

## Family Reunion Fun

### Baseless Baseball

This is a game played much like pinball. Players aim at targets and award hits (singles, doubles, triples and home runs) for striking each one.

#### WHAT YOU NEED:

Rubber or tennis ball

#### HOW TO PLAY:

1. First, players need to decide upon a throwing line and targets. Rocks can be targets. So can boxes, toy cars, piles of leaves and old sweatshirts. Make the scoring system equal to the task. Each target is worth a certain kind of hit. Easy targets are singles, harder ones are doubles and so on.
2. Players take turns throwing at the targets. If the target is hit, the player's team gets the corresponding award. If the target is missed, that player's team is given one out. When the thrower has three outs, the next thrower comes to bat.
3. Play as many innings as you like, keeping score. The player with the most hits gets to pick the next targets.

### Bottle Ball

Kids are sure to get a kick out of this hands-off game.

#### WHAT YOU NEED:

Playground ball  
Plastic bottles  
Chalk

#### HOW TO PLAY:

1. Set up the bottles (one per dodger) randomly but at least 15 feet apart. Draw a 4-foot chalk circle around each one.
2. While one child (the kicker) boots an inflated ball at the plastic bottle targets, the other players (the dodgers) put their best feet forward defending these targets. Dodgers must keep one foot inside their circle while using their other foot to deflect the ball. The kicker stands at least 6 feet from the closest player and can aim at any bottle.
3. Once the kicker succeeds in knocking a bottle over, he gets to change places with whomever was guarding that circle.

### Chicken Challenge

Need a group activity for a fall gathering? Have your brood try their hands at this game of fowl play.

#### WHAT YOU NEED:

Bandanna or scarf

#### HOW TO PLAY:

1. To start, players pair off, each tucking a bandanna or scarf into his back pocket or the rear waistband of his pants.
2. At "Go," both players in each pair begin hopping on one foot and flapping one arm like a wing. Each uses his free hand to attempt to steal his opponent's bandanna while maneuvering to keep his own from being snatched.
3. The first player in each pair to lose his bandanna or his balance (setting down your other foot is illegal) is out. Winners can then pair up and face off again, until a champ is determined.

#### **Cold Potato**

This simple game revolves around a different kind of sprinkler. Players must have quick reflexes and a good toss.

#### WHAT YOU NEED:

Balloons  
Safety pin  
Water

#### HOW TO PLAY:

1. Using a pin, poke a hole in a balloon. Then fill it with water, so that it becomes a time bomb with a slow leak.
2. Players stand in a circle and toss the balloon around. The idea is not to be the one holding the balloon when it runs out of water.
3. The focus really isn't on winning or losing--it's on how cool you get while playing the game.

#### **Crazy Jump**

Draw a starting line in the sand, then take turns seeing how far you can jump from it in a crazy pose. Here are some wacky challenges to get you started:

#### WHAT YOU NEED:

An open area of soft sand, with all rocks and sticks removed

#### HOW TO PLAY:

1. The Flamingo: hop to the line and launch yourself from one foot.
2. The Yahoo: kick your legs to one side and tap your heels together as you soar.

3. Helicopter: spin your body around 360 degrees as you fly in midair.
4. Dizzy baby: turn 4 circles as you run to the line, then stop and jump.

### **Diminishing Points**

Here's a group challenge that's sure to bring your family together.

#### WHAT YOU NEED:

Nothing

#### HOW TO PLAY:

1. The object is to cross a designated length of field as a group with progressively fewer points of contact with the ground. A point is any part of a body that's touching the ground, so two players standing on two feet make four points. Two players, each standing on one foot, make two points, etc.
2. Every member of the group must be connected when the group moves. Start by allowing your group slightly more than one point per player: 10 players could have 12 points, 5 players could have 6 and so on. If the group successfully crosses the field, reduce the number. See how few points you need to successfully cross the field.

#### TIPS:

Avoid solutions that don't feel safe. If you're worried, scratch the idea and find a new one. Once you have mastered the straight, flat field, spice up the game by playing with some obstacles, such as trees, or by creating a racecourse with cones or clothing as boundaries.

### **Group Juggling**

Create an optical illusion that would awe the most talented magician.

#### WHAT YOU NEED:

3 or 4 soft, midsized balls

#### HOW TO PLAY:

1. Begin by having players stand in a close circle. Take one ball and toss it across the circle, from player to player, until each person has caught and thrown the ball once. After your pattern of tossing and catching is established, repeat several times, until each player knows to whom she tosses the ball and who will be tossing to her. To help everyone remember the pattern, you might have players call out names as they throw.
2. Once everyone is comfortable with the sequence, add another ball to the circle, following the same pattern. Then, try adding a third and a fourth ball. You will find that the visual effect is striking: Because the four balls are being tossed and caught almost constantly, it will look like your group has achieved a huge, complicated juggling maneuver.

## Paper Dove (Family Fun Magazine)



You won't mind this critter invading your next picnic: a high-flying dove made from paper plates and plastic spoons.

### MATERIALS:

- Paper plate
- Scissors
- Tape
- Two plastic spoons
- Pebble
- Rubber band
- Markers

Time needed: Under 1 Hour

1. Cut the plate in half, then cut one half into three equal wedges. Tape one wedge to the bottom of the intact half.
2. Draw the bird's face on one spoon with the markers. Then sandwich the pebble between the two spoon bowls and bind them with the rubber band.
3. Tape the spoons to the bottom of the paper plate half.

### Tips:

To fly, throw like a paper airplane. Adjust the pebble size to improve flight.

## **Paper Golf**

The simplicity of this game is its charm. Since everyone has the same handicap--eyes closed--they can be competitive with the likes of Tiger Woods.

### WHAT YOU NEED:

- Paper
- Marker

### HOW TO PLAY:

1. Create a "fairway" on a standard-sized piece of paper--a shape that is the boundary for the tee-off area and hole. Draw a small circle (the hole) at one end of the fairway.
2. Place the marker point down at the tee (the other end of the fairway), close your eyes and try to draw a line to the hole. Lift your marker and open your eyes. That's your "shot." (If you strayed outside the boundaries, add a stroke.) The next player then tees off on the same sheet.
3. As with actual golf, the player farthest from the hole shoots first, and your score is the number of shots it takes you to reach the cup. Play nine holes or even 18 like the pros.

### **Play Tabletop Football**

Has lousy weather spoiled your plans for a big game? Catch some gridiron action on the kitchen table instead.

#### WHAT YOU NEED:

Sheet of paper  
Table

#### HOW TO PLAY:

1. Pregame preparation: First, fold a paper football. Then, grab a sibling, parent, or friend and commandeer the kitchen table!
2. Decide how many points you want to play to (35 is a good goal), then flip a coin. The winner of the toss can choose to "flick off" or to receive.
3. Next, the flicker sets the football flat in front of him and flicks it with his finger toward his opponent. The receiving player then has four flicks -- or downs -- to slide the ball so that part of it, even a fraction, overhangs the table edge. Touchdown!
4. If the football falls off the table, the defending player takes possession. If it stops short of the end zone on the 4th flick, the defense takes over where the ball came to rest.
5. After a touchdown (worth six points), the scoring player gets to try for the extra point by "kicking" the ball from his end zone through his opponent's goalposts.
6. If a player flicks the ball off the table three times, the defending player can attempt a 3-point field goal the same way, by "kicking" the ball through the goalposts. It's up, and it's good!

### **Spud**

There are several versions of this time-honored recess game. Here's our favorite.

#### WHAT YOU NEED:

Playground ball

#### HOW TO PLAY:

1. Everyone counts off and then stands with one foot on a designated base.
2. The player who is "It" throws the ball high in the air and calls out one player's number. As the other players scatter, the called player tries to grab the ball. When he does, he shouts "Spud," at which point the other players must freeze.
3. The ball holder can take two giant steps toward any person, whom he then tries to hit with the ball. The target person can evade the throw by moving his body but not his feet. If the thrower misses or the target catches the ball, the thrower earns an S. If he hits the target, that person earns an S.
4. Whoever earns the letter becomes It and tosses the ball to start the next round. Players are eliminated once they earn S-P-U-D. Last person still in the game wins.

### **Turtle Race**

Gather around the picnic table and spend some time at the races, the turtle races that is.

#### **WHAT YOU NEED:**

- Lined paper
- Handful of coins

#### **HOW TO PLAY:**

1. Gather a sheet of lined paper (legal size works great) two coins for every player, plus two more to "toss" as "dice." Mark a start line at the bottom and a finish line at the top of the paper.
2. Each player gets a turtle. We prefer a quarter for the body and a penny for the head. Line up all the turtles with their heads at the starting line.
3. Players in turn start tossing the dice coins (that is, flipping them in unison onto the table) and moving their turtles as follows: two heads and you move your turtle's head two lines forward (and get to roll again, if you dare); one head and one tail and you move one line (and can toss again); two tails and your turn is over and you must slide your turtle's head back to its body, losing any headway you may have made during that turn.
4. At any point before rolling two tails, a player can choose to end her turn by moving the body of her turtle forward to meet its head. Continue until one speedy turtle crosses the finish line.

#### **TIPS:**

Consider dividing up the coins and giving them as prizes to each player after the game.