

## Juniors International Team Games 2019

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. 1<sup>st</sup> Anytown B)

The following results were achieved by the Company

Game No.	Game	Results	Judge's Signature
1	Skip A Roo	Mins          Secs	
2	Shuttle Run	Mins          Secs	
3	Ball catch	Points scored	
4	Hop relay	Mins          Secs	
5	Smartie Shuffle	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 1<sup>st</sup> May 2019.**

Please send to:

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

Or email robert.powell@boys-brigade.org.uk

## Juniors International Team Games 2019

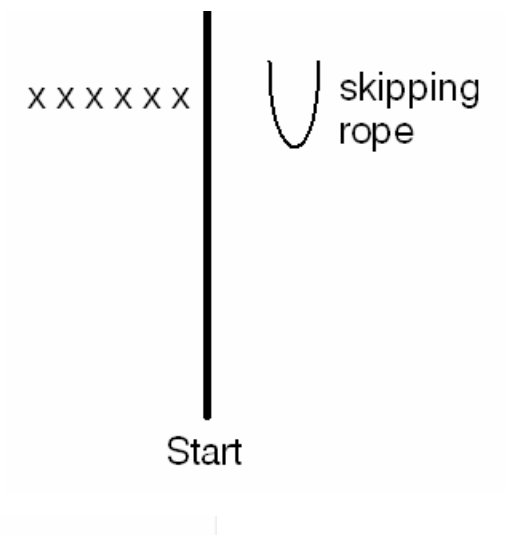
### GAME 1 – SKIP-A-ROO

#### Equipment

- Skipping rope
- stop watch.

**Setting up** Skipping rope is placed 1 meter from the start line.

#### Diagram



**The Game:** When the game is started the first team member goes to the skipping rope and skips 20 times, they then go back to the start line, tagging the next team member. This is repeated until all team members have completed their skipping and are back over the line. Team members not skipping should stay behind the start line, in a line.

**Scoring:** This is a timed game. - Total time taken for all team members to complete 20 skips each.

## Juniors International Team Games 2019

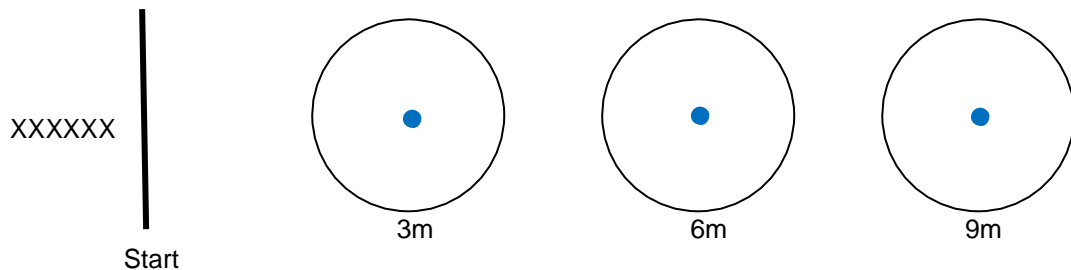
### GAME 2 - SHUTTLE RUN

#### 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 1<sup>st</sup> 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 2<sup>nd</sup> team member then runs out and collects the beanbags, returning them one at a time to the start line. The 3<sup>rd</sup> team member places the beanbags in the hoops, the 4<sup>th</sup> team member retrieves them, the 5<sup>th</sup> team member places them out and the 6<sup>th</sup> 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.

## Juniors International Team Games 2019

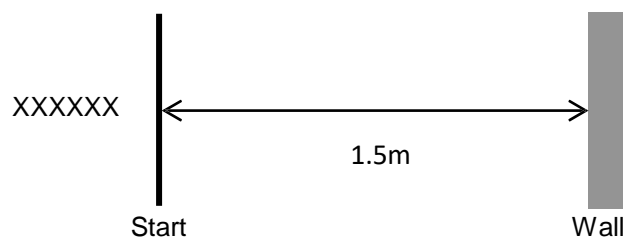
### GAME 3 - BALL CATCH

#### 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.

## Juniors International Team Games 2019

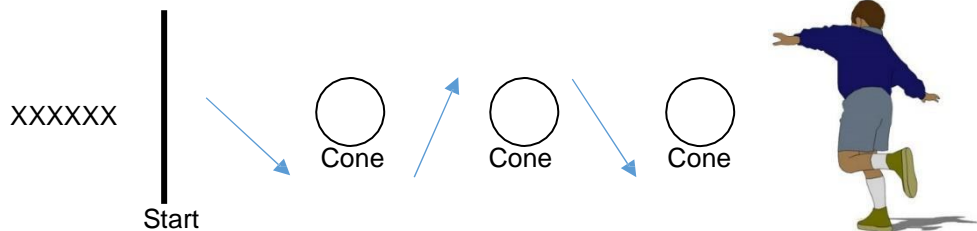
### GAME 4 – HOP RELAY

#### 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 3<sup>rd</sup> 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.

## Juniors International Team Games 2019

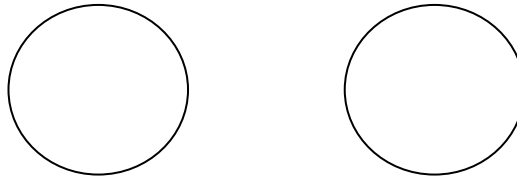
### GAME 5 – SMARTIE SHUFFLE

#### Equipment

- 6 Drinking straws
- Tube of Smarties
- Two bowls

**Setting Up** Two bowls are placed 1 metre apart. 12 Smarties are placed in one of the bowls

#### Diagram



**The Game** The Game: The twelve Smarties have to be transferred from the starting bowl into the empty bowl using only the straw. Team members take it in turns with only one Smartie being transferred at a time.

**Scoring** This is a timed game. Total time taken for 12 Smarties to be transferred .

## Juniors International Team Games 2019

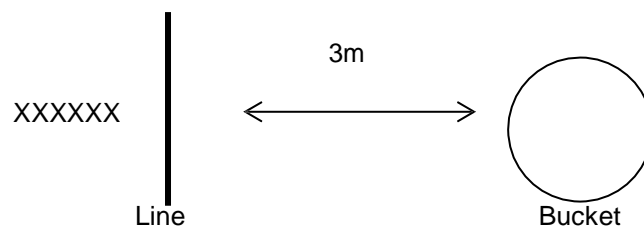
### GAME 6 - BALL BOUNCE

#### 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.