# YoungstarsWiki.org

# Ladder competition \* meerkamp



Dynamic variation on a hexathlon, where teams challenge each other to reach the highest place on the ladder.

#### **Game Information**

Age: 10+

Number: 16+ (teams of 4 to a maximum of 8 players)

Number of teams: 4+ Field: Outdoors

Leader: 1 game leader, if necessary one supervisor per event

Game duration: 10-15 min per part, 180 min total

#### **Material**

- Ladder (which can be set up as an inverted V, with steps on both sides)
- Chalkboards + chalk
- Referee whistle for start and end signal
- Material for the various parts

# **Preparation**

The ladder is set up in a central place among all the game parts. All parts are prepared.

The participants gather near the ladder. Then the teams are divided. Each team is given a chalkboard + chalk to write their team name on. Once they have a team name they may hang their sign on either side on the ladder. Once all the signs are up, the challenge can begin....

### Challenge

A team may only challenge other teams that are 1 place below or above them or the team on the other side of the ladder at the same level.



The challenging team decides which part will be done. The winning team of each challenge gets to swap their board with the opponents' board. The goal is to have the sign with your team name hanging at the top of the ladder at the end of game time (determined by the game leader).

At the game leader's final signal, the finals follow, the numbers 1 and 2 of each ladder play the finals for 1st & 2nd place and 3rd & 4th place. The game to be played is determined by the rest of the group.

# Ideas for parts

- Archery competition
- Rope Bridge
- Quail balls
- tug-of-war (live)
- Sack race
- Write down as many boy/girl names as possible in three minutes
- Difficult question(s)
- Bottle drinking (Which team first empties 1/3 of a bottle using a straw)
- As fast as possible a mast throw (variation with different or even multiple knots)
- Saw a tree trunk
- Driving nails (who drives the nail all the way into the log, teams take turns. The best one after 3 rounds wins)
- etc...

# More ideas for parts

www.spelensite.be www.jeugdwerker.be www.spellenmap.nl www.jeugdwerkidee.nl

# **Image**

Title photo: freedigitalphotos.net