

## **St. George's Dragon Chase \*Updated\***

**Objective:** Teams will compete in collecting the other team's flags.

**# of players:** 6 players per team will face against all teams in three rounds. First round will have 2 per team. Second Round will have 4 per team. Third Round will have 6 per team.

**Scoring:** Teams get 10 points for flags taken from an opposing team. And 5 points for every flag they have left.

- The team forms a single-file line looking in the same direction with their hands holding the shoulders of the person in front of them. The team member in front has their hands empty and the team member in the back has three flags placed on their waist (a la flag football).
- When the round starts, the teams will run around and try to collect the flag of the opposing team. Only the person in the front can try and grab the flag.
- You can only grab one flag at a time. Once you grab an opposing team's flag, the next flag cannot be from the same team unless there are only two teams remaining.
- If a team disconnects (at any time one hand or more is off the shoulder of the person in front of you), the team must join back together before they can collect flags.
- Teams can not forcefully break the other team apart. Any rough housing will cause an automatic disqualification - and the team will be awarded 0 points even if they have already collected flags.
- Once a round ends. Teams will count the flags they have collected and the flags they have remaining.

## **The Trial of Bartimaeus \*New\***

**Objective:** One team is blindfolded and the other is not. The blindfolded team must successfully tag the non blindfolded team.

**# of players:** 6 players per team. 2 rounds in this head to head game. One team is blindfolded and the other team isn't.

**Scoring:** For every person tagged the blindfolded team gets 10 points. For every person not tagged, that team gets 10 points.

- When music is playing the blindfolded team can walk and try to tag the non-blindfolded team with the use of a pool noodle. The person tagged is eliminated. When the music stops the blindfolded team stops moving.
- When there is no music playing, the non blindfolded team can walk to try and evade the opposing team and stops moving once the music starts to play.
- If a non blindfolded player walks when music is playing, they are eliminated from the round.
- If a blindfolded player walks when no music is playing, they are eliminated from the round
- You can not cross the boundaries, if you are blindfolded a referee will turn you around.

## Half Pipe Pilgrimage

**Objective:** Successfully bring a golf ball from one side to the other and back using their half pipes along the way.

**# of players:** 4 players per team in this time trial game.

**Scoring:** Points are awarded based on fastest time against all other teams.

1st = 50 points, 2nd = 45 points, 3rd = 40 points and so on and so on.

- All players start behind a line with the person in front with a ball in their halfpipe.
- On go the remaining players cross the line as the ball is passed from halfpipe to halfpipe across the room and back.
- At the halfway point and the crossing line, the player with the ball must have both feet passed the line to continue/finish. Teams will be given two chances to try again and their fastest time will be recorded.
- A player can not touch the ball with their hands or any body part.
- A player can not move their feet when in control of the ball.
- A player can not toss the ball from one half pipe to the other.
- If a player drops the ball or a penalty is called, the team must start from the beginning for or the halfway point if it was already crossed.

## **Genuflect Relay**

**Objective:** Teams must bring their flag across the finish line by genuflecting.

**# of players:** 6 players per team in this time trial game.

**Scoring:** Points are awarded based on fastest time against all other teams.

1st = 50 points, 2nd = 45 points, 3rd = 40 points and so on and so on.

- Players start by forming one line behind the start line in the genuflecting position, with the player in the front holding the flag.
- On go, the team must pass the flag back to the last player, once the player in the back has the flag. That player runs to the front of the line, genuflects and then they can pass the flag back.
- This repeats until the whole team crosses the finish line. Teams will be given two chances to try again and their fastest time will be recorded.
- Teams can not skip a player while passing the flag.
- Teams can not pass the while their knee isn't touching the ground.
- Teams can not throw the flag to the other player.
- Any penalties will result in adding 5 penalty seconds to their time.

## **St. Augustine's Hungry, Hungry Hippos**

**Objective:** collect as many balls and balloons as they can to their circle before time runs out

**# of players:** Five players per team. All teams will be playing at the same time. 3 rounds

**Scoring:** Teams will get 10 points for every balloon and 5 points for every ball and 1 point for every golf ball.

- Teams start behind the line, near their team circle, and form a circle with their hands on each others shoulders.
- Team can not hold hands or onto each other shirts.
- Referees will give one warning if their hands are not in the correct position. And then they will start to count penalties.
- On go, teams must move together to gather balls and balloons into their circle and on to the team circle at the edge of the play area. Balloons are worth more points than balls.
- Teams can not interfere with other teams but bumping into them or by taking from the player circle. And teams can not take from the team circle at the edge of the play field.
- Only the balls and balloons in the team circle at the end of the round will count for that round.

## **Connect the Trinity**

**Objective:** Form a three square line, using bean bags, before the other team.

**# of players:** 3 players from each team. 1 team vs 1 team, three rounds per match. 2  
Matches

**Scoring:** Teams will get 10 points for every round they win.

- On go, both teams race to the grid to place their bean bags in a square.
- Players must have both feet in the square before placing their bean bags in it.
- The first player to drop their bean bag correctly will get the square.
- To remove a bean bag and place it in another square, the player must first fully exit the grid with both feet outside before placing the bean bag in another square. Remember, both feet need to be in the new square before placing the bean bag.
- Once a team completes a line, the team must step out of the grid put up their sign, either an "X" or "O" above their head. First to put up their sign, wins the round.
- Teams can not win using the line closest to their start point in the first drop.
- Players can not throw their bean bag.
- Players can not push, pull or roughhouse other players.
- Players caught roughhousing will have their team disqualified for that round.

## **Trinitarian Trivia**

**Objective:** Correctly answer questions given from the Trivia Master.

**# of players:** Your whole team

**Scoring:** Teams will get 1 point for every correct answer.

Three rounds of questions - first round 10 points, second round 20 points, and third round 30 points.

- All teams will be playing at the same time,
- A question will be asked and you will have 30 seconds to answer the question by writing it down on the answer sheet that will be provided - after 30 seconds the next question will be asked, sheets will be collected at the end of each round, you will have 1 minute to review your answers before submitting your sheet.
- No cellphones allowed on the table - any cheating will result in immediate disqualification and 0 points for this game.
- Once all sheets have been submitted, the Trivia Master will reveal the answers.
- Questions will be repeated once after the first time it was asked