

# OLYMPIC EVENTS

After the opening ceremony concludes, the time will come to lay it all on the line and compete in the BB Olympic events. There are eight challenges in total (two challenges will see two tribes competing at the same time).

Each tribe will start at a different event, rotating every four minutes until all tribes have completed every challenge. The AGENTS will be running each stand, so LMs and CMs please journey with your tribe throughout each stand and participate with your tribe. It's important for us to stay on time so please move quickly between stations. 1 minute will be given for this transition.

## 1. **Skippy**

One large skipping rope will be swung into action by two team members. The aim is to get as many students to skip through successfully. Only one player can go through at a time and they must make 1 jump in the middle before running through.

**SCORING:** 1 point for every person through successfully.

**EQUIPMENT:** Skipping rope

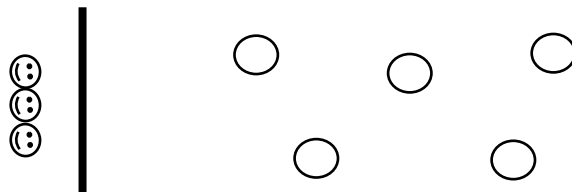
## 2. **Ball Swat**

Each member of the tribe will be given a fly swat to use as a tennis racquet as well as lots of small plastic balls. The tribe will stand behind the line with several buckets out in front worth different amounts of points. Tribes need to get as many balls as possible into the buckets, scoring different points depending on the bucket using only their fly swats.

**SCORING:** Points on bucket for each ball into the bucket.

**BONUS:** 5 bonus points if tribe gets all balls into buckets.

**EQUIPMENT:** 5x Points buckets, 1x rope for the line, 15x Fly Swats



## 3. **Fill the Bucket**

The Tribe needs to work together to use the bucket apparatus provided to scoop balls out of the 'pick up zone' and drop them into the 'drop zone'. Every member of the tribe must be holding a rope on the apparatus and no team member can step inside either the pick up or drop zones or all tennis balls will be returned to the original positions to start again.

If a ball is dropped within a zone, tribes can still attempt to pick it up and put it in the drop bucket.

#### 4. **Loop the Hoop**

Begin by having your team standing in a circle linking hands. As a tribe, you must pass the hula-hoop from person to person by moving your bodies in strange and unnatural ways.

**SCORING:** 5 points for every successful full rotation of the hula-hoop.

**EQUIPMENT:** 1 hula hoop + witches hat x 1

#### 5. **Three-Legged Minefield**

Set up a 'mine field' using paper plates and any extra cones. Leave enough space between the objects for someone to walk through.

Ask two members of the tribe to stand next to one another. Blindfold them both and tie their middle legs together so they have 'three legs' – they're not allowed to talk. Ask the remaining team members to stay outside the mine field, and give verbal directions, helping the mine walkers avoid the obstacles, and reach the other side of the area. If they step on an obstacle, they need to start again. When they successfully pass through the mine field, they can take off their blindfolds and untie themselves.

Repeat this with the other pairs in the tribe until time runs out.

**SCORING:** 2 points for every time a pair successfully passes through the mine field

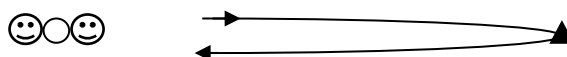
**EQUIPMENT:** 30 paper plates, 3 x blindfolds, 2x pieces of fabric to tie legs together

#### 6. **Keep It Up Crabs**

The team will need to get into pairs and line up behind the cone. Each pair must get into a 'crab' position with backs facing each other and place a tennis ball between them. The pair must crawl around the cone and back to the starting position, supporting the ball the whole way. If the pair drop the ball, they must start from the beginning. Once they make it back, the tribe receives a point and the next pair will begin.

**SCORING:** 1 point for every time a pair comes back to the starting point without dropping the ball.

**EQUIPMENT:** 2 x tennis balls + 2 x cones



## 7. Alaskan Baseball

This game involves two tribes.

Activity 1: On "go", tribe 1 will line up with a medicine ball at the front of the line. This tribe will play under and over by passing the medicine ball down the line, either through your legs or up and over your head (the way you pass the ball must be the opposite of the person before you). After the medicine ball reaches the end of the line, tribe 1 will "call stop" and throw the ball in any direction they choose for tribe 2 to chase.

Activity 2: On "go", tribe 2 will be grouped together in a tight huddle. One at a time, each tribe member is to run around their tribe and back to their starting point. Once the tribe member has returned to their spot, the next tribe member is to repeat the action. This continues until tribe 1 calls "stop".

As soon as tribe 1 has thrown the medicine ball, they then swap activities with tribe 2 and complete the run around game as above.

Once tribe 2 hears "stop", they are to chase the medicine ball thrown by the other tribe and complete the over and under game as above. This continues until time runs out.

**SCORING:** 1 point for each run

**BONUS:** When a tribe completes more than 10 runs during one rotation their runs are doubled

**EQUIPMENT:** One Medicine, cones (to restrict the area that they can throw the ball)



Video of Alaskan baseball

## 8. Tug 'o' War

This station will see two tribes battle it out against each other. One tribe must take either end of the Tug'O'War rope and on the whistle, attempt to pull the ribbon in the rope's centre across the witch's hat closest to them. Each tribe will complete this challenge twice.

**SCORING:** 1 point for every time a tribe can pull the ribbon over their cone.

**EQUIPMENT:** 1 x Tug'O'War rope + 1 x ribbon + 2 x witches' hats

