

FRIENDSHIPS

FCS 2013

SURVIVOR

FUN • FAITH



TEAMS

Red

Orange

Blue

Pink

White

Purple

Green

Yellow

Black

Brown

Thursday

MEDIC

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

**Injured
teammates**

**Injured
teammates**

**Injured
teammates**

**Injured
teammates**

**Injured
teammates**

**Injured
teammates**

**Injured
teammates**

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, the rescued person 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

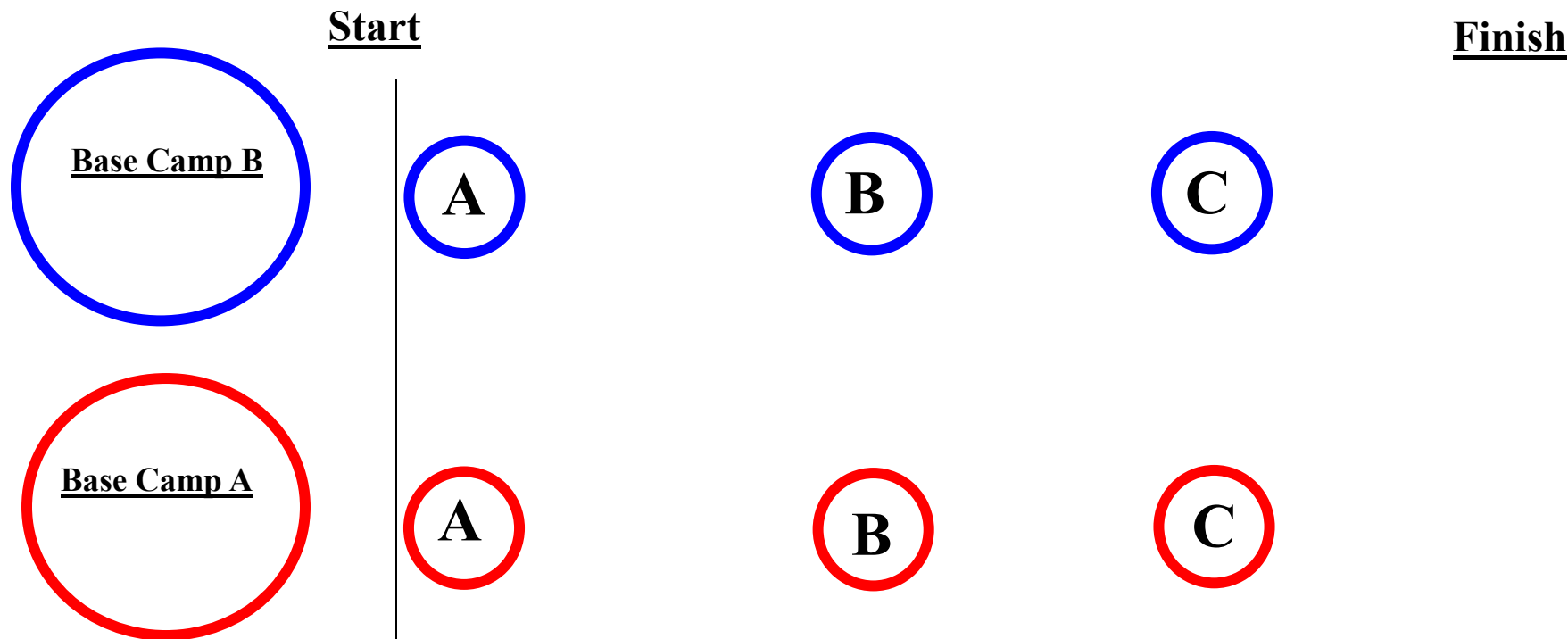
Base Camp A

Base Camp B

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

Run the Game two times with a short break between the two games.

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 of the bridge 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 them a few minutes to strategize.

Run the game twice with a break in between.

SPEED BALL

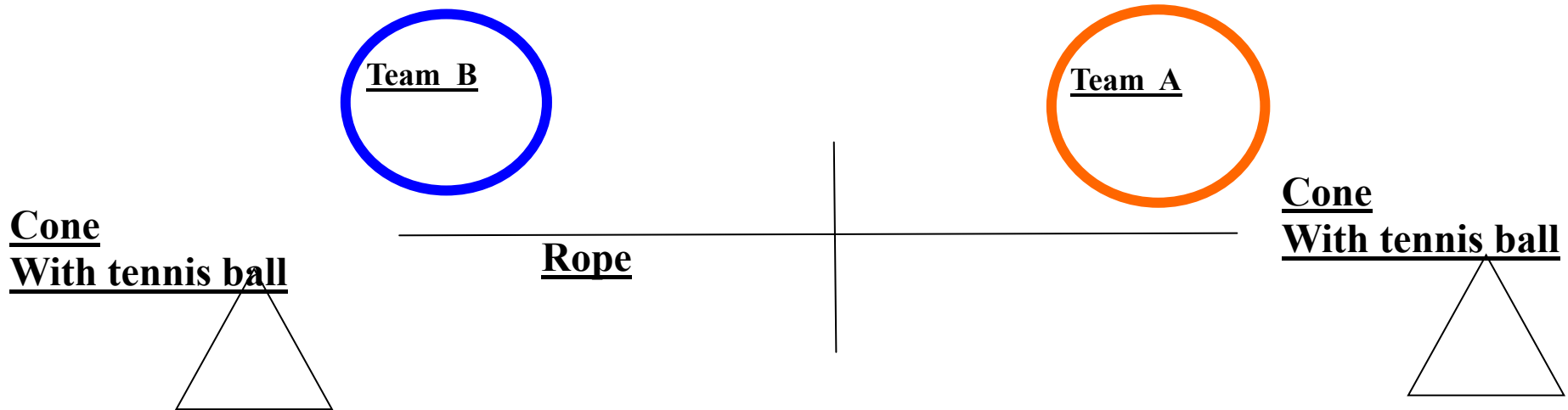


Directions:

- 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!

Thursday

** TUG O' WAR **



Directions:

- One team will occupy a one side of the rope of the rope
- When the game official yells start the game begins.
- The winning team must pull the opposing team and grab the tennis ball off of the cone.
- Play the game three times.

**Give them a couple minutes to strategize.
Play the game three times, best of three times wins.**

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!

Base Camp A

Give the three minutes to strategize.

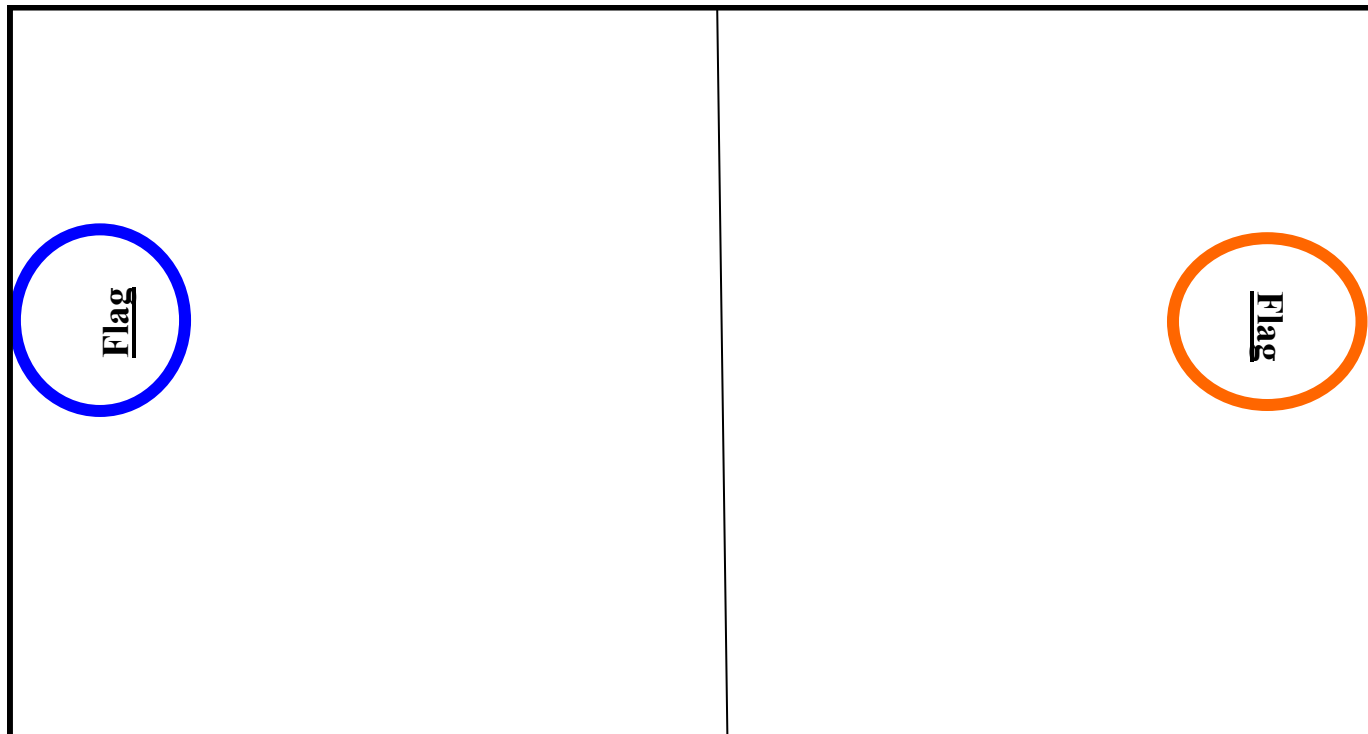
Thursday

Directions:

- Retreat by team into your territory to place the flag. The flag must be hung 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.
- Rescue teammates by sneaking across the border, tagging your teammate, then racing back across the border.
- Win by capturing the enemy flag and carrying it back to your side of the border.

Give them three minutes to strategize.

Total the number of times a team successfully captures the flag



Cap- ture the Flag



**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 with the highest number of knock downs is the winner.
Give the three minutes to strategize.**

Base Camp A

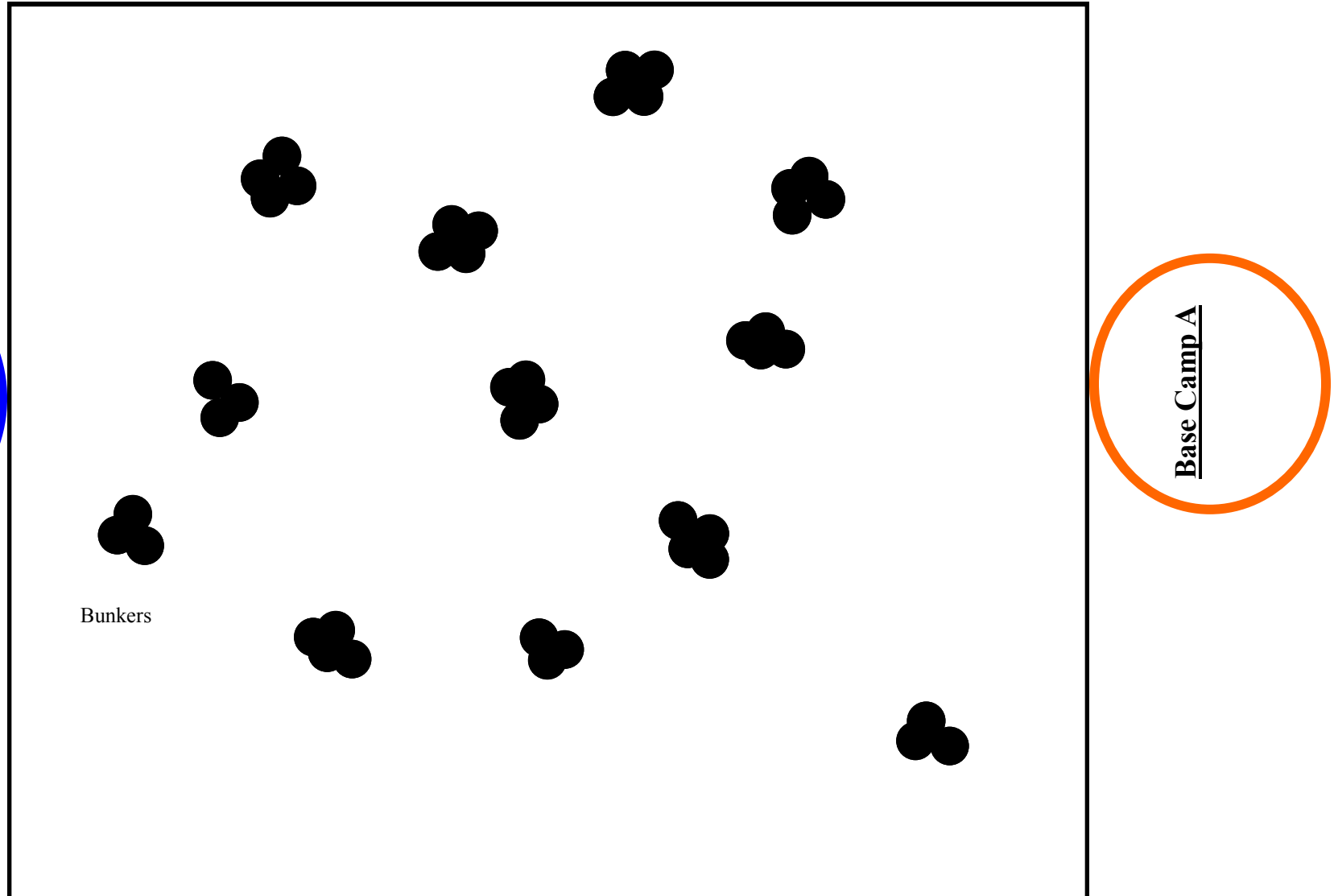
Thursday

Directions:

Divide each team into groups of 8, adults may play if needed.
There will be two games of 8 minutes each or 3 games 6 minutes each.

- When the official says game begins, the game will start.
- A team wins by totaling number of kills from each game.
- Give them a minutes to strategize
- They may hide behind bunkers, but not climb on them or knock them over.

LASER TAG

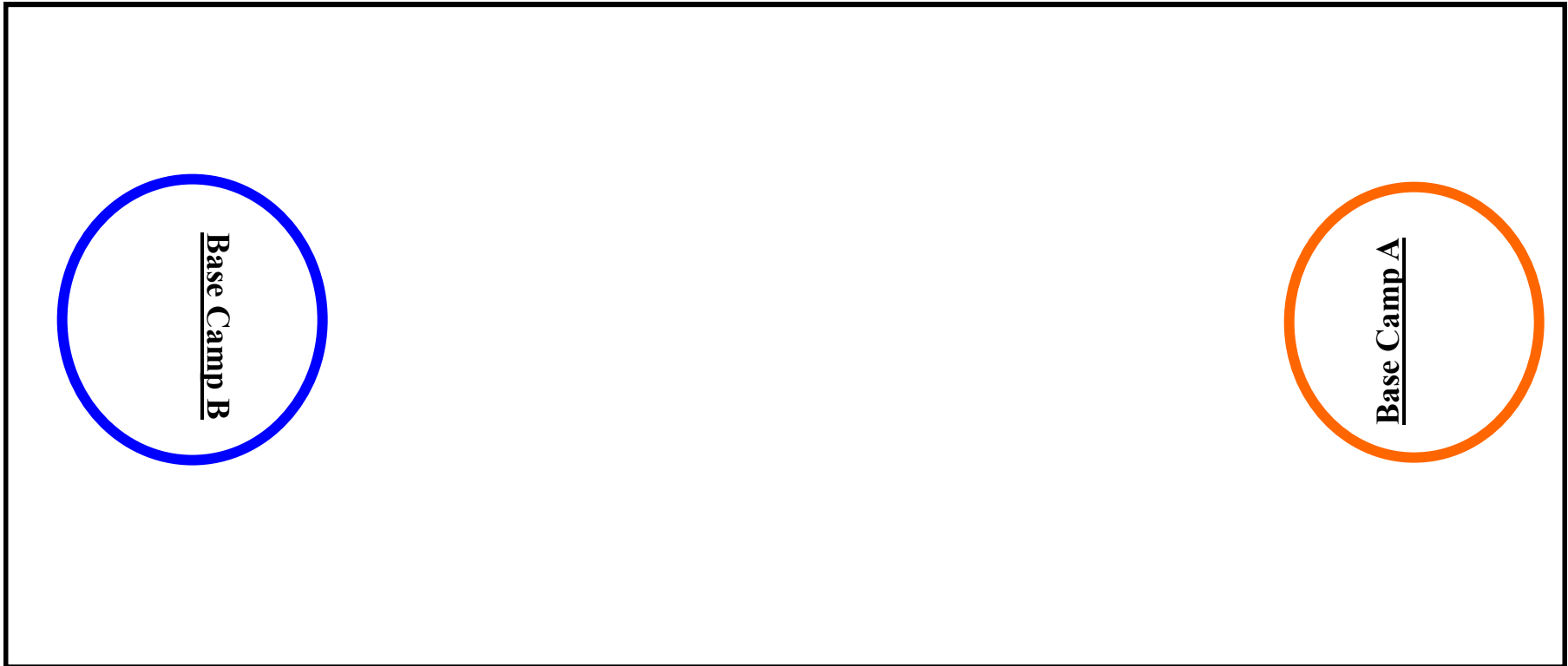


Thursday

Directions:

- On the picnic tables there is paint for flags, fabric markers for bandanas.
- Use the special markers for dark fabrics.
- Use the hair dryers to help dry the paint on the flag.

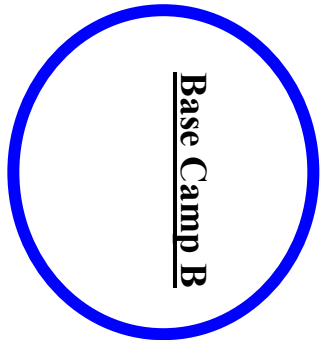
**PAINT
UR
FLAG**



Directions:

- Each team must hold onto their piece of rope
- When the Game official yells start both teams move clockwise around the Cones/Rectangle
- After one minute on person may let go of the rope and sit on the side line. If one team has an extra player more than the other team then two people may let go and sit on the side line.
- After each minute one person from each team can let go and sit on the side line.
- The first team to catch the opposing team with the fastest time will be the winner.

DRAGON TAIL



**This is a timed event. The team that completes this challenge with the highest number of knock downs is the winner.
Give them a minute to strategize.**

