

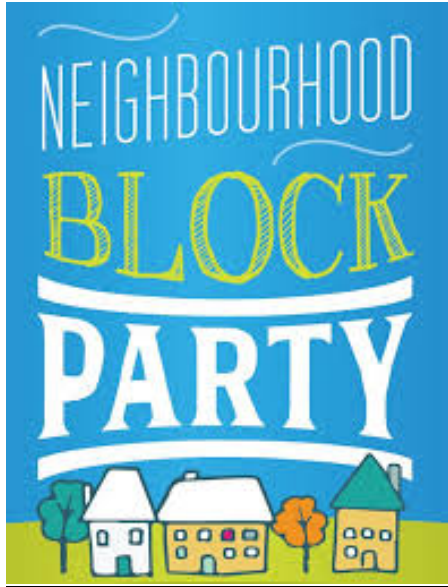


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Yardzee (aka Yahtzee)

Stored in:

5 gallon white pail with lid

Equipment List:

- Clipboard
- Scoring sheet
- 5 wooden dice

Objective:

Yardzee can be played in solitary or by a group with the highest score winning. The game consists of 13 rounds. In each round, you roll the dice then score the roll in one of 13 categories. You must score once in each category - which means you may have to settle for scoring zero in some categories. The game ends once all 13 categories have been scored.

Rolling the Dice:

To start roll all of the dice. After you roll the dice you can either score the current roll or re-roll any of the five dice. You can roll the dice a total of three times - the initial roll (in which all of the dice are rolled), plus two re-rolls or any or all of the dice. After rolling three times, you must score the roll with either a score or a zero and your turn is over.

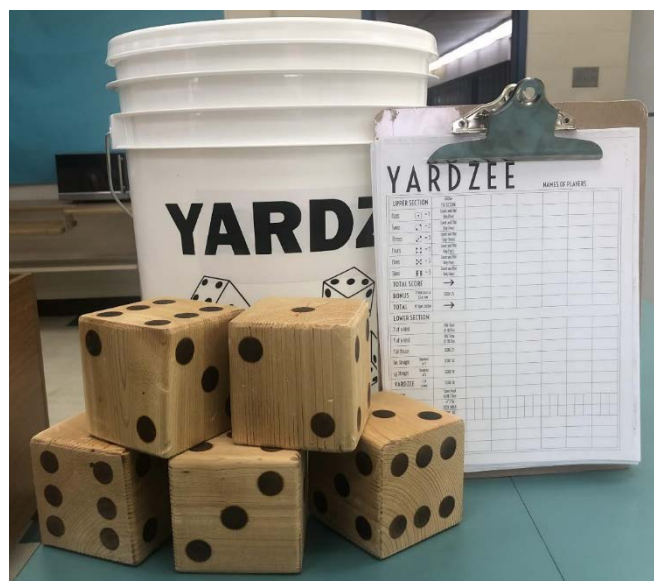
Scoring:

Once you have the dice combination that you want to score, you score the roll in one of the 13 categories. You may score the dice at any point during the round. It does not have to be after the third roll. Once a category has been scored, it is closed for the rest of the game. You cannot change a category's score once it has been set. Each category defines its own scoring rules as described below.

Upper Section Scoring: In the upper scores, you total only the specific die face. When the game is over if you score 63 or more upper points, you will get an upper score bonus of 35 points.

Lower Section Scoring: In the lower scores, you score with a set amount (defined by the category) or zero if you don't satisfy the category requirements.

3 and 4 of a Kind: for three of a kind, you must have at least three of the same die faces (e.g. three dice showing five). If so you total all of the die faces and score that total (e.g. for three fives, the score would be fifteen). The same scoring and rules apply to the 4 of a kind, except you need four of the same die face.



Straights: A straight is a sequence of consecutive die faces: a small straight is 4 consecutive face, and a large straight is 5 faces (e.g. if the dice showed two three four five, that would be a small straight). A small straight scores 30 points and a large straight scores for 40 points.

Full House: A full house is a roll where you have both a 3 of a kind and a pair. Full houses score 25 points.

Yardzee: A yardzee is 5 of a kind (i.e. all of the dice show the same number) and it scores 50 points if you roll more than one yardzee in a single game you will earn a 100 point bonus for each addition yardzee roll, provided that you already have score 50 in the yardzee category. If you have not scored in the yardzee category you cannot receive any bonuses during the current game (i.e. if you scored zero in the yardzee category, you cannot get the yardzee bonus).

Chance: Chance is a catch-all roll. You can roll anything and you simply total all the die face values.

Scratch Scores: You can score any roll, in any category at any time, even if the resulting score is zero (e.g. if the dice show two, three, four, six, this would score zero in the 4 of a kind category). This could be used near the end of the game to lose a poor roll against a difficult to fill category that you have failed to fill.

Get Knotted (aka Twister)

Stored in: Yellow mesh bag

Equipment List:

- 1 giant playmat
- 2 inflatable playing dice
- 8 pegs

Setting up:

- 1.) Lay the play mat out flat.
- 2.) If using the Get Knotted game outside, use the pegs through the eyelets into the grass to pin to the ground.
- 3.) Blow up the inflatable playing dice.
- 4.) Get your friends together and you are ready to play.

How to play:

- 1) Nominate a referee, the referee will throw the dice and judge on player disqualification.
- 2) Choose whether you take turns to move, one player at a time or if all players move on every roll of the dice.
- 3) Position the players around the board. Players can start anywhere on the board. All players start with one foot on one color and the other foot on another color. If you do not have many players, then you may agree to a reduced playing area.
- 4) The referee throws both dice and calls out the results to the players. "Sting" means the referee chooses the color AND the limb, "Any" means the player chooses and the smiling flower means that the moves to a smiling flower.
- 5) Players then move the nominated body part to the correct color.
- 6) Any player who falls over or who lets any part of their body except their hands or feet touch the mat is disqualified and therefore eliminated from the game. The final decision on whether or not they breached the rules is with the referee.
- 7) The rule on whether two players can occupy the same color spot is optional. The referee must decide if this is allowed or not.



To Win The Game:

The winner is the last player left after all others have been disqualified. Congratulations!!!

Tactics:

Players staying close to each other make it harder for the players and more fun for the spectators. Try moving closer to your opponents, making them reach over or under your body.

Alternative Rules:

An alternative is not play with a referee, but each player takes their turn to call out a body part and a color for another player. This option brings a strategic aspect to the game. Do you gang up on an opponent? Are you nice or nasty? Another alternative is to play for forfeits. Each time a player touches the ground illegally, they must suffer a forfeit. You decide what the forfeits are - use your imagination.

24 ft. Parachute

Stored in: Yellow bag

Equipment List:

- Parachute

Rules:

There are all kinds of games that you can play, but here are some examples. More can be found online.

1. MUSHROOM

- Children evenly spread out in a circle – while holding the edge of the parachute.
- Pull the parachute taut and then lower it between knee level and the ground.
- On a signal, all raise the chute upwards; it will fill with air and rise up like a giant mushroom
- Carefully run under the parachute as close to the center as possible and sit on the parachute.
- Everyone should now be sitting on the parachute and the parachute should be above you looking like a giant mushroom

2. Cat and Mouse

- Have everyone sit on the ground with the parachute over top of their legs
- Someone (or more than one person) becomes a mouse and goes underneath.
- Someone else becomes a cat and goes on top.
- The rest of the group try to hide the mouse by moving the chute up and down.
- When the mouse gets caught, new players can be the mouse and cat

3. Fruit Salad

- Each player is given the name of a fruit such as pear, apple, or strawberry.
- When the facilitator calls out the name of a fruit, will raise the parachute and then everyone with that fruit name changes places by running under the parachute.
- The people who were have not been called will lower the parachute
- When fruit salad is called out, everyone must swap places with the players on the other side.



4. Sharks and Lifeguards

- a. Begin by having the children sit down with their legs straight under the parachute making waves with their arm motions. These are the swimmers.
- b. One child is picked to be the shark and goes under the parachute. He or she must pull the swimmers by the legs to get them under the parachute and make them sharks too.

One or two children are the lifeguards and they walk around the circle and watch the swimmers. If a swimmer feels themselves being pulled they can call the lifeguard for help. When a swimmer is being grabbed and pulled under the parachute by a shark the lifeguard can save them by grabbing onto their arm. If the lifeguard can reach them before the swimmer is pulled completely underneath they can continue to be a swimmer. The game ends when there are no longer enough swimmers around the parachute to make waves.

Ladder Ball Pro Steel

Stored in: Blue & Black Ladder Ball Pro Steel bag

Equipment List:

- 4- Base bars
- 4- uprights
- 6- crossbars
- 12- finger bolts
- 3- red bolas
- 3 - blue bolas
- 1- carrying bag

Instructions for assembly:

- 1.) Place 2 of the uprights on the floor parallel to one another.
(With the ladderball logos facing out and .75" diameter holes facing in.)
- 2.) Using 4 of the 1/4 " finger bolts to secure the blue and white crossbars between the uprights, assemble one ladder by placing the blue cross bar across the top (nearest the plastic cap) , the red cross bar in the middle (red bar does not receive a bolt) and the white crossbar nearest the bottom. Tighten finger bolts.
- 3.) Use 2 of the finger bolts and two of the base bars to assemble the base bars to the bottom of the completed ladder.
- 4.) Repeat steps 1 through 3 for the second ladder
- 5.) Place ladders 25' apart and play!



Play set up:

Place target ladders about 25 feet apart from each other. Play with 2 or 4 players. Teammates play entire game at opposite ladders. One player/team is blue, the other red. Players toss bolas from the area directly beside the ladders.

Rules:

Play and scoring: Each player throws their three bolas alternatively with the other player/team. Once all bolas have been tossed, each player/team adds up by the total points scored for that round. If your bola was knocked off by your opponent those points are lost. The player/team with the highest score for that round subtracts the other player/teams score from their own this becomes their new score. The other player/team gets no points. With each round, scores are added until one player/team reaches 21 and wins.

POINT VALUE: **Blue Bar** (top bar) = 3 points; **Red Bar** (middle bar) = 2 points; **White Bar** (bottom bar) = 1 point

Disc Slam

Stored in: Bright green bag

Equipment List:

- Two Frisbees (one red and one blue)
- Two collapsible targets

Rules:

This game is designed to be played in two teams of at least two people. Setup the targets outdoors 50 feet apart. Players throw their disc towards the opposite target where their teammates help to deflect or slam the disc into the target. Teams take turns throwing their Frisbee. One member of the team throwing the Frisbee can stand near the opposing team's target while the rest of the players on that team start by their target. The other team can attempt to defend their target. When the Frisbee either the defending team gets the Frisbee, the Frisbee hits the ground, or points are scored, the round is over, and it is the other team's turn. You cannot run with the Frisbee. Points are awarded in varying amounts based on the result of the throw:

1 Point for a Disc Deflection: your teammate deflects the disc to hit the side of the target

2 Points for a Direct Hit: your disc hits the target on the fly without any teammate assistance

3 Points for a Slam: your teammate deflects the disc into the opening of the target

10 Points for an Unassisted Top Make: disc lands in the target's top opening on the fly without any teammate assistance

21 Points for an Unassisted Gapper: disc lands in the target's front gap on the fly without any teammate assistance

The game ends when one team scores 21 points.



Water Balloon Launcher

Stored in: Plastic container

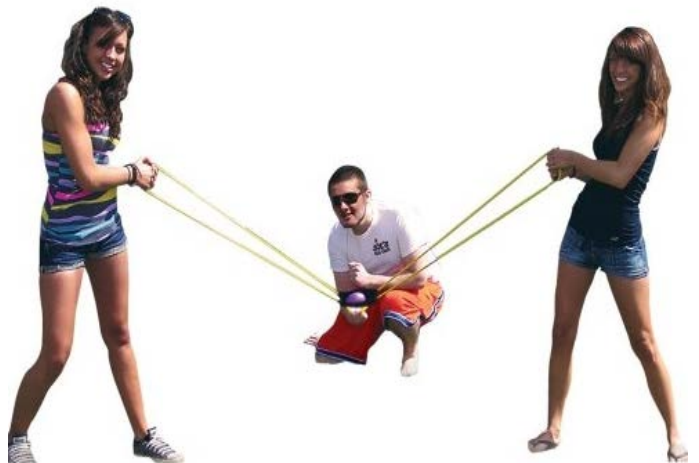
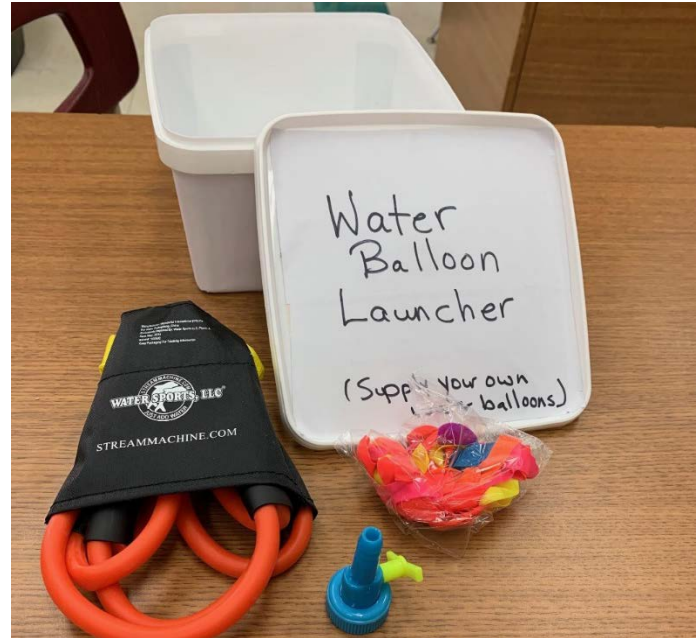
Equipment List:

- 1 Water Balloon Launcher
- 1 Balloon Filling Nozzle

Rules:

Use biodegradable water balloons and fill them to the size of a tennis ball. If the balloons break as they are leaving the pouch, it is likely that you are holding the handles further than three feet apart or your balloons are too full. Hold the entire handle assembly. Do not insert hand between tubing and handle.

Three person method: Two players stand three feet apart facing their target. Each grasping one of the vinyl grips with their inside hand. A third player (launcher) will then load the water balloon into the pouch with one hand holding the nylon handle and the other handle cupping the balloon into the pouch. The launcher will then pull backing further than five feet. Aim at the target and let go.



Giant Pick up Sticks

Stored in: Giant Pick up sticks box

Equipment List:

- 30 x 91 cm (3ft) wooden pick up sticks
- 8 red sticks, 8 blue sticks, 8 yellow sticks , 8 green sticks and 1 black stick

Rules:

Try to remove each stick in turn, without moving any of the others. Rack up the highest score to claim the winner's crown.

- 1.) Players must firstly agree how many points are required to win the game e.g. 500 or 1000 points.
- 2.) To begin: the first player holds all the pickup sticks vertically with one end of the sticks on the ground. Then they release the sticks and let them scatter.
- 3.) This player proceeds to pick up the sticks one by one. The only sticks that is allowed to move is the one this player is trying to pick up. If any other stick moves, that player's turn is over and play passes to the next player.
- 4.) The next player continues to pick up the remaining sticks until they move a stick other than the one that they are trying to pick up.
- 5.) If a players is successful in picking up the black stick (called the master stick) that player is allowed to use the masterstick for removing other sticks (for example, to separate two sticks that are lying close together, or to flick off one stick that is resting on another stick.) No other stick may be used in this way.
- 6.) If a player successfully picks up all the sticks, that player begins again and continues to play until they lose their turn.
- 7.) As each player finishes their turn they should add up the points earned on the sticks successfully picked up. The first player to score the required points to win is declared the winner.
- 8.) If a player picks up in order a red, blue and green stick that players score for those specific sticks doubles in value.

1 Stick - black - 25 points

7 sticks - blue - 5 points

7 sticks - yellow - 1 point

7 sticks - red - 10 points

8 sticks - Green - 2 points



Lawn Darts

Stored in: Blue Rubbermaid Tub

Equipment List:

- 4 lawn darts (2 blue, 2 red)
- 2 target rings

Rules:

The game consists of rounds where players alternate tosses at opposite target. For team play, teammates play at opposing targets. Select a player or team to start play. The player or team that scores the most points in previous round beings the next round.

Scoring:

Dart inside ring - 3 points

Dart closest to ring - 1 point

Fast Play Scoring:

3 points for any dart that lands in the ring

1 point for the dart closest to the ring

First team to 21 wins

Classic scoring:

3 points for any dart that lands in a ring

1 point for the dart closest to the ring

Only one team scores per round. The team with the most points in the round receives a score of the different between the two point's totals

How to toss:

Hold the dart on the handle behind the fin and toss in an underhand motion with enough arc so that it will land near the ring ***** Never throw darts directly at people.



Giant Tumbling Blocks (aka Jenga)

Stored in: Blue canvas bag

Equipment List:

- 54 wooden blocks

Rules:

Any number of players can join, it can also be played alone.

- 1.) Build the tower
- 2.) The blocks should be stacked in threes in alternate ways
- 3.) Once the tower is built the player who built the tower goes first

A move consists of taking one block from any level of the tumble tower and replacing it on the incomplete top level of the tumble tower, causing the structure to grow even higher. Any block on any level can be used, except those from the level below the incomplete top level, which should not be moved. Only one hand at a time should be used to remove or replace a block and it is not permitted to hold or steady the tumble tower with the other hand. Blocks may be tapped or knocked in order to find a loose block that is safe to move without disturbing or bringing down the tumble tower. The players turn is over once the next person touches the tumble tower or after 10 seconds has elapsed- whichever comes first.



The game of tumble tower ends once the tower falls. The only moving block in the game is the one that is being moved or replaced during a players turn. The loser is the player who causes the tower to fall - it may not be their fault but if the tumble towers falls during their turn, this player is counted as the loser. However, if only one or two blocks fall, the players can agree to put them back onto the tumble tower for play to continue, in keeping with the cooperative aspect of the game. The last player to stack a block without toppling the tower wins!

Washer Toss

Stored in: Wooden carrying case (that is a part of the game)

Equipment List:

- Wooden carrying case
- 8 washers (4 blue and 4 red)

Rules:

This game can be played individually or in teams, with partners playing alternate rounds.

1. Set the targets approximately 18 feet (5.5 meters) apart from each other
2. Six washers are used for each game (three of each colour)
3. Opposing players throw from the same end of the playing field, ensuring both feet are always behind the target
4. Each player alternates throwing their washers until all the washers have been thrown towards the target.
5. After all six washers have been thrown, the round is over and the points are tallied.
6. The game ends when one team reaches exactly 21 points



Scoring:

1 point is awarded for each washer in the box

3 points are awarded for each washer in the cup

There are no cancellations between team scores.

If a team has close to 21 points and score such their total score will be greater than 21, they go back the amount they scored. For example, if a team has 20 points and scores 3, they go back 3 points, so their new score is 17.

Tug of War

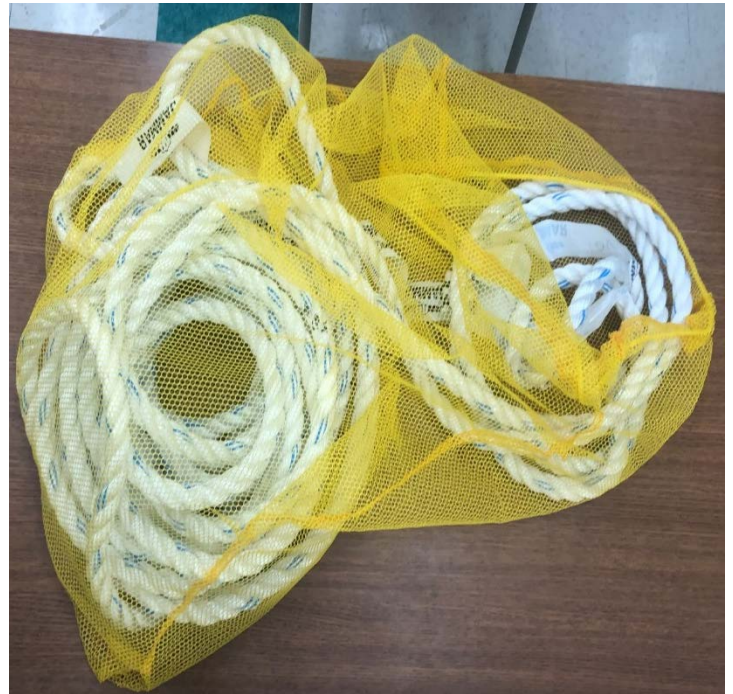
Stored in: Yellow mesh bag

Equipment List:

- One manila rope and mesh bag

Rules:

- 1) Provide safe play area at and around competition area, includes soft non - abrasive surfaces from dangerous free from dangerous debris or obstacles. Do not pull over dangerous terrain. Be sure there is ample space behind each team to accommodate.
- 2) Never let participants let go of rope allowing the other side to overcompensate and spring backwards.
- 3) Never let anyone pull unless both teams are ready
- 4) For tug of war ropes with hand loops, never pass arms into hand loops. Grab loop with hands only
- 5) Never let participants wrap rope around any body part to help with grip
- 6) ***** Avoid getting the manila rope wet *****



Giant Snakes and Ladders

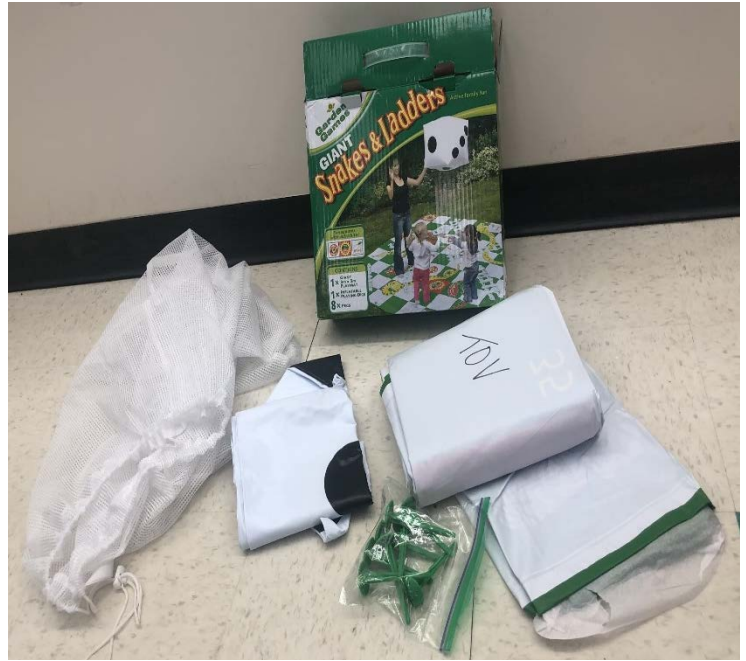
Stored in: White mesh bag

Equipment List:

- 1 - giant 3mx3m playmat
- 1- inflatable playing dice
- 8 - pegs

Rules:

- 1.) Unfold the giant plastic mat and lay it out flat, avoiding sharp objects
- 2.) Use pegs to secure the mat to the lawn if needed, blow up the inflatable dice
- 3.) Take turns rolling the dice - highest roll goes first and so on
- 4.) On your turn to play roll the dice and move the appropriate spaces
- 5.) If you land at the foot of the ladder you move up, if you end up on the head of a snake you slide down its tail.
- 6.) If you land on a Sting Square you can swap places with another player - the choice of player is entirely yours. The only rule is that you **MUST** swap , even if you are in the lead at the time
- 7.) If you land on a Double Dice square on your next throw of the dice your score counts as double. You **MUST** double up your score, even if it means you reach the winner square and then have to bounce backwards using the full value of the dice thrown
- 8.) If you land on a Stand on One Leg Square then you must do exactly that until your next throw of the dice. If any other part of your body touched the ground before your next turn, on your next throw of the dice you must move backwards that number of squares
- 9.) More than one person can occupy the same square at a time - just squeeze up



To Win:

You must throw exactly the right number to get home. If you roll a higher number, you must move forwards onto the winner square and then backwards using the full value of the dice thrown. The first player to finish their turn on the home square is the winner!

Bean Bag Toss/Cornhole

Stored in: Black carrying bag or denim bag

Equipment List:

- 2 beanbag stands
- 8 bean bags (4 blue and 4 red)

Rules:

This game can be played in teams or individually.

1. Place the targets approximately 20 feet (6 meters) apart
2. Opposing players throw from the same end of the playing field, ensuring both feet always remain behind the playing structure while throwing
3. Each player alternates throwing their bean bags until all of the bean bags have been thrown towards the target structure
4. After all bean bags have been thrown, the round is over and the points are tallied
5. The game ends when one team has exactly 21 points



Scoring:

1 point for each bag that stays on the target

3 points for each bag that goes through the hole in the target

There are no cancellations between team scores.

If a team has close to 21 points and score such their total score will be greater than 21, they go back the amount they scored. For example, if a team has 20 points and scores 3, they go back 3 points, so their new score is 17.

We have two other variations of this game equipment:



Quoits

Stored in: Green Quoits Bag

Equipment List:

- Red and Green Base
- 5 screw in doweling (4 white, 1 red)
- 5 rope rings

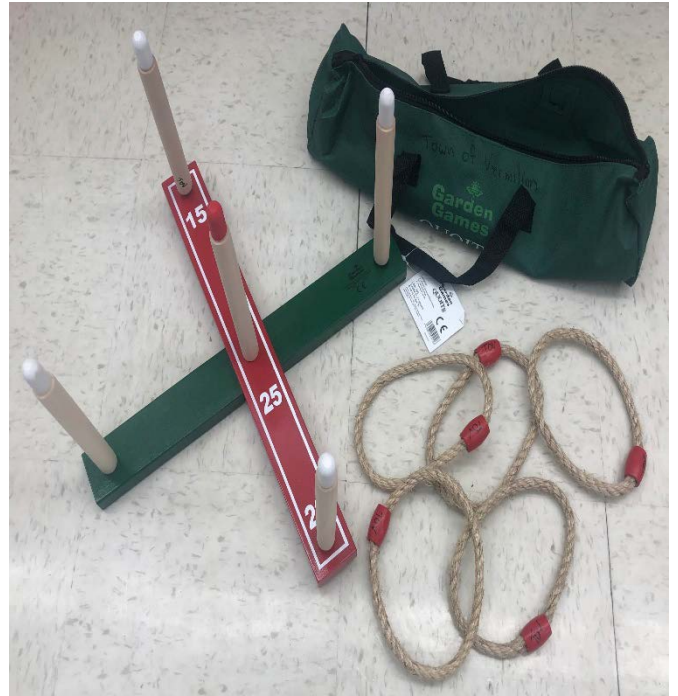
Rules:

Set up

- 1.) Slot the two cross pieces together to form the base
- 2.) Screw the pegs into the holes in the base
- 3.) Place the base 3 meters away from the throwing position
- 4.) Collect together the rope quoits and you are ready

How to play

- 1.) Take turns to throw the 4 rope quoits from the throwing position to try to hook them over the scoring pegs
- 2.) Each player adds up their total points scored on each turn and then adds on any points scored in further turns
- 3.) A closer throwing position can be given for younger players
- 4.) The winner is either the first player to score 230 points (or 90 points for a shorter game) or the player with the highest number of points after an agreed number of turns!



Number Kubb

Stored in: Clear Rubbermaid container

Equipment List:

- 12 numbered pins (numbered 1 through 12)
- 1 throwing baton (has no number)

Rules:

1. Set up the pins as shown in the diagram below approximately 10 feet (3 meters) from the throwing area.
2. From the throwing area, throw the throwing baton at the numbered pins attempting to completely knock down pins.
3. A pin is not completely knocked down if it is leaning on another numbered pin or the throwing baton. In other words, if a pin is leaning on another pin, it does not count towards the score.
4. After each throw, the score is tallied, then the pins are lifted to the exact location where they landed.
5. Players get three throws, then it is the opposing player's turn.
6. The game ends when one player has exactly 50 points.

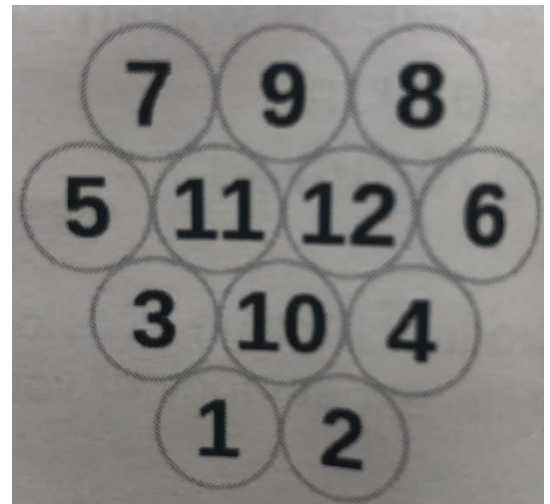
How to set up the pins

Scoring:

If the throwing baton knocks over only one pin, the player receives the number of points marked on said pin (e.g. if only the 7 pin is knocked down, the player gets 7 points).

If the throwing baton knocks over more than one pin, the player receives the same number of points as pins knocked down (e.g. if 4 pins are knocked down, the player gets 4 points).

If a player ever gets more than 50 points, their score goes down to 25 (e.g. if the player has 48 points and knocks down 5 pins, their total score would be 53, which is greater than 50, so their score becomes 25).



Toequet (aka Soccer Croquet)

*** Need to take the cardboard box and the mesh bag to play ***

Stored in: Cardboard box and balls are in a blue mesh bag

Equipment List:

- 9 Wickets
- 2 stakes
- 6 soccer balls

Rules:

This contest is a race around the course to the peg for two double teams starting at the center stake in the middle of an eight wicket course. The course can be laid out in two identical rows of four wickets each, up to 20 yards apart, with the two rows separated by up to 20 yards and the stake in the center of the course.

All players start from within two yards of the center stake. Both teams start at the same time, both teams run counter clockwise. One team runs the course in the 1,2,3,4,5,6,7,8 sequence and the other team runs the course in the 5,6,7,8,1,2,3,4 sequence. The first team to hit the stakes wins.



Giant Dominoes

Stored in: canvas bag

Equipment List:

- 28 tiles

Rules:

The game of dominoes can be played by four people either individually or in teams of two. It can also be played by two to five individual players. The game is played identically whatever the size of the dominoes or otherwise. If there are three or four players - each player should take six dominoes. 5 players should take 5 dominoes each, 2 players should take 8 dominoes.

- 1.) First shuffle the dominoes face down on the ground. Each player takes their allotted number of dominoes and keeps them hidden from the other players.
- 2.) The player who has the double six tile starts the game by laying this on the table. If no player has a double six then the next highest double starts. If no one has a double then reshuffle.
- 3.) The game proceeds as each player adds a domino that matches one of the ends of the dominoes already on the table, In this game as in most games of dominoes only the open ends of a chain are open for play.
- 4.) Play follows with everyone continuing to add a domino in turn to the chain.
- 5.) If a player cannot go he must pass
- 6.) The game is over when one player chips out - or on their last domino

Scoring:

Essentially the player who plays all his dominoes and is out first wins the game. One way of scoring can be simply to award a point per game won. This is common method of scoring and is very simple way of keeping score of a series of games of dominoes



Pickleball

Stored in: Black Pickleball carrying case

Equipment List:

- Net
- 2 black metal cross pieces
- 6 black metal straight pieces
- 2 rackets
- 1 pickleball

Rules:

1. Set up the net on a hard, flat surface. The ideal space is 24 ft. by 12 ft.
2. The ball is served diagonally to the opponent's service court underhanded without bouncing it off the court.
3. Points are scored by the serving side only and occur when the opponent faults (fails to return the ball, hits ball out of bounds, etc.).
4. The server continues to serve, alternating service courts.
5. The first side scoring 11 points and leading by at least a 2-point margin wins. If both sides are tied, then play continues until one side wins by 2 points.
6. Following the serve, each side must make at least one ground-stroke, prior to volleying the ball (hitting it before it has bounced).



Foam Horseshoes

Stored in: White cardboard box

Equipment List:

- 6 foam horseshoes (2 red, 2 blue, 2 yellow)
- Green base
- Yellow stick

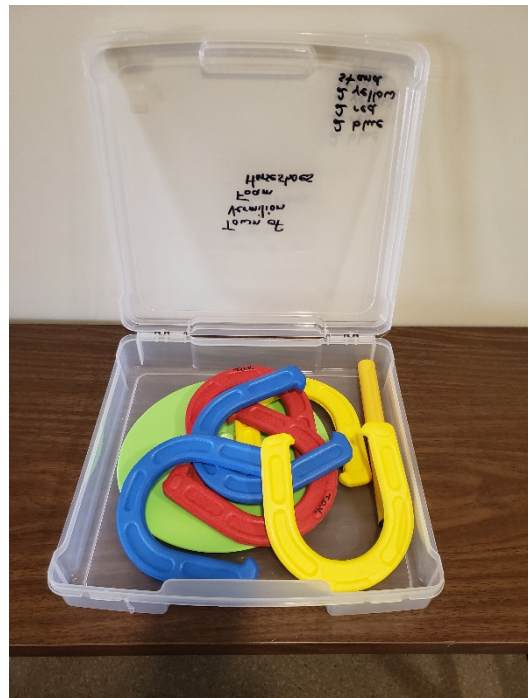
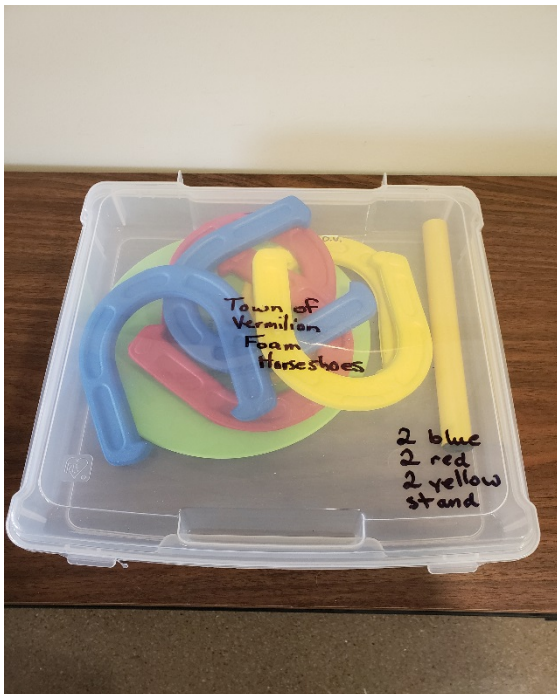
Rules:

1. Each player pitches both shoes followed by the opponent's two shoes.
2. In pitching a shoe, the player may not cross the foul line.
3. When playing teams, half the team throws from one stake and half throws from the other.
4. Games can be played to 25 points in a point limit game or 20 shoes in a shoe limit game. In the shoe limit game, the player with the highest points wins.



Scoring:

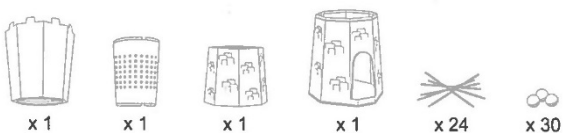
1. The closest shoe to the stake gets 1 point.
2. If you have two shoes closer than any of your opponent's, you get 2 points.
3. Ringers are worth 3 points each and must completely encircle the center stake.
4. If your opponent throws a ringer on top of yours, they cancel and no points are scored.
5. Horseshoes leaning on the stake are worth 1 point



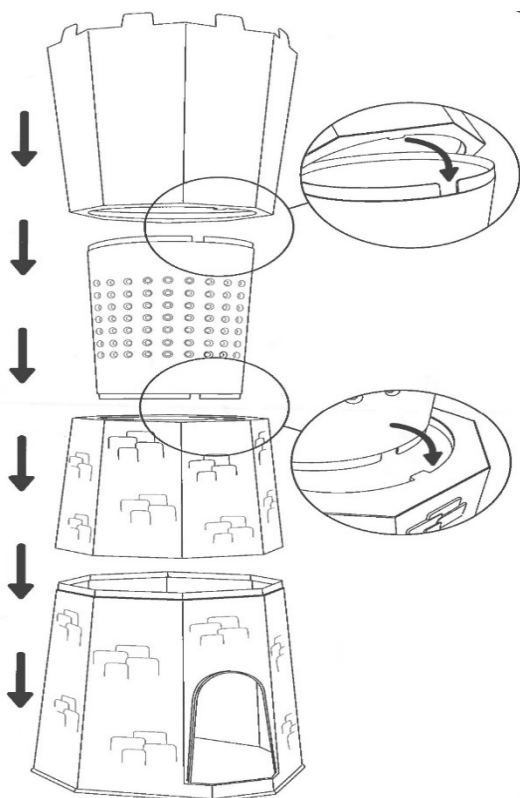
Cannonball Drop (aka Kerplunk)

Stored in: Clear plastic tub

List of Parts:



Assembly:



Assembly Instructions:

Assemble the Cannonball Drop tower as shown in the diagram on the left. Then insert the straws through the holes in the transparent section pushing each straw in through one hole and out the opposite side through another hole. Do this for each straw randomly around the tower at different heights and angles to form a mesh inside the tower. Finally pour the balls into the tower from the top so that they rest on the straws inside.

How to Play:

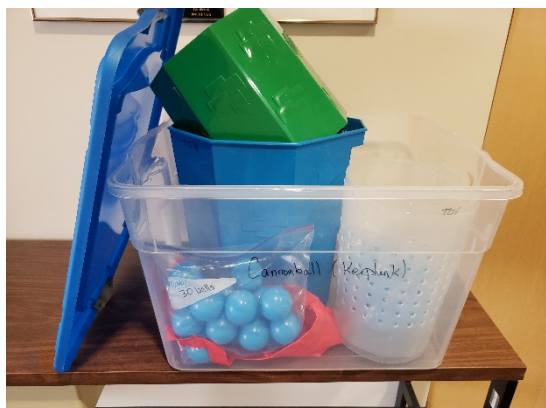
- 1) Set up the game as described above
- 2) Players take turns to pull out one straw at a time.
- 3) If any of the Cannonballs drop down to the bottom of the tower, the player must collect them
- 4) The player with the most balls at the end of the game once all the straws have been removed is the loser.

Variations on the Game:

Players can choose a straw colour and then only remove a straw of that colour when it is their turn to play.

You can choose to give a forfeit whenever a player makes any of the balls drop through the tower.

Or, you can make the loser of the game the player who makes the last ball drop to the bottom of the tower, no matter how many balls they have made drop during the rest of the game.



Sidewalk Chalk



While we currently have sidewalk chalk available, that may not always be the case. Any donations are greatly appreciated.



Giant 4 In a Row



For 2 Players:

Take turns using one disc to slide it into the rack frame. The goal is to have four of the same color in one row, either vertical or diagonally.

This games includes:

- A red/blue square carry case with black handles
- 1 blue rack
- 2 red stands to attach to the blue rack on each side
- 2 blue rounded trays for storing the discs, attached to the bottom of the rack
- 21 yellow discs and 21 green discs in separate black storage bags

Sandwich Board Sign

