

Arena Games

- **Raw Veggie Launch**

Supplies Needed: 3 Person sling shot, raw veggies, buckets

Rules: Raw veggies will be launched into the air by 3-person slingshot and caught down range by team mate with bucket on their head to catch veggies. All teams fire at the same time until all veggies are used up. Any catch counts no matter which team shoots.

- **Fowl Fetching**

Supplies Needed: Chicken, geese, guineas, and any other fowl

Rules: All players form circle in arena to keep birds from escaping. All birds turn loose in middle of circle and on a whistle one person from each team run in and catch fowl. Put birds in cage and new member run in to catch and pen and repeat until all fowl is caught. Both teams are circled up together, one player from each team in middle of circle at a time.

- **No Fowl**

Supplies Needed: 10 birds and a pen.

Rules: All members lay on ground side by side. Shoulder to feet. On a whistle remove bird from pen and hand to first on ground who then passes to next and so on until the bird reaches last person who passes to end pen. Winner = all birds through. Every player must hold bird until next bird available.

- **Inner tube ramp jump**

Supplies Needed: Two inner tubes tied together with carpet or cardboard or inner side secured with duct tape, ramp

Rules: Two team's side by side on back of flatbed pickup inside inner tubes. Roll down a ramp to the ground and onto small ramp with teammates laying side by side on the other side of small ramp so they can be jumped over and onto teammates. Whoever rolls the farthest wins.

- **Sheep and Goat sorting:**

Supplies Needed: 5 goats, two small round pens connected in middle with the common panel missing, forming a gap

Rules: Sort one of each alternating sheep and goat unit all are sorted. Mess up equals a no time.

- **Pony joust**

Supplies Needed: Pool noodles, ponies, giant cowboy hats

Rules: All players wear hat, hold noodle and ride pony. You're out if your hat falls off – cannot use hands, you can only use the pool noodles.

- **Hula Stock**

Supplies Needed: 5 -6 sheep, goats or beef calves loose in arena, hula hoops

Rules: Team has one hula hoop and must get as many calves thru hoop without stock laying on its side. Must always have control of hoop. Cannot use same calf twice. Team to get all stock through before time is up or the most stock through wins.

- **Calf Dressing**

Supplies Needed: Calves, clothing items (big underwear, shirts, shorts, jeans, hats, bandanas), and ropes

Rules: Each team is assigned a calf to catch and dress. Each article of clothing is worth points. Each team will pick clothing items from a pile in the middle of designated area. Team of four students. Team with most points determines the winner. Two minute time limit.

- **Goat Roping**

Supplies needed: Goats, ropes, small pen

Rules: Header/Heeler like team roping. Goat turned out, must head and heel. Two students per team.

- **Mugging**

Supplies needed: Calves, ropes

Rules: Cattle turned out into pen. Student must catch one and mug it down. Two teams (three students per team) can go at same time. First team to mug wins the round.

- **Noodle Tag**

Supplies Needed: Pool noodle

Rules: Team divided equally. Each player has a pool noodle. If player is hit with pool noodle by opposing team, that player is frozen. To be thawed out, a fellow team member must pass his noodle through frozen player legs. Winner is determined by team with least frozen after set time limit.

- **PaintBall Dueling**

Supplies Needed: Buckets, paint (mix with baby shampoo/ivory soap to avoid stain on concrete or any permanent object), dodge balls or sponge type balls

Rules: One on One duel. Each person will stand beside a bucket of paint with dodgeballs or sponge type balls in a bucket. Each person will face the opposite direction (as a duel). When whistle is blown the player turns around and throws paint covered balls at opponent. First person hit with paint is out.

- **Cowboy Bowling**

Supplies Needed: At least 2 large innertubes, at least 12 barrels/buckets (6 on each lane)

Rules: Team of three with two teams going at a time. One member in the inner tube and other two push tube. Must roll tube with team member inside and knock down plastic barrels or buckets set up like a bowling pins. Team who knocks down most pins determines winner.

- **Wheel Barrow Barrel Race**

Supplies Needed: Wheelbarrows, at least 3 barrels

Rules: Team of three. One member in the Wheelbarrow and other two are on the handles. Must complete a cloverleaf barrel pattern. Two teams can compete at the same time if supplies available.

- **Chicken Pole Bending**

Supplies Needed: Set of Rodeo Poles, other obstacles as chosen, blindfolds

Rules: Team of Two. One person is either on shoulders or piggyback. Bottom person is blindfolded. Top person must direct bottom person through a pole pattern. Extra obstacles are optional

Versus Games

- **Broom Ball**

Supplies Needed: Brooms, balls (yoga balls work the best but any kind will do)

Rules: The objective is to score the most points by knocking the ball into a goal. Divide your group into two teams. When your two teams are established give each player a broom. You must have two soccer like goals. The players will use the brooms to hit the ball and will try to score in the opponent's goal. You can play for a time period or to a certain score.

- **Super Sack Race**

Supplies Needed: Bulk feed sacks (super sacks)

Rules: The objective is to win a race. Take and split your group into teams depending on how many super sacks you have. The entire team will get in the super sack and race from a start to finish line.

Note: you can not have too many people in one super sack, the more people in the sack the more teamwork needed and the wilder it gets.

- **Super Sack Dodge ball**

Supplies Needed: Bulk feed sacks (super sack), dodge balls

Rules: The objective is to hit the other players with dodge balls. Split your group into teams based on how many super sacks you have. Place your dodge balls in the center of the play area. With the players in the super sacks start the game. All players must remain in the super sacks until they are hit by a ball when they are hit they must exit the super sack and stand on the sidelines the game is over when there is only one team left. **Note: you can not have to many people in one super sack the more people in the sack the more teamwork needed and the wilder it gets**

- **Ultimate ball**

Supplies Needed: Ball (any kind of ball will do yoga or soccer ball works best)

Rules: The objective is to score more points than the other team. Split your group into two teams. Set your play area up with an out of bounds and end zones like a football field. When your teams are

established pick who will start the game with the ball. The starting team will start the game at their own goal line. At this time they will start throwing the ball to each other. Every time that the ball is thrown and caught the person that caught the ball is not allowed more than two steps until after they throw it. The team without the balls objective is to stop the other team from passing the ball into there end zone. A change of possession happens when someone scores, or intercept's the ball, the ball is caught out of bound or the ball hits the ground. If the ball hits the ground the opposite team gets the ball where the ball hits the ground. You can play to a certain score or a certain time limit

- **Water Balloon Nuke'm**

Supplies Needed: Water balloons, net or rope (volley ball net works best)

Rules: The objective is to get the other team out. Split your group into two teams. When your group is split in half put them on opposite sides of the net. Pick a team to start the gameplay with a water balloon. The water balloon is then tossed across the net to the other team, the other team tries to catch the balloon without it popping. If the person trying to catch allows it to pop they are out and sits on the sidelines. If nobody attempts to catch the balloon and it hits the ground the closest player to where it hits the ground is out. If the balloon is caught without it popping that person throws it back across the net. The game is over when one team is completely eliminated.

- **Big balls in cowtown**

Supplies Needed: Ropes, biggest ball you can find (72 inch cage ball works the best)

Rules: The objective is to tag everyone with the ball. Pick someone to be it. Next set your game field by setting out a rope or ropes in a complete circle. Everyone starts in the circle (more people means bigger circle). When the game starts the person who is it rolls the ball and tries to tag the other players. When the ball touches the player they are eliminated and must exit the circle. If a player steps out of the circle they are also eliminated. As players get eliminated you may have to adjust your lariat to make the circle smaller. The round is over when all players have been tagged.

- **Kart Race**

Supplies Needed: Anything with wheels (old power wheels with the plastic gear removed works the best)

Rules: The objective is to win the race. Set up a course can be as wild or tame as you want. Split your group into teams of 2-4. Give each team a kart if you only have a select number of karts you can have more than one heat. Then let them race. **Note: wheelbarrows and dollies also work well. Not all the karts have to be the same.**

- **Sling Shot Tennis**

Supplies Needed: 3 person slingshots, pitching wedges (golf clubs), baseball bat, tennis ball, buckets, and fishing net

Rules: The Objective is to catch more tennis balls than the other team. Split group into two teams. Once teams have been set, break each team into launchers and catchers. Launchers- launch ball into the air for other team to catch. Catchers- catch the balls that are launched. The team that catch's the most balls in a given time wins.

Note: If you have limited amount of tennis balls have the catchers throw them back to the launchers

- **Extreme Inner tube game**

Supplies Needed: Old tires/inner tubes (old bike inner tubes get torn up)

Rules: The objective is to gather as many inner tubes from the center as possible. Split group into four teams. Have teams together but spread away from all other teams. when you say go, have all teams rush to the center of the playing field and gather the inner tubes and try to return them to their starting position. Inner tubes may be stolen from other teams. Until they have made it back to their original starting positions. If there is a student attached to the inner tube you get extra point and that person is out of the game until the next round.

- **Stuck on you dodge ball**

Supplies Needed: Dodge balls. Industrial Syrian wrap. Yarn

Rules: The objective is to play dodge ball. Split group into two teams. Now the fun begins (at this time begin attaching your students together with saran wrap). You don't not have to attach everyone the same it can be like arm to arm back-to-back... Be creative. Then play dodge ball. If the person you are attached to gets hit that does not mean you are out. Game is over when every group on one team is out.

Water Front Games

- **Water Dodgeball**

Supplies Needed: dodgeballs, water, tarp (optional)

Rules: Dodge, duck, dip, dive, and dodge...on water! You get hit, you're out. You catch a ball a member from your team can come back in and the person whose ball you caught is out. Last team with players still in the game wins. (standard dodgeball rules)

- **Bows and Arrows Game**

Supplies Needed: Canoes/boat, Nerf bows and arrows, life jackets

Rules: Teams in boats fire at one another--when someone is hit by an arrow, they're out and cannot shoot anymore. If a member of your team gets an opponent out, you can let someone from your team back in.

- **Team Canoe Race**

Supplies Needed: Canoes/boat, life jackets, paddles, hula hoops (optional)

Rules: Divide group into two teams, one for each boat (additional dividing techniques could be boys vs. girls, adults vs. students, etc). Race to the finish! Required obstacles, such as hula hoops, may be added.

- **Water Kick Ball**

Supplies Needed: beach ball, pools OR hula hoops for bases

Rules: If waist-deep water is an option, defensive players holding hula hoops make great bases. If not, kiddie pools full of water also make great bases. A pitcher rolls/throws the beach ball to the kicker. Regular rules of kick ball apply; beach ball and water make it more fun/challenging!

- **Slip & Slide**

Supplies Needed: dish soap, tarp, water, floaties

Rules: No rules! Just set up your slip-n-slide down a hill, across an arena, in a field, or wherever your terrain allows and have fun!

- **Slip-n-Slide Tug O' War**

Supplies Needed: tarp, dish soap, rope, bandana

Rules: Tie bandana in the center of the length of the rope. Split group into two teams (can change teams up multiple times to make game more fun or last longer). Can also set this game up over a mud pit for losing team to fall into.

- **Slip-n-Slide Dragsteer**

Supplies Needed: 2 tarps, dragsteer, dish soap, ropes

Rules: Line tarps up like team roping, on either side of dragsteer. Add soap and water and let'r rip!

- **Water Volleyball**

Supplies Needed: beach ball or yoga ball, volleyball net, dish soap, tarps

Rules: Set large tarps up as volleyball court, add dish soap and water and build volleyball net in the middle. Games are played until a team hits **25 points** and at least has a two point lead to win the set. You can do best 2 games out of 3, or best 3 games out of 5. The last set goes up to 15 points and a team must have a two point lead to win the set.

- **Blind Pillow Fight**

Supplies Needed: tarp, bandanas, at least 2 water pillows (or something similar), dish soap

Rules: Set up slippery tarps with water and dish soap. Two at a time, blindfold opponents and set to pillow fight. Most hits with pillows in 60 seconds wins. Opponents must fight with pillows only. You cannot hit below the belt, hold, trip, kick, headbutt, wrestle, bite, spit on, or push your opponent.