

JUNIOR SECTION INTERNATIONAL TEAM GAMES 2011/12

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 neighbouring Companies.

THE GAMES

The 6 games are set out and explained on the attached pages.

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 practised 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

The following results were achieved by the _____ Company

Game No.	Game	Results	Judge's Signature
1	Shuttle Run	Mins _____ Secs _____	
2	Lord's Prayer	Mins _____ Secs _____	
3	Ball Roll	Successful Rolls _____	
4	Beanbag Throw	Total Score _____	
5	Ball Catch	Successful catches _____	
6	Build it	Mins _____ Secs _____	

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 1 April 2012.

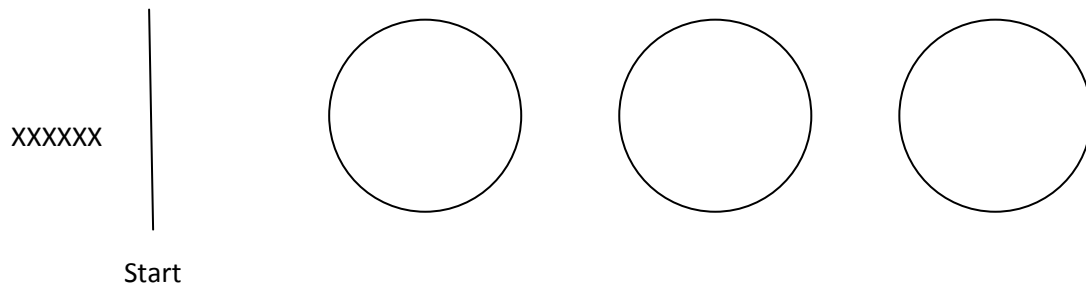
All results should be sent to: **Junior Section International Team Games, The Boys' Brigade,
Felden Lodge, Felden, Hemel Hempstead, Herts, HP3 0BL**

JUNIOR SECTION INTERNATIONAL TEAM GAMES 2011/12 CHALLENGES

1 - SHUTTLE RUN

- Equipment** 3 hoops
 3 Beanbags
- Setting up** A start line is marked on the floor. The three hoops are placed in a straight line 3m, 6m and 9m from the start line. The beanbags are placed at the start line.

Diagram



- The Game** Team member 1 picks up a beanbag and runs to a hoop and places the beanbag in it, runs back to the start line and collects the second beanbag and runs and places it in another hoop and likewise with the third beanbag. The second member then runs out and collects the beanbags, returning them one at a time to the start line. Member three places the bean bags in the hoops, member 4 retrieves them, member 5 places them out and 6 retrieves them. The game is finished when all members have been and the team is sitting behind the start line

- Scoring** This is a timed game
 Total time for all members to complete the game.

2 - LORD'S PRAYER SORT

- Equipment** 24 pieces of card, 7cm x 5 cm approx. each.
 On each of the cards is written one of the words of the opening sentences of the Lord's Prayer.

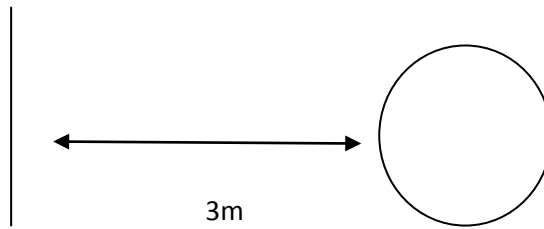
OUR FATHER WHO ART IN HEAVEN
 HALLOWED BE THY NAME
 THY KINGDOM COME
 THY WILL BE DONE
 ON EARTH AS IT IS IN HEAVEN

A copy of the opening words in the correct order is placed on an adjacent wall.

Setting up

A start line is marked on the floor. A hoop is placed three metres from the start line and the cards are jumbled and placed face down in the hoop.

Diagram



Start line

The game

Team member 1 runs to the hoop and picks up a card and brings it back and places it face down behind the start line. Team members continue until all 24 cards are behind the start line. The cards are then turned over and assembled in the correct order to make the opening of the Lord's Prayer.

The judge checks that the words are in the correct order. If not, the judge asks the team to check against the copy on the wall and the time continues until they are correct.

Scoring

This is a timed game

Time is taken from the start until all the team are sitting behind the line with the task completed.

3 - BALL ROLL

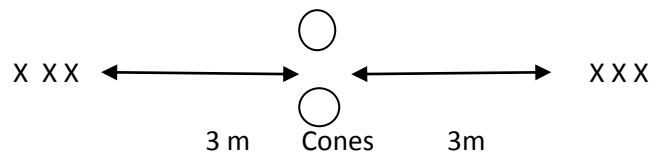
Equipment

Two cones
1 size 4/5 football

Setting Up

The two cones are placed 1 metre apart. The team members are split into two 3's and sit facing each other 3 metres from the cones.

Diagram



The Game

The ball is rolled between the two halves of the team passing between the cones. Once the ball has been rolled the team member moves to the back of the line. If a cone is knocked over it must be set right before the game continues. The game continues for 2 minutes.

Scoring

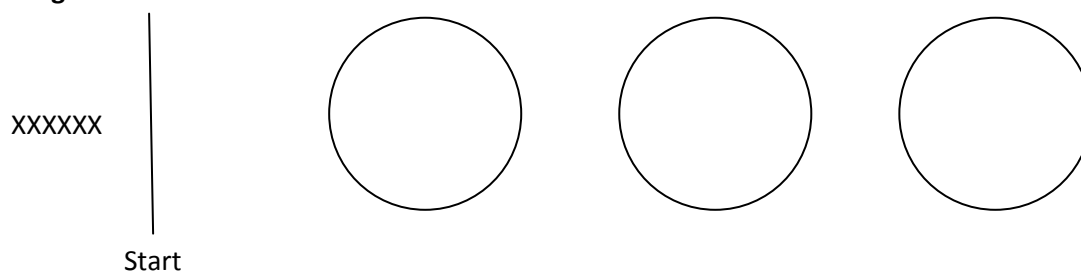
The number of successful rolls between the cones within 2 minutes is recorded. Each success scores 1 point. If the ball touches a cone or does not pass between the cones no point is scored.

4 - BEANBAG THROW

Equipment 3 hoops
3 Beanbags

Setting up A start line is marked on the floor. The three hoops are placed in a straight line 2m, 4m and 6m from the start line. The bean bags are placed at the start line.

Diagram



The Game Each team member has three throws. A beanbag landing in hoop one scores 1 point, hoop two 2 points and hoop three 3 points. To score the points the bean bag must be completely inside the hoop.

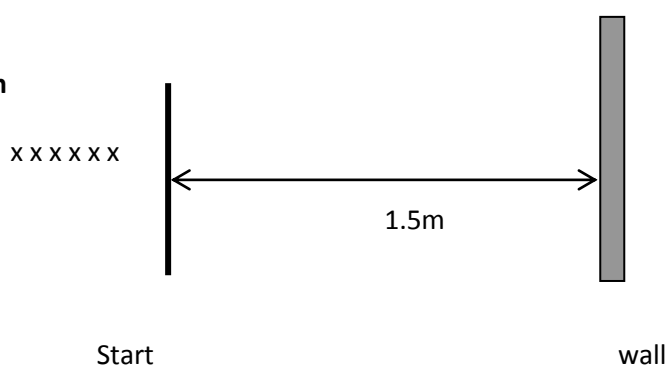
Scoring This is not a timed game
Scores are recorded for each team member and totalled for the team. The maximum score is 54. (Each team member would land each of their three beanbags in the third hoop)

5 - BALL CATCH

Equipment 1 tennis ball (or ball of similar size)

Setting Up A line is marked on the floor 1.5 metres from a wall

Diagram



The Game Each member in turn stands on the line and throws the ball against the wall, 3 times with the right hand and 3 times with the left hand trying to catch the ball each time with the same hand, without the ball bouncing on the floor. 1 point is scored for each successful catch. The member must remain at or behind the line at all times.

Scoring This is not a timed game.
The total number of successful catches (maximum 36) is recorded

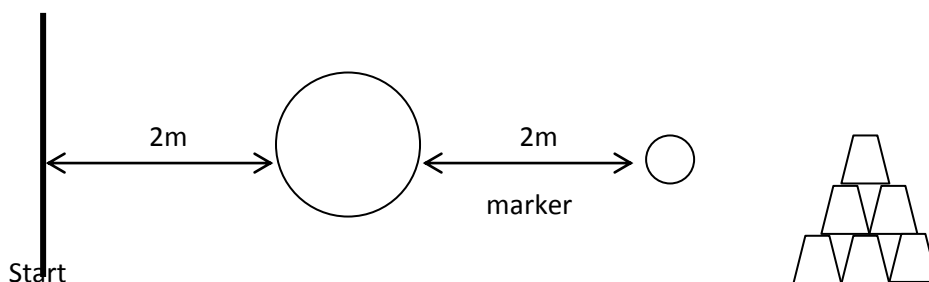
6 - BUILD IT

Equipment 6 plastic drinking cups
1 small hoop
1 cone/marker

Setting Up A start line is marked on the floor. The hoop is placed on the floor at a distance of 2 metres from the start line. The marker is placed at a distance of a further 2 metres from the hoop. The 6 plastic drinking cups are stacked inside each other and placed in the hoop.

Diagram

X X X X X X



Cups to be built in a pyramid inside the hoop

The Game The team lines up on the start line. Member 1 runs to the hoop and builds the 6 cups into a 3,2,1 pyramid and runs round the marker. On his return journey he dismantles the pyramid, stacking the cups inside each other, and returns to the start line. Members continue in turn until all 6 have completed the course.

Scoring This is a timed game.
Total time taken for all members to complete the course is recorded