

Section 5

Region / District /

Chapter Challenge



Region / District / Chapter Challenges

Fruit Croquet (Outdoor Recommended)

Participants

4 - 6 per team

Need

Pair of pantyhose per team
2 oranges or apples per team



Objective

First team to move their fruit from start to finish is the winner

Take one orange or apple and place it in one leg of the pantyhose. Tie the pantyhose around the player's waist (it can go through belt loops) so that the fruit is in the front of the person and between their legs. Place the other piece of fruit on the floor or ground between their feet.

The players must use the fruit in the stocking to move the fruit on the floor from the starting line to the finish line (15 feet apart). At the finish line the individual removes the pantyhose and gives to the next person who in turns goes back in the other direction moving the fruit.

NOTE: This game is best played outside or on an easy to clean surface. Not recommended for carpets!

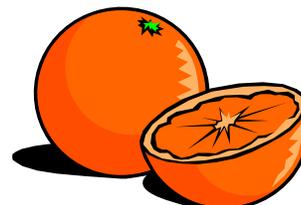
Pass the Orange

Participants

6 (3 men & 3 women)

Need

Oranges



Objective

Team passes oranges from the first person to the last person and back to the first

The first person in each team is given an orange to place under their chin. They must pass the orange to the next in line but neither person may use their hands. The players can use all the parts of their bodies to pass the orange but it's forbidden to drop it. If the orange is dropped, the person that was passing can pick it up using their hands to replace under the chin. Once the orange gets to the last person in line, they must start to pass the orange back up the line to the starting person. First team to complete the challenge wins.

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Clothespin Relay

Participants

4-6 per team

Need

Clothespins (one per player)

Large mouth cups (4-5 inch opening across) - 1 per team



Objective

Drop the most amount of clothespins in the cup to win

Determine a start and finish line about 10 - 15 feet apart. Place a cup at the finish line for each team. Each player must place a clothespin between their knees and waddle to the finish line and drop the clothespin into the cup without using their hands. After a person drops the clothespin, they return to the starting line where the next team member will do the same. If a person drops the clothespin, they may pick it up and place it between their knees. Teams race against each other! The teams who gets the most in their cup wins!

Ice Cube Drop Relay

Participants

4-6 per team

Need

Ice Cubes (1 per player)

Toothpicks (2 per player)

2 bowls or cups per team



Objective

Move the most ice cubes from the start to finish line in the shortest period of time.

Choose a start and finish line about 10 feet away. Each team has two bowls, one filled with ice cubes at the starting line and an empty one at the finish line. Have each team line up at the starting line with their toothpicks. Each person picks up the ice cubes with the toothpicks and races to the bowl at the finish line. If during the race an ice cube is dropped, it must be picked up off the floor with the toothpicks. After each player drops their cube in the finishing bowl, they race back and tag the next player who then goes.

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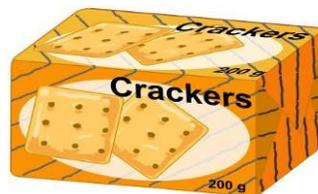
Cracker Relay Race

Participants

4 - 6 per team

Need

Soda Crackers



Object

Be the first team to have each member successfully eat their crackers and whistle

Line up each group. Hand out three soda crackers to each participant in each group. The first person on the team chews the 3 crackers and whistle when they can. Each participant does the same in order until all are complete.

Water Balloon Baseball (Outdoor Game)

Participants

4 per team

Need

4 Bases (Home, 1st, 2nd, 3rd), spaced 15 - 20 feet apart

3 water balloons per team (do not use regular balloons as they burst too easily)

Object

Score the most amount of "Home Runs" with the fewest outs in the allocated time (3-5 minutes)

The person on Home plate throws to 1st base. 1st throws to 2nd, 2nd to 3rd and 3rd to Home plate. Each time a balloon makes it around the bases it is considered a home run and counts for 1 run.

If a balloon is dropped at any base this is considered an out and the team must start at home plate again with the same balloon. If a balloon bursts it is considered an out and the team must use a new balloon starting at Home plate. Each team receives 3 balloons or 3 outs whichever comes first. The team that completes the most Home Runs with the fewest outs wins!



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Apple Pie Making

Participants

3 per team

Need

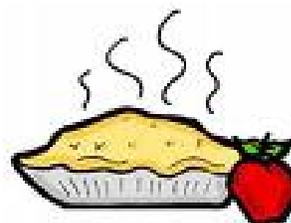
9" pie tins

Biscuits

Apples

Potato peelers

Apple slicer/corer (it's a round device with handles and it usually has 8-12 dividers. You place the slicer on the top of the apple and push down. It cores the apple and cuts the apple into 8-12 equal parts) 1 can of canned biscuits per team (used for the crust and the 4 crisscross strips on the top of the pie)



Object

Be the first team to have a complete pie:

- 1) Dough pressed in bottom of pan, leaving enough to create 4 crisscrosses on the top of the pie
- 2) 3 apples peeled, cored and sliced and placed in the pie pan on top of the crust
- 3) 4 crisscrosses on the top - (shape of a tic-tac-toe).

One person creates the piecrust with the can of biscuits leaving enough dough to place a crisscross (4 pieces of dough). One person peels the apples. One person slices/cores the apples and puts in pan.

Do not substitute knives for the peeler or the slicer/corer for obvious reasons. The peelers can be purchased at the Dollar Store as well as the slicer/corer.

Little Crocodile

Participants

5 - 6 per team

Need

Balls - enough to place between each player. (kids type ball works best)

Object

First team to reach the finish line with all balls in place wins

Each team forms a line. Place a ball between each player in line. The players hold the ball using their chests and backs (no hands allowed). Each teams races to the finish line while keeping the balls from dropping.



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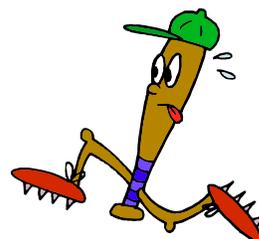
Dizzy Bat Relay Race

Participants

4 - 6 per team

Need

Baseball bat (kids plastic bat works well)



Object

Each person on the team completes the relay course the fastest to win

At "Go", the first person in line runs with the bat down to a predetermined line. They must then stand the bat upright on the ground, place their forehead on the bat and circle the bat 6 times and then run back to the starting point handing the bat off to the next team member. The same sequence is completed for each team member until all have complete. The team that all members complete the fastest wins.

Spoon Race

Participants

4 - 6 per team

Need

Spoons

Yarn or Twine



Object

Team passes the spoon & yarn through their clothing and pulls it back trough the quickest to win

Secure the string securely to the spoon and hand one to the first person of each team. The person must drop the spoon down through their clothing with the yarn attached onto the floor. The next person in line picks up the spoon and repeats the process. Keep going until the spoon has reached the last person, who after dropping it has to begin to retrieve the spoon by pulling it back up through their clothing. Do this until the spoon has been retrieved by the first person who started it. The team that finishes first is the winner.

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Under Over Relay

Participants

6 per team

Need

1 blown up balloon per team (A child's ball may be substituted)



Objective

Pass the balloon from the first person in line to the last then the last person moves to the front and begins again until the original first person is at the front of the line

The person at the front of each line has a balloon. When "Go" is announced, the balloon is passed through the first person's legs to the second person behind the first. The second person then passes the balloon over their head to the third person. The game continues as every player passes under-over-under-over, etc.

When the balloon gets to the back of the line, then the last person must run to the front of the line with the balloon and the game starts again until the original first person is at the front of the line. The winning team is the team to complete this the fastest.

Bucket Brigade

Participants

6 per team

Need

1 Cup per team

1 Bucket of water per team

1 Empty bucket per team



Object

Be the team to end up with the most water in their bucket

Each team forms a straight line. There is a large bucket of water at the beginning and a large empty bucket at the end of each line. At "GO", the first person of each team fills the cup up with water and passes it to the next player, who then passes it to the next and on down the line. The last player in the line empties the water into the empty bucket and then passes the empty cup back up the line to the first person, who starts all over again. When time is called, the team with the most amount of water in their bucket wins.

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Musical Hula-Hoops

Participants

4 or more per team

Need

4 - 6 Hula Hoops, standard size

Music playing so it can be stopped (like in musical chairs)

Objective

Be the last team member without the hula-hoop



Everyone from all teams stand in one large circle holding hands, however, do not have any team participants from the same team next to each other. Spread the hula-hoops out throughout the circle having the participants place their hands through the hula-hoop. Let the group know what direction you want the hula-hoops to go.

When the music starts, each person must get the hula-hoop over their head and step through it while holding hands, passing it off to the next person. People will have to work together, helping one another at times to get it over their heads. When the music stops, the people who have the hula-hoop, whether it is on their wrist or other part of the body are out. Continue on this way getting down to the final two people, who must continue in the same fashion. The winner is the person who does not have the hula-hoop on them when the music stops for the last time.

As the game progresses, remove hula-hoops as the circle gets smaller. You can also make it more fun by having the hula-hoops go in opposite directions, causing them to intersect at times. You can also have every other person turn and face the opposite direction.

Do you have a Region / District / Chapter Challenge? If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

Go to

<http://med.gwrra.org/guides/fun/Fun Activities Guide Suggestion Form.pdf>

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Water Relay Race (Outdoor Game)

Participants

4 per team

Need

A tin can for each team (must be the same size)

Materials for an obstacle course: step stool, cones, rocks, ropes, etc.



Objective

Each team member runs the obstacle course the fastest while keeping the most amount of water in the can

Prior to the race, fill each can with the same amount of water and set up an obstacle course. Nothing too complicated, just enough items to be stepped or climbed over or under and walked around.

The first person from each team places the tin can full of water on their head and holds it with one hand. On “GO”, they must negotiate the obstacle course while holding the can, trying not to spill any water and then return to hand off the can to the next person in line.

The team who has the most amount of water left in their can at the end is the winner.

Balloonatic

Participants

4-6 per team



Need

1 blown-up long sausage balloon per team (plus some extras in case some break)

Objective

Pass balloon between team members the fastest

Line the teams up in neat rows. Give a balloon to the leader of each row, who must place it between their knees, pointing forwards.

On the word “GO”, the teams must pass the balloon down their row, from person to person, between their knees. If the balloon is dropped, it must be picked up between the knees. If a balloon bursts it is replaced by a new one at the front of the row.

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Carhop Relay

Participants

4 per team

Need

Tray

Hamburger Box (empty)

French Fry Box (empty)

Drink Cup (empty)

Paper Hat



Objective

Each team member delivers the tray of food to the next member until all members have completed the course. The fastest team wins

Spilt the teams up into two groups of two about 30 feet apart. The first member of the team is handed a paper hat to wear and given a tray with a hamburger box, french fry box and drink cup.

On "GO", the first member of the team moves towards the second member 30 feet away holding the tray of items with one hand. The free hand cannot be used to hold items on the tray. Upon reaching the second team member, the second member takes the hat and places it on their head. Then takes the tray with one hand and moves to the third team. This process is continued until all team members have completed the race.

While moving the items on the tray between teams members if anything falls off, the person holding the tray must pick up the item and return to their starting point. The team that completes the relay fastest wins.

Your Idea Here

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Team Pyramid Building

Participants
4 - 6 per team



Need
21 Styrofoam or Plastic Cups
Hula-Hop

Objective
Team builds a two dimensional pyramid in the shortest amount of time

Starting line should be 15 feet from the hula-hop and the Styrofoam or plastic cups should be placed 15 feet past the hula-hop.

Upon signal to start a team member walks (no running) and picks up a cup and sets it inside the hula-hop. Then proceeds back to next team member and tags that member who then can proceed completing the same sequence. This continues until all cups are in the hula-hop. At no time can two or more team members be at the hula-hop at the same time. Teams have a choice to build the pyramid as they go along or wait until the end.

To have a correctly constructed pyramid there should be 6 cups on the bottom row.

NOTE: To add some more challenge this event can be held outside where wind will have an affect. If this is the case once all the cups are in the hula-hop allow two people to construct/hold the pyramid.

Fill the Jug

Participants
4 per team



Need
5 gallon water jug per team (example: water service jug)
1 ping pong ball per team
1 half gallon bucket per team
1 container per team to hold 10 or more gallons of water

Objective
To get the ping pong ball from the 5 gallon jug by filling with water

Place container and fill with 10 or more gallons of water. Place ping pong ball in the 5 gallon water jug and move 30 feet away from the water container. Give each team a half gallon bucket. At the start signal, the first participant fills the bucket with water. The first participant hands the bucket to the second participant. The second participant hands to the third and the third to the forth participant., If needed, a participant can move to a new spot in the line to receive the bucket with water. Once the bucket with water reaches the jug, dump the water in the jug. Continue the same process until the jug is filled and the ping pong ball is retrieved.

The key element is, no participant can move their feet while holding the bucket with water.