THE HIPPO CHALLENGE

The Alternative Sack Race

**Equipment:** Two Hippo Bags – Start & finish lines about 20 feet apart.

**Teams:** Two at a time race, minimum 4 maximum 6 in each bag.

**Rules:** Team gets in the bag, race from start to finish. Feet must stay in the bag. If they fall out they can carry on.

**Watch out for:** Team work, Means of propelling forward, like 1.2.3. Jump and so on. Extra praise for good ideas on moving forward.

**Time:** Clock time it takes to reach finish line.

*Winning team races the next team.*
THE HIGH TOWER
Or How High Can You Go

Equipment: 100 x 4 foot garden canes – Rubber Bands.

Teams: One team Maximum 6.

Challenge: Build the highest tower with canes and rubber bands.

Rules: Finished tower must be a self-supporting pyramid.

Hint: Pyramids require 6 canes each and 4 rubber bands, 3 pyramids can take another standing on top of them.

Watch out for: Teamwork, all team taking part, safe use of equipment, no messing about with elastic bands, no breakages.

Time: 15 minutes each team.

Dismantle & put aside neatly after finishing.
**STRING BURN**

![String Burn Diagram]

**Equipment:** Two foot or so high sticks – thin string.

**Team equipment:** Axe, firewood and matches.

**Challenge:** Build fire as high as first string. First team to burn through the second higher string wins. 20 minutes total.

**Safety:** Care must be taken chopping / lighting. Good supervision.

**Cleaning up:** *Important to clear all the fire sites when finished.*
**TENNIS BALL MADNESS**

**Equipment:** About 50 or more tennis balls, 5 hoops or containers.

**Setup:** One container in the centre, filled with tennis balls.

**Teams:** Four teams, one team in each corner, about 20feet from the centre, each with their own empty container.

**Challenge:** To fill their container with as many balls as possible in 5 minutes – whistle to start and finish. Strict orders.

**Rules:** Each team starts at their corner; on whistle run to the centre and fetch ONE ball only each trip. *Read them the following:*

   a) Only ONE ball may be carried to your corner each time.
   b) Balls must NOT be thrown, but put down in your corner.
   c) Any balls falling out of your container don’t count.
   d) You may NOT hinder an opponent.
   e) You are not allowed to move the containers.
   f) You may not guard your own corner.
   g) You can steal from any corner you like.

**Cheating:** Cheats will be disqualified and their balls returned to the centre.

**Winning Team:** Team with most balls after 5 minutes – whistle blows - everyone stops.