

SUBMITTED BY
LukiLeu

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Keine Stimmen

Relay



Various relay types are explained here.

Attachment relay
A runs around a painting stick and then picks up B. After each round, another player is hitched. As soon as all players are running, hitching is started; first A may stay behind, then B and so on

Bottleneck relay
Two simple obstacle courses with a common obstacle (bottleneck). The groups overcome the obstacles with hand grips as fast as possible.

Jass card relay
Each group runs to a certain point where Jass cards are spread out upside down. Each group has its symbol (e.g.heart/shovel ...). Now 1 card is drawn. If it belongs to the group symbol, it can be taken, if not, the next player is taken. Who has all the cards first?

Sixth-stage race
At any one time 5 (or more) players form a circle. On whistle, #1 runs around the circle, gives #2 a slap on the back as a starting signal. In this way, each circle player takes a turn until everyone has run six times. The group that completes its program first wins.

Source credits

- Cover image: © Gabi Eder / pixelio.de
- Game idea: Courtesy of www.spielboerse.ch - Game Ideas for the Jungschar!

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Active game
Race
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Categories
Tags
Age
Number of participants
Bible
Duration
Material

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