



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 - Stack It & Move It	Time taken (in seconds)	_____
Game 2 - Bucket Bounce	Points	_____
Game 3 - Three-Legged Relay	Points	_____
Game 4 - 1 to 6 Dribble	Time taken (in seconds)	_____
Game 5 - The 10 Plagues of Egypt	Time taken (in seconds)	_____
Game 6 - One Hand Catch	Points	_____

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 Thursday 30th April 2026.**

GAME 1 - STACK IT & MOVE IT

Equipment: 6 plastic/paper cups, tray (or similar), masking tape/chalk, table, cone, stopwatch

Setting Up: Mark a start line using masking tape or chalk. At the start line you should have a table with a tray on it and 6 plastic/paper cups. 3 metres away from the start line should be a cone. This is the cone the children will need to walk around during the game.

The Game: This is a timed challenge. On 'GO', the first person in the team must stack the cups on the tray into a pyramid. Three cups at the bottom, then two cups, finished with one cup at the top. Once the pyramid is built, that child can carefully pick up the tray and walk with it. They should walk to the cone, around it, and back again. Once back they should carefully place the tray back onto the table. Once the tray is on the table, the next person can then pick up the tray and also head to the cone, walk around it, and return again. This should continue until all six people in the team have completed the challenge. Once the sixth person has returned and placed the tray onto the table, the time should be stopped and recorded. If working with less than six children in the team, a team player(s) should go twice, until six loops have been completed.

Should the cup pyramid fall at any point, the tray can be placed on the floor where the child is and they can rebuild the tower. Once rebuilt, the tray can once again be picked up and the attempt continued. Cups can also be rearranged or adjusted when the tray is on the table. The time should remain rolling throughout this whole period.

Scoring: This is a timed challenge. The total time for all 6 team members to complete this challenge, one after the other, should be recorded. The timer cannot stop during the challenge (i.e. during change overs or when the cup pyramid is being rebuilt). The less time taken, the better the score.

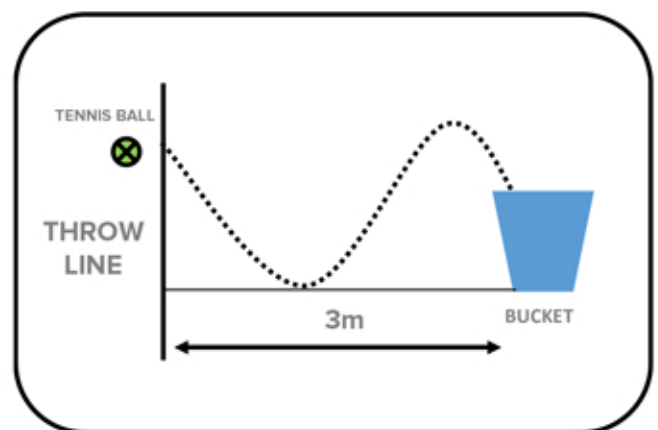
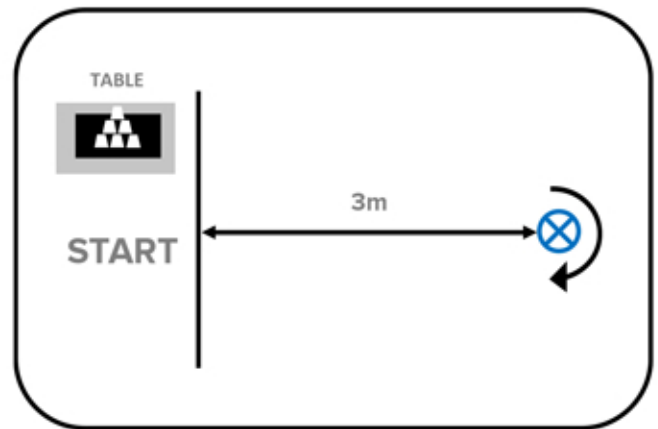
GAME 2 - BUCKET BOUNCE

Equipment: Masking tape/chalk/cone, bucket (approximately 30cm diameter), tennis ball

Setting Up: Mark a line using masking tape/chalk or with a cone. This will be where the ball is bounced from. 3 metres away place a bucket. It may be sensible to add some weight to this bucket (i.e. beanbags), so it doesn't topple over during the game. A tennis ball should be by the taped line.

The Game: This game is a team challenge, whereby children are attempting to bounce a tennis ball into a bucket that is 3 metres away. The person bouncing the ball must be stood behind the taped/chalked line on the floor. They should bounce the ball in front of the bucket, with the aim of trying to land the ball inside the bucket. The ball may only bounce once before landing inside the bucket. The ball can then be passed or thrown back to the throwing line for this challenge to continue. No team member may have two consecutive attempts, meaning attempts must be alternated between children in the team. Team members may stand behind the bucket, in order to retrieve the ball as quickly as possible after an attempt and get it back to the throwing line.

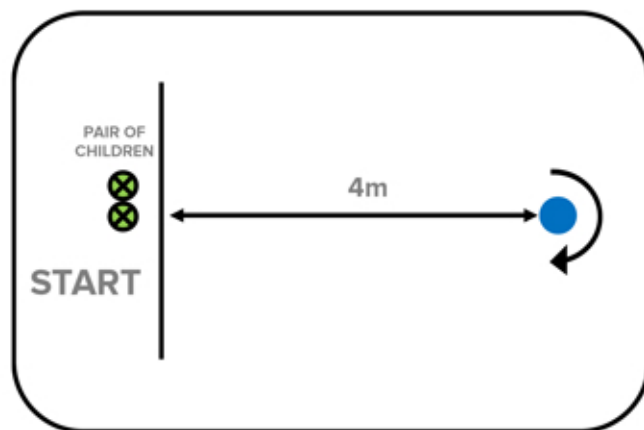
Scoring: 3 points are awarded if the tennis ball successfully lands inside the bucket after one bounce. 1 point can be awarded if the ball hits the bucket after 1 bounce, but doesn't go in (if more than 1 bounce, then this does not count). Points should be counted throughout the game. The total score after 3 minutes is the final score.



GAME 3 - THE THREE-LEGGED RELAY

Equipment: Masking tape/chalk, a cone, rope/scarf, stopwatch

Setting Up: Mark a line on the floor using tape or chalk. 4 metres away, place a cone on the floor, this is for children to walk around. Before the game children in the team should pair up, standing next to each other shoulder to shoulder, and have their inside legs tied together. All pairs should be stood by the start line. If you have an odd numbered team (i.e. 5 children), then the fifth child can choose to sit out of this game, or quickly swap into the game part way through.



The Game: This is a relay game where children work in pairs to form a three-legged team. Each pair has their inside legs tied together before the game begins. When the game starts, a pair walks to the cone, goes around it, and returns to the start to complete one loop.

Each team has 3 minutes to complete as many loops as possible. Only one pair from a team can be on the course at a time. After completing a loop, that pair must step out and another pair from the same team takes their turn. No pair is allowed to take two turns in a row.

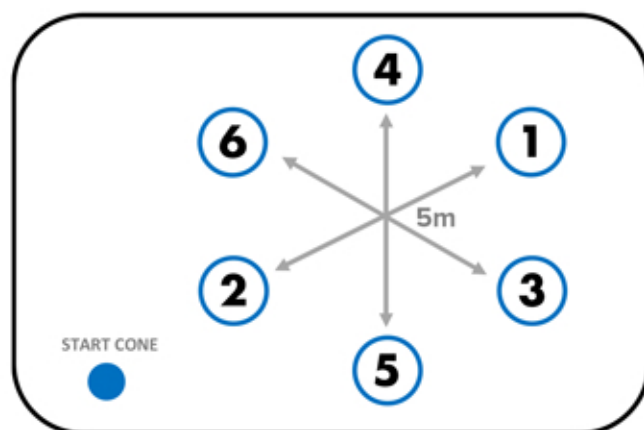
The only exception to this is if a fifth team member is joining part way through the game. While this swap is happening, the pair not involved in the changeover may continue taking turns until the new pair is ready. The timer continues to run during this process and should not be stopped at any point.

Scoring: 1 point is awarded for every complete circuit. The pair of children must fully cross the start line to gain the point and for the next pair to go. Points are accumulated throughout the three minutes. The total points after 3 minutes is the team's score.

GAME 4 - 1 TO 6 DRIBBLE

Equipment: 6 cones, 1-6 signs, football, stopwatch

Setting Up: You'll need to place six cones on the floor in a circle. The circle should be 5 metres wide, with the cones evenly spread around the circle. A starting cone should be placed just outside the circle, this is where children will start and finish their turns. The number signs (print our version, or create your own) should be placed on or by each cone, to match the locations on the illustrations. See illustration for guidance.



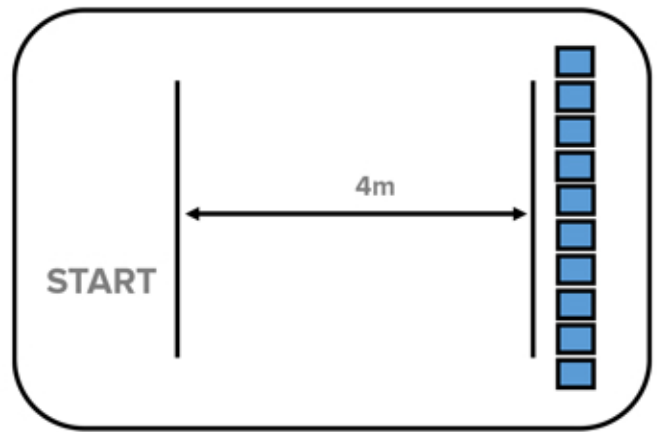
The Game: This is a timed football dribbling game. The first person in the team should start with the football at the 'start cone'. On 'GO', that child should dribble the ball to cone 1, so that the ball touches the cone or goes over the top of the marker. Once they have done this they can then change direction and head to cone 2, then 3, then 4 and so on. Once the child has dribbled the ball to cone 6, they can then dribble the ball back to the start cone and pass it to the next person. This then repeats with all the team members taking turns at the game. This should continue until all six children have taken their turn. If working with a team of less than six, some children should take a second go, until six complete circuits of the game have been completed.

Scoring: This is a timed game. The total time for six successful circuits of the football dribble challenge (each player having a turn), is the team's score. If the team has less than six members, some may need to go twice.

GAME 5 - THE 10 PLAGUES OF EGYPT

Equipment: Masking tape/chalk, '10 Plagues of Egypt' cards (or create your own), stopwatch

Setting Up: Print the '10 Plagues of Egypt' cards and cut these into their individual cards. Alternatively, you could create your own. If doing so, make sure to add the number at the top of card and the name of the plague in the middle, as per our templates. Mark a start line using masking tape/chalk and then a second line 4 metres away. The 10 pieces of card should be placed face down on the other side of this second line. The cards should be placed in a random order. (If practicing this game, make sure to place the cards in different places, so it isn't the same order each time.)



The Game: The first team member should run to the pile of cards and turn over one card. If this is the first plague (i.e. the one with a number 1 at the top), then they should pick up the card and return it to their team. If the card isn't number 1 then they should turn it back over, leave it where it is, and return to their team. They can show/tell the rest of the team which card they looked at, before they return. The next person can now go. They should run to the cards and turn another card over to look at it. If it is a card they want (i.e. the next number they need), then they can bring it back to the team. If it is not a card they need yet (i.e. a higher number than they are looking for), then it must be turned back over and that player returns to their team empty handed. This should continue until all 10 cards have been returned in number order.

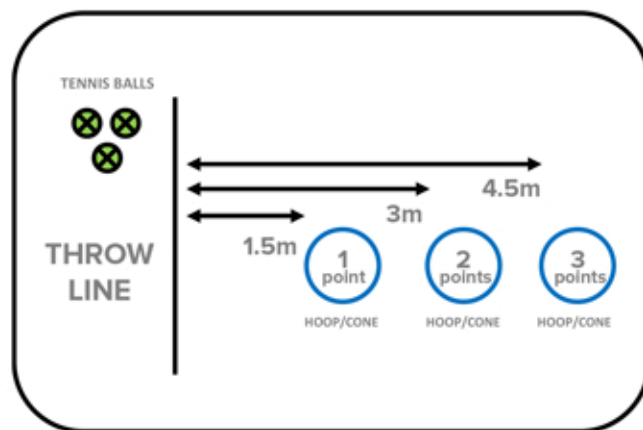
Please note, this game is all about memory. An effective team will work together to remember where each of the cards are, so they will be able to start quickly collecting the cards in order, once they know where each one is.

Scoring: This is a timed game. The total time taken for the team to bring back the Plagues of Egypt cards, in number order, is the time recorded.

GAME 6 - ONE HAND CATCH

Equipment: Masking tape/chalk, 3 hoops or cones, 3 tennis balls, stopwatch

Setting Up: Mark a throwing line using masking tape/chalk and then place three hoops or cones in a straight line, heading away from the throwing line. The first hoop/cone should be 1.5 metres from the throw line, the second hoop/cone should be 3 metres from the line and the third hoop/cone should be 4.5 metres from the line.



The Game: In this game children will need to work together to throw and catch tennis balls. For each attempt one person should be the thrower and stand on the throwing line with the tennis balls. Another team member should be the catcher. They should stand at one of the three hoops/cones. The thrower should then throw a tennis ball for the catcher to catch. **This MUST be caught only using one hand.** No other body part (i.e. the chest) can be used to help make the catch. The catcher may **not** move their feet in order to make the catch, so an accurate throw is essential. If successful, the team are awarded points (see scoring system below). This should be repeated with the other two balls. Successfully caught balls can be placed on the floor between each throw, to free up the catcher's hand. Once all three balls have been thrown, the game can be reset and a new attempt made. Both the thrower and the catcher must be new team members. No-one can take on either of the roles in two consecutive attempts. This should continue until the three minutes are over. The time should not be paused during changeovers, so quick changeovers are essential.

Scoring: Points are awarded for successful catches. If caught on the 1.5m cone, 1 point is awarded. If caught on the 3m cone, 2 points are awarded. If caught on the 4.5m cone, 3 points are awarded. The total number of points after 3 minutes is the team's score.



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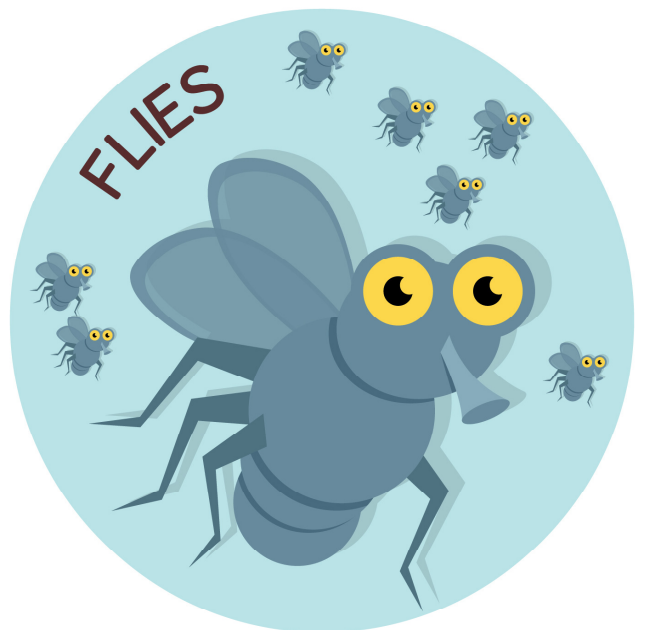
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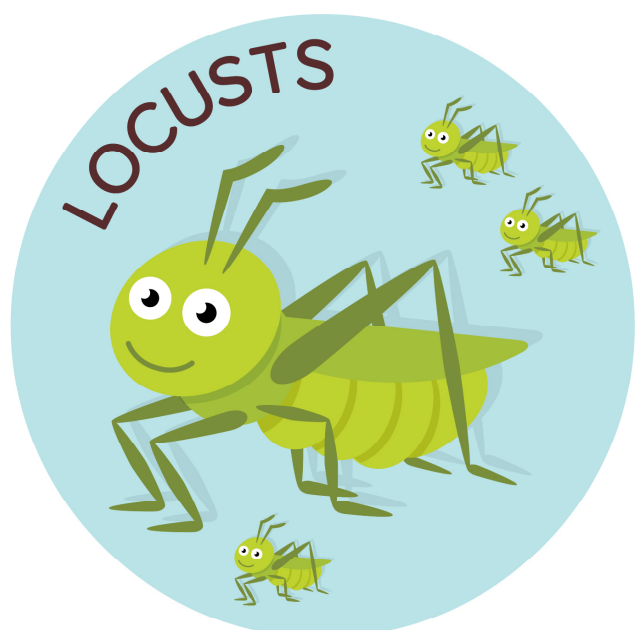
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