



INTERNATIONAL JUNIOR TEAM GAMES - 2008

Launched as an international competition over a decade ago, this annual event attracts entries from Junior Sections in many countries. With minimal preparation, YOUR Company can participate from YOUR own church hall.

THE GAMES

The six games are set out in the following pages.

THE RULES

1. Each event must be witnessed by a judge who is NOT a member of your Company. Chaplains are officers.
2. Each game may be practised before hand
3. Results can only be accepted from one attempt. The judge must be told BEFOREHAND which attempt will be the 'entry' one.
4. A team is made up of six Juniors/No.1 Section Boys. The six may be changed for different games.
5. Multiple entries per Company are permitted. Where multiple entries are submitted, please mark the teams A, B or C etc. (eg. 1st Anytown B)
6. Results are to be returned to the BBA address by 25th MARCH 2008!

THE BOYS' BRIGADE AUSTRALIA RESULTS - INTERNATIONAL JUNIOR TEAM GAMES 2008

These results were achieved by the _____ Company

No.	Event	Results	Judge's Signature
1	Ball Catch	Score _____ (max 36)	
2	Beanbag Balance	Mins ____ Secs ____	
3	Big Blow	Mins ____ Secs ____	
4	Build It	Mins ____ Secs ____	
5	Beanbag Toss	Score _____ (max 18)	
6	Sentence Sort	Mins ____ Secs ____	

Name & Telephone No of Judge: _____

Person to whom final results and certificate to be sent (BLOCK CAPITALS):

NAME _____

ADDRESS: _____

_____ Postcode: _____

Send results to:

Email: bbaoperations@brigadeaustralia.org

Fax: (07) 3863 4992

Post: 30 Chelsea Crescent, Bridgeman Downs Qld 4035

PLEASE NOTE – This is the only page that you need to return to enter the Competition.

INTERNATIONAL JUNIOR TEAM GAMES

2008 Challenges

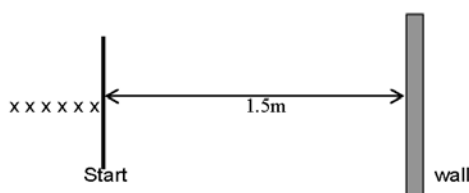


1. BALL CATCH

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 boy 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 boy must remain at or behind the line at all times.

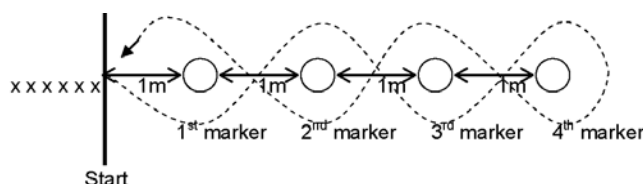
Scoring This is not a timed game.
The total number of successful catches (maximum 36)

2. BEAN BAG BALANCE

Equipment 4 cones/markers
1 beanbag

Setting Up The 4 cones/markers are placed in a line each at a distance of 1 metre apart. A start line is marked on the floor 1 metre from the first marker.

Diagram



The Game Boy 1 stands on the start line. He places the beanbag on his head and weaves in and out through the markers, up and down the course, as shown. He is not permitted to touch the beanbag with his hands. The game continues in this way until all 6 boys have had a turn and the 6th boy is back over the start line.

If a boy drops the beanbag on the outward journey he returns to the start line and starts again. If a boy drops the beanbag on the return journey he recommences at the 4th marker.

Scoring This is a timed game.
Total time taken for all boys to complete the course.

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2008 Challenges

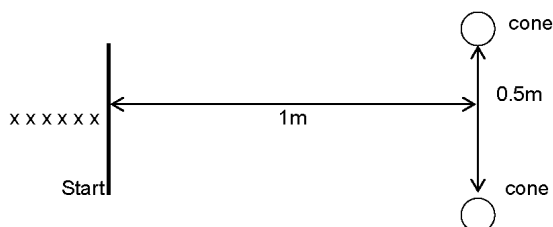


3. BIG BLOW

Equipment 1 table tennis ball
2 cones/markers

Setting Up The 2 cones/markers are placed 0.5metre apart. A line is marked on the floor 1 metre from the cones/markers.

Diagram



The Game Boys line up behind the start line. The table tennis ball is placed on the start line. Boy 1, using one blow only, attempts to blow the table tennis ball between the markers. He retrieves the ball and returns it to the start line. The game continues in this way until all 6 boys have had a turn.

If any boy's attempt is not successful he must retrieve the ball, place it on the start line and repeat until successful.

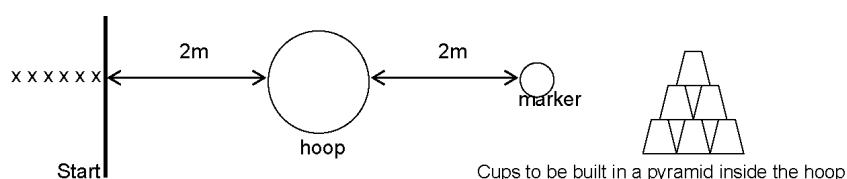
Scoring This is a timed game.
Total time taken for all 6 boys to blow the ball between the markers.

4. BUILD IT

Equipment 6 plastic drinking cups
1 small hoop
1 cone/marker

Setting Up A start line is marked on the floor. The hoop is placed on the floor at a distance of 2 metres from the start line. The marker is placed at a distance of a further 2 metres from the hoop. The 6 plastic drinking cups are stacked inside each other and placed in the hoop.

Diagram



The Game Boys line up on the start line. Boy 1 runs to the hoop and builds the 6 cups into a 3, 2, 1 pyramid and runs round the marker. On his return journey he dismantles the pyramid, stacking the cups inside each other, and returns to the start line. Boys continue in turn until all 6 boys have completed the course.

Scoring This is a timed game.
Total time taken for all boys to complete the course.

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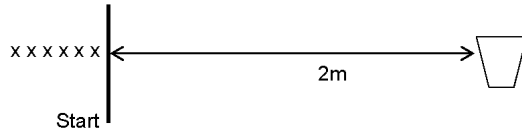


5. BEANBAG TOSS

Equipment A bucket or wastepaper basket with the open end of 30cm diameter approx.
3 beanbags

Setting Up A line is marked on the floor 2 metres from the bucket.

Diagram



The Game Boy 1 stands on the line and places a beanbag on the top of his foot. He tosses the beanbag and attempts to get it into the bucket. He does the same with the other 2 beanbags. Each boy in turn has 3 attempts.

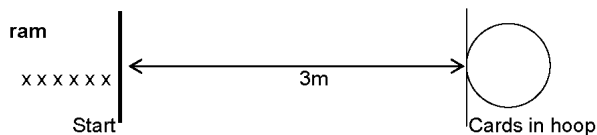
Scoring This is not a timed game.
1 point for each beanbag that lands in the bucket (maximum 18)

6. SENTENCE SORT

Equipment 18 pieces of card, 7cm x 5cm approx. each (An A4 sheet of card will divide into 18 rectangles of this size).
One of each of the letters in the sentence JUNIOR SECTION IS FUN is written on each card.
1 hoop

Setting Up A start line is marked on the floor. Another line is marked on the floor at a distance of 3 metres from the start line. A hoop is placed on the floor behind the 2nd line. The cards are jumbled and spread face down in the hoop.

Diagram



The Game Boy 1 runs to the hoop and picks up 1 card and brings it back and places it face down behind the start line. Boys continue in turn until all 18 cards are behind the start line (each boys runs 3 times). Working as a team the boys turn over the 18 cards and sort them to make the sentence JUNIOR SECTION IS FUN. When the task is completed the boys sit behind the start line and the time is taken.

The judge checks that the letters are in the correct order. If there are any mistakes ONE time penalty of 20 seconds is incurred.

Scoring This is a timed game.
Time taken from the start until the boys are sitting back behind the start line with the task completed (+ 20 second penalty if incurred)

