

# Breakfast Games

In our overnight camps we have funny games involving 4-6 campers during breakfast to give an exciting start to the day. They usually take ten minutes each and are enjoyable to the viewers as well as the participants.

For example, children race to eat a plate of applesauce, with their hands behind their backs and stockings over their heads.

Another such game is to have two blindfolded children feed each other a small bowl of ice cream or whatever.

# Candyman

## *Description*

This game is usually played with around 100 campers ages 6-12. You need to pick 4 to 6 staff (2 females and 2 males or 3 females and 3 males) and tape (packing or duct) suckers to them.

You can also dress the staff up with helmets, arm bands and knee protectors for looks. The candy "people" then go out and hide some where in the bushes. The game begins when all the campers yell CANDYMAN - this lets the staff who are hiding know that the game has begun.

The campers then run and try to find the CANDY "People". Boys can only catch the boy candymen and girls catch girl candywomen. Once a Candyperson has been found - all the campers who are nearby begin yelling "Candyman Candyman".

It is then strongly advised that the Candyman then runs to a specified open area so that any possible injuries - to both staff and campers - will be minimized.

Once in the open area campers can tackle the Candyman and steal a sucker from them. It is advised that you limit each camper to only one sucker so that everyone will be able to get a candy.

A funny thing to do is, when the Candyman is lying on the ground covered with campers, to yell "They have candy in there pockets!"

# Ultimate Capture the Flag

## *Description*

Played with two teams, this version of Capture the Flag uses the whole campus as its playing area and is probably very different from the traditional game most of us know. A dividing line is marked through the length of campus and ten different colored flags per team are placed at strategic locations, mirrored on each side of the line. Each flag is worth 5, 10 or 25 points depending on its color and the difficulty of that flag's location. Each flag has two guards, who

are distinguishable by the armbands they wear (everyone other than a guard is offensive; only guards can tag other players). Each team also has 4 extra guards, called rovers, who are not assigned to any particular flag and have the ability to travel anywhere in their team's half.

### **Scoring**

Points are scored by a player going into the opposition's half, picking up a flag and running it over the dividing line back into their own half without being tagged by a guard. If the player is tagged, they are sent to the nearest jail and are inactive until the jail is freed, something which occurs every 5-10 minutes throughout the game. In this example, loudspeaker announcements from the organizer dictate jail freeing times. Whether a player scores or not, the flags are always returned back to their areas. The flags are located within a two yard circle, a 'safe zone', where offensive players cannot be tagged once inside. This prevents the guards from being able to stand right on top of the flags. Guards are also not allowed within three feet of these circles.

### **The Really Fun Part...**

The real strategy of this game is linked to the multiplying point value of each player. Before the game begins, each team is given an equal amount of lengths of ribbon in three different colors. Every player on each team will tie a piece of ribbon around an ankle and hide it under a sock, invisible to the opposition. Depending on the color, the ribbons give each team an equal amount of 1, 3 or 5 point players. When a flag is captured the point value of the flag is multiplied by the point value of the player who captured it. For example, if a 5 point player captures a 25 point flag, that player scores 125 points for their team. If a player is tagged and goes to jail, his or her point value is added to the score of the opposing team. Scores are tallied and announced at half time but, as you would expect, it is the team with the highest score at the end that wins the game. Teams may also change ribbons and guards at half time.

### **The Nuts & Bolts**

**Number Of Staff Required:** Varies depending on the number of players, but in this example 20 coaches, including 2 head coaches per team, were assigned to organize and motivate each team. Then 28 judges were used: one for each of the 20 flags, then extras for scoring and overseeing the jails.

**Number Of Children Required:** Varies depending on space available, but for this example 2 teams of 140 were used. Allow for 2 players per team to guard each flag, and optional rovers if numbers allow, plus as many players as possible to play on offense.

**Age Appropriate For:** Age 7+ (For this example, all ages of boys and girls play together in this game, at a brother-sister Camp for 7-15 year olds.)

**Length Of Activity:** Two hours – 45 minutes for each half, plus 15 minutes at the beginning and half-time for coaching points/team cheers.

**Estimated Set Up Time:** 2 hours, depending on the number of staff used. Also, some of the following tasks can be performed simultaneously: lining fields and flag areas - one hour; dividing teams - 15 minutes; cutting, counting and separating ribbon/string - 30 minutes; preparing and printing team details and instructions - 30 minutes. Judges' meeting: 15 minutes.

Space Required: This factor is relative to the number of participants and the space available. In this example it was played over the whole of a 30 acre brother-sister overnight Camp with 280 boys and girls from 7-15 years old. It could definitely be adapted to be played in a smaller area with fewer players, staff and less equipment and set-up required.

# Granny's Candy

## ***Description***

This game is played by groups, teams or cabins. You start the game off with an introduction. With the participants present you start by telling them you have a special guest at the camp visiting. Then you introduce Granny, who owns Granny's Candy Company. As she walks in with a large bag full of candy (garbage bag full of balloons). Some Oompa Loompas (staff members dressed up in funny outfits) come in and take her bag a run off. After the incident, and you talk to Granny, she asks the campers if they will help her. Then you explain the game as follows:

Word has gotten out that her candy has become very popular and Willy Wonka is trying to push her out of the business by getting his Oompa Loompas to take her candy. Each cabin has been hired on a mission by Granny's Candy Company to acquire candy from her candy makers and transport it to a safe location.

Have 5-10 staff hiding in easy to find locations as the candy makers. They each will have a bag of balloons. Each staff will have a separate color. When the cabin come to them they blow up a balloon and take it to their cabin. They must stay as a group and should be supervised by a staff member! They can choose which candy maker they visit and can visit anyone as many times as they want.

The balloons in the game represent the candy.

Have 3-6 other staff roaming dressed up as Oompa Loompas. Their job is to chase the cabins and try to bust their balloons. If the cabin get to their cabin and touches it they are safe. Make sure the staff Oompa Loompas know not to get too physical in attempting to bust the balloon and not to use objects to try and bust them...just their hands and feet.

The game can last as long as desired, we usually play till the balloons are low or around 45min-1hr.

Once the game is called, you get the teams together in a central place with their respective balloons and then you throw in the twist. Some balloons or candy are worth more than others. One by one you read off what each color is worth. As you are reading off the values, you will reveal that one of the candy makers was actually an Oompa Loompa disguised and that the candy color they were giving out is bad (it has a negative value). Then get the cabin leaders to bring up their points and read off the sums.

\*The candy makers don't have to have an exclusive color, they can have a mix. You can also

have one color that's worth a lot more in value (but only have a few of those or even just one)  
If you have a lot of time you could even put values on paper inside the balloons.

# Monopoly

## ***Description***

This version of Monopoly has the same objective as the board game: to end up with all of the money and property and bankrupt your opponents. It still involves rolling dice and moving around a board, but in this rendition each property on the board represents a building or location in Camp. So, when your team lands on a property they then have to physically go to its associated game area and play a game against another team. Both teams then return to the main meeting point and roll the dice again...and so on.

Teams are named after the board-game pieces that represent them, such as Hats, Cars, Boots and the like. Each team starts the game with \$1,000,000 in Camp cash. Each team also has a finance committee of 2 boys and 2 girls (from the oldest group of campers) and 1 counselor advisor in charge of making purchase and sale decisions.

Teams roll the dice in turn and have the option of buying what they land on, if that property is not already owned by someone else. If it is owned by someone else, they pay that property's mandatory amount of rent to the owner. As with the board game, more than one team may land on a property at the same time. When this happens both teams must pay rent to the owner. Unrelated to the paying of rent to the owner, the two teams must then go play each other for a \$25,000 prize, which is paid by the losing team. Things get even worse for the losing team if they happen to be playing the team who owns the property they both landed on. In this case, if the visiting team loses to the owner, the prize is doubled to \$50,000 on top of the rent that was already paid before the game started. After all the teams play one game each, they gather together in a central location and continue repeating the process of rolling dice, buying property, paying rent and playing for prize money.

## **The Really Fun Part**

Teams can also buy property by making a direct offer to another team. This is where the fun of haggling comes into play. Teams can haggle over the price, or include one of their own properties in the deal. Another fun variation is when the team who loses a game may offer to barter property instead of losing prize money. Instead of paying the \$25,000 to the winning team, they may offer to pay with one of their properties, or give the winning team a property for a bargain price.

When teams land on any property or space that cannot be purchased, like GO, JAIL, CHANCE, COMMUNITY CHEST, FREE PARKING or GO TO JAIL, you, the organizer, have a couple of choices. You can make it simple and advance the team to the next property, or you could invent creative quiz questions, forfeits or amusing alternatives.

Area referees, or judges as we call them, can give bonus money at their discretion to the team that shows team spirit with the loudest or best cheers. This discretionary awarding of bonus money is often most appreciated by a team that has lost a couple of games.

## **An End Note...**

It's not as complicated as it sounds. Once you have decided on which games to play, the toughest part is assigning values, rent (both amounts can be completely and randomly made up) and game areas to each property. An example of how to assign values, rent and game areas is shown below. When all that is done, you are ready to go. This game involves sports, some strategy, some wheelin' and dealin' and a measure of luck with the roll of a dice. It really is fun!

### **A Couple of Game Descriptions to Give You the Idea...**

- **Basket-Hockey:** Basically, this is team handball – like basketball but using a playground ball and hockey goals.
- **Lineup Ball:** Played like kickball except there is only one base in the distance, opposite home plate. The ball is thrown in (pitched) and kicked. The hitter (runner) must get to the base and back home before the entire opposing team lines up and passes the ball through their legs through the entire team. If they beat the runner, he/she is out. If they don't, he/she scores a run.

## **Music Video Awards**

### ***Description***

Preparation for this evening actually begins during the first or second week of camp. Our videographer begins videoing cabin skits/videos. They will then put the song and skit together to come up with the cabins own music video.

This night is similar to a night at the Oscar's or the Grammy's. After numerous announcements from "special guests" throughout the day, the evening officially begins at dinner. Dressed in their nicest attire, staff and campers walk into the dining hall that has been transformed into an elegant ballroom. The normal rectangular shaped, family style, camp, dining tables have been changed out with formal, white-clothed, round tables including flower arrangements, silver, and champagne glasses. Dinner music is being played over the background sound system, and waiters and waitresses are serving filet mignon and \_\_\_\_\_ as the meal.

Following dinner, everyone gathers in a pavilion decorated with lights, a big screen, sound system, and "Grammy-like" seating too find out which video will win this year's contest. The leadership or evening program staff, dressed in their favorite movie star's outfit, introduces each cabin's video with a skit of their own. Each camper watches as their cabin appears on the big screen as if they were in their own MTV music video. To recognize additional cabins and campers, prizes are given to the Funniest Video, Most Original, Second Runner Up, Runner Up, and Best All Around Video.

The video's can then be burned onto a CD and given as Christmas gifts, sold in your camp store, or used as marketing material later in the Fall.