



Juniors International Team Games 2017

This annual international competition has become a popular event for many Junior Sections around the world. Minimal preparation is needed. Your Company can participate on its own in your own church hall or join with other neighbouring Companies.

THE GAMES

The 6 games are set out and explained on the attached page(s).

THE RULES

1. Each event must be witnessed by a judge who is NOT a member of your Company.
2. Each game may be practised beforehand.
2. Results can only be accepted from one attempt. The judge must be told BEFOREHAND which attempt will be the 'entry' one.
3. A team is made up of 6 Junior/No. 1 members. The 6 may be changed for different games.
4. Multiple entries from Companies are permitted. Where multiple entries are submitted, teams should be marked A, B or C etc. (eg. 1st Anytown B)

The following results were achieved by the Company

Game No.	Game	Results	Judge's Signature
1	Juniors 100 Sort	Mins Secs	
2	Shuttle Run	Mins Secs	
3	Ball catch	Points scored	
4	Hop relay	Mins Secs	
5	100 In the Square	Mins Secs	
6	Ball bounce	Points scored	

Name of Judge _____ Telephone Number _____

Person to whom the final results/certificate(s) should be sent:

Contact Name: _____

Address: _____

_____ Postcode: _____

Results must be received by 1st May 2017.

Please send to:
JS International Team Games,
The Boys' Brigade,
Felden Lodge,
Hemel Hempstead,
Herts,
HP3 0BL



Juniors International Team Games 2017

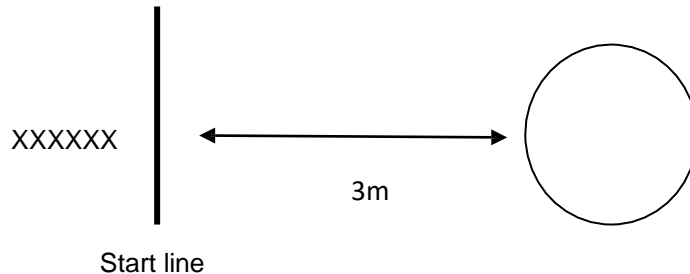
GAME 1 – JUNIORS 100 SORT

Equipment

- 12 pieces of card (A4 or equiv size with one character from 'BB JUNIORS 100' on each piece)
- Hoop
- Stopwatch/timer

Setting up A start line is marked on the floor. A hoop is placed three metres from the start line and the cards are jumbled and placed face down in the hoop. A copy of the words in the correct order is placed on an adjacent wall.

Diagram



The Game Team member 1 runs to the hoop and picks up a card and brings it back and places it face down behind the start line. Team members continue until all 12 cards are behind the start line. The cards are then turned over and assembled in the correct order to make the sentence.

The judge checks that the letters are in the correct order 'BB JUNIORS 100'. If not, the judge asks the team to check against the copy on the wall and the time continues until they are correct.

Scoring This is a timed game. Time is taken from the start until all the team are sitting behind the line with the task completed.



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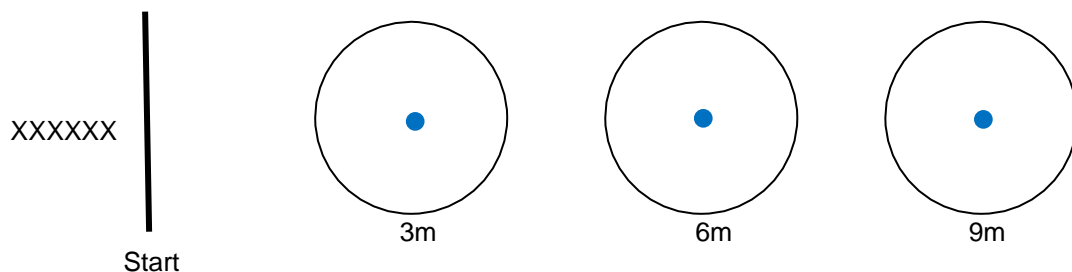
GAME 2 - SHUTTLE RUN

Equipment

- 3 hoops
- 3 Beanbags
- Stopwatch/timer

Setting up A start line is marked on the floor, along with a mark on the floor at 3m, 6m and 9m intervals. Then three hoops (centre of hoop should be on 3m/6m/9m marks) are placed in a straight line on the 3 marks on the floor. The beanbags are placed at the start line.

Diagram



The Game The 1st team member picks up a beanbag and runs to a hoop and places the beanbag in it, runs back to the start line and collects the second beanbag and runs and places it in another hoop and likewise with the third beanbag. The 2nd team member then runs out and collects the beanbags, returning them one at a time to the start line. The 3rd team member places the beanbags in the hoops, the 4th team member retrieves them, the 5th team member places them out and the 6th retrieves them. The game is finished when all team members have been and the team is sitting behind the start line

Scoring This is a timed game. Total time for all members to complete the game.



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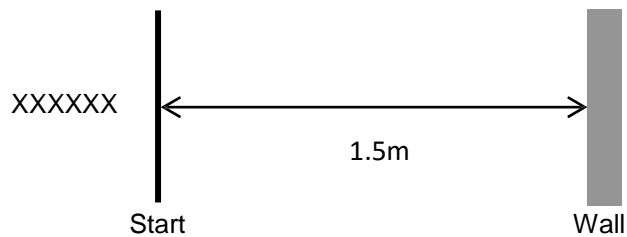
GAME 3 - BALL CATCH

Equipment

- 1 tennis ball (or ball of similar size)

Setting Up A line is marked on the floor 1.5 metres from a wall

Diagram



The Game Each member in turn stands on the line and throws the ball against the wall, 3 times with the right hand and 3 times with the left hand trying to catch the ball each time with the same hand, without the ball bouncing on the floor. 1 point is scored for each successful catch. The member must remain at or behind the line at all times.

Scoring This is not a timed game. The total number of successful catches (maximum 36) is recorded.

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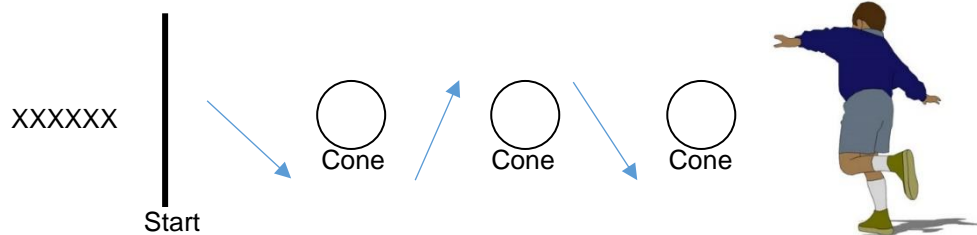
GAME 4 – HOP RELAY

Equipment

- Masking tape/Chalk
- 3 Cones
- Stopwatch/timer

Setting Up Mark a start line and then place three cones each 1 metre apart, the first cone should be 1m from the start line.

Diagram



The Game Participants must start feet behind the start line and make their way around (through each set) the cones, around the 3rd cone and back around the cones while hopping on one leg only, crossing the start line to complete the circuit, the next team member can then go. The game is finished when all members have been and the team is sitting behind the start line

Scoring This is a timed game. Total time for all members to complete the game.



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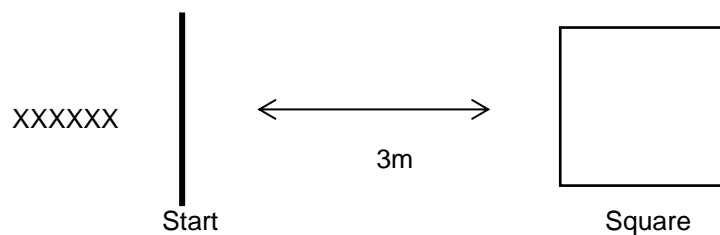
GAME 5 – 100 IN THE SQUARE

Equipment

- Masking tape/Chalk
- 1x bean bag
- Stopwatch/timer

Setting Up Mark a start line and then mark out a square (50cm x 50cm) 3 metres away.

Diagram



The Game The team needs to score 100 points by throwing the bean bag into the marked out square. Each team member in turn throws a bean bag (from the line marked 3m away from the square) into the square. 10 points are scored if the bean bag lands in the square without touching the sides, 5 points are scored if the bean bag is touching the sides of the square. The team member then runs to retrieve the bean bag and runs back to the start line and hands it to the next team member. Continue to go through the team, with each team member in turn having a go until the team reaches 100 points.

Scoring This is a timed game. Total time for the team to reach 100 points.



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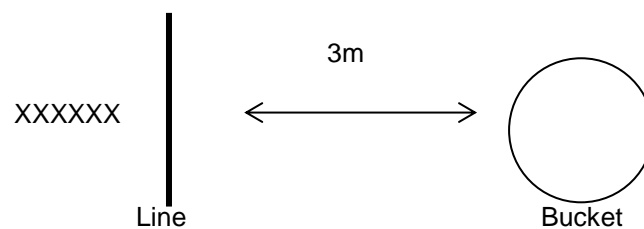
GAME 6 - BALL BOUNCE

Equipment

- 1 Bucket
- 6 Tennis balls

Setting Up A line is drawn on the floor. One bucket is placed 3 metres from it.

Diagram



The Game Each team member stands at the throwing line and takes it in turn to bounce the tennis ball to land in the bucket. Go through the team allowing each team member their first attempt, and then continue to go through the team so that each team members has a total of six attempts. The ball DOES NOT have to stay in the bucket (If it bounces out, that still scores). The tennis ball must bounce and direct throws into the bucket do not score.

Scoring This is not a timed game. The total number of balls landing in the bucket are added together to give a total score.