Tips and Tricks

To make sure each camper moves sufficiently, maximize their playing time by offering alternatives during eliminations. Here are a few tips and tricks to help you achieve this!

The Contract

Ask the eliminated camper to complete an active challenge before returning to the game (e.g., five frog jumps).

The Exchange

Ask the eliminated camper to switch teams.

The Quiz

Ask the camper who has been eliminated to answer a question before returning to the game (e.g., name 3 red fruits).

The Bonus Point

Give a bonus point to the opposing team rather than eliminating a player.

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The Ninja

Ask each team to choose a ninja. They can release the eliminated members of their team. One of the goals of the game becomes to eliminate the ninja.

The Hula Hoops

Place three hoops outside the game area. The first eliminated camper goes into the first hoop (with requirements such as running on the spot, jumping, standing on one foot). They move to the next hoop when another camper is eliminated. They return to the game when they leave the last hoop.

The Challenge

Choose a task that your campers must complete to save the eliminated members of their team (e.g., throw a ball into a basketball hoop or throw a pocket through a hoop).

The Liberation

When a camper eliminates an opponent, they release a member of their team who was eliminated (in the order they were eliminated).

The Immortal

Ask each team to identify one camper who will be "immortal". Each time the immortal is touched by a ball, one camper from their team returns to the game (in the order they were eliminated).

Psst! Check out the variations on each game card to go further!

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