

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.

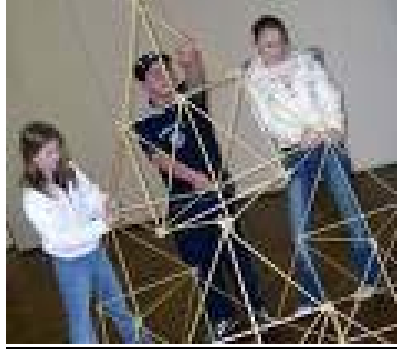
Watch out for: Team work, Means of propelling forward, like 1.2.3. Jump and so on. Extra praise for good ideas on moving forward.

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.

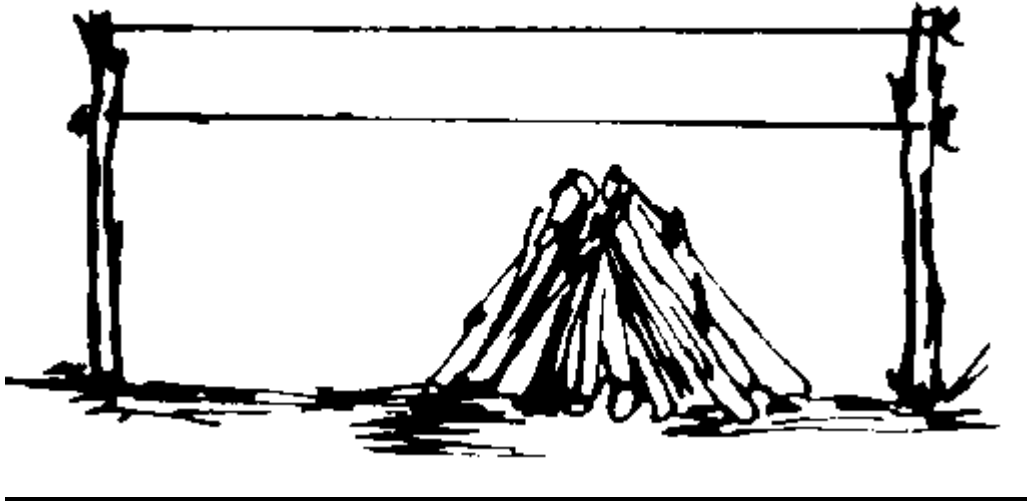
Hint: Pyramids require 6 canes each and 4 rubber bands, 3 pyramids can take another standing on top of them.

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



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

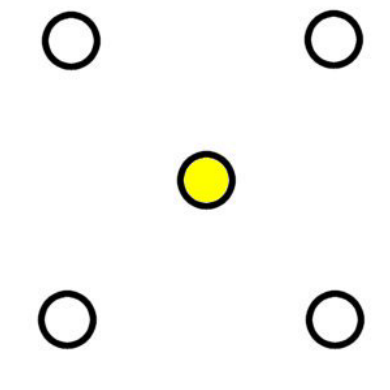
Team equipment: Axe, firewood and matches.

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.