



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 - Move It On Up!	Points	_____
Game 2 - Scoring Hat-Tricks	Points	_____
Game 3 - Balloon Relay	Points	_____
Game 4 - Three Hoop Throw	Points	_____
Game 5 - Around the Clock	Time taken (in seconds)	_____
Game 6 - Colour Sort	Time taken (in seconds)	_____

SUBMITTING YOUR SCORES

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

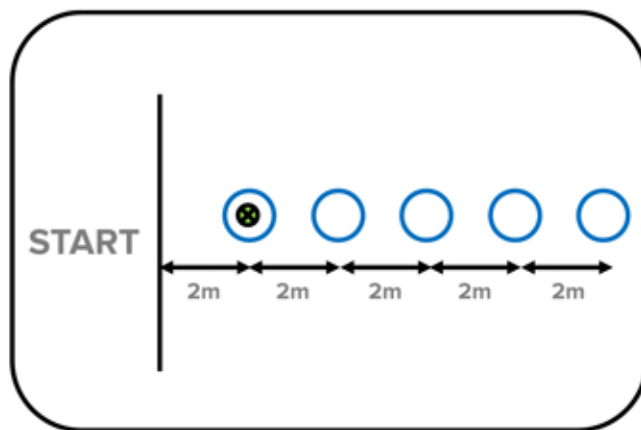
Only scores submitted using this form will be accepted - please do not post or email this sheet. The score section above is for your reference only. **Scores must be submitted by Wednesday 30th April 2025.**



GAME 1 - MOVE IT ON UP

Equipment: 5 hoops, 1 beanbag, masking tape/chalk, stopwatch

Setting Up: Mark a start line using masking tape or chalk. Place the 5 hoops in a straight line going away from the start line. The gap between the centre of each hoop should be 2 metres. A beanbag should be placed in the hoop closest to the start line. See illustration for guidance. If you don't have hoops, then cones could be used instead, to represent where the beanbag needs to be placed each time.



The Game: The game is played by one person at a time. The first person should run to the first hoop (where the bean bag is in) and move the beanbag from the first hoop to the second hoop. The beanbag **MUST** be placed and cannot be thrown into the hoop. They should then run back to the start line and touch the line with their hand. At which point they can then run back to the second hoop, picking up the beanbag again and then moving it to the third hoop. Once again, they must then return to the start line, place a hand on the line, before then running back to the hoop to pick up the beanbag and move it to the fourth hoop. Finally the process can then be repeated (i.e. back to the start, before moving the beanbag from hoop 4 to hoop 5). Once the beanbag is in hoop 5, that player should then return to the start line and tag in the next person.

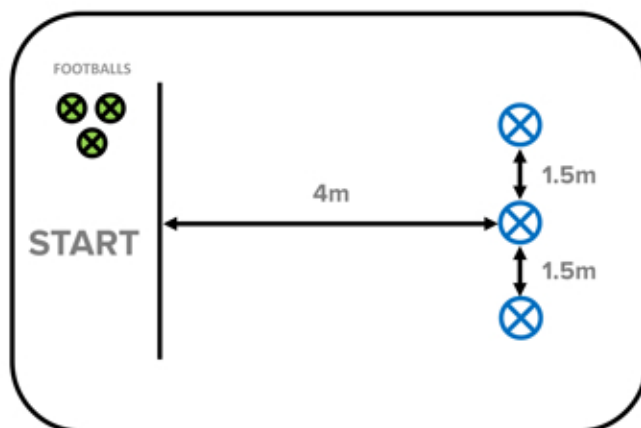
The next person's job is to then do this same process in reverse (i.e. moving the beanbag from the fifth hoop to the fourth, to the third etc, each time returning to the start line between each move). This should continue for 3 minutes, with team members taking turns at playing the game. After the 3 minutes is complete, a leader should end the game.

Scoring: Each time the beanbag makes it to hoop five or hoop one, a point is awarded (i.e. the end of each person's go). The team has 3 minutes to achieve as many points as possible.

GAME 2 - SCORING HAT-TRICKS

Equipment: Masking tape/chalk, 3 skittles (or 2L bottles), 3 footballs

Setting Up: Mark a line using masking tape/chalk. Place three skittles (or 2L drinks bottles) 4 metres away from the start line. Each skittle should be roughly 1.5 metres apart. Three footballs should be placed on the start line. See illustration for guidance.



The Game: A child should start with three footballs behind the line. Their objective is to try and knock over all three skittles with the three footballs. The footballs should be kicked one at a time. Only skittles hit directly with the ball count (i.e. rebounds off a wall are not allowed). Once all three balls have been kicked, the game can be reset (i.e. all skittles stood up again and balls collected and returned to the line). All team members can help with resetting the game, the quicker the game is reset, the more opportunities to score points. A new child should then attempt the challenge. This continues for 3 minutes, with the team having as many goes as possible in that time. A leader should keep track of the time and end the game after 3 minutes.

Scoring: 1 point is awarded for each skittle that is knocked over. If a player successfully knocks over all three skittles on their turn (i.e. scores a 'Hat-Trick'), then they can be awarded an additional 2 points, making a hat-trick worth 5 points in total. The total score after 3 minutes is the team's score.

GAME 3 - BALLOON RELAY

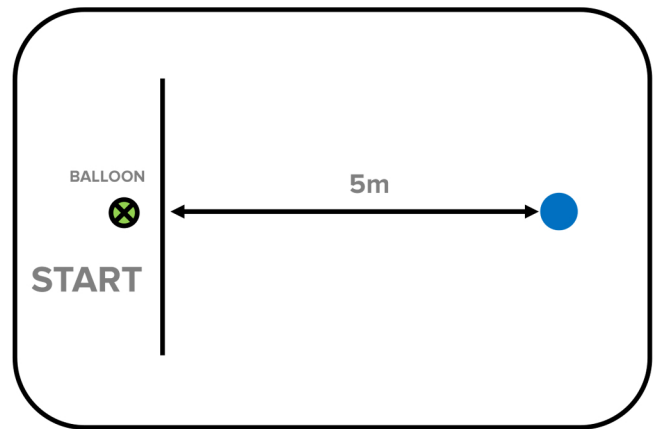
Equipment: Masking tape/chalk, balloons, stopwatch

Setting Up: Mark a line on the floor using tape or chalk. 5 metres away, place a cone on the floor. The children should stand behind the line, with a balloon ready to play. This game only requires one balloon, but you may want a couple of spare balloons ready, just in case one pops.

The Game: This is a relay game, with children challenged to move the balloon from the start line, around the cone that is 5 metres away, and then back again. To do this, one child at a time should take on the course. Whilst each child is taking part in the relay, they are not able to hold onto the balloon, but instead should keep hitting the balloon into the air as they move up and down the course. When the child gets to the cone they must go around it, before then heading back to the start line. Once they have passed over the start line, a new team member can then take control of the balloon and attempt to complete their own successful relay. If the balloon hits the floor, or any other surface (i.e. a wall), then this attempt is void and does not qualify for a point. The balloon should be immediately returned to the start line for the next person to have a go.

This continues for 3 minutes, with a leader keeping control of the time and calling an end to the game after the 3 minutes are over.

Scoring: 1 point is awarded for every complete circuit. The player must cross the start line with the balloon to gain the point. Points are accumulated throughout the 3 minutes. The total points after 3 minutes is the team's score.



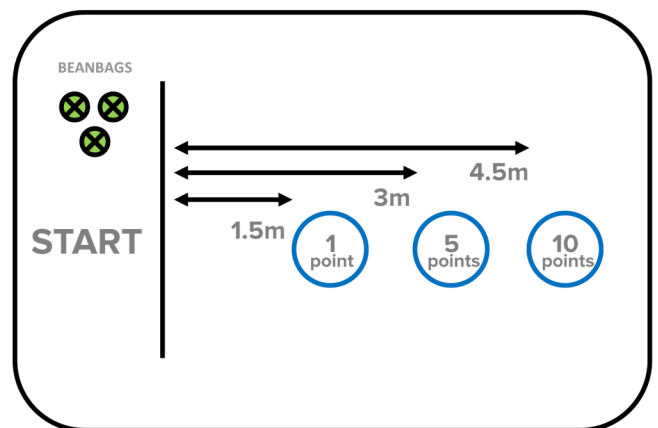
GAME 4 - THREE HOOP THROW

Equipment: Masking tape/chalk, 3 hoops (maximum 75 centimetres in diameter), 3 bean bags, stopwatch

Setting Up: Mark a start line using masking tape/chalk and then place three hoops in a straight line. The front of the first hoop should be 1.5 metres from the start line, the front of the second hoop should be 3 metres from the start line and the front of the third hoop should be 4.5 metres from the start line. You may wish to consider taping the hoops to the floor, to ensure they stay in place for the activity. If you don't have hoops, you could draw circles onto the floor using chalk/tape.

The Game: Participants should take turns at throwing the three bean bags into one of the hoops. The front hoop is worth 1 point, the middle hoop is worth 5 points and the back hoop is worth 10 points. At least half of the bean bag should be inside the hoop for the points to be scored. Each person should throw three bean bags before collecting them and returning them to the start line for the next person to take their turn. Repeat this as many times as possible in three minutes.

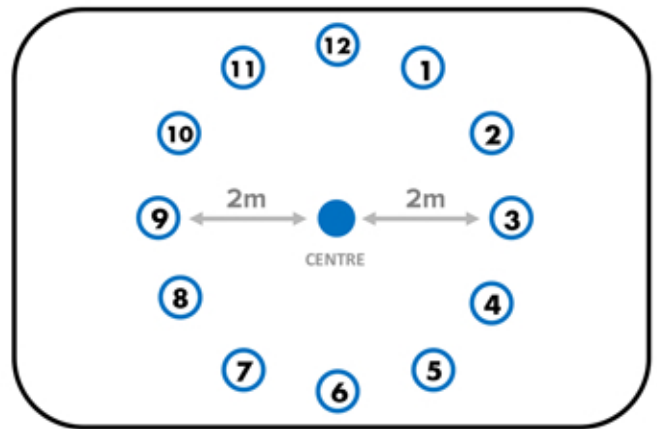
Scoring: Points should be calculated throughout the game. The total score after 3 minutes is the team's score.



GAME 5 - AROUND THE CLOCK

Equipment: 13 cones/markers, tennis ball, stopwatch

Setting Up: You need to create large clock face on the floor. To do this, place one cone in the centre of the playing area. This is the centre of the 'clock'. Now place 12 cones around the outside of it, where the numbers of a clock face would be. These cones should each be 2 metres away from the centre. See illustration for guidance.



The Game: This is a throwing and catching game. One child should stand on the centre cone, with the rest of the team stood on cones 1-5. The game begins by the child in the centre throwing the tennis ball to the player on cone 1. They should catch the ball and then throw it back to the child in the centre. The child in the centre can then throw the ball to the child on the second cone, who again will return the ball to the centre. This should continue with the ball being thrown to the next cone and back to the centre, attempting to make it all the way around the clock face, to end at cone 12. Children on the outside cones, once they have caught and returned the ball to the centre, can then run around the outside of the clock and to the next available cone (i.e. child on cone 1 can then move to cone 6, ready for when the ball makes it to that part of the clock). This should continue until the ball has made it all the way from cone 1 to cone 12.

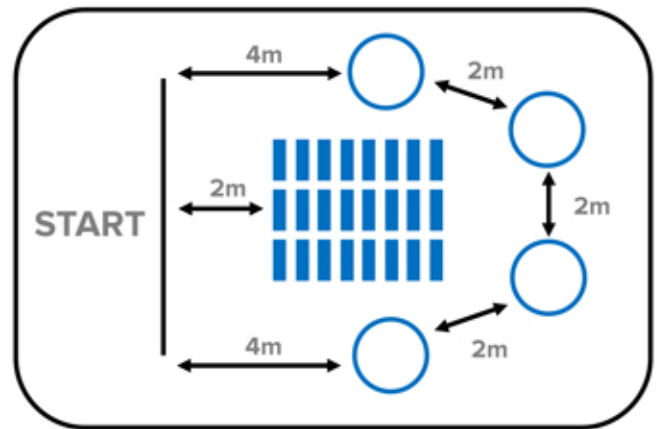
Once this has happened, a new child should replace the child on the centre cone and then the game is repeated. This must happen six times, with each team member having a go at being the person in the centre (where you have a team with less than six members, some people will have to have a second go in the centre). If the ball is dropped at any point, then that number on the clock must be repeated, before moving on to the next number (i.e. if the ball is dropped when being thrown between cone number 5 and the centre, then the ball must be thrown again to cone 5 and only once that throw/catch has been successful, can you move on to cone 6).

Scoring: This is a timed game. The total time for 6 successful rotations around the clock (each player having a turn in the centre), is the team's score. The timer should not stop when players are swapping to have their turn in the centre, meaning quick changeovers are key to a quick time.

GAME 6 - COLOUR SORT

Equipment: Masking tape/chalk, Colour Sort Slips (printable sheet), cones/hoops, stopwatch

Setting Up: For this activity you'll require the 'Colour Sort' printable sheet. These should be cut into their individual boxes. If you are not able to print the file, then these slips could be created using coloured pens. The slips of paper must be recreated exactly as seen on the downloadable sheet (i.e. colours used). Mark a start line using masking tape/chalk. 2 metres away from the line, place all the slips of paper on the floor. These should be upside down, so the text cannot be read.



Around the outside of the area, place 4 hoops or cones. These should be roughly 2 metres apart from each other and no closer than 4 metres to the start line.

The Game: One team member at a time can run from the start line to the area where the slips of paper are. The child can pick up one of the slips of paper and then place it in one of the hoops/cones, before returning to the team. The next person can then go, pick up a slip of paper and place it by a hoop or cone. The aim of the game is that all the coloured words should be placed in the same hoop/cone (i.e. all slips that say 'Blue' should be in one hoop. All slips that say 'Green' should be in a different hoop and so on). Children will therefore need to work out which hoop/cone is which colour, as they play the game.

Children should be careful as some words have been printed in a different colour to the word (i.e. the word 'Green' may be in a red coloured font). All the same WORDS (ignore what colour the text has been printed in) must be in the same area at the end of the game. Only once a leader is happy all the slips are in the right areas, can the timer stop.

Scoring: This is a timed game. The total time to sort all 60 coloured slips into the correct areas (i.e. all the slips that say 'Green' in one area, all the slips that say 'Red' in another area). If a slip is in the wrong area, then the time continues, until a child has rectified the mistake.

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

RED

GREEN

RED

GREEN

RED

GREEN

RED

GREEN

RED

GREEN

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

RED

GREEN

RED

GREEN

RED

GREEN

RED

GREEN

RED

GREEN

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

YELLOW

BLUE

RED

GREEN

RED

GREEN

RED

GREEN

RED

GREEN

RED

GREEN