

Camp Contests:

1. Spelling B

- Make Teams
- Instructor will select a word
- Teams all write down how to spell word
- They should make sure no other teams can see their answer
- Team may help each other
- Instructor awards points for correct answer

2. Rock Paper Scissors

- Set up brackets on board
- Set up appropriate match-ups
- Set up chairs and table in the middle of room
- Explain proper rules
- Keep track of Tournament results

3. Arm Wrestling / Thumb Wrestling

- Set up brackets on board
- Set up appropriate match-ups
- Allow students to either pick thumb or arm
- Set up chairs and table in the middle of room
- Explain proper arm and thumb wrestling rules
- Keep track of Tournament results

4. Limbo Contest

- Have two volunteers hold a stick level
- Players will try to pass under without falling down or bending forward
- Keep lowering stick until there is a winner

5. Musical Mats/Chairs

- Make a circle of mats or flat cones
- Turn on Music
- Students are to walk on the outside of the circle of mats and cones until music stops
- When music stops they should step on nearest mat or cone
- Left over players sit in middle
- Keep taking mats and cones away until there is a winner

6. Don't Blink! (Staring Contest)

- Set up brackets on board
- Set up chairs facing each contestant
- Explain proper rules
- Have a judge for each player
- When player blinks, judge calls foul (raises hand)
- Winner moves on in bracket
- Keep track of Tournament results

7. Rings

- Make Teams
- Set up targets
- Give each player three turns
- Move throwing line back each round
- Make consequences after each round (push-ups, etc.)

8. Hoop Shoot (or Nerf Hoop Shoot)

- Make Teams
- Hang hoop up (if Nerf)
- Keep track of made shots
- Set up different points for different shots
- Use mats to demonstrate different shooting spots
- Make team game: fastest for everyone on team to score a basket

9. Bean Bag Toss

- Make Teams
- Set up targets
- Give each player three turns
- Move throwing line back each round
- Make consequences after each round (push-ups, etc.)

10. Battleship

- Make Teams
- Set up a row of cones with balls on top of them
- Each team is on either side of the row of cones
- Players should have other balls in their hands
- Players may roll balls to knock off balls resting on cones
- Keep track of which team gets more 'hits'

11. Juggle Contest

- Use small balls to allow players to juggle as many as they can as many times as they can
- Most likely will just be two balls that players need to rotate from hand to hand

12. Paper Airplane Contest

- Hand out sheets of paper to each participant
- Optional: you can give a demonstration on how to construct a paper airplane
- Optional: you can provide tape, glue, paperclips to help construct paper airplanes
- Participants should name and decorate their paper airplanes
- Provide a time limit for working on planes
- Take everyone to an open area. At the same starting line, have two people fly their airplanes at a time and see whose airplane flies the farthest.
- After everyone has flown their planes, give each person the opportunity to make a new airplane. They can either create a new plane or keep the one they have.
- Repeat Contest