

## Outdoor Game ideas!

### **1. The Floor Is Lava**

How to Play It: Do whatever you can to not touch the floor, which is now lava. Hop on chairs, couches, benches, logs, or whatever. Try to get from Point A to Point B. Don't touch the floor/ground, which is lava.

### **2. Tag**

How to Play It: If you are it, tag people. If you are not it, don't get tagged.

### **3. Hide & Seek**

How to Play It: The "it" person has to count to a predetermined number (usually 20) and then goes looking for the others. If you are tagged, you are "it," and it starts over.

Alternative version: If you are tagged, you are out. Keeps going until everyone is tagged. There can also be multiple people who are "it." Normally if you're playing with more than 10 people, two taggers should be involved. No climbing trees. Want an edge? Here's some hide-and-seek advice from a Navy SEAL?

### **4. Red Light, Green Light**

How to Play It: One person is the traffic cop. All remaining players stand on the starting line and the traffic cop has their back to them. When the traffic cop says "green light," players try to run to the finish line. When the traffic cop says "red light," they turn around and the other players have to stop. First to pass the finish line wins and becomes the traffic cop.

### **5. Pickle**

How to Play It: Designate two bases (could be real bases, shoes, or pretty much anything you have around) and choose two throwers. Everyone else is a runner. Throwers toss the ball back and forth and the runners try to get safely from base to base without getting tagged. If you're the last one alive, you win. Pegging is optional.

## **6. Jackpot**

How to Play It: It's essentially Three Flies Up, except the thrower can decide a catch is worth a certain amount. The winner is the person who exceeds a previously decided jackpot number (i.e. "Game is to 1,000"). More fun can be added by the thrower yelling one of the following terms: Jackpot (automatic win); Bomb (receiver who touches ball loses a designed number of points); Bankrupt (lose all points); IceBall (stay frozen for one throw); FireBall (steal one point from opponent).

## **7. Red Rover**

How to Play It: Two groups stand in parallel lines facing each other. Each line must hold hands. One line declares one person they would like sent over, yelling "Red Rover, Red Rover, send Ethan over." The designated person — in this case Ethan — makes a furious run at the line. If he can't break the line and get two people to stop holding hands, the team that held strong calls a person from the opposing line to their chain. If they can't, they now join that line. Whichever line is down to one person first loses.

## **8. Shark & Minnows**

How to Play It: One player is chosen to be "the shark." The rest are "minnows." The minnows try to get from the designated starting point to the designated finishing point without getting tagged by the shark. If you are tagged, you are a shark. Last minnow wins.

## **9. Throwing Ping Pong balls**

How to Play it: There's no way to play it wrong, so long as things aren't breaking and people aren't getting hurt. Pick an inanimate thing a reasonable distance away and see how can be the first to hit thing with ping pong ball.

## **10. Kill the Carrier**

How to Play It: Someone has the ball. They are the carrier until they are tackled. Then they have to give up the ball. Whoever gets it next is now the carrier. And so on and so forth until boredom sets in or someone gets hurt.

### **11. Four Corners**

How to Play It: Same court as Four-square, except this time, runners stand on each of the four big corners while one person stands in the middle. People on corners try to swap before the person in the middle can get to either corner. If the person in the middle reaches a corner, the person they stole it from becomes the person in the middle.

### **12. Four-Square**

How to Play It: The court is a giant square that has four equal-size squares inside (you can make it with chalk or tape). One person occupies each of the smaller squares. One square is the designated to top square. Then a second-place square, third place square, and a fourth place square. The person in the top square hits the ball into another square. If it is hit to your square, you must hit it into another square before it bounces twice. If you hit it out or let the ball bounce twice, you are out.

### **13. Double Dutch**

How to Play It: Two people turn two long jump ropes in opposite directions as one person stands in the jump ropes and tries to jump without messing it up. Players add in different jumps and rhymes and everything else they see fit.

### **14. Hot Hands**

How to Play It: One person lays out their hands with their palms facing up. The other player places their hands on that person's hands but with the palms facing down. The bottom person tries to slap the top person's hands before they can remove them. If the bottom person successfully slaps their opponent's hands, they stay on bottom. If they miss, they switch spots.

### **15. Kickback**

How to Play It: Form two lines of people. There is one ball. Each line of people kicks the ball back and forth.

## **16. Butts Up**

How to Play It: All you need is a ball and a wall. Every time the ball bounces off the wall, someone has to grab it and make a clean throw back to the wall. Then the cycle continues. Anytime someone misses a catch, they have to run and tag the wall. If someone can throw the ball at the wall before the wall-touch happens, the person who didn't make it to the wall gets an out. First to three outs has to stand against the wall and the other players get one chance to try and hit them with the tennis ball (softly). Then you start again.

## **17. Colors**

How to Play It: One person is chosen to be "it." They get out of the pool. Everyone else secretly decides their color. Once everyone has decided, the "it" person turns their back to the water and starts naming colors. If your color is called, you have to get to the other side of the pool without being tagged. If the "it" person turns around and no one is swimming, they have to take a step away from the pool. Whoever is tagged is now the "it" person.

## **18. Three Flies Up**

How to Play It: There is one thrower; everyone else is a catcher. The thrower stands about 50 feet away from the catchers and then tosses the ball up in the air towards the catchers. If you catch the ball, you get a point. First person to three points becomes the thrower.

## **19. Dibble**

How to Play It: Players stand at the edge of a pool with their backs turned to the water. One player places a whiffle ball, frisbee, popsicle stick, or some other buoyant objects at the bottom of the pool and then exits the pool. As soon as that player exits the pool, the other players try to spot and capture the ball. Whoever does, wins.

## **20. Silent Ball**

How to Play It: A group tosses a ball around. If you drop it, you're out. If you make a bad pass, you're out. If you make a noise, you're out. Last person in wins.

## **21. Monkey in the Middle**

How to Play It: You try to keep the ball away from one person while throwing it back and forth with your partner. If the person does get the ball, whoever threw it is now the monkey in the middle. No points, no winning, just keeping away.

## **22. Duck, Duck, Goose**

How to Play It: Everyone sits in a circle. One person is the tagger. They walk around the circle, touching each person's head and either saying "duck" or "goose." If they say "duck," things continue as is. If they say "goose" the person tagged must try to catch the tagger before they can get back to their spot. If the tagger gets caught, they have to sit in the mushpot (the middle of the circle).

## **23. Stand-Off**

How to Play It: Two people stand directly in front of each other. They hold out their hands, and try to push each other over while keeping their own feet planted. Whoever moves their feet first loses. In some cases, players can't push anything other than their opponent's hands, but that's optional.

## **24. Sardines**

How to Play It: Sardines is the opposite of hide-and-seek. One person is designated to hide while the others count. If you find the hidden person, you join them. Last person to find them loses.

## **25. Arm Wrestling**

How to Play It: Two participants put their elbows on a steady surface and grip each other's hands. Whoever can get the other person's hand to touch the surface wins. No use of second hand and no lifting elbow off the surface.

## **26. Freeze Tag**

How to Play It: If the "it" person tags you, you are frozen. You can only be unfrozen if a fellow non "it" player tags you. If everyone is frozen, the "it" person wins.

### **27. Steal the Bacon**

How to Play It: Teams are divided evenly and each person is designated a number. Each team stands on opposite sides with a shoe sitting in the middle (doesn't have to be a shoe, just something easy to hold). When a number is called, the designated players from each team run for the coveted item and try to get it back to their side. If you succeed, you get a point.

### **28. Kick the Can**

How to Play It: One person is charged with protecting a can (or whatever) while other participants attempt to run up and knock it over. The catch? The kickers hide and join the protectors' team if tagged. The rules can lead to an impasse, but when they don't it's a blast.

### **29. Marco Polo**

How to Play It: Everyone has to be in the pool. One person closes their eyes and counts to 10. That person then says, "Marco." Everyone must reply "Polo." "It" person has to try to catch one of the swimmers. No getting out of the pool, cheaters.

### **30. Johnny on the Pony**

How to Play It: One team crouches in a line, with their arms locked around each other's waists. Essentially forming a wall. The other team jumps on top of the line with the intent of staying on. If everyone makes it to the top, they win if they can shout "Johnny on a pony!" three times before the bottom team can shake them off.

### **31. HORSE**

How to Play It: The first person does anything they want, from spinning around to closing their eyes, before shooting a basketball into the hoop. If they miss, it's the next person's turn to make up a crazy shot. If they're successful, everyone else has to replicate the shot. If you fail to replicate the shot, you get a letter, beginning with H and progressing to Horse. The last person standing without making it to horse wins.