

C.T.I.F
LAGEROLYMPIADE
FIELD GAMES

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PREFACE

THE PURPOSE OF THE LAGEROLYMPIADE

THE PURPOSE OF THESE CAMP OLYMPICS IS TO PROVIDE YOUNG FIREFIGHTERS WITH AN AFTERNOON FILLED WITH CHALLENGES AND, MOST IMPORTANTLY, FUN.

TO ACHIEVE THIS GOAL EFFECTIVELY, A SPACIOUS GRASSY AREA ADJACENT TO THE SPORTS FIELD WAS CHOSEN.

ALL TEAM MEMBERS ARE REQUIRED TO PARTICIPATE, REGARDLESS OF THEIR INDIVIDUAL ABILITIES. ALL GROUPS WILL PLAY SIMULTANEOUSLY FOR TWO MINUTES. EACH GROUP CONSISTS OF NINE INDIVIDUALS AND ONE RESERVE.

COACHES AND ASSISTANTS ARE NOT ALLOWED TO PARTICIPATE BUT CAN CHEER ON THEIR TEAM!

WE TRUST THAT WE HAVE SUCCESSFULLY ARRANGED A PLEASANT AFTERNOON FILLED WITH ENJOYMENT AND UNITY.



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RACE ORGANISATION

Team Tournament

01 – Teams

The teams consist of 10 players aged between 10 and 17.

Team organization.

Every team needs to designate a leader who will oversee the team and wear a specific number to distinguish the team. Every player is required to participate in a minimum of one game (failure to do so will result in a deduction of 5 points). All participants must be dressed in suitable attire (failure to comply will result in a deduction of 5 points).

03 – Referee

The matches are arranged by the Finnish Team.

Each match will have an official and judge from the competition, and their decisions will be final and irrevocable.

Penalties may be imposed on teams by the judges based on irregularities and behavior exhibited during the competition.

04 – Games

Races can occur with all teams simultaneously or in multiple heats.

Participants will receive information about the specifics from the organizers the day prior to the commencement of the tournament.

After each individual competition, the competition judge responsible for marking the score brings it to the organization (the score is kept hidden from the teams until the end of the tournament).

At the conclusion of every challenge, the teams are required to relocate based on the organizers' guidance following the schedule.

RULES OF THE GAMES

- each game is played for 2 minutes and there is a 1-minute break for a pitch change
- the teams play all games alternately
- In each game, the team members can repeat the exercise several times to score more points. It is important that the starting order always remains the same, i.e. each participant must at least try to repeat the exercise.

GAMING TABLE

STATION	GAME NUMBER
1	game 1
2	BREAK
3	game 3
4	BREAK
5	game 5
6	BREAK
7	game 7
8	BREAK
9	game 9
10	BREAK
11	game 11
12	BREAK
13	game13
14	BREAK
15	game 15

STATION	GAME NUMBER
16	BREAK
17	game 17
18	BREAK
19	game 19
20	BREAK
21	game 21
22	BREAK
23	game 23
24	BREAK
25	game 25
26	BREAK
27	game 27
28	BREAK
29	game 29
30	BREAK

GAMING TABLE

POSTING	Game Number
31	game 31
32	BREAK
33	game 33
34	BREAK
35	game 35
36	BREAK
37	game 37
38	BREAK
39	game 39
40	BREAK
41	game 41
42	BREAK
43	game 43
44	BREAK
45	game 45

POSTING	Game Number
46	BREAK
47	game 47
48	BREAK
49	game 49
50	BREAK
51	game 51
52	BREAK
53	game 53
54	BREAK
55	game 55
56	BREAK
57	game 57
58	BREAK
59	game 59
60	BREAK

RULES FOR COMPETITION JUDGES

It is essential to ensure that the game is played according to the rules and that each game is organized for the next group.

Participants should have a good understanding of their game and address any inquiries they may have.

If there are any inquiries about the game or concerns regarding irregularities or hazards, it is advisable to reach out to the organization.

They assess the game at its conclusion and submit the assessment to the organization without revealing it to the team members or their companions.

WATER TRANSPORT USING A BASIN WHILE SEATED

Materials: 10 chairs, 1 basin, and 2 water containers

Objective: To transfer water from one container to another using a basin.

Rules of the game: Team members sit in a row on chairs, one behind the other.

Upon the start signal, "Go"; they fill the basin and pass it over their heads. The last person in the row empties it into a container. The basin must return the same way it came.

Score: You receive 1 point for every centimetre of water in the last container.





BREAK

WATER TRANSPORT USING A BASIN WHILE STANDING

Materials: 1 Basin, 2 water containers

Objective: to transfer water from one container to another using a basin

Rules of the game: The team members stand in a row, one behind the other. Upon the starting signal "Go" they fill the basin and pass it over their heads, the last person in the row empties it into a container. The basin must return the same way it came

Score: You receive 1 point for every centimetre of water in the final container



BREAK

SCORING A GOAL WITH HOSES:

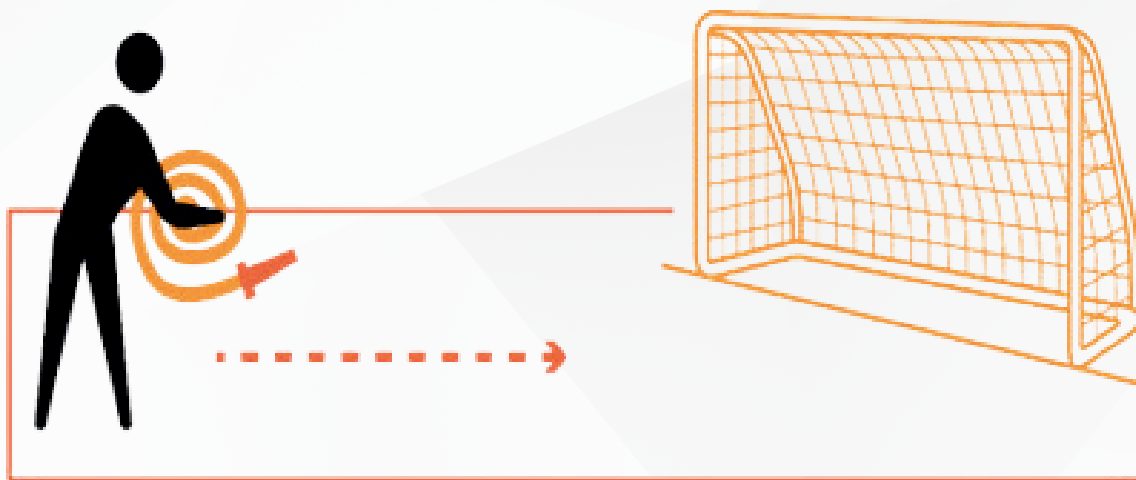
MATERIAL: 5 hoses, 5 goals

Objective: to "throw" the hose into the goal.

Rules of the game: The team participants position themselves behind the line that marks the "playing field". On "Go", they take it in turns to try and score in the goals set up in front of them.

Scoring: 1 point awarded for each goal scored.

Notes: To achieve a higher score, it is possible to perform several rolls, whereby each participant must rewind their hose for the next roll.





BREAK



"BLIND" HARVEST

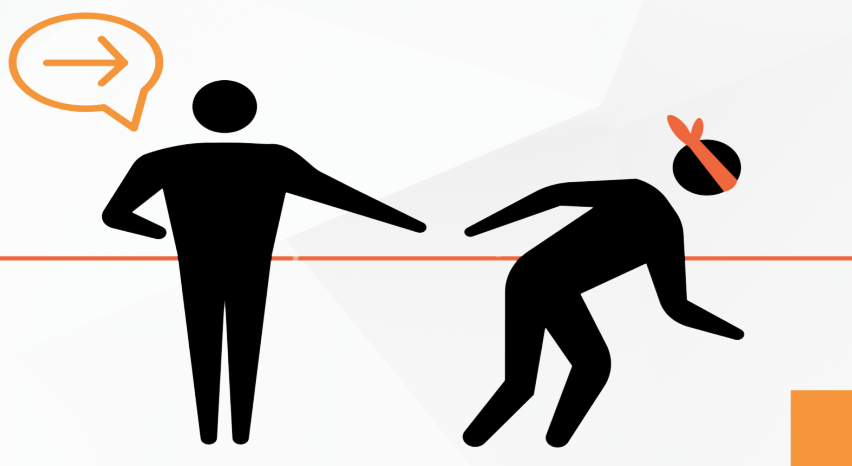
The aim of the game is to collect as many objects as possible.

RULES OF THE GAME: A team leader is appointed who takes it in turns to guide each blindfolded player to find an object by voice guidance alone.

SCORE: 1 point is awarded for each element.

NOTES: After the object is found, the next player starts searching.

MATERIAL: tinted forest glasses, various vvf equipment





BREAK

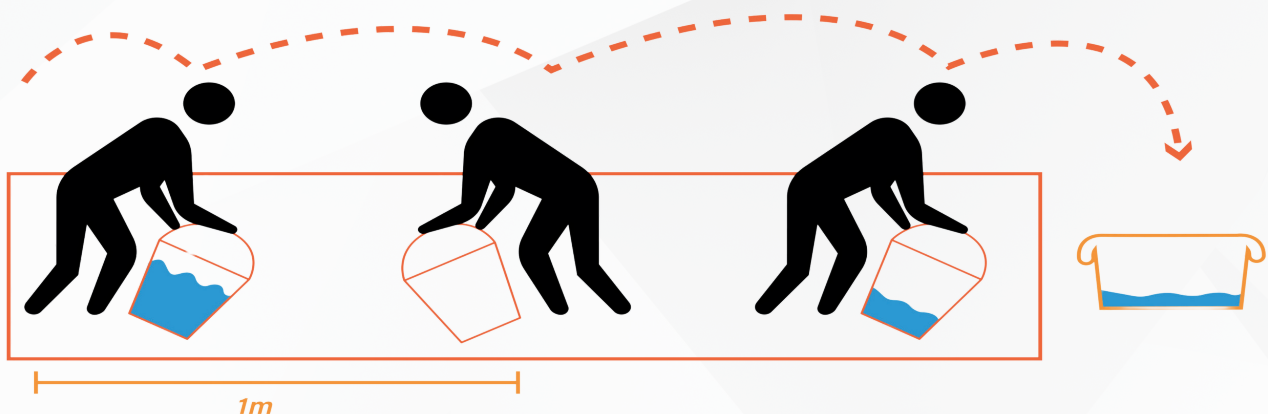
WATER TRANSPORT

The aim of the game is to transport water from one container to another.

RULES OF THE GAME: The participants stand in a row, each at least one meter apart and hold a bucket. The first participant fills the bucket and throws the entire contents into the bucket of the next participant, the same applies to the second participant and so on until the last participant. The last participant empties the bucket into a container.

SCORE: 1 point is awarded for every centimetre of water in the final container.

MATERIAL: 10 buckets, 2 water containers





BREAK

THROWING THE WET SPONGE

The aim of the game is to transport water from one container to another.

RULES OF THE GAME: The playing field is divided into two halves by a cloth/towel. 5 participants stand in one half of the field and 5 on the other side. At the starting whistle, they dip their sponges into the bucket of water and throw them to the other side. The others must catch them and squeeze them into an empty bucket. Then they throw the empty sponges back to the other side.

SCORE: 1 point for every centimetre of water in the container.

MATERIALS: 2 buckets, 10 sponges, 1 towel and a towel rail





BREAK

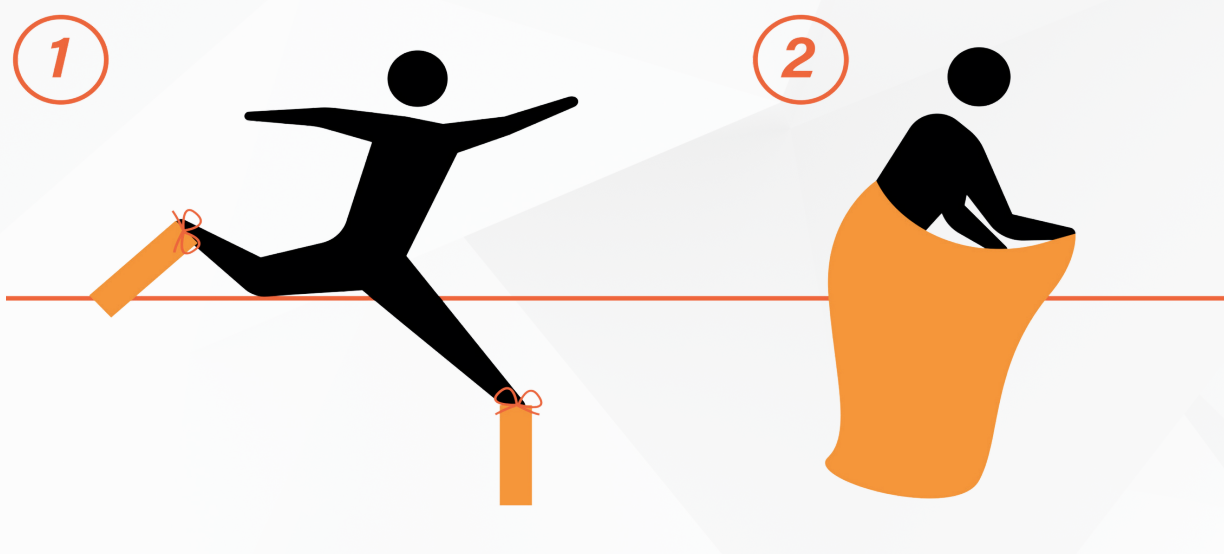
STILT RELAY AND SACK RACE

The aim of the game is to complete a relay race.

RULES OF PLAY: Start in a line of five, first part with stilts, second part with sacks, back and forth, so that at the end both, sacks and stilts are ready for the next team.

RATING: You receive 1 point per round.

MATERIAL: Stilts and sacks





BREAK

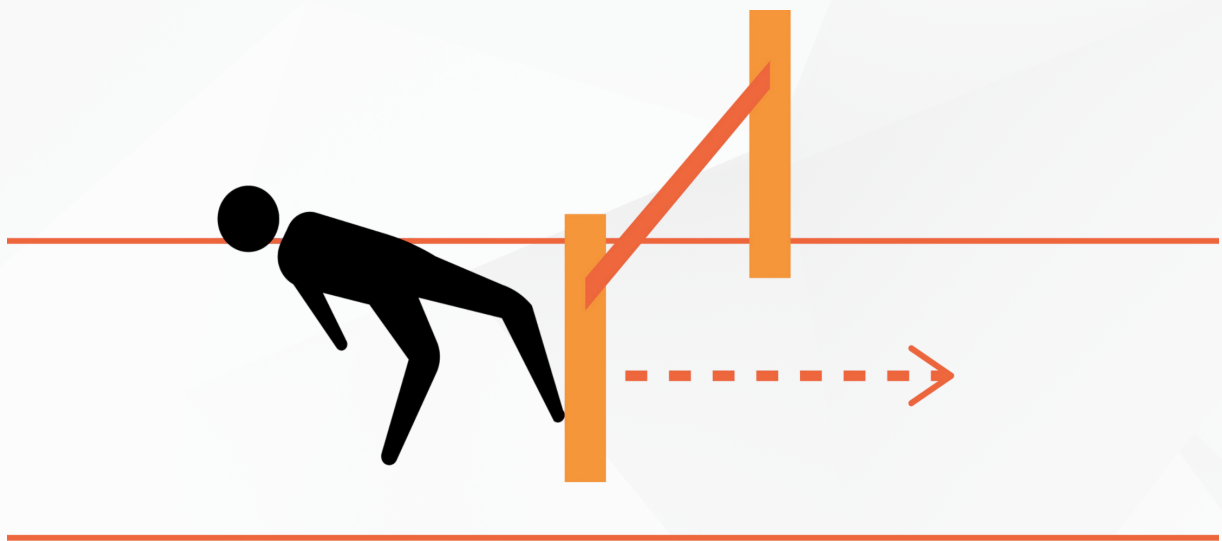
LIMBO GAME

The aim of the game is to run under an obstacle that gets lower and lower.

RULES OF THE GAME: At the starting signal, all players try to run under the bar one after the other. If every player passes under the bar, the team wins a point, and the bar is lowered one step. If the bar falls, each player must run under it again. The game continues until the time runs out.

SCORE: Each time the entire team clears the obstacle, you receive 1 point.

MATERIAL: 2 tripods and 1 pole.





BREAK



WHEELBARROW TRANSPORT GAME

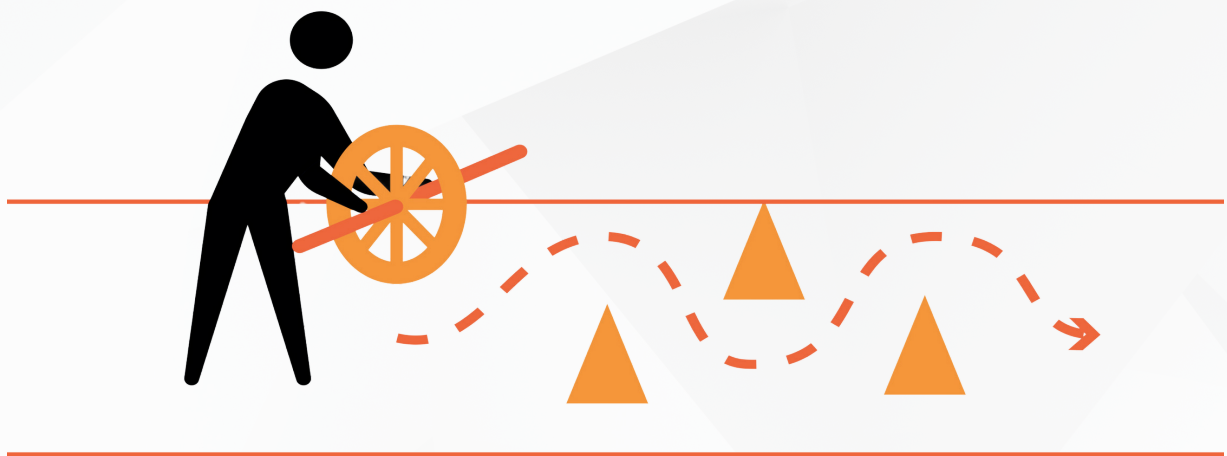
The aim is to complete a specific course with the wheel of a wheelbarrow.

RULES OF THE GAME: At the starting signal, one player takes the wheelbarrow wheel and drives the wheel, always with their hands on the two welded-on sticks, through the posts as quickly as possible as if in a slalom. As soon as they are back and have crossed the line, the next player may start.

SCORE: Each time a player crosses the finish line, they earn 1 point.

NOTES: Players take turns one after another

MATERIAL: Wheelbarrow wheel, course





BREAK

BOWLING WITH HOSES AND LANCES OR SPEARS

The aim of the game is to shoot as many lances as possible by throwing hoses.

RULES OF THE GAME: The team members stand behind the line that marks the "playing field". Upon the start signal, "Go," they take turns to try and hit the targets set up in front of them with their hoses.

SCORE: 1 point is awarded for each lance knocked down.

REMARKS: To achieve a higher score, players can make multiple throws; each player must rewind their hose for the next throw.

MATERIAL: Italian lances and hoses





BREAK

TRANSPORT GAME WITH A STRETCHER

The aim of the game is to traverse a path with a stretcher

RULES OF THE GAME: At the starting signal, one player lies down on the stretcher while two others lift it. They proceed along the path, where the player on the stretcher attempts to pick up 8 tennis balls from the skittles before passing under an arch. Upon reaching the finish line, the tennis balls are thrown into a basket. Finally, they return as quickly as possible, allowing another group of four players to begin.

SCORE: 1 point is awarded for every 5 balls transported.

REMARKS: play one after the other.

MATERIALS: 1 stretcher, 8 tennis balls, a bow, a basket, the course.





BREAK

GLASS GAME

The aim of the game is to traverse a path with a glass full of water.

RULES OF THE GAME: At the starting signal, one player takes sponges and fills them with water. Another teammate wears a helmet with a plastic glass attached to it. The first player fills the glass by squeezing the water-soaked sponges into it. Then the player with the glass goes to the pole and circles around it, passes under the arch, and finally, upon reaching the finish line, empties the cup into the drainage or channel and returns to the starting line as quickly as possible. At this point, the next player can begin.

SCORE: For every liter of water brought to the destination as indicated on the scale, 1 point is awarded.

NOTES: Players take turns one after another.

MATERIAL: Pole, arch, container, helmet with glued-on glass, sponges, measuring scale.





BREAK

SLALOM ON SKIS

The aim is to complete the course in the shortest possible time.

RULES OF THE GAME: At the starting signal, "Go," the players, who are connected by their skis, move in synchronization and try to keep their balance. Halfway through the course, the first "skier" picks up a ball and brings it back to the start.

SCORE: The team receives 5 points if they cross the finish line with the ball and 1 point if they cross the finish line without it.

NOTES: Players must keep their feet inside the slots. It is possible to play the course several times.

MATERIAL: Skis for 5 people, 1 ball, 1 course





BREAK

WHEELBARROW TRANSPORT GAME

The aim of the game is to transport a player with a wheelbarrow.

RULES OF THE GAME: At the starting signal, one player sits in the wheelbarrow and another one lifts it. The two travel together, with the player in the wheelbarrow trying to pick up tennis balls positioned on the cones. On arrival, the tennis balls are thrown into a basket. Finally, they turn round as quickly as possible, and the other players can start.

RATING: You receive 1 point per ball

REMARKS: play one after the other

MATERIALS: Wheelbarrow, cones, tennis balls, a basket, a course





BREAK

BOLT GAME

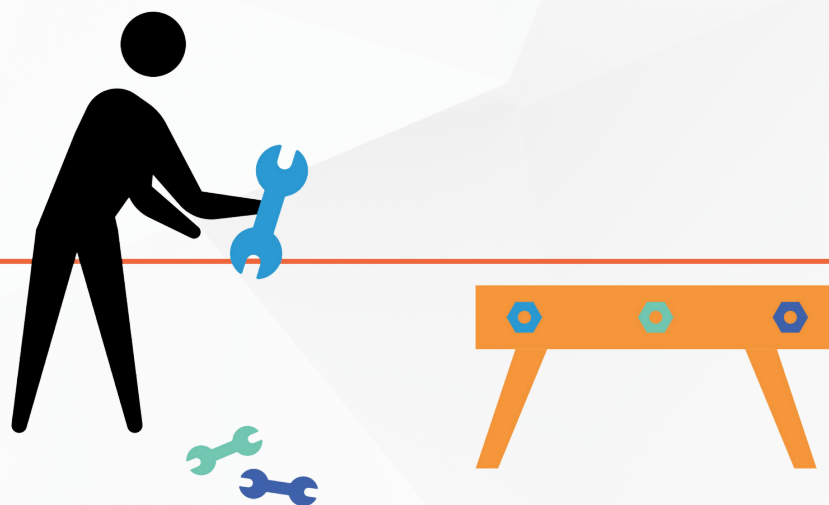
The aim of the game is to screw in as many bolts as possible.

RULES OF THE GAME: At the starting signal, "Go," players must find the correct bolts and screw them in tightly.

SCORE: 1 point per tightened bolt.

NOTES: All players work together as a team. Once all bolts are screwed in with their nuts, the game can be repeated. It is not allowed to screw and unscrew the same nut/bolt combination multiple times until all bolts on the table are screwed in. To restart the game, all bolts must be unscrewed.

MATERIAL: Bolts and nuts in various sizes and threads





BREAK

DRIVING WITH A MIRROR

The aim of the game is to collect rings from poles using a mirror.

RULES OF THE GAME: At the starting signal, a player takes the handlebar, to which a pole and a mirror are attached, and runs backwards along the track. He tries to collect 6 rings from the poles with the pole. At the end of the course, they walk backwards as quickly as possible; once they have put all the rings back in place, the next player can start.

SCORE: 1 point is awarded for each ring brought to the destination.

NOTES: Players take turns one after another.

MATERIAL: Handlebars with mirrors, rings, ring holders





BREAK

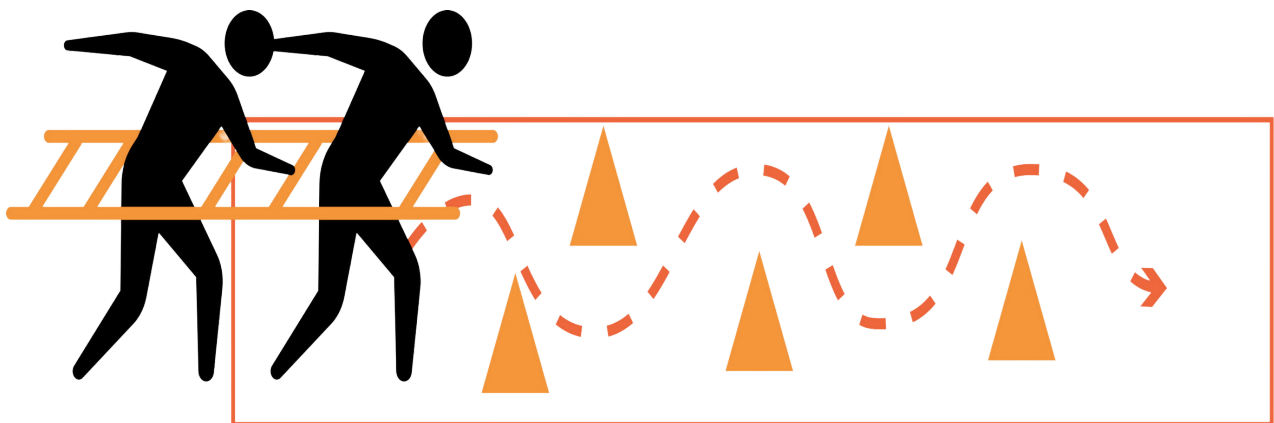
SLALOM WITH THE LADDER

The aim of the game is to create a path with a ladder as often as possible.

RULES OF THE GAME: At the starting signal, 5 players position themselves between the rungs of the ladder, holding them with both hands, and start the course, navigating around the poles without touching them with the ladder. Players are not allowed to turn or move within the ladder. The ladder must follow a figure-eight pattern. As soon as the first group reaches the finish line, they switch places, and the second group starts. For each correctly completed course, the team receives a point. If the ladder touches a pole, the team must start the course from the beginning.

SCORE: You receive 1 point for each correctly completed course.

MATERIALS: a ladder and a course.





BREAK

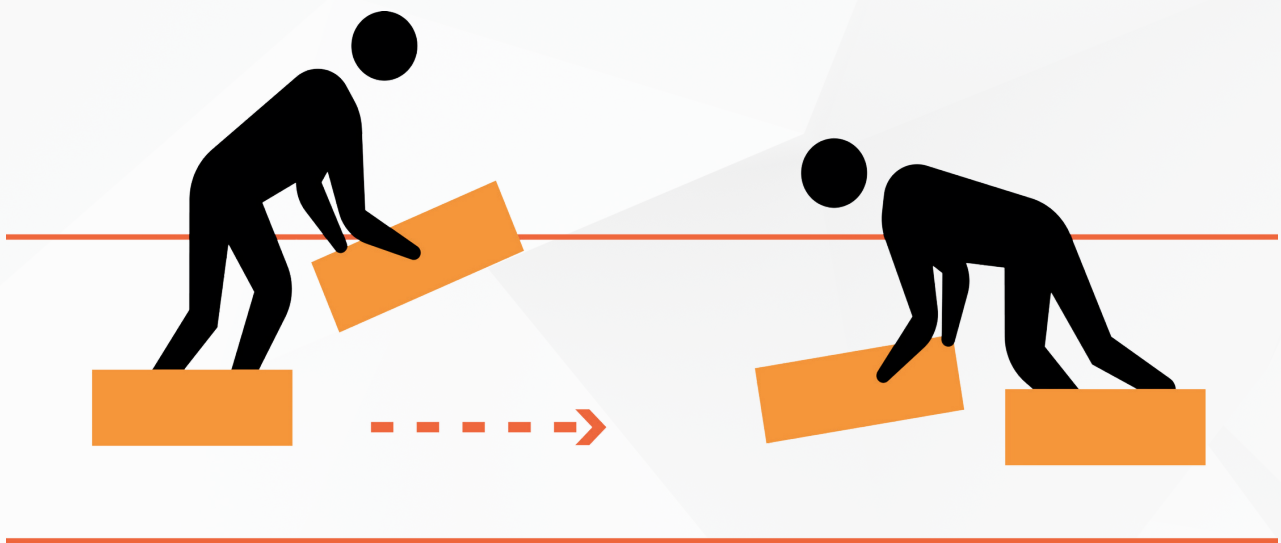
WALKING ON BLOCKS

The aim of the game is to complete the route as often as possible.

RULES OF THE GAME: The player takes the 2 wooden blocks and tries to reach the goal as quickly as possible by placing the blocks in front of them. As soon as the goal is reached, the player returns the 2 blocks to the start for the next player. 1 point is awarded for each run achieved. The player must not touch the ground with their feet; if this happens, they must return to the start and pass the wooden blocks to the next player.

SCORE: One point is awarded for each completed path

MATERIAL: 2 Wooden blocks, 1 path.





BREAK

BALL TRANSPORT

The aim of the game is to complete as many routes as possible.

RULES OF THE GAME: The ball and spoon cannot be touched with the hands after the starting line. If the ball falls, the player must restart from the beginning.

SCORE: You will receive 1 point per completed route.

NOTES: Each participant must at least attempt the course during their turn.

MATERIAL: Table tennis ball, spoon, various obstacles





BREAK

AIR TRANSPORT GAME

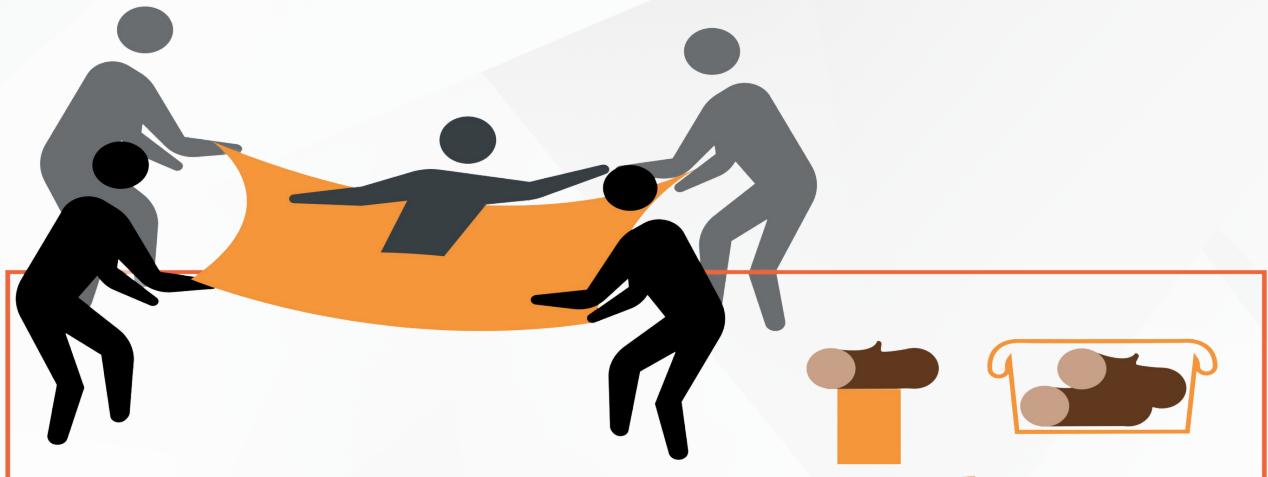
The aim of the game is to bring as many pieces of wood as possible to the finish line

RULES OF THE GAME: At the starting signal "Go," one player lies down on a blanket held at the four corners by four teammates. The player positioned in this way must "collect" pieces of wood from a basket placed at the starting point. The teammates must then "transport" the player to the finish line without dropping any collected pieces of wood. If a piece of wood is dropped, the team starts over. The return is done by walking, and the game resumes with a new player lying on the blanket.

SCORE: For each piece of wood transported, the team receives 1 point. If all pieces of wood are transported before the maximum time is up, the team receives a bonus of 5 points.

NOTES: Players take turns in the game

MATERIALS: Blanket, pieces of wood in a basket, gloves





BREAK

APPLE TIME GAME

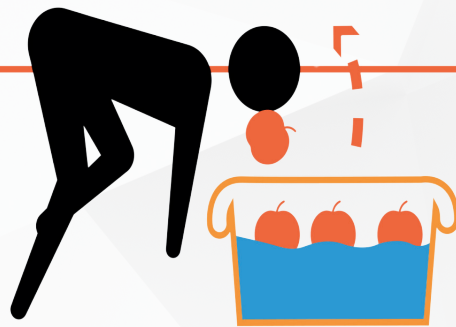
The aim of the game is to collect all the apples from a tub full of water.

RULES OF THE GAME: The apples can only be collected using the mouth.

SCORE: 1 point is awarded for each apple collected.

NOTES: Players take turns in the game.

MATERIAL: 5 apples per round (which will then be given to the players who have collected them!)





BREAK

SERVICE GAME

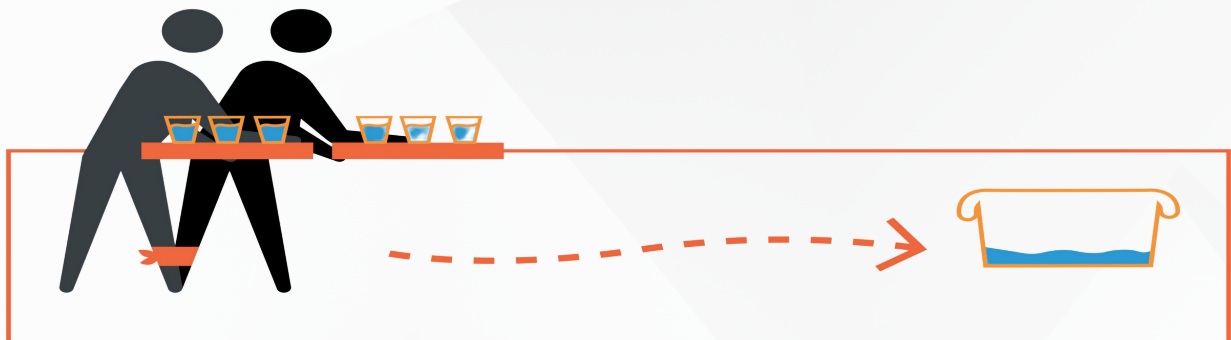
Two players, tied together by the ankles, must work together to navigate a course while carrying glasses filled with water.

RULES OF THE GAME: At the starting signal, two players stand close together and tie themselves to each other by the ankles. Meanwhile, other players fill glasses with water and place them on two trays. The two players tied by the ankles each receive a tray and together they must complete the course as quickly as possible. At the end of the course, the glasses are emptied into a barrel. The two players then return as quickly as possible, after which the next pair of competitors may begin.

SCORE: 1 point is awarded for each liter of water transported, as indicated on the barrel's quantity scale.

REMARKS: Players take turns in the game.

MATERIAL: Ankle bands, glasses, 1 measuring barrel, 2 trays.





BREAK

WATER BALLOON GAME

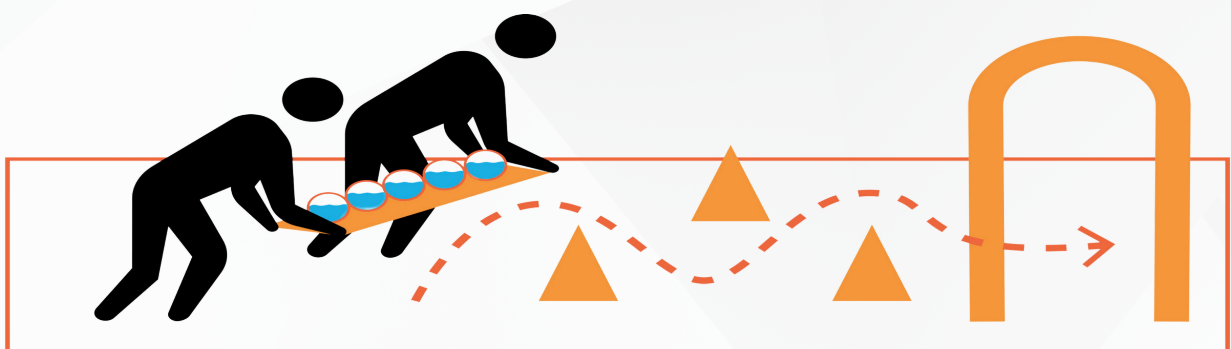
The aim of the game is to transport balloons filled with water around a course.

RULES OF THE GAME: At the starting signal, two players fill the balloons with water. Another two players take a board, where they place 5 water-filled balloons. They then proceed through the goalposts and under the obstacle towards the finish line. Upon arrival, they empty the balloons into the barrel and then return as quickly as possible with the board. At this point, the next two players can start.

SCORE: For every litre of water that is brought to the finish line according to the barrel scale, you receive 1 point.

NOTES: Players take turns one after another.

MATERIALS: A board, balloons filled with water, a path, a measuring barrel.





BREAK

TARPAULINS GAME

The aim is to transport a ball using tarpaulins.

RULES OF THE GAME: All players line up behind the starting line. Upon the starting signal, 6 players pair up and each pair takes three tarpaulins and positions themselves on the marked lines. Then, another player throws a ball from the starting line into the first tarpaulin, from where the two players toss it to the second tarpaulin, and so on. Finally, the last two players attempt to throw the ball into a bucket held by a teammate standing on a chair. At this point, another set of 6 players can begin.

SCORE: Each ball in the bucket scores 1 point.

NOTES: The use of hands is prohibited. If the ball touches the ground, the game must start again.

MATERIALS: 3 tarpaulins, 1 bucket, 1 ball, 1 chair





BREAK

TREE TRUNK GAME

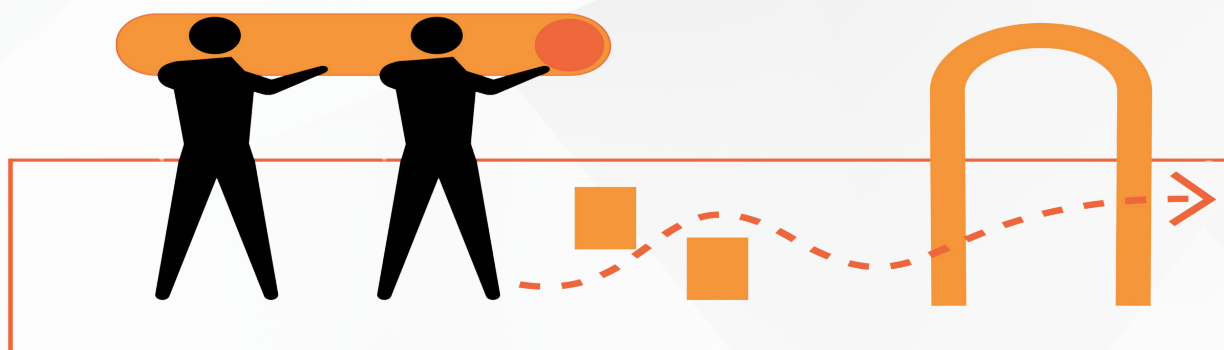
The aim of the game is to overcome an obstacle course with a tree trunk.

RULES OF THE GAME: At the starting signal, the team lifts the tree trunk and runs in a slalom between the posts. Subsequently, they pass it under obstacles and finally through a center.

SCORE: Each completed path correctly earns 1 point.

NOTES: The tree trunk must be held with two hands by the entire team. The course can be repeated.

MATERIAL: Tree trunk, various obstacles, "pass over," "pass under," "center".





BREAK

PUZZLE GAME

The aim of the game is to solve as many puzzles as possible by assembling them one at a time within the set time.

RULES OF THE GAME: Upon the starting signal, the team must assemble the various pieces and complete the puzzles available in the playing area.

SCORE: Each completed puzzle scores 1 point.

NOTES: The puzzles can be repeated.

MATERIAL: Puzzle pieces scattered around the playing field.





BREAK

BASKET DOOR GAME

The aim of the game is to score by hitting the holes on the panel board.

RULES OF THE GAME: Upon the starting signal, the team must score by hitting the holes in the panel board from a minimum distance of 4 meters within the set time, for a maximum of 30 points. Scoring is done using the provided balls, thrown with hands and not feet.

SCORE: Each correctly scored basket is scored with 1 point.

NOTES: Maximum score achievable is 30 points.

MATERIAL: Plate with holes, some balls.





BREAK

BOWLING WITH HOSE COUPLINGS

The aim of the game is to "throw/slide" hose couplings/fittings across a playing field and into holes.

RULES OF THE GAME: Team competitors position themselves behind the line marked with "playing field". Upon the start signal, "Go," they take turns attempting to hit the holes positioned in front of them with the hose couplings.

SCORE: Each successful hit scores 1 point.

NOTES: To achieve a higher score, multiple throws are allowed. Each competitor must retrieve their own coupling/fitting for the next throw.

MATERIAL: a playing field, various hose couplings/fittings.





BREAK

THE TIRE PYRAMID

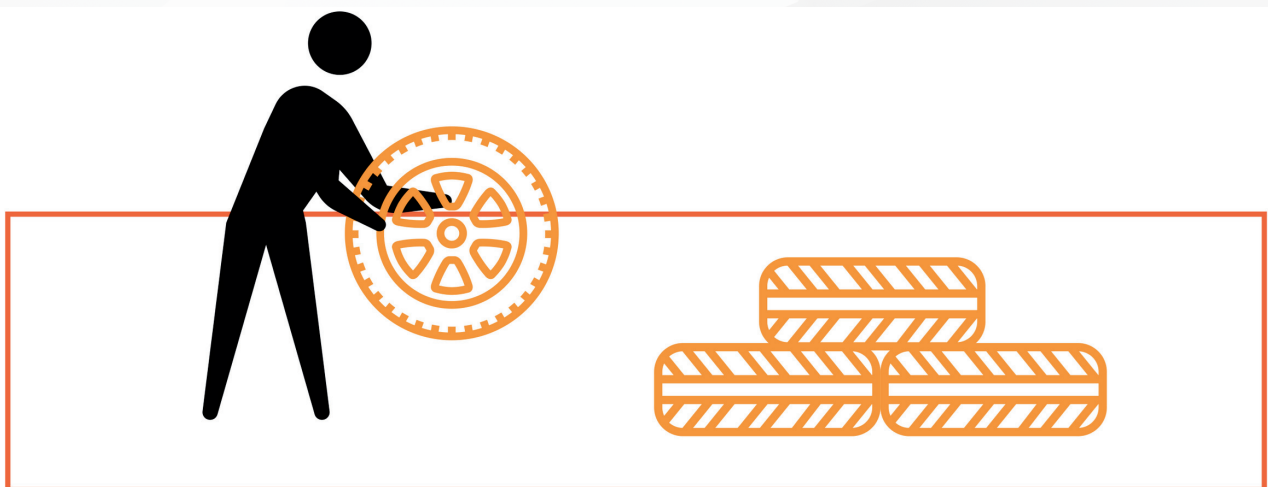
The aim of the game is to create the tallest possible pyramid of tires.

RULES OF THE GAME: Competitors, upon the start signal, must create the highest stack possible using the provided car tires. If the stack collapses when the time is up, no points are awarded.

SCORE: Each tire that is part of the pyramid when the bell rings to change the game earns 1 point.

NOTES: Participants cannot use ladders or other tools to reach a specific height; however, they can climb on their teammates' shoulders.

MATERIAL: Various car tyres of different sizes.





BREAK

"PASS THE TIRE" GAME

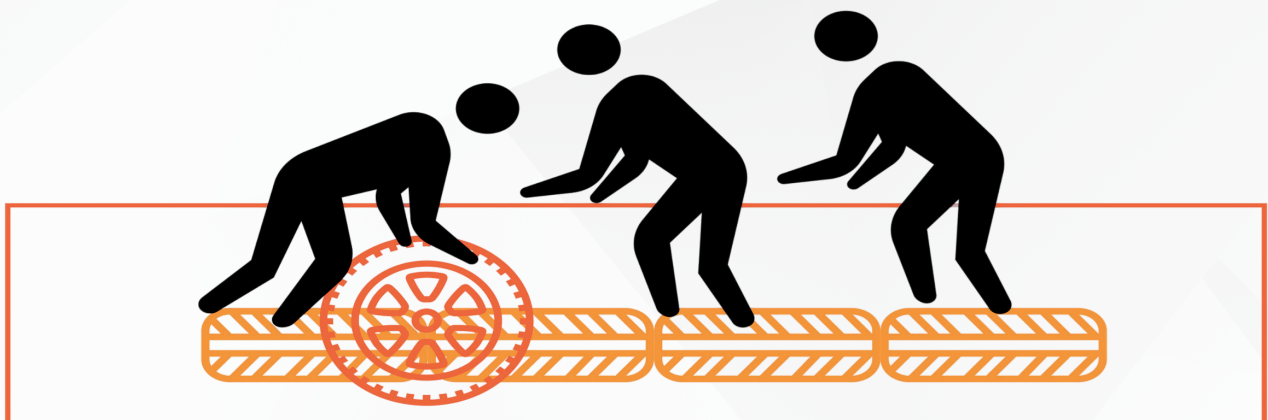
The aim of the game is To navigate a course by walking on tires.

RULES OF THE GAME: Upon the start signal, a player rolls the tire next to the 5 already positioned, walking on them and trying not to fall or cause others to fall. Once the tire is positioned in front of the others, the last player in line starts, and so on until reaching the finish line.

RATING: 5 points is awarded to each completed round.

REMARKS: To get a higher score, multiple laps of the course can be completed. If anyone in the group falls or touches the ground, they must start over.

MATERIAL: various car tyres in different sizes, one pin





BREAK

