

FRIENDSHIPS

FCS 2013

SURVIVOR

FUN • FAITH



TEAMS

Red

Orange

Blue

Pink

White

Purple

Green

Yellow

Gold

Brown

MEDIC

Need two army stretchers or cots.
Teams “rescue ”their fallen team
members from each location.

**Injured
teammates**

**Injured
teammates**

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**Injured
teammates**

Base Camp A

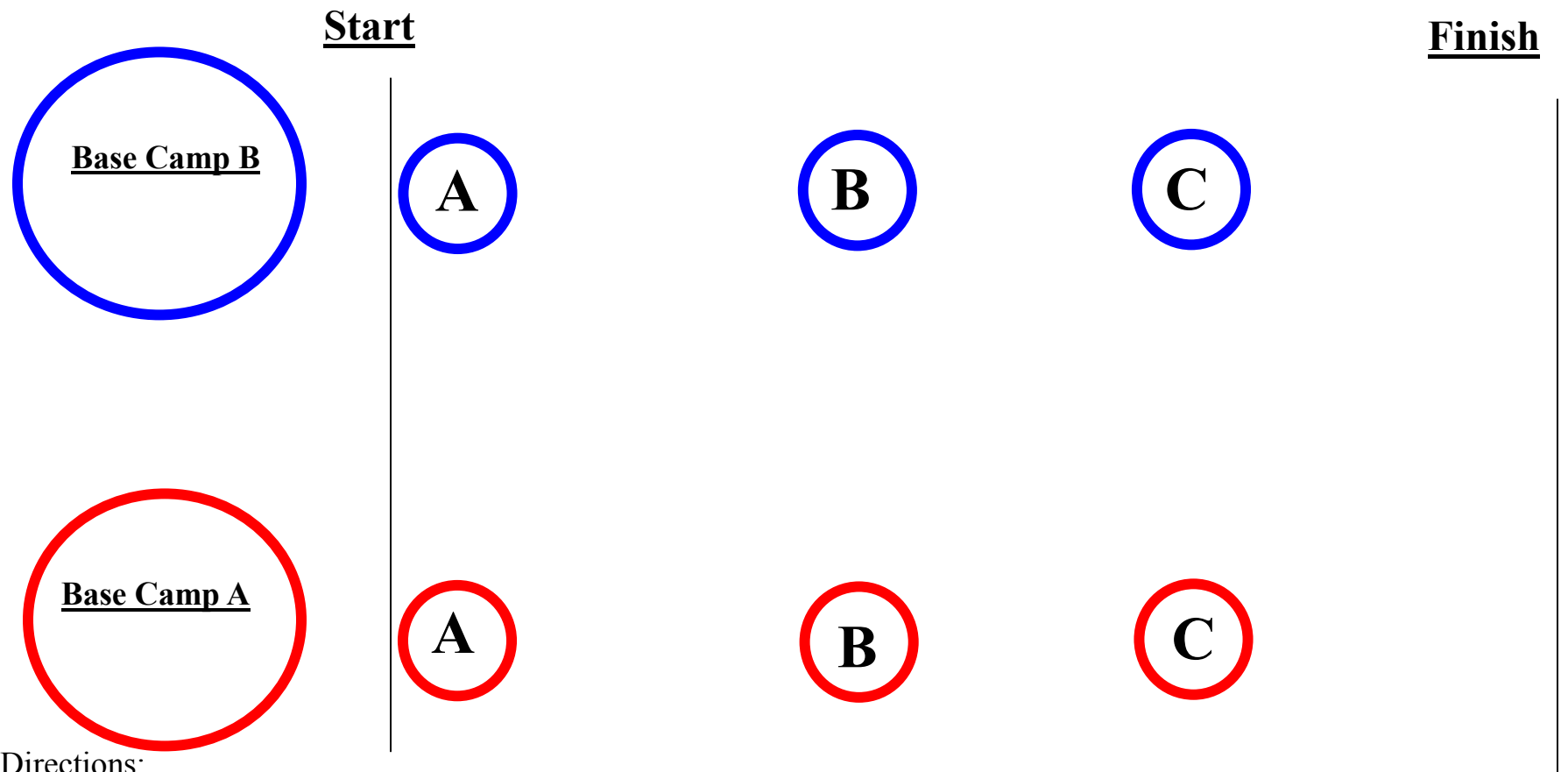
Directions:

- Two members from each team must have one foot in the hula hoop.
- The 4 remaining team members will use the stretcher to “rescue” their team.
- They can only rescue one person at a time.
- Once a person is rescued, they can help carry the stretcher to rescue more people.
- A person is rescued when they are carried to the “Base Camp” also a hula hoop

Base Camp B

This is a timed event. The team that completes this challenge the fastest will be the winner!
Give the three minutes to strategize.

BRIDGE



Directions:

- Each team will strategically place one team member on three platforms A, B, And C.
- They remainder of the team will use the wood provided to create a bridge. The bridge is made by 4 pieces. The team will have 3-4 people holding each piece while their teammate walks on it. The group holding the part of the bridge in the back runs to the front so the teammate can continue walking.
- This will allow A to “walk” to B.
- Then A and B “walk” to C.
- Then A,B, and C “walk” to the finish line.
- If A, B, or C touch the ground, they have to go to the previous platform and do it again.
- A, B, or C member can use the shoulders of their team mates for balance and stability.

This is a timed event. The team that completes this challenge the fastest will be the winner!

Give the three minutes to strategize.

SPEED BALL



Directions:

- 50-60 yard distance. One goal for each team. Scored between two Cones
- Regular rules apply
- If team drops/throws ball and it hits the ground it goes to the other team.
- After a score the non scoring team walks to opposite end of field.
- No Hitting give two feet of space for the opponent to play.
- Team with most points in 15 minutes wins!



Bucket Ball



2 people per
bucket

2 people per
bucket

2 people per
bucket

2 people per
bucket

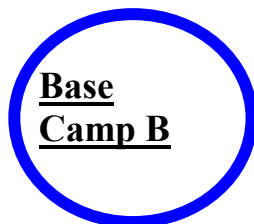
2 people per
bucket

2 people per
buket

Directions:

- Each team will have 6 laundry baskets.
- Each basket must have two team member holding it at all times.
- The must designate team mates to retrieve missed balls, although they can take turns.
- There are six zones designated by hula hoops. Teams can not move their people to different zones once the game begins.
- The object is to have the remaining members not using baskets to take turns using a launcher to shoot balls to team mates in each zone.
- It is one point for your teams ball and two for the opposing teams ball.
- The game is over after 15 minutes or a team has successfully caught one of their team balls in each basket.

Team with most points wins!



Base
Camp B



Base
Camp A

PUZZLER

Puzzle Pieces

Puzzle Pieces

Puzzle Pieces

Puzzle Pieces

Puzzle Pieces

Directions:

- Students are blindfolded and spun around 10 times.
- They are guided by a caller (up to three people) who will guide them with their voice.
- One person from each team will spin the seeker for the other team.
- The team must determine who the caller will be for their team.
- The team must choose 5 people to be blindfolded.
- The remaining 10 members of the team will build the puzzle only when the team has retrieved all the pieces.
- They have up to 15 minutes to complete the task.

Base Camp B

This is a timed event. The team that completes this challenge the fastest will be the winner!

Give them three minuets to strategize

Give the three minutes to strategize.

Base Camp A



**10 laundry
baskets**

**10 laundry
baskets**

Directions:

- The team must use a **maximum of 3** team members to stack the baskets into a pyramid with four baskets on the bottom and the odd color basket on top.
- When they cross the start line one team member who is blindfolded is spun around 10 times and then must crash into the laundry baskets. Still blind folded they return to the start line.
- The team then must go and repeat the process, selecting a different person to be blindfolded.
- The final score is how many times the baskets are knocked over in 15 minutes.

Base Camp B

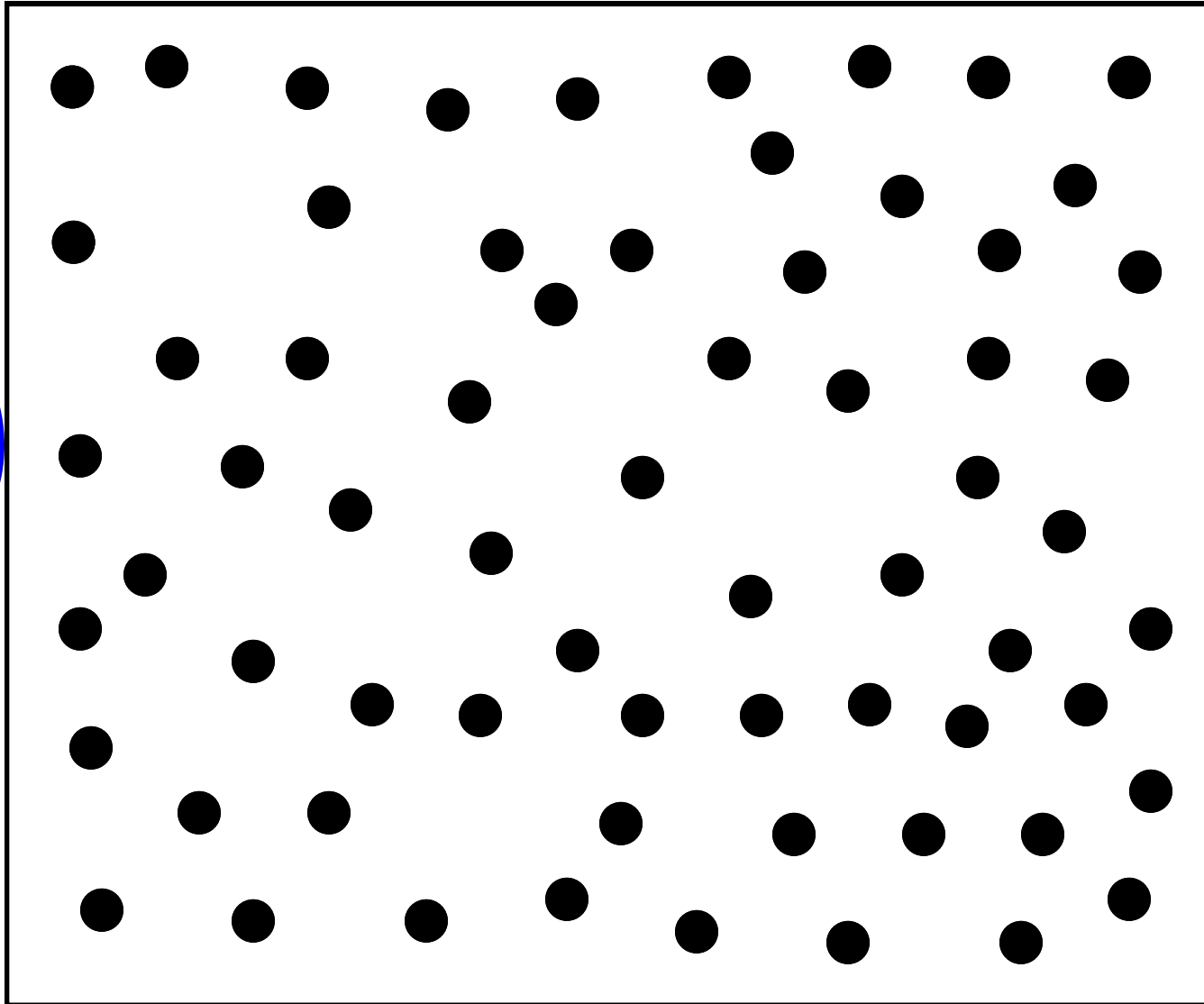
**This is a timed event. The team that completes this challenge the fastest will be the winner!
Give the three minutes to strategize.**

Base Camp A

Directions:

- One person while blind folded must be navigated by their a team caller giving them directions
- If they step on the landmine they have to go back to the start spot.
- The caller must navigate their entire team across the mine field.
- The caller can be switched, but only with a person that has not crossed through the mine field.
- Give them three minutes to strategize

**LAND
MINE**



Safe

Base Camp B

Safe

Safe

Base Camp A

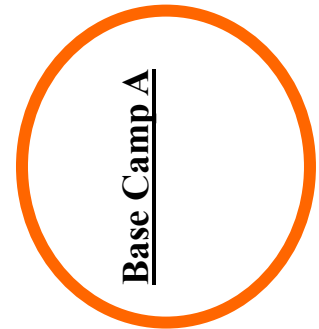
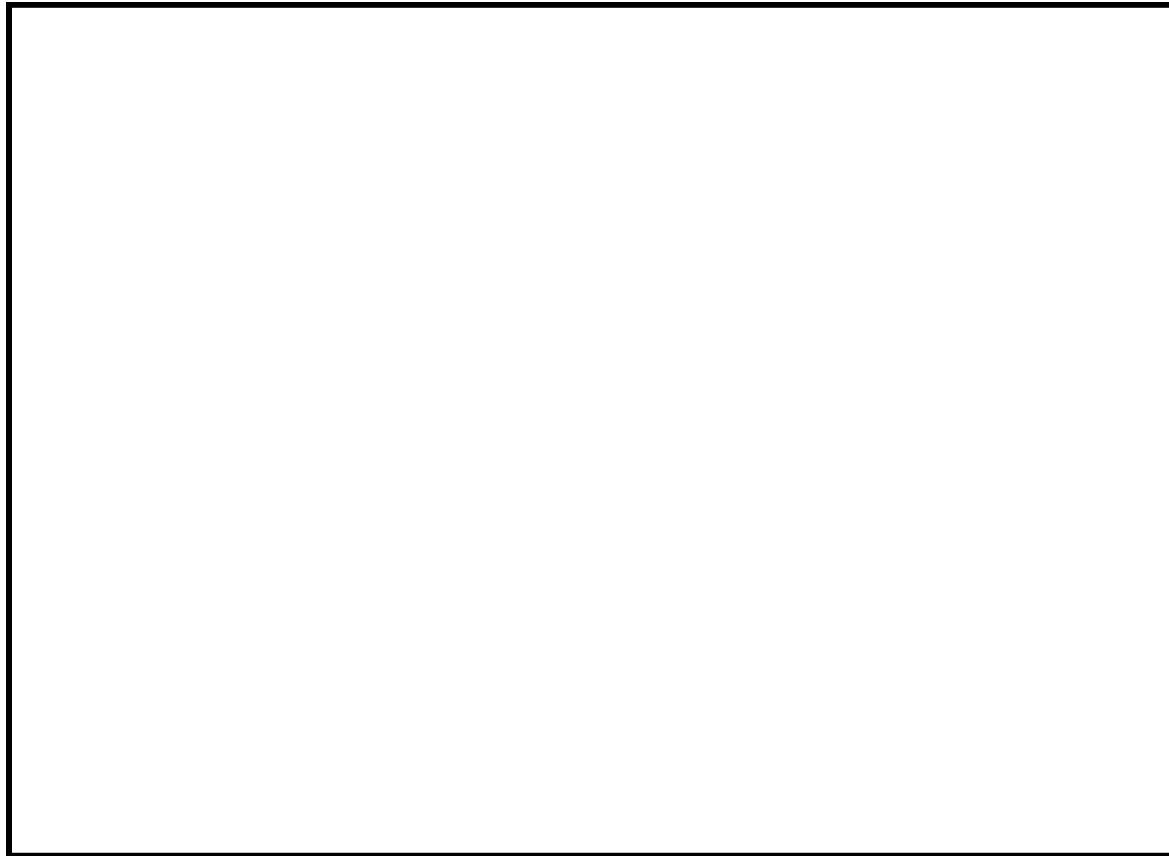
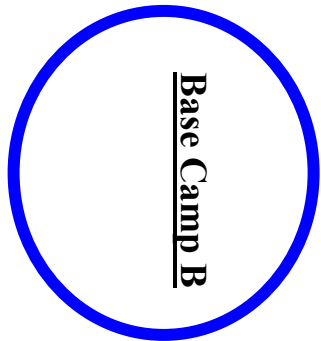
Safe

Directions:

- The balloon is tied to a piece of yarn that is tied to the persons ankle.
- Everyone participates at the same time.
- Once their balloon is popped they are out of the game.
- The winning team will receive a point for every person that has their balloon intact after they have eliminated their opponent.
- Their best score will be used for points.

BALLOON STOMP

Play 2 Rounds

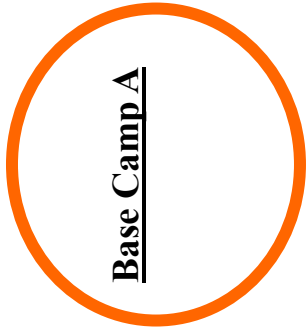


Directions:

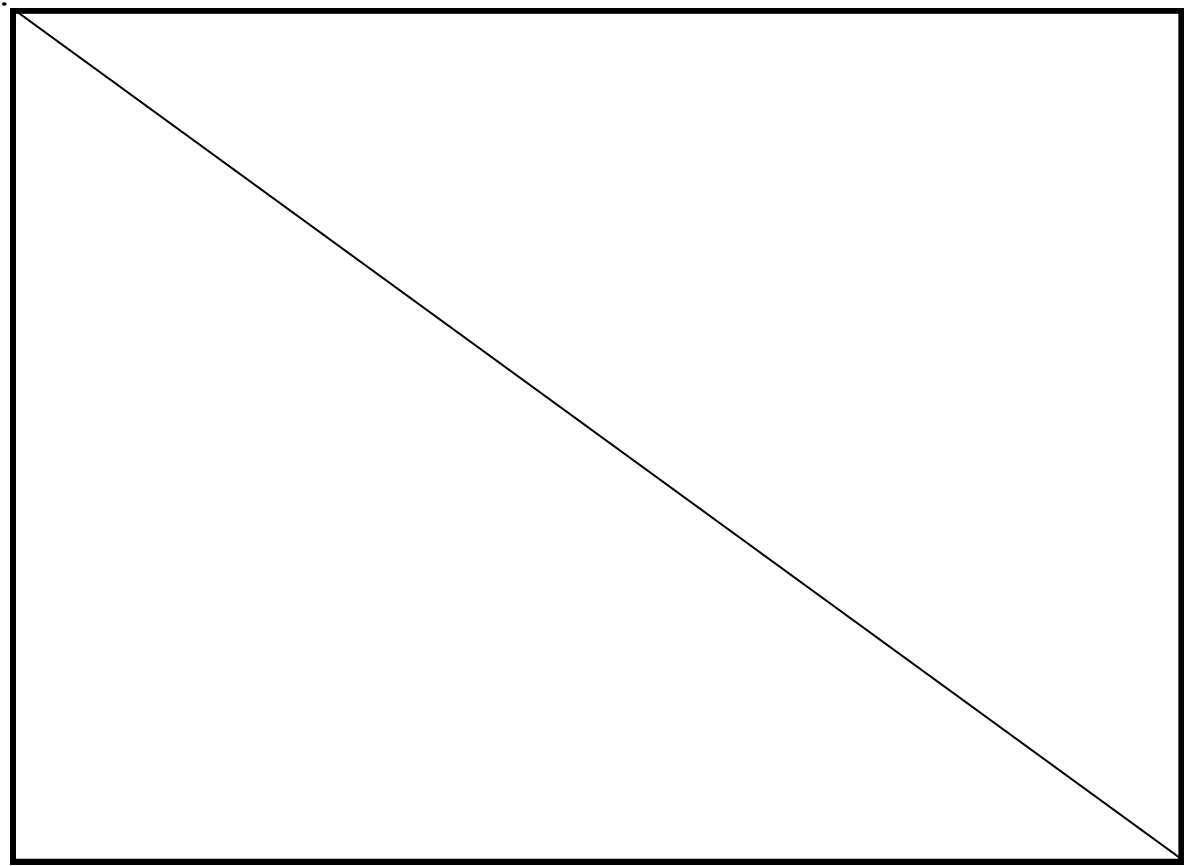
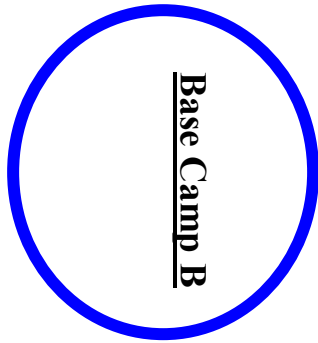
- The object of the game is to see which team can get to the opposite (diagonal) corner the fastest using the designated method that the official calls out..
- If the leader calls wheel barrel then everyone must do the wheel barrel.
- A traffic jam or bottle neck should happen in the middle each time.
- The first team to get across the playing area to their home base wins the round.

Criss

Cross



- Methods**
- Hopping
 - Wheel Barrel
 - Crab walk
 - Sprint
 - Backwards walk
 - Skipping
 - Crawling

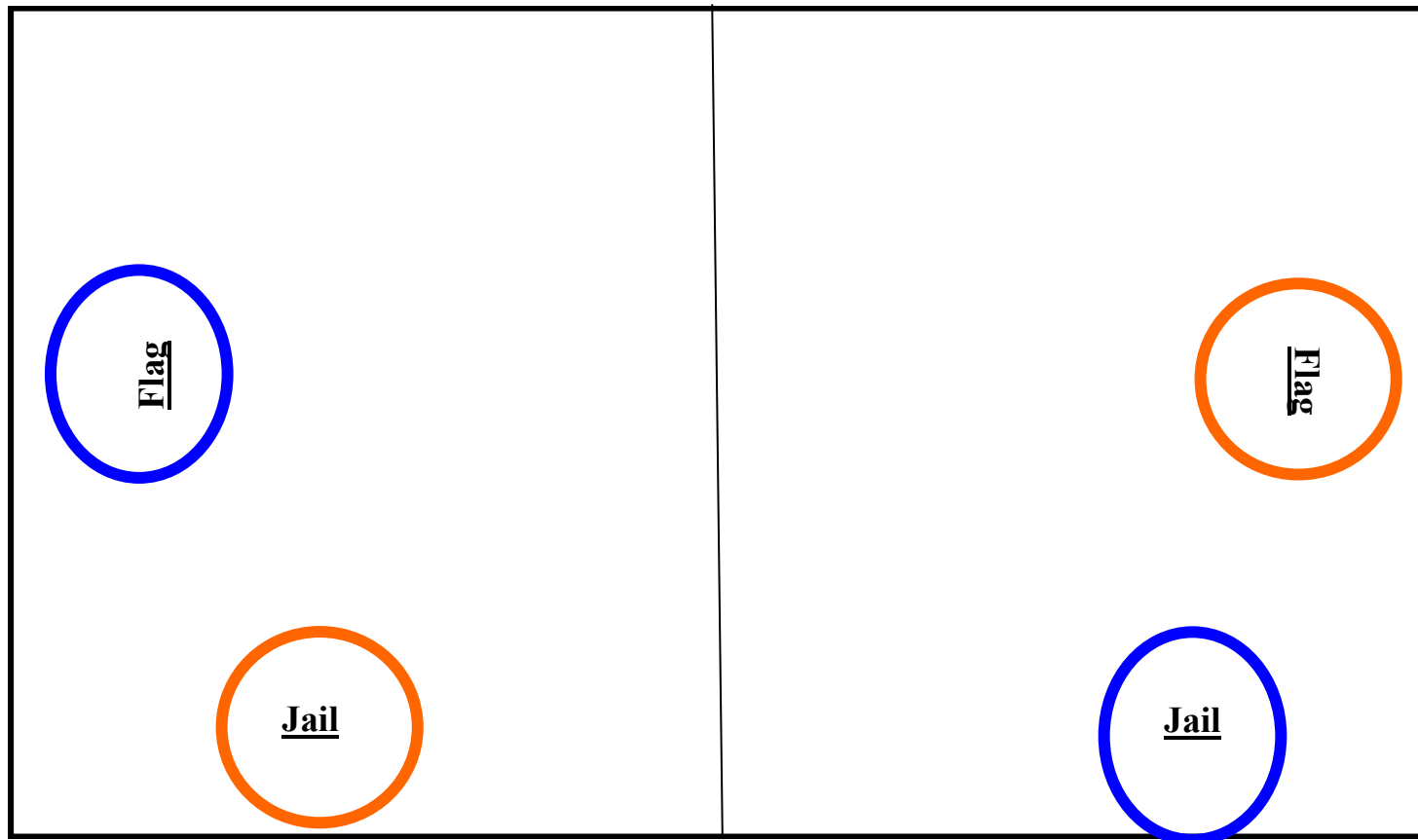


This is a timed event. The team that completes this challenge the fastest will be the winner!
Give them three minutes to strategize.

Capture the Flag Jail break

Directions:

- Retreat by team into your territory to place the flag. The flag must be hung at head height and be visible from 20 yards away on at least one side.
- Split into attacker and defender groups within your team. Attackers and defenders can switch jobs as needed.
- Attempt to sneak across the border, find and capture the enemy flag, and then race back without being caught if you are an attacker.
- Hide around your flag or along the border and try to intercept and catch any opposing players who sneak across if you are a defender.
- Capture enemy players by tagging them while they are on your side of the border.
- Win by capturing the enemy flag and carrying it back to your side of the border.
- Put captured enemy players in "jail" by picking an area with a clearly defined border to serve as the jail.
- Rescue teammates by sneaking across the border, finding the jail, tagging your teammate, then racing back across the border. — **Give them three minutes to strategize.**



The object of the game is to see which team can get to the opposite (diagonal) corner the fastest using the designated method that the official calls out..

If the leader calls wheel barrel then everyone must do the wheel barrel.

A traffic jam or bottle neck should happen in the middle each time.

Human Foosball

