BOWL BALL

Get Ready: 6 Bowls, 1 Sock Ball, Paper & Pencil to Tally Score

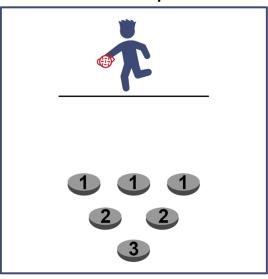
Get Set: Set the bowls on the floor in a triangle pattern 3-4 inches apart. Put a

piece of paper with the point total in the bottom of each bowl. Mark a throwing line 6-8 ft. away.

Hint: Big bowls are easier than small bowls!

- The object of the game is to see how many points you can score in 1-minute.
- You do this by tossing the sock ball into the bowls and scoring points based upon where they land.
- After each throw, retrieve the sock ball and hustle back and throw again.
- If the sock lands in a bowl, use the pencil and paper to tally the points for that bowl.
- After 1-minute, calculate your tally and write your total number of points on the official Field Day Score Card.





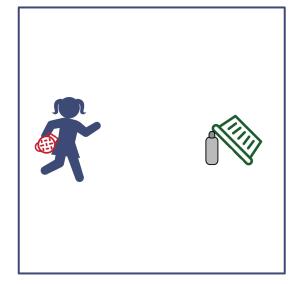
Water Bottle Trap

Get Ready: 1 Empty Water Bottle, 1 Laundry Basket, 1 Sock/Tennis Ball

Get Set: Lean the edge of the laundry basket on top of the empty water bottle.

Designate a rolling line 8-10 ft. away (the open side of the laundry basket should be facing you).

- The objective is to see how many points you can score in 1-minute.
- Do this by rolling the sock/tennis ball at the water bottle.
- To score the ball must hit the water bottle first (the roll does not count if it misses the bottle and knocks over the basket – sorry!).
- Rolls that hit the water bottle first score as follows:
 - 1 point = basket falls and traps ball only
 - 2 points = basket falls and traps water bottle only
 - 3 points = basket falls and traps both ball and water bottle
- Write your total number of points on the official Field Day Score Card.







PENGUIN RACE

Get Ready: 1 Sock or Tennis Ball and 2 Plastic Cups per Person

Get Set: Set the plastic ups 15-20 ft. from each other.

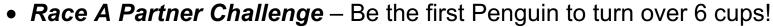
GO!

You are a Penguin – the ball is an egg.

• There are 2 different ways to play:

(1) By Yourself or (2) Race A Partner.

- **By Yourself Challenge** How many points you can score in 1-minute?
 - Place the egg between your knees and waddle back and forth from one cup to the other. When you reach the cup, turn it over.
 - If you drop the egg, do 5 jumping jacks before you continue.
 - Score 1 point for each cup you turn over.

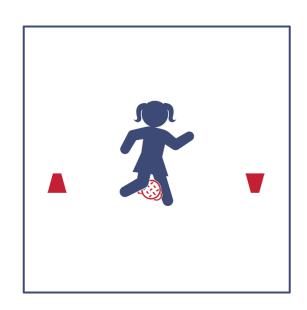


o On the start signal, waddle to the first cup and turn it over.

 Now hustle back to the other cup (as much as one can hustle while waddling). Continue back and forth.

o If you drop the egg, do 5 jumping before you continue.

o First to turn over 6 cups wins the race (scores 6 points).

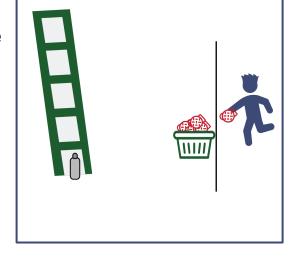


CLIMB THE LADDER

Get Ready: 6' Ladder, 6-12 Sock Balls, Laundry Basket, Empty Water Bottle

Get Set: Set up the ladder. Place the water bottle on the floor under the first rung. Mark a throwing line 10-15 ft. away. Place the laundry basket on the throwing line. Put all the sock balls inside the basket.

- "Climb the ladder" using the fewest throws.
- Start with the bottle on the floor under the first rung.
- Throw sock balls at the bottle until you knock it over. Take your time, this is not a race.
- Move the bottle up one rung each time you knock it off the ladder.
- If you run out of sock balls, collect them and continue.
- Count all of your throws on every step of the ladder. How many throws does it take to knock the bottle off of the top rung of the ladder?
- Write the total throws on the official Field Day Score Card.







IF THE SHOE FITS

Get Ready: 1 Tennis Shoe, Spacious Area, Clean Feet

Get Set: Make sure you have plenty of unobstructed space around you.

- How many points you can score in 1-minute?
- Put your foot partially into the tennis shoe.
- On the start signal, flip the shoe into the air.
- Score as follows:
 - 1 point = shoe lands on its side
 - 2 points = shoe lands right side up (sole of the shoe on the ground)
 - 3 points = shoe lands *perfectly* upside down (no sides touching the ground)
 - 0 points = if the shoe hits you in the head or knocks over a lamp.
- Write your total number of points on the official Field Day Score Card.
- Go wash your foot.

