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**Community Building Game Activity**

Form teams of 5 people. You will be competing against another team for most of these activities. You do not need to compete against the same team for each activity. All team members should participate in at least one game. You do not have to play every game, but you can play every game, time permitting.

**Washer Toss**

You must compete against another team. Each team gets 3 washers. Take turns tossing the washers. A washer that lands in the cup is worth 3 points. A washer that lands in the box is worth 1 point. Play until a team reaches exactly 7 points. That team is the winner.

**Lawn Darts**

You must compete against another team. Each team gets 2 bean bags to toss. Take turns tossing the bags. Landing anywhere within the ring scores a point. The team who reaches 20 points first wins.

**Ring Toss**

Each team gets 5 rings to toss onto stakes in the ground. Each team member gets one toss. Ringing a stake is worth 25 points.

**Frisbee Horseshoes**

You must compete against another team. Each player stands at one stake and throws a Frisbees at the other stake. A Frisbee that hits the stake is called a ringer and counts for 3 points. If no player throws a ringer, one point is given for the Frisbee closest to the stake without passing it. The team that gets to 11 points first wins.

**Twister:** You must compete against another team. Choose one person from each team to compete. A referee must also be chosen. Winning Team = 50 points

Play for Two Players

1. Players remove shoes and stand facing each other on opposite ends of the sheet near the word Twister.
2. Each player places on foot on a yellow circle and the other foot on a blue circle that are nearest their Twister end.
3. A third person called the referee spins and reads aloud both the limb and color the arrows point to. The outside section of the spinner points to one of four limps. Inside each of these sections are four spaces, one of each color found on the vinyl. The referee must read the information found on both sections. For example: Right hand – red.
4. Players must move to obey the direction of the referee.
5. One limb from one player only can occupy any one circle at one time. If both players reach for the same circle, the referee decides which player was there first and therefore awarded the circle.
6. Once limbs are placed on circles, including both feet at the start, they cannot be moved or lifted without the direction of the referee by each spin. However, one limb may be lifted to allow another limb to pass by, but must be immediately replaced to the circle from which it came. The referee must be notified before making this move.
7. If three limbs from each player are on the same colored circle, they occupy all available circles of that color and the referee must spin until a different color can be called.
8. Except for rule 7, the player must move the limb called to another circle even though it may be on the same color as called.

**Puzzle Game:** Choose a timekeeper. You have up to 3 minutes to complete the puzzle. 1 minute or less = 75 points: 2 minutes or less = 50 points: 3 minutes or less = 25 points: Over 3 minutes = no points earned.

**Balloon Toss**

This will be the final game. Everyone will play this at the same time.

Pick two people from your team to participate. Players begin by tossing the balloon a short distance to each other. They take one step back after each successful catch. The winner is the team who is able to toss the balloon the farthest.