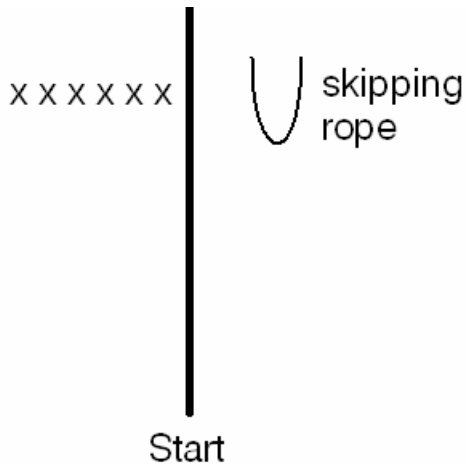


1. SKIP-A-ROO

Equipment: Skipping rope and a stop watch.

Setting up: Skipping rope is placed 1 meter from the start line.

Diagram:



The Game: When the game is started the first team member goes to the skipping rope and skips 20 times, they then go back to the start line, tagging the next team member. This is repeated until all team members have completed their skipping and are back over the line. Team members not skipping should stay behind the start line, in a line.

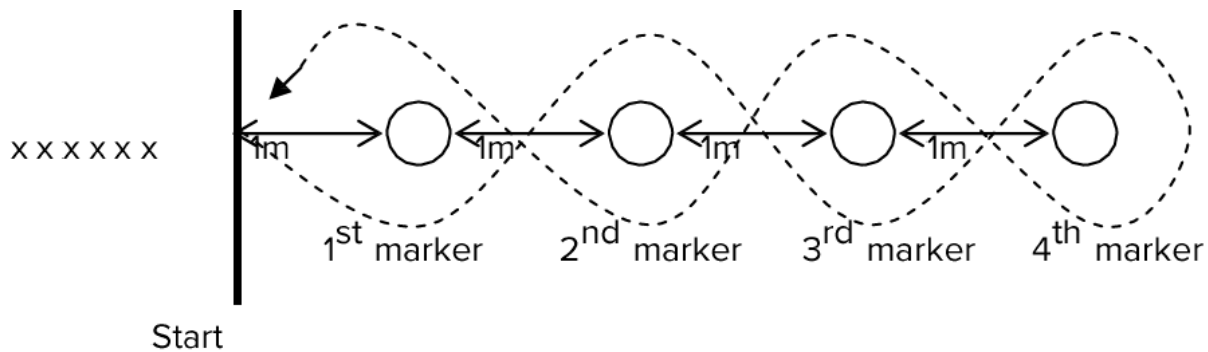
Scoring This is a timed game. - Total time taken for all team members to complete 20 skips each.

2. TENNIS BALL BOUNCE SLALOM

Equipment: 4 cones and one tennis ball, stopwatch and some chalk or tape to mark the start line.

Setting up: 4 cones/markers are placed in a line 1 metre apart, a start line is marked on the floor 1 metre from the first cone.

Diagram:



The Game: Participants take turns one at a time bouncing the tennis ball around each of the cones and back again in the fastest time possible.

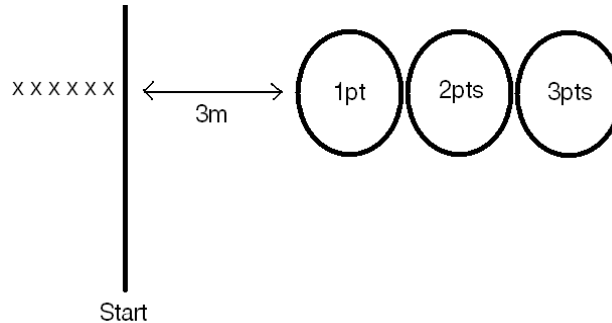
Scoring: This is a timed game – total time taken for all participants to complete the course.

3. BEAN BAGS IN THE HOOPS

Equipment: 3 hoops, 5 bean bags.

Setting up: 3 hoops are to be placed 3 metres from the start line (see diagram below).

Diagram



The Game: Team members take it in turns to stand on the line and throw a bean bag into a hoop. They each have a total of 5 attempts.

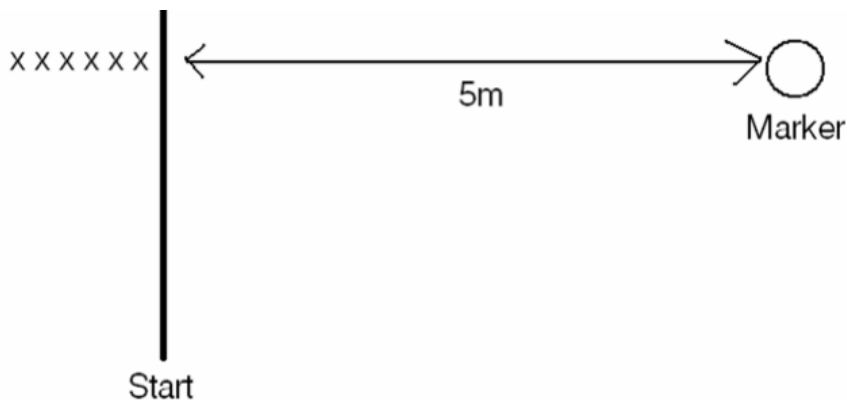
Scoring: This is not a timed game. Number of points scored is dependent on which hoop the bean bag lands in (bean bags which land on or touching the hoop **DO NOT** score). Count the score for each attempt and for all team members [maximum 90 points].

4. OVER UNDER RELAY

Equipment: 1 Football, 1 cone/marker, Stop watch.

Setting up: A cone/marker is placed at a distance of 5 metres away from the start line.

Diagram:



The Game: The first team member stands on the start line with the football. When the game is started, they pass the football over their head to the next team member who passes the ball between their legs to the next team member. This is repeated, when the ball reaches the last team member they run with the ball around the cone and back to the start of the line (team shuffles back). They pass over and under to the back of the team and this is repeated until all team members have had a go and run around the cone.

Scoring: This is a timed game. Total time taken for all team members to complete.

5. SMARTIE SHUFFLE

Equipment: 6 Drinking straws, Tube of Smarties, Two bowls.

Setting Up: Two bowls are placed 1 metre apart. 12 Smarties are placed in one of the bowls.

Diagram:



The Game: The twelve Smarties have to be transferred from the starting bowl into the empty bowl using only the straw. Team members take it in turns with only one Smartie being transferred at a time.

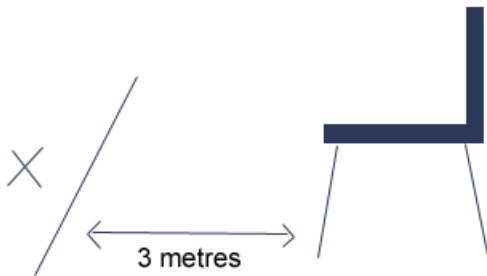
Scoring: This is a timed game. Total time taken for 12 Smarties to be transferred.

6. TAKE AIM

Equipment: Chalk/ Masking tape, Rule / Tape measure, One football, One adult size chair (min chair leg width 0.6m).

Setting up: Position the chair 3 metres from a chalk/masking tapeline.

Diagram:



The Game: Each team member in turn takes the football and from the start line, attempts to roll the ball through the legs of the chair. He shall then collect the ball and pass it to the next team member.

Time: 3 minutes with each member taking turns in rotation.

Scoring 1 point for each time the ball passes through the legs of the chair.

JUNIOR SECTION INTERNATIONAL TEAM GAMES 2015/2016

This annual international competition has become a popular event for many Junior Sections around the world. Minimal preparation is needed. Your Company can participate on its own in your own church hall or join with other neighboring Companies.

THE GAMES

The 6 games are set out and explained on the attached page(s).

THE RULES

1. Each event must be witnessed by a judge who is NOT a member of your Company. Chaplains are Officers.
2. Each game may be practiced beforehand
3. Results can only be accepted from one attempt. The judge must be told BEFOREHAND which attempt will be the 'entry' one.
4. A team is made up of 6 Junior/No. 1 members. The 6 may be changed for different games.
5. Multiple entries from Companies are permitted. Where multiple entries are submitted, teams should be marked A, B or C etc. (eg. 1st Anytown B)

RESULTS SHEET JUNIOR SECTION INTERNATIONAL TEAM GAMES 2015/2016

The following results were achieved by the _____ Company

Game No.	Game	Results	Judge's Signature
1	Skip-A-Roo	Mins _____ Secs _____	
2	TBB Slalom	Mins _____ Secs _____	
3	Bean Bags in Hoops	Points scored _____	
4	Over & Under	Mins _____ Secs _____	
5	Smartie Shuffle	Mins _____ Secs _____	
6	Take Aim	Points scored _____	

Name of Judge _____ Telephone Number _____

Person to whom the final results/certificates should be sent (PLEASE USE BLOCK CAPITALS):

Name _____

Address _____

_____ Postcode _____

All UK and Republic of Ireland Companies MUST send two 1st class stamps with their entry, for the return of results sheet and certificate.

Results must be received by 1st April 2016.

All results should be sent to: Junior Section International Team Games, The Boys' Brigade,
Felden Lodge, Felden, Hemel Hempstead, Herts, HP3 0BL