

# LONGHOUSE GAME LIST

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## Water Jug / Dizzy Stick Combo

Start with the first person running to the bucket of water, run around the dizzy stick, then reach down to fill up the cup and run back to the start of the line and pour the cup of water into the jug. Dads and kids take turns until the milk jug is full. First to fill jug is the winner. One dad will need to hold the dizzy stick & monitor the water bucket.

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## Water Jug / Board Relay

This game is done where the dad and child participate together at the same time. The water bucket is at the start of the line, the dad and child reach down to fill up a cup of water, place it on the board and walk together to the water jug, then pour the cup of water into the milk jug. Then they return to the line and pass on the board to the next dad / child pair. If the cup tips, then they must go back to the water bucket and refill the cup. First to fill the jug is a winner. One dad will need to be stationed at the milk jug.

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## Water Board Relay

At the start of the line there is a bucket of water, cup and a board. The dad / child pair, pick up the board, fill up the cup, place it on the board and then carry the cup to the end marker and then return passing the board with the cup of water onto the next dad / child pair. If at any time the cup spills, the dad / child pair must return to the start, fill up the cup and then start over. First time to complete the selected number of rounds wins.

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## Water Jug Relay

This is the normal – basic – water jug relay. Each tribe has a bucket of water at the start of the line, the first person to go dips the cup down into the water and then runs to the milk jug & pours in the water and then runs back to pass on the cup to the next person waiting to go. Dads and kids take turns until the water jug is full. One dad will need to be stationed at the milk jug.

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## Dizzy Stick

Each tribe is lined up and it is determined the number of times in which each tribe needs to run to the dizzy stick (based on the largest tribe, smaller tribes will have to have run to the stick more than once). The first person runs to the dizzy stick, places their forehead on the stick & and runs around the stick 3 times and then runs back to the start of the line and then the next person goes. Play continues until the completed number of rounds has been done. The first tribe to complete the number of rounds the fastest is the winner. One dad will need to be stationed at the dizzy stick to hold it up.

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## Hula Hoop

The tribe stands in a circle and holds hands and passes the hula hoop up and over each body. Every time the hula hoop goes over a head it counts as one. Tribes have 3 minutes to see how many heads the hula hoop can pass over in this time frame. Most head counts wins.

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## Tug-of-War

Tribe against tribe, the winner of each round will go again until there is one winner.

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## Dodge Ball

Usually done as dads only and then kids only. Three to five balls are used. When playing this game we need to stress HONESTY with the dads!

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## Soccer Relay

Each team is given a soccer ball and the dads and kids take turns dribbling the soccer ball from the start of the line down to the marker and back. The amount of times to dribble the ball is determined by the amount in the largest tribe. First to complete the number of rounds is the winner.

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## Egg / Spoon Relay

Each tribe is given a spoon & two eggs. Dads & kids take turns at carrying a raw egg on a spoon (extended out in front of them, not cradled up against their body) down around a marker and back. If the egg should break, they have to go back and start over with the extra egg. If they break the extra egg, then the tribe is finished. Amount of times to carry the egg is based on largest number of kids in a tribe. Usually just the kids participate in this game with the dads cheering them on.

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## Great Arts Relay

Each tribe is given a piece of poster board and some markers. The poster board is positioned down from the tribe with the markers positioned halfway in between. The Nation Chief selects the type of picture the tribes are to draw. At the sound of the whistle, the first child in each tribe runs to the markers, picks up one color, runs to the poster board, makes one line of the picture, runs back, drops off the marker and runs back to the tribe, then the next person follows the same. Tribes have 3 minutes to draw as much of their picture as possible. Judges are preset then they judge the best picture. Rules can be altered as needed and played a variety of ways. i.e. Tribes are given a list of certain things that need to be included in their drawing and the ones who gets the most on their poster board wins.....etc.

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## Flour Relay

Tribes sit in rows, one behind each other, alternating dads and kids. They are given a bag of flour and it is placed at the front of the line. At the sound of the whistle the first person (usually starts with a child) dips their hands into the bag and scoops out some flour, then passes it over their shoulder to the person behind and then that person passes it to the next person, etc. until the last person puts (what is left) the flour into a flour catcher container. Play continues for a set time limit (established between nation chief and Y Staff). Note: the first person can automatically scoop out another handful of flour as soon as they have handed off the last handful. Object is to have the most flour in the flour container at the blow of the whistle when play ends.

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## Stuck-On-You (Cheese Game)

Each tribe is given a package of crackers and a can of cheese spray. The chief of each tribe is given an old t-shirt to put on and is positioned down from the tribe. This game is a kids only game with a dad assisting with handling out the crackers and a dad at the front of the line to cheese the crackers (no pre-cheesing – meaning you can't give each child a cracker and go down the row and put cheese on all the crackers, you have to wait to cheese the next cracker until the person in front leaves to run to stick their cracker on the chief.). There is a 3 minute time limit in which to see how many crackers can be stuck on the chief. When the whistle blows to stop the game, the crackers that are stuck to the chief are counted. The tribe with the most crackers on the chief – wins.

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### Apple In A Cave

A relay race and you line up like doing the other relay type races. There is a hula hoop half way between the tribe and a bucket at the marker turning point. This game is for dads and kids. The first person runs, picks up the hula hoop and places over their head and down their body, steps out runs to the buckets, picks up the apple inside of the bucket, runs back, goes through the hula hoop again while holding the apple. The runner hands off the apple to the next runner. The next runner does the same thing but puts the ball back in the bucket. Continue until the tribes have reached the designated number of times to go. First tribe to reach the designated number of times – wins.

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### Scavenger Hunt

Use a list from the Y-Guides office or create your own with help from your princesses and braves. Possible items include: a stick with a “Y” in it, something fuzzy, a 4-leaf clover; a feather, something recyclable; 5 types of leaves, etc...

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### Water Balloon Toss

Each dad and child pair gets one water balloon. If dads have more than one child in attendance, they should get one balloon per child. Dads line up shoulder to shoulder across from kids who are shoulder to shoulder. Start close enough to touch hands with arms extended. Each time the balloon is tossed, dads are instructed to pass the balloon. Keep going until there is a winner(s).

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### Three Legged Race

Each dad and child pair has their ankles ties together with a karate rope. They must run/walk together to the turning point and back and pass the rope off to the next pair.

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### Bubble Race I

Each team is given a bucket of bubble mix and a giant ring. They must create a bubble and blow it to the turning point and back. If it pops, they must stop where they are and blow a new bubble. Teams are placed in the order that they get all the way down with a bubble and back.

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### Bubble Race II

Each team is given a bubble wand and mix. Dad and child participate together. The child blows a bubble and catches it on the wand and dad runs beside them with the mix. The pair can only run when there is a bubble trapped on the wand. If the bubble pops or floats away the pair has to work together to make a new bubble and continue the race.

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### Duck Race

Each team gets a ball or balloon. The runner holds the ball between their knees and they run to the turning point and back. Dads and kids can both play this same. Another variation is to go in father child pairs and have them hold the ball between their bellies, heads, elbows, or backs.

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### Back-latch

Each team gets two balls or balloons. The father-child pair must run/walk back-to-back with their arms latched and each holding a ball or balloon around the turn and back relay-style. They must pass the balls off the next pair after they run to the turning point and back.

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### 3-Bounce Volleyball

(CRP). Tournament style volleyball between tribes. Dads and kids can play together or split and have two tournaments. The first team to let the ball hit the ground three times is eliminated. There is no rule on how many times the team can touch the ball before it goes over the net.

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### 3-Bounce Blind Volleyball

Same as above, only blankets are draped over the net so tribes cannot see the other side.

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### Goin' on a Brave Hunt

When everyone is gathered for games each tribe chooses 3-5 Braves (depending on the size of the Nation and tribes) to go hide in the camp area. Everyone else participates together in another game for 10-15 minutes while the selected Braves go hide. A final warning is shouted to all the Braves that are hidden and then the kids are allowed to go find them. For each Brave that the tribe finds they get one point and he must go to the field and wait for everyone else to be found. Tribes do not count Braves that they find from their own tribe. If this happens, they should quietly leave them in their hiding spot for another tribe to find. If after 30 minutes, any Braves are still hiding, they are called in and counted as a point for their own tribe. Tribes are placed according to how many Braves their kids found.

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### Human Knot Race

Braves in a tribe make a circle with kids on the outside. Each Brave grabs a hand of another who is NOT beside him. Braves must then try and get back into a regular circle without breaking hands. The catch is that Braves CANNOT talk – only the kids who will coach them on how to untangle themselves.

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### Tent Set-up Race

Each tribe should provide an UNOPENED 2-person tent (does not have to be new, just not taken out of the bag/box since last season). Kids have to assemble tent with only verbal coaching from dads and tribes are places as their tents are completed. This game can be modified greatly depending on age/ability of the kids.

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### Apple Juggle

Each tribe gets 5 apples and they form a circle. One person starts with one apple and they pass it to someone across the circle and say their name. That person passes it to a new person and so on to a new person each time until it gets back to the original thrower. Apples are added in and tribes practice the order and develop a strategy trying not to drop any apples. The tribes all start competition at the same time and are eliminated when they drop an apple.

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### Potato Sack Relay

Each tribe gets a burlap sack and one at a time must hop to the turning point and back and tag the next person.

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### Water Balloon Blanket toss

Tribes are given two sheets, two practice water balloons and one competition water balloon. They split in half and pass the water balloon by tossing and catching it with the sheets about 20-25 feet apart. Tribes are eliminated as their balloons break.

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### Behavior Modification

The nation Chief chooses an "action" that the Chief of each tribe must perform (shoot an arrow, toss a football, do a handstand) and tells everyone EXCEPT the Chiefs. Each tribe makes a circle with the Chief in the middle. The Challenge is to get the Chief to do this "action" by cheering for him – no body movements or talking allowed; only cheering. Tribes are placed by when their Chief achieves the "action"

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### British Bulldog / Run the Gauntlet

Braves line up shoulder to shoulder in two lines facing each other about 20 yards apart. A Princess or Guide is chosen from each tribe to be the first bulldogs and the go stand in between the lines. The rest of the children line up and prepare to run through the area marked off by the lines of dads and try not to get tagged. Once a child is tagged they become bulldogs and stay in the middle. Tribes are placed by the last 5-10 remaining children. This game can also be played with Braves as the runners.

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### Chair Carry – Good for Papoose 😊

Two Braves are chosen to be the carriers (or multiple dads can switch off). They each hold their own wrist and the wrist of the other carrying Brave forming an interlocking square. One at a time they carry the children around the turning point and back while they are sitting on the Braves' hands/wrists and holding their shoulders.

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### Water balloon Pass

The entire Nation makes a big circle and several water balloons are randomly distributed. At the same time a tiny hole is punched in each balloon and they are passed around as they squirt on whoever is holding them. The person who is holding it when there is no more water is eliminated. Several rounds will be needed before there tribes can be placed.

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### Bridges and Boulders

5-6 Braves serve as the "Bridge and "Boulder" obstacles in this relay. The "bridges" keep their feet and hands on the ground and arch their back for kids to crawl underneath. The "boulders"

scrunch down as in leapfrog and the kids have to jump over them. Tribes are placed as all the kids have run under the bridges, over the boulders, around the turn and come back.