

# WARRIOR CHALLENGE

## Bombardment

In this dodgeball variation, the group is divided into two teams, separated by a center line which cannot be crossed by any player. Four batons (bowling pins) are given to each team, and they must be stood on end along a line at an appropriate distance from the center line (same distance for both teams). The object of the game is to knock down all of the opponents' batons. Players can protect batons, but must remain standing, and cannot touch the batons (for example, they cannot wedge the baton between their feet). Balls bounced off walls absolutely count! Accidental knock downs count, and batons cannot be reset (they are simply tossed out of playing area). Thrown balls can be batted down or caught, but no players are ever out. Game ends when all batons are down. A variety of ball sizes and shapes make the game interesting.

## Gaga (High)

## Pillage and Plunder

Set items in piles at one end of playing area; line up teams in single file at other. On signal, first player goes and picks up one item, and returns. Second player accepts this item, and goes and gets another. Second player returns with both items, which third player accepts, and so on. Game continues in this way.

**After first player goes, it is his/her job to pick up fallen items.**

Fallen items are returned to pile, where they must be picked up again by person who dropped them. Once last player has finished (returned with all items), team is done. First team done is winner.

## Path by Volleyball

## Sword Swat

## Softball #2

For this game you need a foam rubber sword, or a length of foam rubber pipe insulation, or another similar soft sword-like object. All players sit in a circle, with exactly enough chairs in circle for each person (although chairs are not needed). Leader stands in middle, by empty chair. Leader walks around inside of circle, and swats someone (lightly). After doing this, he runs and places sword on the empty chair in center (he must pick it up if it falls off), and then runs to get chair vacated by person he hit. That person, meanwhile, runs and picks up bat off of chair, and tries to hit leader before he sits down. If leader safely sits down, the new person must do the swatting. If leader is swatted before seated, he must continue as leader, and swat someone else. If sword falls off the chair, the swatted person is safe and can return to his seat. Continue in this way.

## Chinese Rockets

## Softball #1

A two liter bottle is half-filled with water, and a compressor is used to build pressure in the bottle. The resulting explosion send the bottle a good distance. Campers can get under the bottle for a good spray, and can also aim the bottle to hit a target forty to fifty feet away.

## Sumo Wrestling

## Softball #1

A circle drawn on the ground is the arena. Two opponents are given a large ball each; this is their belly. Players squat down on their heels and hold the ball out in front of them. They must stay in that position the entire game. The object is to either knock your opponent out of the ring, or knock him off balance. A player is out of the game if he falls over. Anything is legal, so long as players stay in the squatting position.

## Javelin Throw

Campers take turns throwing javelins (pvc pipes) for distance; each camper runs to mark their spot, and retrieves their javelin at the same time.

## Football Field

## Archery

Campers participate in standard archery competition. They can also attempt to shoot balloons pinned to the archery targets.

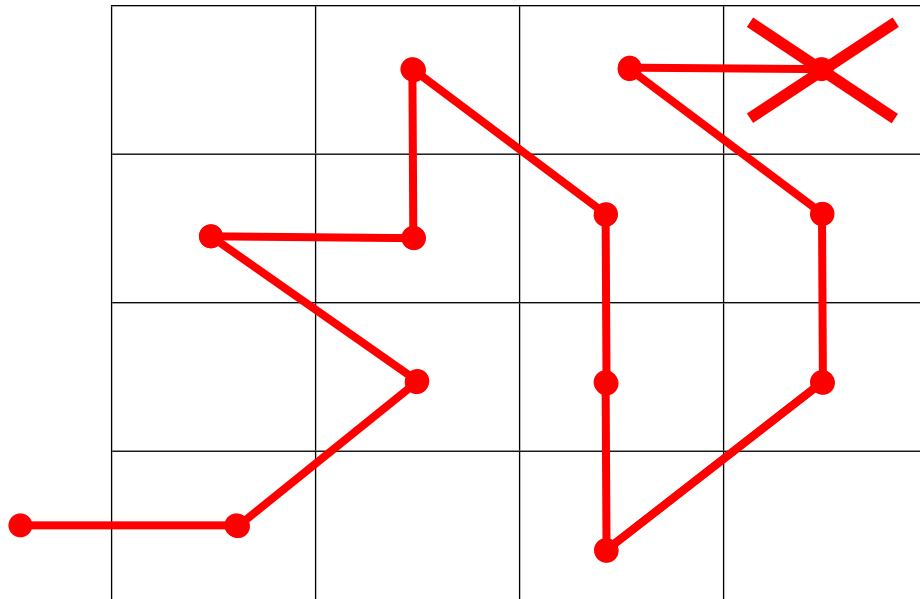
## Archery

## Minefield

Participants must work together to find the safe path that avoids a minefield laid out on a 4 x 4 or 5 x 5 grid (drawn on the cement with chalk). Every member must follow the predetermined path which utilizes no single square more than once. The only squares which are marked are the **Start** square and the safe square. Players go one at a time, continuing on what they believe is the correct path. The counselor provides feedback by either remaining silent (which signifies accuracy) or by saying "BOOM!" (which signifies a misstep). A player who steps on the wrong square is sent to the back of the line, where he/she can observe other players' attempts in order to discover the correct sequence.

## Path by Sr. Soccer

(The leader would need the map laid out on paper, in a fashion similar to this, in order to correctly judge players' movements).



## Chariot Races

## Basketball Court

Participants race two at a time using tricycles to maneuver around a simple track laid out on the court. Winners of each “heat” are then paired up to compete with another winner, using a bracket type system to find a final winner (if time allows).

## A Pirate’s Life

## Basketball Court

This is simply an obstacle course, which is only limited by your imagination. Campers can run it individually, or in a parallel format as team against team. Some possibilities:

- swim through the ocean (across a blue tarp that’s hosed down);
- walk the plank (across an elevated board) while avoiding the flying fish (wet sponges lobbed by staff);
- board the ship (over a bench or stack of tires);
- navigate the cave (through a play tunnel);
- load the cannon (using a bowling ball)
- shimmy under the sail (a suspended parachute or sheet);

- explode a cannonball (sit on and bust a balloon); and survive the storm at sea (a bucket of water poured over their head). The availability of other equipment provides for dozens of variations.

## Midnight Sniper

## Sr. Soccer Field

Blindfolds, water, and one squirt bottle per team are needed. Two teams get on opposite sides of circle. For each round, one person from each side is blindfolded; two squirt bottles are placed randomly between them after they've been blindfolded. On "Go," blindfolded players attempt to find one of the squirt bottles. First contestant to squirt the other wins. Players on the sidelines can yell directions to their blindfolded teammates. Squirt bottles are more fun than guns!

## Gladiators

## Sr. Soccer Field

Two opponents face off in a circular arena. Each is armed with several marshmallows and a container of flour. In the timed game, players attempt to hit their opponent with as many flour dipped marshmallows as possible. Neither player may cross the designated "No Man's Land." Winner is player at end of one minute with the least flour marks upon his body.

## Jousting

## Sr. Soccer Field

Players are armed with padded pugil sticks and protected by lacrosse helmets. Mattresses are also laid around playing area. Both players mount blocks and then swat or push their opponents in an attempt to knock them from their blocks. Players must hold their pugil stick with two hands at all times. Winners can challenge winners in a bracket type format. **PLAYERS MAY NOT AIM AT THEIR OPPONENT'S HEAD!**