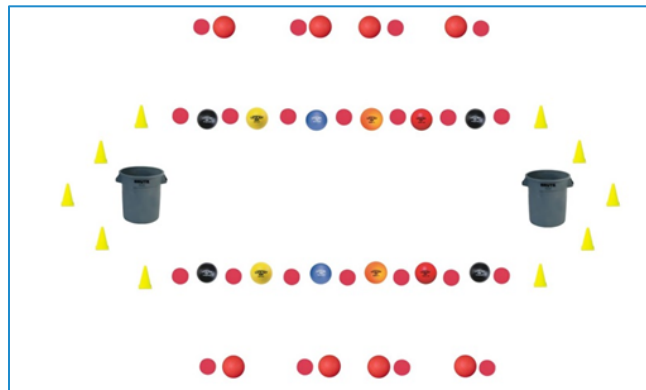


Game: Conquest

Equipment Needed:

Gator Skin Balls - 20
Trash Cans - 2
Kickballs - 10ish
Playpen Balls - 30ish
Polyspots (optional) -40

Space: large open space



People Needed:

- Two teams of at least 4-5 (one team running, one team kicking)
- Volunteers to oversee.


Objective: One team collects gems (playpen balls) for their castle (a trash can) while the other team thwarts their plans

Set-Up

- Create a scoring lane using cones and gator skin balls (see above diagram)
- Place a large trashcan, kiddie pool, or buckets in the middle of each scoring lane which will be used for kids to throw playpen balls into. Any equipment that can hold playpen balls will suffice.
- Place 4-6 polyspots about 10 feet away from the trash can lanes (see above diagram)
- One trash can is full of playpen balls and the other one will be empty to start the game.
- Kickballs will be placed at the polyspots furthest away and gator skin balls will be placed at each polyspot along the playing field.

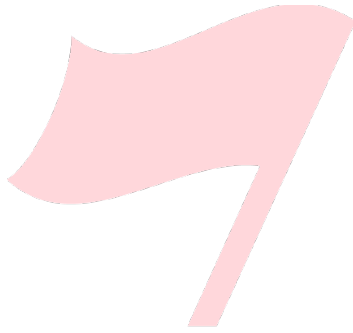
Gameplay

- Running – The running team starts inside the scoring zone with the trash can that is full of playpen balls. When the game starts their job is to run through the lane to the other trashcan. Each runner needs to grab one playpen ball (only one at a time) and carry it to the other trash can. Runners must do this over and over without getting hit by the kicking team. If they are hit in the lane they must sit down where they got hit; they cannot move off the ground but can pass playpen balls to one another to get them to



the empty trash can. After being hit they can grab the balls and throw them at the kicking team members. Once inside one of the scoring zones, the runners are safe.

- Kicking – The kicking team starts outside the lane. Their job is to either kick the gator skin balls off of the inner line of poly spots or throw the mega kick balls from the outer line of poly spots at the running team. The gator skin balls must be kicked from the ground on a poly spot. Mega kick balls must be thrown from the outer line of poly spots. Mega kick balls must be thrown with both hands over the head; if players throw incorrectly or pick up the ball with one hand they are out. If a running team member hits a kicking team member with a ball the kicking team member must sit down and cannot touch any of the balls until the round is over.
- The game is played in rounds. Each team will have the chance to fulfill each role during a single round.
- Round halves last around 5 minutes. After the first half, have the teams switch roles and count how many playpen balls the running team scored.



WinShape Camps

