

# 3 6 9

Prep: *Set up boundaries*

In a medium-sized square, players should walk around aimlessly avoiding contact with other players. Have each player secretly choose a partner and stay exactly 3 feet away from him or her. After moving around a little more, have each player secretly choose another partner to stay exactly 6 feet away. After moving around another short period of time, have the players choose a third partner to stay exactly 9 feet away from - and watch the chaos unfold!

<b>Players</b>	15 or more bodies
<b>Props</b>	None
<b>Space</b>	<u>Field; Open Space</u>
<b>Time</b>	5 - 10 Minutes

## Pitch

3 6 9 is an excellent opener for any tag games or games that put the players within a close proximity. Staffers should participate and continuously walk through the space to keep the group fluid. Have the players walk slowly so collisions do not occur!

## Goal

To stay 3 feet away from one player, 6 feet away from another and 9 feet away from another! Variations can be done on this game including trying to form an equilateral triangle between the people and choosing the first person to be their “damsel or prince” in distress and the second person to be the villain that they need to separate the person from.

## Game Play

Set up a 30 by 30 foot square boundary and have all players wander around inside. Announce the three

rules as the game progresses: First, secretly find a partner to stay exactly 3 feet away from. Then, while maintaining the 3 feet limit, secretly find a second partner to stay exactly 6 feet away from. Finally, while maintaining the 3 and 6 foot limits secretly find a last partner to stay exactly 9 feet away from.

## **Rules**

Everyone has to constantly be walking slowly through the space. Stay in bounds!

**Difficulty to Run:** Easy

**Age Restrictions:** All Ages

**Source:** Conference

# Domino Tower Challenge

Prep: *None*

This is a simple creative exercise designed to test your team's ability to think of which method would allow for your team to create the tallest free standing tower out of dominos.

<b>Players</b>	1 or more bodies
<b>Props</b>	Box of Dominos
<b>Space</b>	<u>Anywhere</u>
<b>Time</b>	5 - 10 Minutes

## Pitch

Domino Tower Challenge is a great opportunity to get people to think outside of the box and test their imagination when it comes to which type of structure would yield the highest free standing tower structure. This game is a great opportunity to build creative skills amongst participants as they seek to find the most original way to build their tower tallest fastest.

## Goal

Build the highest tower possible out of dominos.

## Game Play

Players work together to build a tower out of dominos. At the end of game play, the tower is measured and its height recorded as a later comparison point for other groups.

## Rules

The domino tower structure must be free standing.

No additional props/supplies may be used in building the tower.

***Difficulty to Run: Easy***

***Age Restrictions: All Ages***

***Source: Bryan Vitale***

***Pete Vigeant***

***[www.campishere.com](http://www.campishere.com)***

# Ball Bounce Challenge

Prep: *None*

This game is designed to test what methods your team can come up with in order to get the most number of balls bounced into a bucket within a specified time frame.

<b>Players</b>	1 or more bodies
<b>Props</b>	Bucket and set of bouncy balls
<b>Space</b>	<u>Anywhere</u>
<b>Time</b>	5 - 10 Minutes

## Pitch

Ball Bounce Challenge is another opportunity to build both creative and teamwork skills as you determine your team's strategy for getting the most number of bouncy balls into the bucket within the specified time frame. Great opportunity to build creative skills amongst participants.

## Goal

Get the most number of balls into the bucket (they must bounce before getting in the bucket) in the specified time frame.

## Game Play

Players work together to bounce balls into the bucket. At the end of the specified time frame, groups record how many balls they were able to get into the bucket for comparison with other groups.

## Rules

Balls must bounce at least once before entering into the bucket.

No additional props/supplies may be used to help with getting the balls into the bucket.

***Difficulty to Run: Easy***

***Age Restrictions: All Ages***

***Source: Bryan Vitale***

***Pete Vigeant***

***[www.campishere.com](http://www.campishere.com)***

# ZOOM/RE-ZOOM

Prep: *Remove all pages from the ZOOM/RE-ZOOM book and place in individual clear plastic sheet protectors.* The book you will require to perform this game is Zoom by Istvan Banyai and Re-Zoom by Istvan Banyai both of which can be purchased through Amazon or Barnes & Noble.

This game is designed to help players look at problems from an “outside of the box” perspective by focusing on the concept that what one person observes/sees does not necessarily correspond to the viewpoints of others.

<b>Players</b>	1 or more bodies
<b>Props</b>	ZOOM/RE-ZOOM book pages in individual clear plastic sheet protectors
<b>Space</b>	<u>Anywhere</u>
<b>Time</b>	5 - 10 Minutes

## Pitch

ZOOM/RE-ZOOM is a really great game for working on developing broader perspectives of problems. It also helps build skills related to see other people’s perspectives which can be good not only in design but many other situations.

## Goal

Get the pages of the ZOOM/RE-ZOOM book in correct order to match a picture being zoomed out from.

## Game Play

Players work together to put the pages in correct order during a specified time frame. Their

answers can be verified with the solution key provided.

## **Rules**

Only one page can be turned over at any one time and then the pages can be shuffled around into which position they should be situated.

***Difficulty to Run: Easy***

***Age Restrictions: All Ages***

***Source: Bryan Vitale***

***Pete Vigeant***

***[www.campishere.com](http://www.campishere.com)***

# #10 Tin Shoe

Prep: *None*

This is a simple initiative to get the players really thinking. Have each player sitting closely in a circle with his or her legs in the center. The goal is to transfer an empty coffee can around the circle without letting it touch the ground and only using shoes! Try to get the High Score!

<b>Players</b>	6 or more bodies
<b>Props</b>	1 or 2 Empty Coffee Cans
<b>Space</b>	<u>Anywhere</u>
<b>Time</b>	5 - 10 Minutes

## Pitch

Number 10 Tin Shoe is an excellent challenge with a lot of great [Essential Photo Ops](#). Add a second can going an opposite direction to really spice up the fun. Some clever camper may try to put their shoes onto their hands, which is OK for 1 round, but is an added rule for the next round.

## Goal

To get the can around the circle as fast as possible.

## Game Play

Players sit in a tight circle with their legs and feet toward the center. The goal of the game is to pass an empty coffee can around the circle using only the players' shoes.

## Rules

The coffee can cannot touch the ground.

Shoes on hands only count once!

***Difficulty to Run: Easy***

***Age Restrictions: All Ages***

***Source: Conference / Karl Rohnke***

## Hula Hoop Ring Race

This was the first game I ran with a big group - over 20 years ago!

### Small and Short • Circle

**Prep Time** = None

**Players** = 6+

**Props** = 2 Hula Hoops

**Space** = Open Space

**Time** = 5 - 10 Minutes

**Difficulty** = Easy

**Age** = All Ages

Have all of the players join hands, placing a Hula Hoop around two of the joined hands. Once the Facilitator yells Go!, the players have to get the Hula Hoop around the circle once without disconnecting their hands. If anyone lets go, the Hula Hoop goes back to the start and the game is reset. Advanced players can introduce two Hula Hoops going in separate directions (and have to go through one another) before the end. Can the group beat the top score?

### Game Play

Create a circle of around 10 players - if there are more than that, have several circles of at least 6 players. Each circle needs a single Hula Hoop to start. All of the players in the circle need to hold hands and cannot release until the round is over. The Hula Hoop is put into the link, resting on top of two players joined hands. On the count of Go!, the team must move the Hula Hoop around the circle as fast as possible - the timer stops as soon as the hoop makes a single loop. After using one hoop for 2 or 3 rounds, introduce a second hoop that must travel the opposite direction. When the two Hula Hoops meet, they must go through one another and continue on to the very beginning!

### Goal

To get the Hula Hoop around the circle as fast as possible

### Pitch

Hula Hoop Ring Race is an incredible time. This game is a ton of fun and can be played up to really motivate the group. Use an accurate timer to track the speed of the group on week 1. Compare the speed to other camps and to other weeks. Make a scoreboard and see if your camp can get the record. Since there will be different size groups, divide the total time per number of players and post that information to the forum or below! There have been teams that spend over half an hour trying to master this simple task!

### Rules

No letting go! Be safe!

**Year** - 2009

**Source** - Traditional