

## GAMES FOR GROUPS

*“Play for more than you can afford to lose, and you will learn the game.”*

By Winston Churchill

### A. Tele-Match Games

Shared fun and laughter is healthy for individuals and groups. The objectives are to create communication, teamwork, sportsmanship, leadership, strategies and being creative with their team members. Release tension and stimulates creativity are the benefits of this games.

#### Energizer

Duration: 15-20 minutes

Max number: 50pax

Ice breaker activity for the fun games at the start of the telematch activities.

#### Giant Roll Race

Duration: 20 – 30 Minutes

Max number: 100 - 200

Each team is given giant roll (O) fabric. Team member from each team have to roll the giant roll fabric and race for set distance.

#### Soccer Zone

Duration: 10 Minute

Max number: 100

A well known “POOL SOCCER” play in simulation model.

#### Dodge Ball

Duration: 10 Minutes

Max number: 100

Two teams against each other, the goal are to hit the enemy with the soft ball. Those who are hit will be eliminated from the games. The most survivor team member at the end will be declared as the winner.

#### A to Z Rope

Duration: 10 – 15 Minutes

Max number: 50 - 60

3 meter rope will be given to each team. All the team members to be blindfolded and each group will ask to form/design an alphabet from the 3 meter ropes. The point will be given to the teams which finish first and has a correct form of an alphabet requested.

#### Snake Balloon Bursting

Duration: 10 – 15 Minutes

Max number: 100 - 200

Each team has to form a straight line and stand on the wind direction (South, west, north, and east). The last team member from each team has a balloon tied to their body/leg. They have to burst the other team balloon while ensuring that their own not to be burst in the process.

### **Water T-shirt**

Duration: 15 – 20 Minutes

Max number: 100

Each team will be given the time limit to fill up the pail with sea water. To fill the pail, each team member will have to run a set distance and use their own T-shirt to collect the sea water. The team collected more water within the set time, will be declared as the winner.

### **Captain Ball**

Duration: 10 Minutes

Max number: 100

Two teams against each other, the goal are to pass the ball to the captain who will be standing on the chair on the opposite team area. Each team will be eliminated until reaching the final winner.

### **Cell Race**

Duration: 10 – 15 Minutes

Max number: 100

A fun game using a basic biology concept of a cell, and race after splitting from the main cell.

### **Horses Go Wild**

Duration: 15 – 20 Minutes

Max number: 100

Teams race from one point to another, carrying another team member on horseback. On reaching the end, they will switch and return back to the finishing line with the "Wheelbarrow Race".

### **Caterpillar Walk**

Duration: 15 – 20 Minutes

Max number: 100 - 200

Teams race from one point to another by sticking each others member by the two legs and then walk like a big "Caterpillar". Team that finishes first will be the winner.

### **Three legged race**

Duration: 10 – 15 Minutes

Max number: 100

The unique and funniest race with participants tied three legged, then run a set distance.

### **Transformation**

Duration: 20 – 30 Minutes

Max number: 50

Equipped with a rubber tube and strings, a group must work out how to transport a bucket of "toxic waste" to the neutralization area.

### **WaTug of War**

Duration: 5 – 10 Minutes

Max number: 100

The much known Tug of War played in the Shores or in the pool.

### **Nonverbal**

Duration: 20 – 30 Minutes

Max number: 50

For the group to line up in numeric order without talking.

### **Water Balloon Launch**

Duration: 15-20 Minutes

Max number: 100 - 200

Members in a team will be paired. Each pair is given a towel. Each pair will line up in a row, evenly spaced in between. One team member will throw a water balloon to the first pair who will be required to catch the water balloon with only the towel and subsequently pass it on to the next pair. At the end of the line, the last team member is required to catch the water balloon. The team that finishes with the most water balloon intact will be the winner.

### **Goofy Stick**

Duration: 15-20 Minutes

Max number: 100 - 200

One team member at a time will be required to run towards a designated area where a stick will be placed. Each member will have to grab one end of the stick with both hands and put their hands to their foreheads, with the other end on the ground. They will then have to rotate round the stick 8 times and subsequently run back to tag the next team member who will continue to do the same. The first team with all members completing this sequence will be the winner.

### **Dress the Clown**

Duration: 20 – 30 Minutes

Max number: 100 - 200

Team members will be required to form one straight line. All items are placed in front of the first team member. The first team member will have to pass item by item backwards between their legs to the last team member. The last team member will then have to dress up in these items. When all items are completed the last team member will have to run to a marker and back with a tray and glass of water. The first team to finish with the glass of water intact is the winner.

### **The Longest Line**

Duration: 5 – 10 Minutes

Max number: 100 – 200

Team members will be required to form a line with any item that they have on them. The team with the longest line will be declared the winner. This event is usually not informed to the members so that they cannot prepare in advance.

### **Egg Toss**

Duration: 10 – 15 Minutes

Max number: 100 - 200

Teams will select one designated thrower and one designated catcher. These positions cannot change during this event. The thrower will be seated and cannot move. The catcher will start by standing a set distance away. The thrower will throw and the catcher will attempt to catch. If he succeeds he will take 3 steps back and the thrower will attempt the sequence again. If the egg drops and breaks the team is disqualified. If the egg drops but does not break, the team is required to try that distance again before being allowed to take 3 steps back. Supporting team members will assist by bringing the egg back to the thrower after each attempt. The team with the furthest distance between the thrower and catcher, with the egg unbroken is declared the winner.

### **Sweets Platter**

Duration: 15 – 20 Minutes

Max number: 100 - 200

Each team will have a plate of flour with a few sweets inside. Team members have their hands tied behind their backs. One by one, they will then have to run to the plate of flour and attempt to retrieve one sweet and bring it back to the starting line where there will be another container. They will have to deposit the sweet into the container before tagging the second team member. The team that completes this event with all sweets collected in the container will be declared the winner.

### **Hole in the Bucket**

Duration: 10 – 15 Minutes

Max number: 50 - 60

Team members will be required to fill a bucket full of holes with water. The team that collects the most water in a set time is declared the winner.

### **Bakiak Race**

Duration: 20 – 30 Minutes

Max number: 100 - 200

Team members are given a pair of giant slippers. Each team will have to negotiate a set course and return to tag their next team. The first team that completes the entire course is declared the winner.

### **A-Z Challenge**

Duration: 10 – 15 Minutes

Max number: 100

Team members will be required to collect items according to the alphabet. The team that collects the most items in a set time is declared the winner.

### **Brick Walk**

Duration: 20 – 30 Minutes

Max number: 50 - 60

Each team is given 4 pieces of bricks. One member is then required to step on the bricks and 'walk' to a marker and return to tag the next member. Their feet cannot touch the ground at any time!! The first team that finishes is declared the winner.

### **Sponge Bath**

Duration: 15 – 20 Minutes

Max number: 100

Team members will be seated in a straight line, all facing the same direction, front to back. The last team member will have a few sponges and will be required to pass the sponge forwards so that the first team member can soak the sponges to collect water. The sponges will then have to be passed backwards to the last team member who is required to fill a bottle. The team that collects the most water in the bottle given in a set time is declared the winner.

### **Rafting**

Duration: 30 – 45 Minutes

Max number: 50

Every group is required to accomplish 2 tasks. The group is to build a working raft from material provided (4 large drums/group, Bamboo poles, Raffia ropes, oars). When the raft is deemed safe for use, the group is to make use of raft to negotiate a course in the waters of the beach. The destination would be made known beforehand.

## **B. Pool Games**

### **Obstacles Course**

Duration: 20 – 30 Minutes

Max number: 50

Each team members are to swim through underwater obstacle courses.

### **Wet t-shirts balloon relay (1.5 m deep)**

Duration: 20 – 30 Minutes

Max number: 50

On go the first player from each team will put on the t-shirt, take one balloon and jump into the water. Once they are in the water they will put the balloon under their t-shirt and swim to the other end of the pool and tag the next person to the same until the last person. Which team that completed the rotation will be declaring as the winner.

### **Balloon pop water relay (1.5 to 1.2 m deep)**

Duration: 20 – 30 Minutes

Max number: 50

Form into equal teams. Put a pile of inflated balloons in the middle, about 20 feet away from each of the teams. At the starting signal, race to the balloons, on the half way the member of each team have to swim and pass the hoop that place under the water. Take one balloon, pop it as quickly as possible by sitting on it, stepping on it, or any other means, then race back and tag the next team member in their line. The first team to have every player pop a balloon is the winner.

### **Chest ball (1.5 m deep)**

Duration: 20 – 30 Minutes

Max number: 50

Push the ball from one end to another end by using the chest in relay formation.

### **Human Pyramid (1.2 m deep)**

Duration: 20 – 30 Minutes

Max number: 50

Each team requires building the human pyramid in the pool. The points will be given to the team which has the highest, longest standing and formation.

### **Water “Ring” Polo (1.5 m deep)**

Duration: 20 – 30 Minutes

Max number: 50

Get two hoops, one on each side of the pool and play a game of basketball. Make a 5 second possession rule (i.e.: no one can have the ball for more than 5 seconds at a time).

### **Terms & Conditions:**

1. The minimum number of participants per event is 15 pax.
2. Price:
  - a. 15 pax to 50 pax: S\$22net/pax/6 games
  - b. 51 pax to 100 pax: S\$18net/pax/6 games
  - c. 100 pax & above: S\$15net/pax/6 games
3. If the organizer would like to do the rafting activities, maximum only 3 games with same price as above.
4. All games in *italic* words can be played indoor, in case of rain. The ballroom and foyer area will be subject to availability.
5. Mineral water provided during the games.
6. The games mentioned above for pool should only be played originated and standard swimming pools and for those who are able to swim only.
7. Hotel will not be liable for any injuries or accident.
8. Other activities such as Archery, Riffle Shooting, Water polo, Beach volleyball, Mini football, and Aqua aerobics can be arranged as an additional game.