points	_____
Game 5 - Don't Drop It!	Points	_____
Game 6 - A-Z on Noah's Ark	Time taken (in seconds)	_____

SUBMITTING YOUR SCORES

Please submit scores using the online form at <https://boys-brigade.org.uk/juniors-international-team-games>

Only scores submitted using this form will be accepted - please do not post or email this sheet. The score section above is for your reference only. **Scores must be submitted by Tuesday 30th April 2024.**



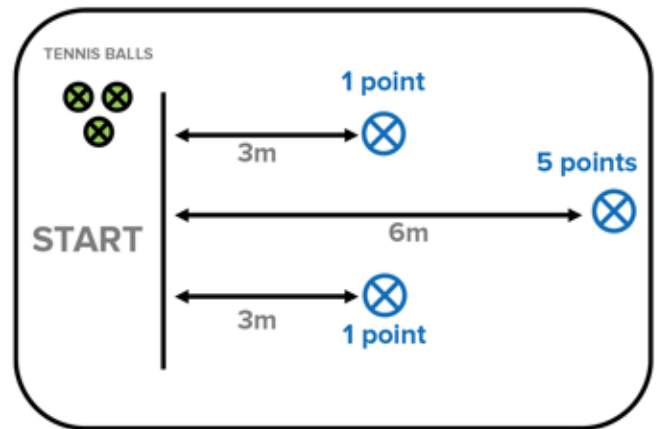
GAME 1 - ON A ROLL

Equipment: 3 skittles or 2L drinks bottles, 3 tennis balls, masking tape/chalk, stopwatch

Setting Up: Mark a line using masking tape or chalk, this will be where children roll the tennis balls from. Mark out three dots on the floor, at 3 and 6metres away, as per the illustration. Sit a skittle or a 2L drinks bottle on each of the dots. Place three tennis balls on the start line, ready to start the game. A leader should have a stopwatch to time 3 minutes.

The Game: The aim of the game is to roll the tennis balls along the floor, attempting to hit over the targets (skittles or 2L drinks bottles), to gain points. The two closest skittles (3 metres away) are worth 1 point. The furthest skittle (6 metres away) is worth 5 points. A child should roll all three balls, one at a time, for their turn. After which the rest of the team can reset any skittles that were knocked over and return the three balls back to the rolling line, for a new player to have a go. All players must be stood behind the start line before the next person can take their turn. Balls MUST be rolled (i.e. the ball is in contact with the floor at all times) and cannot be thrown. Skittles must be knocked over to gain the point(s). Repeat this process for three minutes, after which a leader should call time.

Scoring: The closest two skittles are worth 1 point each, the furthest skittle is worth 5 points. The team's aim is to build as many points as possible in the 3 minutes of time they have. Their total score after 3 minutes is their final score.



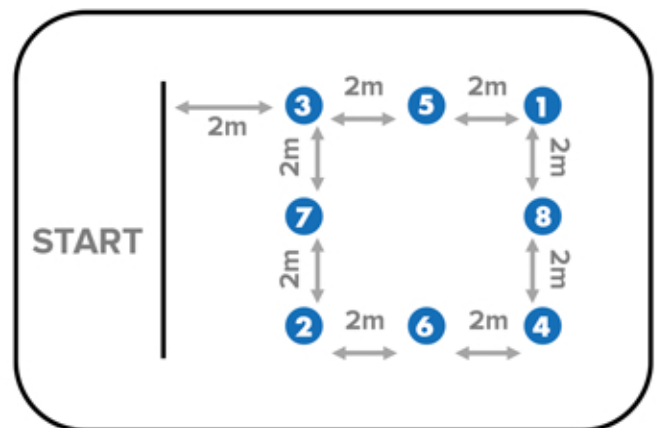
GAME 2 - NUMBER RUSH

Equipment: 8 cones, masking tape/chalk, 1-8 number signs, stopwatch

Setting Up: Mark a start line using masking tape/chalk. Create a grid of cones on the floor. The start of the grid should be two metres away from the start line, with each cone in the grid then 2 metres spaced apart. Use the illustration as a guide. Create 8 number signs using pen and paper. Each sign should have one of the numbers between 1 and 8 written on it as a large number, so it is clear. Place each number next to the correct cone, as shown in the illustration. A leader should have a stopwatch to time the activity.

The Game: Participants must start behind the start line. On 'GO' the stopwatch should start and one person should run into the grid and gently touching the cone labelled '1'. They should then immediately dash to cone 2 and touch that cone. This continues, dashing to cone 3, then 4, then 5 etc, until the player has finally made it to cone 8 and touches this. Once all eight cones have been visited, the player should run back to the start line and high five the next player waiting. This second player should then run to the grid of cones and complete the same process. This continues until all six players have completed the challenge. If the team has less than six members, then a player(s) should have a second turn, until six complete goes have taken place. Once all six goes have been, the stopwatch should be stopped.

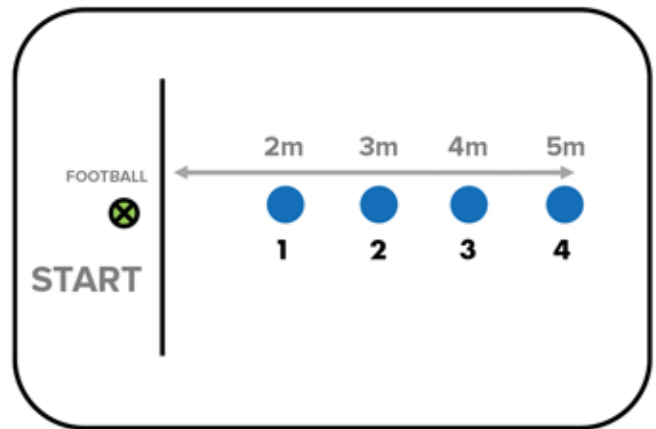
Scoring: This is a timed game. The total time for all six members to complete the game (in seconds) is recorded. If the team has less than six members, some players will need to take a second turn, until there has been six completed goes.



GAME 3 - PASS, PASS, PASS

Equipment: Masking tape/chalk, 4 cones, football, stopwatch

Setting Up: Mark a start line using masking tape/chalk. Place four cones of the floor, in a straight line going away from the start. The first cone should be 2 metres from the start line, with the other three cones spaced out at 1 metre intervals from that (i.e. 3, 4 & 5 metres from the start line). Use the illustration as a guide. A football should be placed by the start line, ready for the game. A leader should have a stopwatch to time the game.



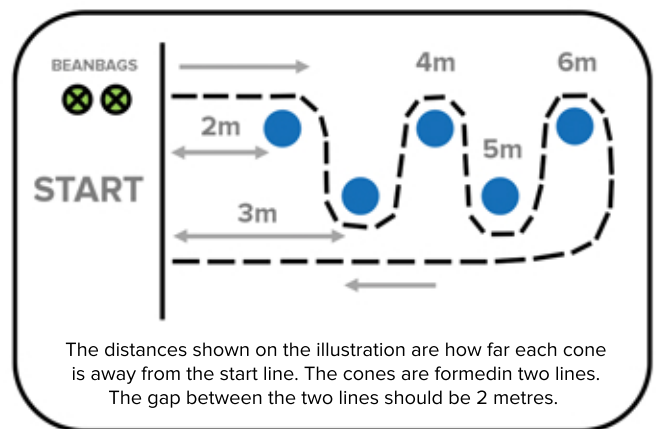
The Game: The first person to play should run to the first cone (the closest one, at 2 metres away) and then face their team. One of the team members at the start line should pass (kick) the football to the player on the cone. They should receive the pass and then pass (kick) it back to the person on the start line. The player at the first cone should now run to the next cone (cone 2) and then be passed the football again. Once more, the ball should then be kicked back to the start line. This should continue with the ball being passed back and forth at cone 3 and finally cone 4. Once the ball has been received and then passed back to the start line from cone four, the person in play can run back to the start line and high five the next person in the team, who now takes their turn at the game. A new person should also take the roll of being responsible for passing the ball from the start line. This should continue, with all players taking equal turns at being in the game / passing the ball, until the 3 minutes are up.

Scoring: 1 point is awarded for every complete circuit of the game. A complete circuit is when one player has passed the ball from all four cones and then made it back past the start line. The player must cross the start line at the end of a circuit to gain the point. Points are accumulated throughout the 3 minutes. The total points after 3 minutes is the team's score.

GAME 4 - WING WALK

Equipment: Masking tape/chalk, 5 cones, 2 beanbags, stopwatch

Setting Up: Mark a start line using masking tape/chalk. Place the five cones in front of the line, as per the illustration. These cones are formed in two lines, with the lines of cones having a 2 metre gap between them. Place two beanbags by the start line. A leader should have a stopwatch to time the game.



The Game: One person at a time will need to walk through the cones, following the path shown in the illustration (weaving from one cone to the next). However whilst doing this, they will need to hold both arms out as wide as they can (like a bird with outstretched wings), and balance a beanbag on the back of each of their hands. The beanbags must stay on the whole time. Other team members are allowed to help put the beanbags in place at the start line. If a beanbag falls it must be placed back on the top of the hand, before continuing (again, team members can help with this). The beanbags must be balancing on the top of the hands, rather than placed in the palm of the hand. Once one team member has completed a loop and returned back to the start line, the beanbags can be transferred to the next person and they then attempt to complete the same challenge. The team has 3 minutes to try and complete as many loops as possible.

Scoring: 1 point is given for each time a team member completes a full circuit and returns back to the start line. The total points after 3 minutes is the team's final score.

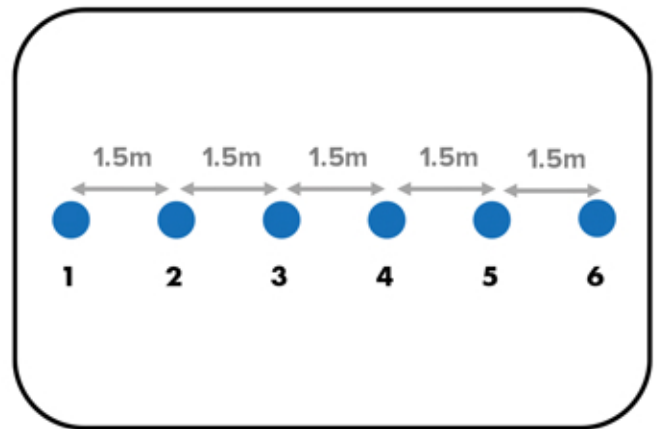
GAME 5 - DON'T DROP IT!

Equipment: 6 cones, 1 tennis ball, stopwatch

Setting Up: Place 6 cones in a line, each one spaced 1.5 metres from the next one. You'll need a tennis ball (or similar) for the activity. A leader will need a stopwatch to time the game.

The Game: One team member should stand on each of the cones. The person on cone 1 should start with the tennis ball. The aim of the game is to complete as many successful consecutive throws and catches as possible. To do this, the ball must be thrown up the line (i.e. person 1 to person 2 to person 3 and so on), one cone at a time, before then coming back down the line again (6 to 5 to 4 and so on). A leader should keep a count of how many successful catches the team manage. Should the ball be dropped at any point, the score is then recorded. The team can carry on and try and beat that score. The total time for this activity is 3 minutes. The highest score after three minutes is the score that should be recorded for the team. Should the team be made up of less than six members, then the game is played in the exact same way, you just use less cones (i.e. cone 6 removed for a 5-player team).

Scoring: Each successful catch can be included in a running total, however if the ball is dropped then that score ends and it should be recorded. The team can use the rest of their time to start again from zero and try and get a higher score. Whichever score is the highest after 3 minutes is the score that the team can record (i.e. attempt 1 = 5 catches, attempt 2 = 23 catches, attempt 3 = 8 catches, then the attempt 2 score would be the one used).



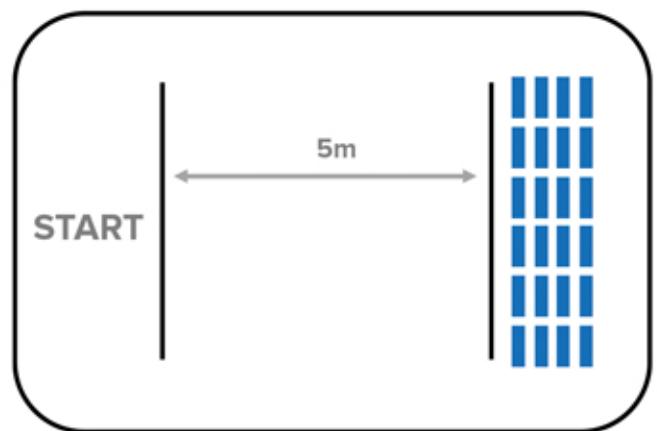
GAME 6 - A-Z ON NOAH'S ARK

Equipment: Masking tape/chalk, A-Z of Animals (printable sheet or create your own), stopwatch

Setting Up: For this activity you'll require the A-Z of Animals. We've produced an example which can be printed out and used, or you could create your own from slips of paper and a pen. All the animals will need to be cut into their 26 individual boxes. Mark a start line using masking tape/chalk and then a second line 5 metres away. All the slips of paper containing the names of the animals should be placed behind the second line. The slips of paper should be in a random order (i.e. not in alphabetical order) and all the slips should be facing upwards, so the animal names are clearly visible.

The Game: One team member at a time can run from the start line to the area of animal names. Once at the animals, these MUST be collected in alphabetical order. So the first person to go should collect the animal beginning with A. Once they have found this slip of paper, they should pick it up and bring it back to the start line. Once this has happened, the next person can go. Their job is to collect the animal beginning with B. This continues through the alphabet until all 26 animals have been collected in alphabetical order, one animal at a time. A leader should start the stopwatch at the start of the game and stop it once the 26th animal (Zebra) has been returned to the start line.

Scoring: This is a timed game. The total time to collect all 26 animals is the team's score.





AARDVARK



BROWN BEAR



CHIMPANZEE



DONKEY



ELEPHANT



FERRET



GIRAFFE



HIPPO



IGUANA



JAGUAR



KANGAROO



LEOPARD



MEERKAT



NEWT



OSTRICH



PORCUPINE



QUAIL



RACCOON



SLOTH



TOUCAN



UAKARI



VULTURE



WALLABY



XERUS



YAK



ZEBRA