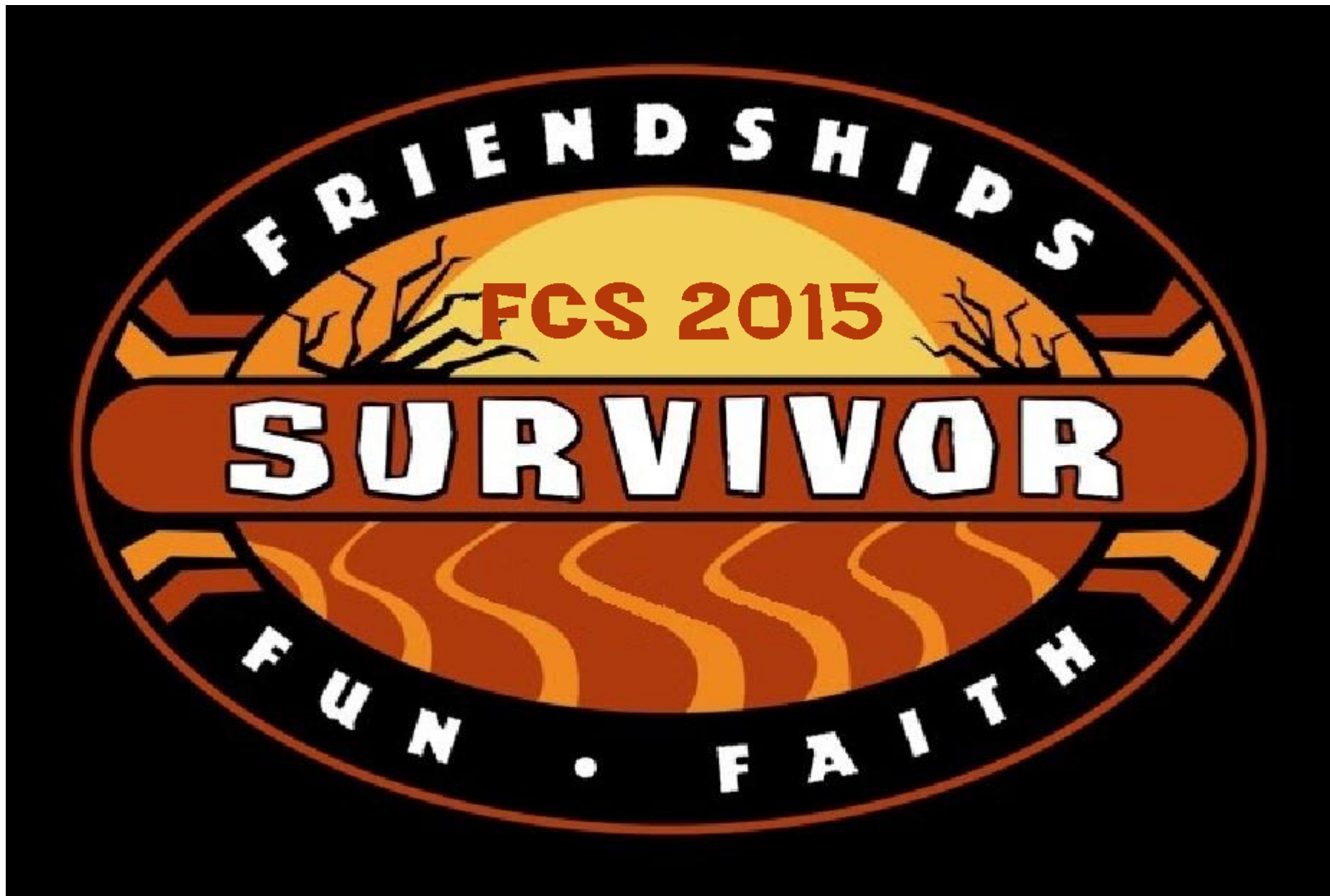


FRIENDSHIPS

FCS 2015

SURVIVOR

FUN • FAITH



# TEAMS

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Red

Orange

Blue

Pink

White

Purple

Green

Yellow

Black

Brown

**Practice Field**

**1-**

**Obstaculum**

**2-Speed Ball**

**Thursday April 16th Games**

**Junior High Buildings**

**3-Battle**

**Football  
Field**

**4-lazer Tag**

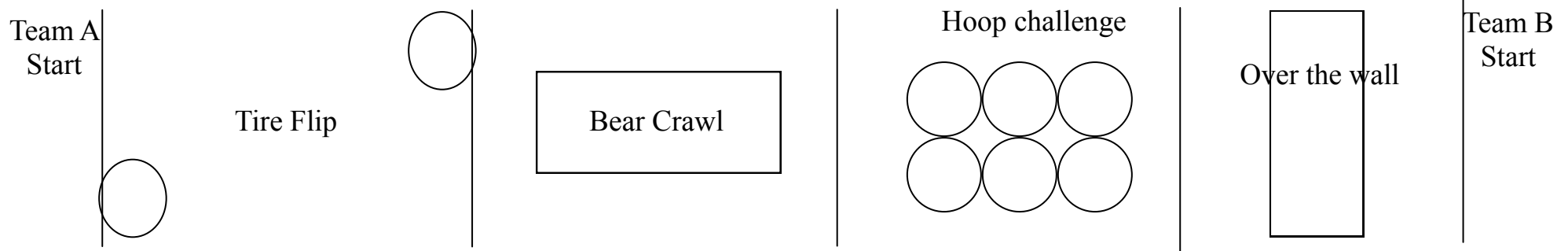
**Picnic Tables**

**5 Paint**

Thursday

Station 1

# OBSTACULUM



1. Each team will be divided in half, with two people who are chained together.
2. Half the team on the tire side and one half of the team on the scaffolding side
3. If there are odd numbers, or one team is lacking enough players, players from the smaller team will have to repeat the course to make up for the numbers difference.
3. You then have to remain chained with their partner through the entire course

There are the following stations:

flipping a giant tire from line to line, Bear crawl go under the netting,  
speed through the hula hoops one foot in each, climb over the scaffolding

When the chained team reaches the finish line they unclip and hand to the next two players, once they are clipped together they may go through the course.

The Team with the fastest time will win the game.

Thursday

Station 2

# SPEED BALL



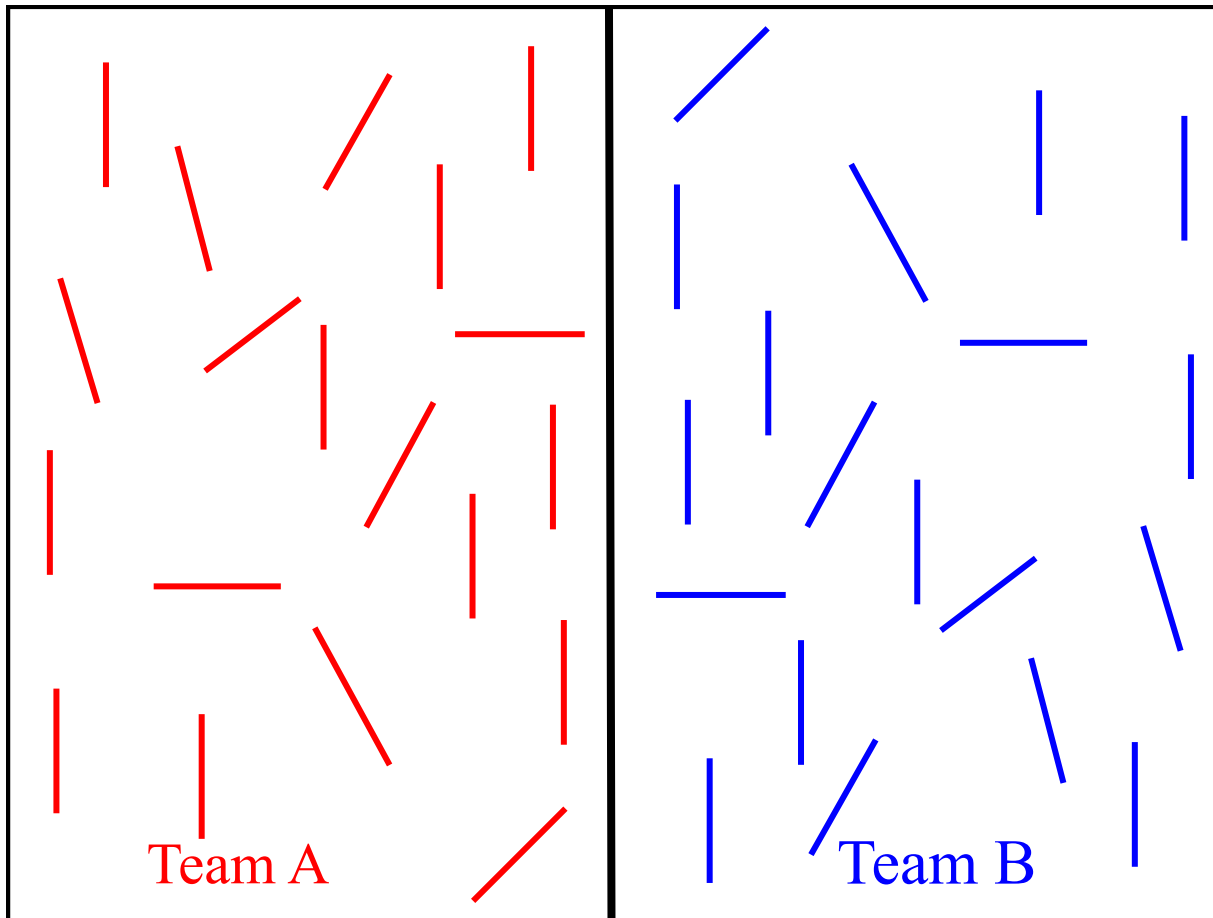
Directions:

- 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

Station 3

# BATTLESHIP



## DIRECTIONS

- 1: the teams pick two throwers
  - 2: the rest of the team are the “battleships”.
  - 3: then the throwers take turns starting with Team A , then Team B, then Team A then Team B, Then the throwing cycle repeats.....A,B,C,D
  - 4: When the “ship” is hit, it has to be a direct hit, they are out and must leave the playing field.
- This is a times game, the team that hits at the ships in the shortest amount of time wins.  
IF A team has less player, the team with the fewer players will have to re-enter the playing field to make up for being short handed.

# Thursday

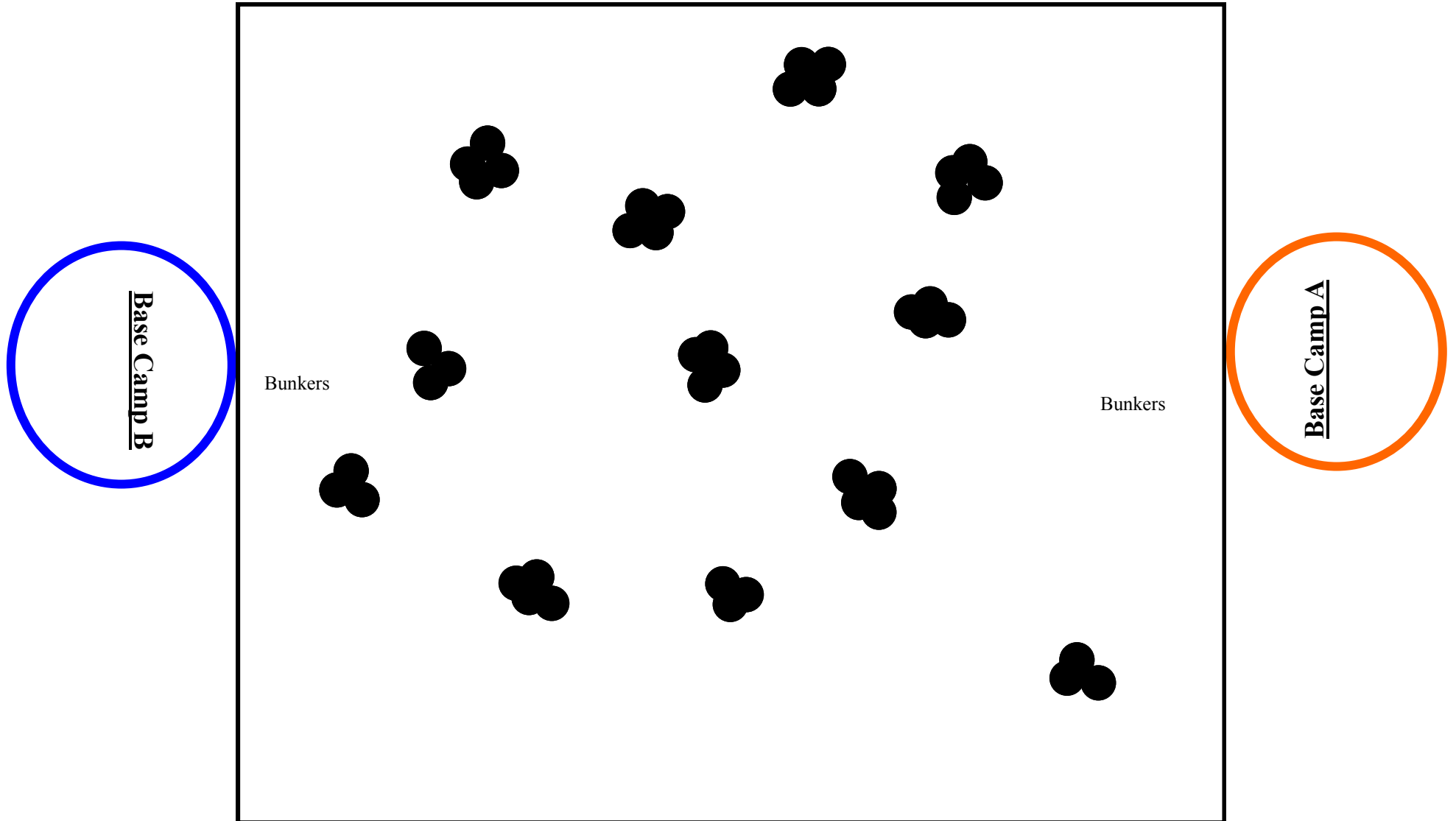
## Station 4

### Directions:

Divide each team into groups of 11, adults may play if needed.  
There will be two games of 7 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



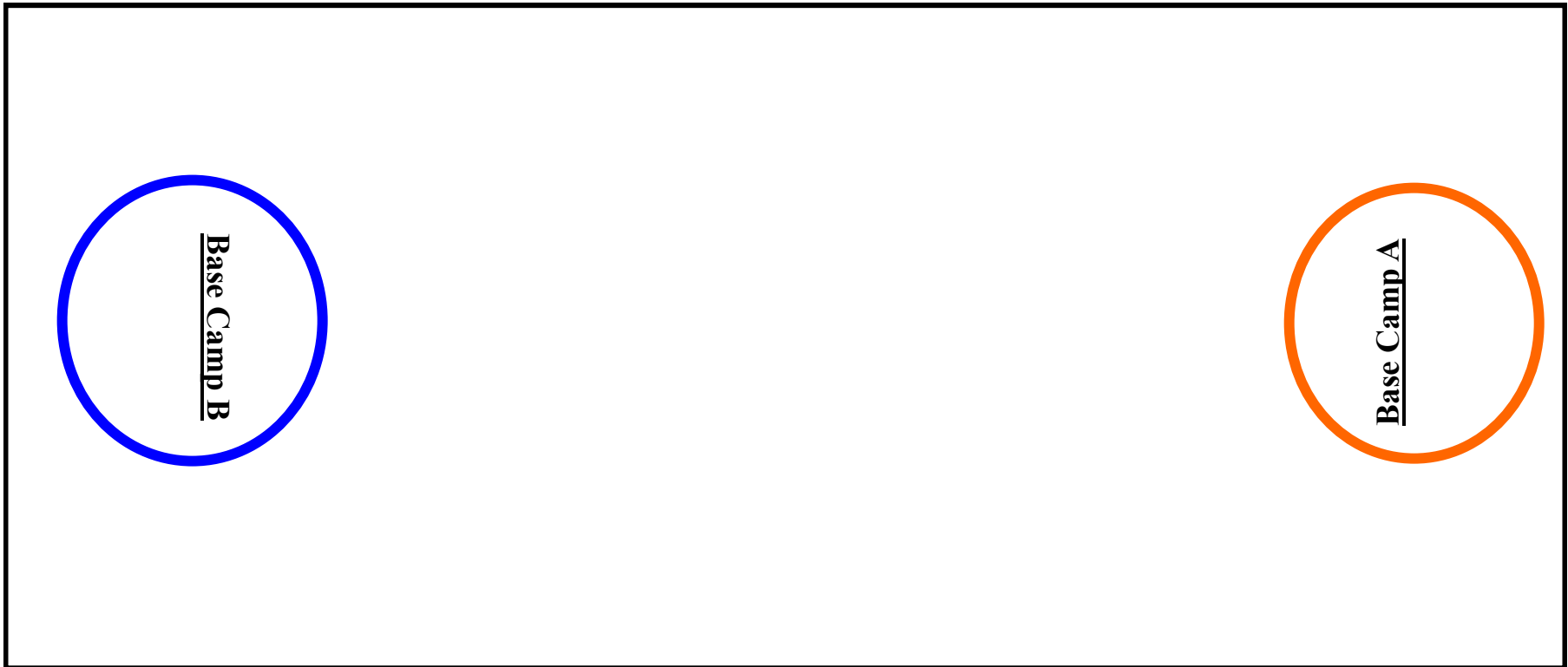
**Thursday**

**Station 5**

# **PAINT YOUR FLAG**

**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.**





# Friday April 17h Games

**Junior High Buildings**

**Practice Field**

**1-Noodle  
Soccer**

**2-Capture the  
Flag**

**4-Puzzler**

**Football  
Field**

**3-Bridge**

**Picnic Tables**

**5 Paint**

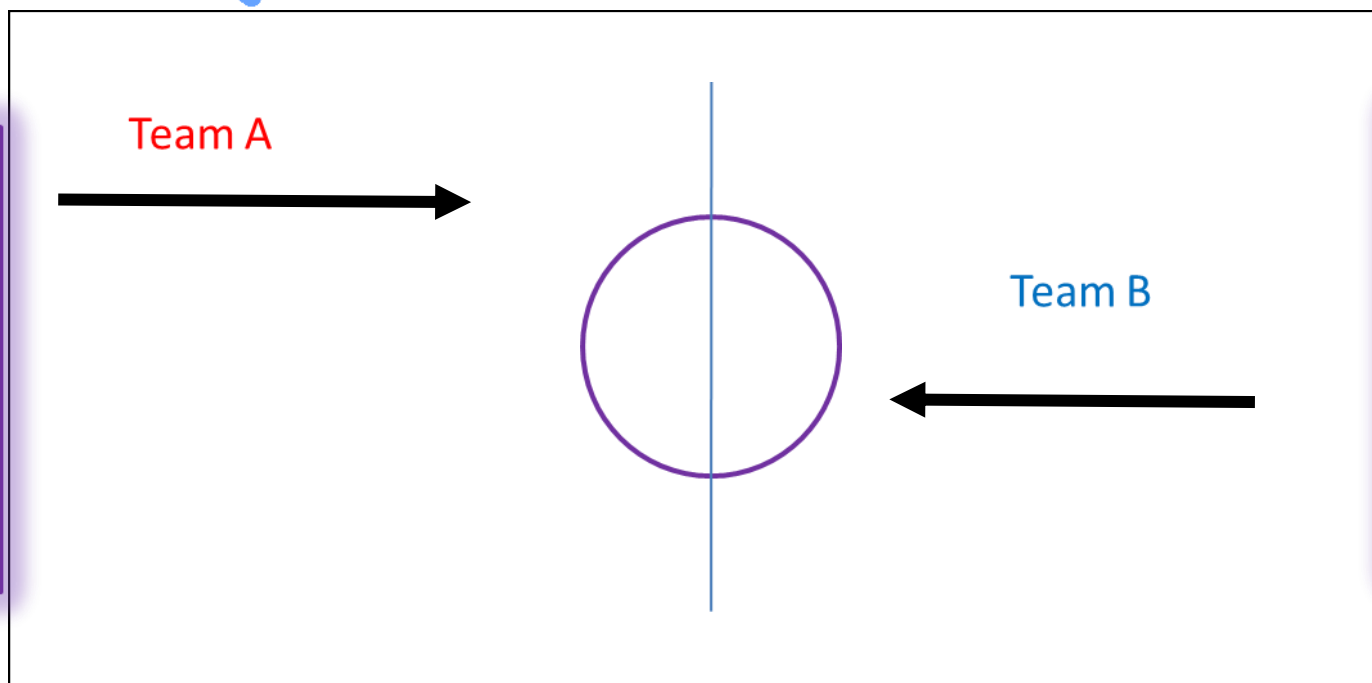
Friday

Station 1

# Noodle Soccer



GOAL



GOAL

Directions:

1. This game is similar to playing soccer, with a twist.
2. This game is 11 vs 11 for a 7 minute period. After 7 Minutes, the next 11 will play. If the team has less than 22 players, then players from the first half may play the second half, the team must choose. Every member of the team must play.
3. Give each player a pool noodle and have them gather on their side of the playing field.
4. You are **NOT** allowed to use your hands or feet to move the ball, points can be deducted for cheating.
5. You can hit people with the noodles, pick the ball up with the noodle, or roll the ball with the noodle as long as it gets into the goal. There is a three foot space the goalie must be away from the goal.
5. This is a game based on the number of points they get in the 14minute game.
6. Give the teams two minutes at the beginning to determine their first 11 and a strategy.

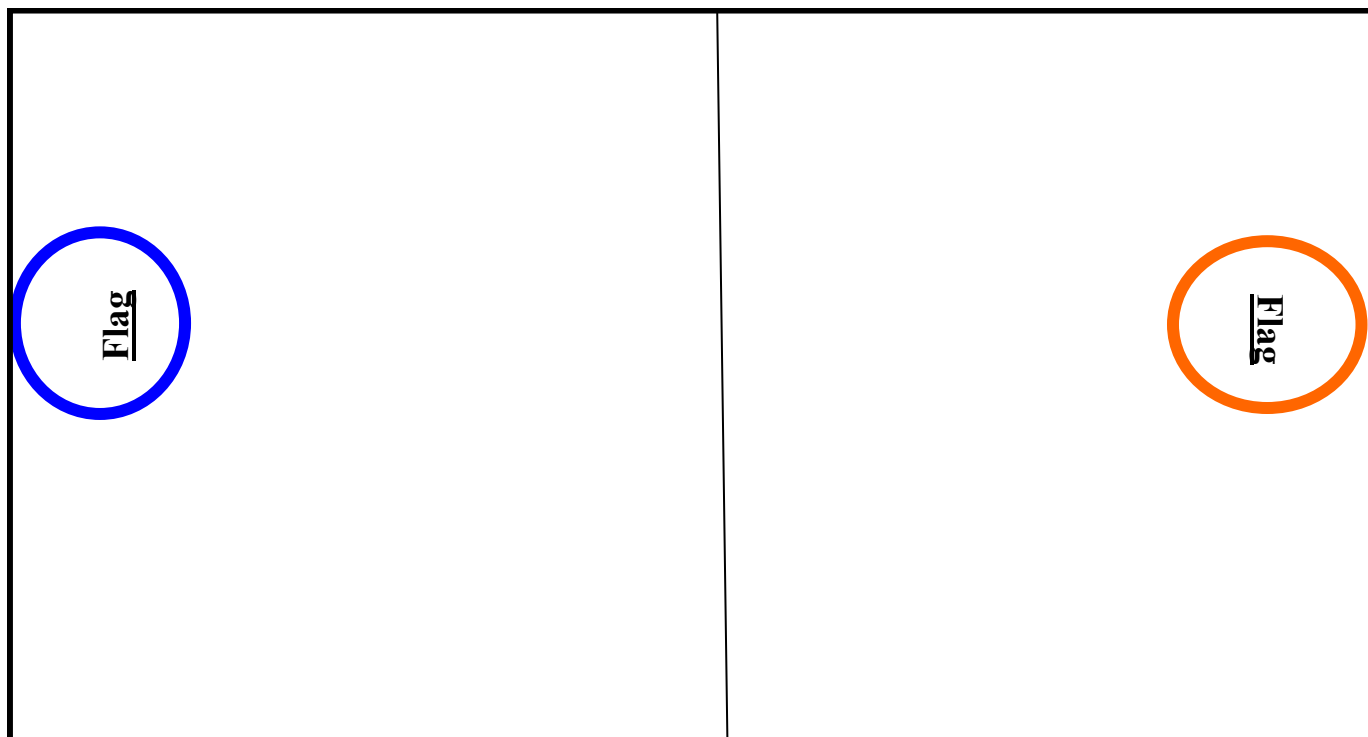
# Capture the Flag

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. When a team achieve this the game resets.
- The team with the most captures wins

**Give them three minutes to strategize.**

**Total the number of times a team successfully captures the flag**



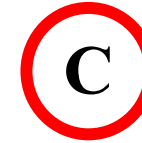
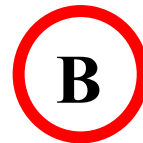
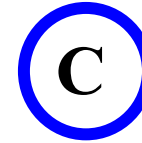
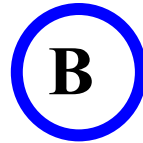
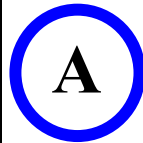
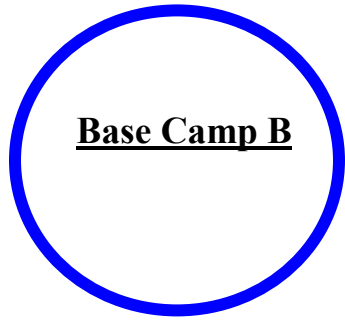
Thursday

# BRIDGE

Station 3

Start

Finish



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.**

**Friday**

**Station 4**

# 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.**

Friday

Station 5

# PAINT YOUR FLAG

**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.

