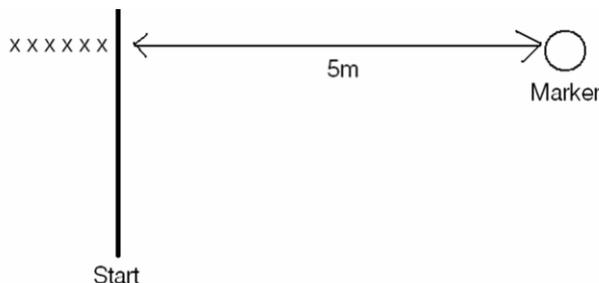


## International Junior Team Games 2013/14

### 1. OVER UNDER RELAY

**Equipment**      1 Football  
 1 cone/marker  
 Stop watch

**Setting up**      A cone/marker is placed at a distance of 5 meters away from the start line.



**Diagram**

**The Game**      The first team member stands on the start line with the football. When the game is started, they pass the football over their head to the next team member who passes the ball between their legs to the next team member. This is repeated, when the ball reaches the last team member they run with the ball around the cone and back to the start of the line (team shuffles back). They pass over and under to the back of the team and this is repeated until all team members have had a go and run around the cone.

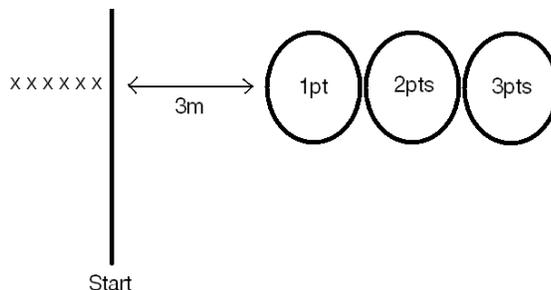
**Scoring**      This is a timed game.  
 Total time taken for all team members to complete.

### 2. BEAN BAGS IN THE HOOP

**Equipment**      3 hoops  
 5 bean bags

**Setting up**      3 hoops are to be placed 3 meters from the start line (see diagram below)

**Diagram**



**The Game**      Team members take it in turns to stand on the line and throw a bean bag into a hoop. They each have a total of 5 attempts.

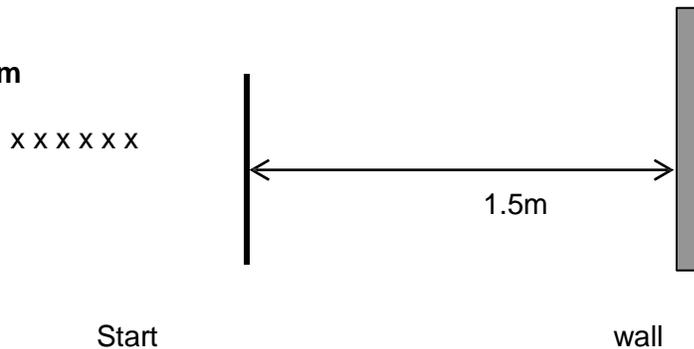
**Scoring**      This is not a timed game.  
 Number of points scored is dependent on which hoop the bean bag lands in (bean bags which land on or touching the hoop **DO NOT** score). Count the score for each attempt and for all team members [maximum 90 points].

### **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.

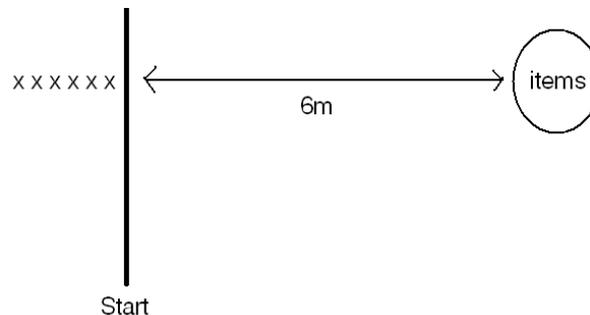
**Scoring** This is not a timed game.  
The total number of successful catches (maximum 36) is recorded

### **4. LOADED**

**Equipment** 1 Hoop  
1 Tennis racket  
1 Tennis ball  
1 Bean bag  
1 Skipping rope  
1 football  
1 shoe

**Setting up** Equipment Items (listed above) are placed 6 metres away from the start line inside a hoop.

**Diagram**



**The Game** The first team member runs to the items and collects one item and runs back. They pass this item onto the next team member, who runs with the item to collect another item and passes these to the next team member. This is repeated for the whole team and until all items are collected. If an item is dropped it must be picked up by that team member.

**Scoring** This is a timed game. Total time taken for all team members to cross the start/finish line with items in the possession of the last team member.

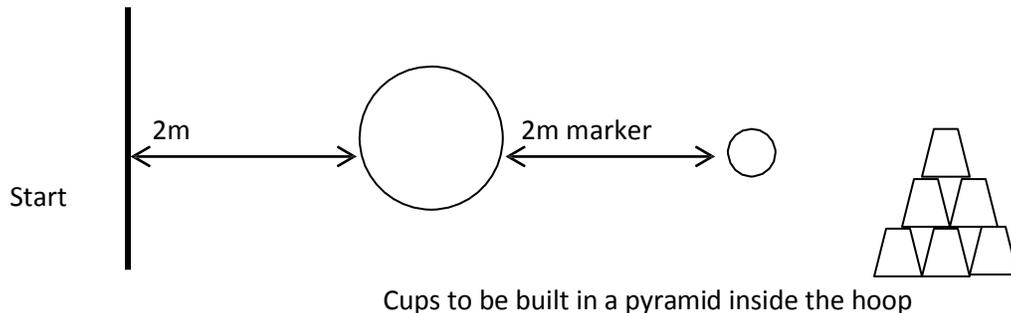
## 5. BUILD IT

**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**

X X X X X X



**The Game** The team lines up on the start line. Member 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. Members continue in turn until all 6 have completed the course.

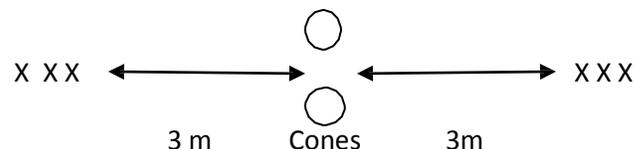
**Scoring** This is a timed game.  
Total time taken for all members to complete the course is recorded

## 6. BALL ROLL

**Equipment** Two cones  
1 size 4/5 football

**Setting Up** The two cones are placed 1 metre apart. The team members are split into two 3's and sit facing each other 3 metres from the cones.

**Diagram**



**The Game** The ball is rolled between the two halves of the team passing between the cones. Once the ball has been rolled the team member moves to the back of the line. If a cone is knocked over it must be set right before the game continues. The game continues for 2 minutes.

**Scoring** The number of successful rolls between the cones within 2 minutes is recorded. Each success scores 1 point. If the ball touches a cone or does not pass between the cones no point is scored.

## JUNIOR SECTION INTERNATIONAL TEAM GAMES 2013/2014

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 neighboring 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. Chaplains are Officers.
2. Each game may be practiced beforehand
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 6 Junior/No. 1 members. The 6 may be changed for different games.
5. 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)

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### RESULTS SHEET JUNIOR SECTION INTERNATIONAL TEAM GAMES 2013/14

The following results were achieved by the \_\_\_\_\_ Company

Game No.	Game	Results	Judge's Signature
1	Over & Under	Mins _____ Secs _____	
2	Bean Bags	Points scored _____	
3	Ball catch	Points scored _____	
4	Loaded	Mins _____ Secs _____	
5	Build it	Mins _____ Secs _____	
6	Ball roll	Point scored _____	

Name of Judge \_\_\_\_\_ Telephone Number \_\_\_\_\_

Person to whom the final results/certificates should be sent (PLEASE USE BLOCK CAPITALS):

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_ Postcode \_\_\_\_\_

All UK Companies MUST send two 1<sup>st</sup> class stamps with their entry, for the return of results sheet and certificate.

**Results must be received by 1 April 2014.**

All results should be sent to: Junior Section International Team Games, The Boys' Brigade,  
Felden Lodge, Felden, Hemel Hempstead, Herts, HP3 0BL