

BALLOON WARS

OBJECTIVE:

Knock the other team's balloons off the boxes to the ground.

SUPPLIES NEEDED:

1. At least 3x different colored helium balloons per team
2. Yarn or string
3. boxes / buckets for the balloons to sit on (boxes need to be light enough so they can be moved by dodge balls)
4. Cones (setting boundaries)
5. Balloon weights.

SETUP:

1. Purchase enough different colored helium balloons to have at least 3x balloons per team the day of the game (otherwise the balloons will lose helium).
2. Place the balloons on top of boxes that are light enough / tall enough to be knocked over by dodge balls on each team's side. (illustration example below)
3. Place boundary markers or cones across middle of playing area to separate teams.

TEAMS:

2 – 4 teams (If more than 2, then adjust your boundaries accordingly)

HOW TO PLAY:

1. If you are hit or even touch a ball which includes catching the balls, you are out and have to stand on the side line or sit in place. Once a ball has hit the ground it is safe to grab.
2. Throw the balls at the boxes holding the balloons. First team to knock all of the other team's balloons to the ground is the winning team.
3. If your own team player accidentally knocks down a balloon to the ground, it still counts as a knocked down balloon.
4. Reset each round and continue play until time is up.

First team to knock all the balloons into the air wins that round.

**Give the winning team a specified number of points such as 1000 pts for winning the round
TEAM WITH THE MOST POINTS IN AT THE END OF ALL ROUNDS WINS!**

SEE IMAGES BELOW FOR EXAMPLE SETUP

