SUBMITTED BY
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ON
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★ ★ ★ ★ ★
Keine Stimmen

Pipeline Game / Röhrli Outdoor Game



Groups must build the best possible connection (pipeline) between two points using drinking straws. The group that can channel the most water – out of one litre – from A to B through the straw system, i.e. the group that lets the least water drip out, wins.

Material

- Plastic straws (lots)
- Plastic cups
- Clothespins (one colour per group)
- Adhesive tape
- Barrier tape
- Matches
- Rubbing surfaces

Game description

- First, groups are formed (2 or more), and each group is assigned a starting point and a finishing point. The starting point must be significantly higher than the finishing point so that the water can flow from top to bottom. The construction area should be marked out with barrier tape.
- Each group is given some starting materials (a few plastic cups, some straws, and possibly some sticky tape) and one paper clip per person.
- Explain the rules of the game.

Rules of the game

Building

The tubes can be slotted into one another to form a piping system. The joints can be sealed and secured using adhesive tape. The cups serve as reservoirs and temporary storage. The groups can test the piping system with water at any time to identify weak points. In the end, the start and finish points must be connected to the tubes, and there must be at least one start cup and one finish cup. It

is advisable to lay several pipes side by side (redundancy) to make things more difficult for saboteurs from the opposing group.

Fighting

The groups must always wear a clip on their upper arm. Each group is given a different colour. If they are torn off or lost, they must fetch a new one from the centre of the playing area, e.g. by completing a task at a station (singing a song, looking up Bible verses, doing a somersault, etc.). The armbands can be taken from members of other groups, but only outside the construction zone. Only builders and saboteurs are allowed to enter the construction zone; no battles take place there. The peg battle can also be made less intense, for example, by allowing older players to take pegs only from those of the same age. With the pegs from the opposing group, players can buy new building materials or sabotage materials
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Sabotage

Saboteurs can buy sabotage materials in the centre of the game or at a station (e.g. a match and a striking surface, or – for older participants – a 'woman's fart') using 'Klämmerli' or by earning them in some other way. With these materials, they can make their way into the construction zone. If they manage to do so, they can sabotage **a** pipe there undisturbed; afterwards, they must leave the construction zone again.

Notes

- You can create additional tasks relating to equipment or team support as you see fit.
- The game can either have a fixed time limit (e.g. 60 minutes) or an open-ended format.
- The game can be played indoors or outdoors.

Sources

- **Cover image:** © BESJ Jungschar Aesch
- **Game idea:** © BESJ Jungschar Aesch; Version 1, 18 October 2013;

Weitere Informationen

Categories
Games and activities

Tags
Group match
Teamwork
Water
Competition
Dexterity

Age
8–12 years
13–16 years
from the age of 16

Number of participants
1–20
20–30

Bible
This information is missing.

Duration
Up to 1 hour

Terrain / surroundings
In enclosed spaces

Material
Almost effortless

File download
No file downloads

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Contents
Categories
Tags
Age
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