

OUTDOOR GAMES

Amoeba Race

Tie several crowds of people together with a rope around their perimeter and have them race each other's group as a large "Ameba."

Blind Kickball

This is one of those "trust" games that you can finish up with a short Gita study on faith. The game is simple and would work with any group of 18+. The rules are the same as kickball (3 outs/inning, foul balls, force outs, etc.). The twist is that the students play with a partner and one is blindfolded.

At bat, the seeing player kicks the ball, but the blind player runs the bases. The seeing player can run alongside and coach, but may not touch the runner. In the field, the seeing player can catch or stop the ball, but not throw or tag a runner. They CAN, however, touch their partner to lead them to the ball or runner.

Players alternate being blindfolded each inning. This game is HILARIOUS to watch! (We had an audience at the public park where we were playing.)

Blob Tag:

This game is a normal game of tag with an added twist. When "it" tags someone, that person becomes part of it. Then the two of them must run hand-in-hand and catch their next victim who will also join them. Last one caught by the "Blob" is the winner!

Drip, Drip, Drop

Just like Duck, Duck, Goose except with a cup of water that the person drips, drips, drips then drops on the person they want to chase them around the circle!

MELON FEST:

Watermelon Helmet Contest:

That's right, have each team carve a helmet (or helmets) out of watermelons. You can go for the gladiator look or more of the Darth Vader look. Team members must wear helmets throughout the event.

Watermelon Seed Spitting Contest:

Catch the Dragon's Tail:

(Good game for picnics or big gatherings. There is no winner or loser.)

Number of players: 10-30 kids

Playing Site: Large open area

Items needed: A large scarf or handkerchief

Time: 15-45 minutes

Object of the game: The first person in the line tries to catch the last person in line.

All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the scarf in his back pocket, belt, or waistband. The first person in line tries to grab the scarf. When the "head" gets the "tail", he dons the scarf and becomes the new tail. The person second in line becomes the head.

Variation: Form two or more teams, each being a "dragon" trying to catch the others tail.

Chariot Races

Divide youth into groups of three. Each group gets a large blanket or bed sheet. (note: this is pretty tough on the linen.)

Each team lines up at the starting line. Two of the youth on each team are holding onto front corners of the sheet / blanket. One youth is sitting on the other end of the blanket, soon to be hanging on for dear life. At the signal, the teams race around a designated course (a large oval works well), the two youth in front acting as horses and the sheet / blanket acting as a chariot. The race consists of three laps. At the end of each lap, the youth rotate, so one of the people riding now pulls, and one of the pullers now rides. Three laps allows each person to ride once and pull twice. If a rider is thrown from his chariot, the team must stop until the rider is firmly re_seated. We've played this with great success inside (on carpet) and outside on the grass.

Condiment Twister

This game is exactly like twister, but you load each of the colors up with a condiment. So each circle is smothered with a particular condiment. Grape Jelly for blue, mustard for yellow, ketchup for red, and relish on the green circles. Make sure that you have plastic bags and masking tape to cover the volunteers with, so their clothes are not ruined. Have their faces, hands, and feet (shoes and socks off) exposed. Then change the places on the spinning board to right/left cheek, right/left ear, nose, right/left hand, right/left foot. When you spin, you call out which body part goes where. i.e right cheek to blue, left leg to green, right hand to yellow. It is a mess and a riot. It does get slippery, so make sure you have staff there to help when people start flying around. This is messy and fun. Be sure to have a place for the students to clean up after. Hair with condiments gets pretty stinky and gross.

Fat Bat

This is a fun version of wiffle ball. Home plate can be anything, but first base (the only base) is a kid's pool filled with water. The player steps up to bat and after they get a hit, they run and jump in the pool. The defense can throw the wiffle ball at the runner to get them out, but after they jump in the pool, they're safe. The next player bats and does the same thing, only the player that is already in the pool doesn't have to run, but once they leave the pool to try and make it back home, they cannot return to base (the pool.) This gets fun when there is several people in the pool at the same time! We use the fat wiffle ball bat and a ball that doesn't hurt when "pegged."

Civil War

This is a water game that demands a small field. Divide into even teams of any size and line each team up side by side, arm length apart, about 25 yards from one another on their own Territory Line. You know, like opposing armies in the Civil War.

Arm each soldier with TWO water balloons each. Pick one team to "go" first. What this means is one team readies to "fire" while the other team has their backs turned. (This helps keep from sustaining a facial injury). The team leader then yells "fire." If anyone on his team wants to fire (optional) they can throw one or both of their water balloons at the opposing army. Anyone who is hit has to sit down where they get hit. No one has to throw anything. Then the tables are turned. The other team gets a chance to shoot. The first team has to turn around and the whole process is repeated. This mimics the war patterns of the Civil War. "Hey you shoot at me and IF I don't die, I'll shoot back at you."

Then it's on! Field leader (youth leader) yells charge. Both teams run at each other and try to kill the other players with their water balloons while trying to make it across the enemy's Territory Line. The object of the game is NOT to kill everyone on the other team by hitting them with a water balloon, the object is to get at least one team member across the enemy's territory line. First team that has someone to cross the enemy's Line wins.

It is a good idea to have judges help with who wins. Sometimes it is a close call. If anyone argues with the Lord-High-Keeper-Of-Exactly-Who-Made-It-Across-First-Person (youth leader) he/she is subject to water ballooning. Each time a winner is declared, a battle has been waged. 5 battles wins the war.

Cantelope Bowling:

Create an ally in the parking lot and set up 2 liter bottles at the end. Leave the 2 liters full and give a bonus if you bust the 2 liters open.

Extinction/Survival

Overview - Using a natural disaster theme, kids try to "survive" game without getting caught 3 times, while trying to get to different stations to receive special "stamps". Each station represents a safe zone from the disasters and cannot be penetrated by the "extinction" elements.

Boundaries - An entire campground setting is best used in this game, as the more space used the better for the overall atmosphere to the game. 5 Stations are set-up in spread out locations around the entire campground and signs are placed in the area to identify what the station is (i.e. Bomb shelter, famine relief, hospital, etc...).

Game Starts - Game begins when the "variables" are sent out into the field to await the survivors. Each person is given a card with 5 stations on it. Each player must find and go to each of the 5 stations and get the station attendant to stamp the player card. Once at the station, the survivors are safe from the variables, but can only remain at the station for 2 minutes max. The object is to safely reach the stations without getting caught by a variable person 3 times.

Variables - A variable is a group of pre-selected campers or counselors who represent life-threatening disasters (i.e. tornadoes, fire, pollution, nuclear war, etc...), by wearing a hat which has the disaster taped to it. Each "variable/disaster" is given a marker and if they catch a "survivor", put an X on the back of their card. Once a "survivor" gets 3 X's on their card, they are out of the game. Variables are untouchable; until a survivor has reached all 5 station and show the scorekeeper their completed, stamped card. Now they can catch the variable and eliminate them from the game by tagging them out.

Notes - It's a good idea to incorporate food and drinks into the game, as it will increase the "rewards" value. You can also try to hide the stations a little, without making it too hard to find.

Game Ends - If you get caught 3 times by a variable/disaster, then you are out of the game. If someone catches a variable after they have completed all 5 stations, then the variable is out (when a player completes all 5 stations, they will be given a special mark or hat to identify them).

Supplies

10-12 hats

signs for each hat (disasters, natural/man-made)

pre-made card for each player with 5 stations on it

special marker for variables

stamps for stations

station signs

food items and drink (juice boxes, joe louis, timbits)

other station items

wide open field or campground

Human Lawn Mower

Divide into two teams. Give each team two designated buckets. Have students run down to the first bucket FILLED with pancake syrup and grab a pair of scissors from the bottom (have only enough scissors for about a third or half the team. Then they run to a designated grassy area where their job is to try and cut as much grass with their scissors as possible and put it in their team bucket (not the one filled with the syrup- the other one). Teams will have to work together with some cutting, and some picking up grass.

Stop the game before students without scissors get bored. The team with the most cut grass in their bucket at the end of the game wins.

Landmines

Materials needed, blindfolds, Water balloons (can be substituted by Styrofoam coffee cups, or various other dry things for inside use), and students. Set up the mine field by randomly placing the water balloons in a marked section of ground (a concrete slab or basketball court work well for this. grass also works, but you will need to set boundaries). Put your students into groups of about 4 or 5. Give each team a blindfold. Put the blindfolds on one member of each team. The point of the game is for the team to get across the mine field with the fewest casualties the fastest.

If a person touches a mine he/she is out (if it bursts water on them, it just makes it more fun). The team members must be their eyes and tell them which way to go. The blindfolded people crossing the field must stay within the set boundaries, and only one person per team may be on the mine field at a time (so they can't lead them by touch). Team members help each other by shouting directions. Works best if mines are close together and if teams are close together. Sponsors may yell out random directions to try to throw them off. The trick is (don't tell the kids this till after it's over) for the person in the mine field to pick out a certain voice and listen to that one voice. Just like we need to listen to God's voice instead of all the voices that the world throws at us.

Melon Armor:

Give each team a ball of string, a roll of duct tape, a knife, and about 5 of each melon. Have each team dress one of their team members in FULL MELON ARMOR. That's right- dress up this person in as much armor, made of melons, as humanly possible. (You might want to make the team member a guy!)

Watermelon Toss:

You guessed it- get your two strongest guys to do the age old egg toss (line up facing each other, toss to team mate, back up a step, toss back, and so on . . .) but with a much heavier item! CAN'T hit the ground. Last pair still tossing wins!

Marshmallow Splat Ball

God gave us a great adaptation to splat ball for our messy game night. Make sure they wear clothes that can be thrown away. Divide into four or more teams and arm each person with a small Styrofoam plate, and 4 marshmallows.

Give each team captain (adult) a different color dipping sauce (we used Mustard, Red & Green Catsup, and Chocolate Syrup, but use your imagination). Then map out the boundaries, and send each team to a corner of the playing field as a designated area to load up. Fill each plate with the splat substance. Then tell them to dip and on your signal begin throwing them at the other teams. The team with the most hits wins, but once the slime pellets start to fly no one cares. It was a blast. When they run out of melloes they can either pick one up from the ground, and re-dip, or run back to the supply station until the ammo run out. When the fun was done we had a contest to see which team could pick up the most melloes. The prize was dumping a bottle of maple syrup over a leaders head,(stolen from the 10 bags of doom) the ground was spotless. We serve a fun God!

Seedless Watermelon Eating Contest:

Bring 2 representatives from each team up front-- an eater and a cutter. At "Go" the cutter starts cutting watermelon for the eater to eat. Eater scarfs down as many watermelons down in a given period of time.

Ultimate Cantaloupe:

This is just like Ultimate Frisbee . . . but with a cantaloupe! Divide into two teams, each trying to get to the opposite end zone. Instead of a kick-off, just have one team start on their side of the field. When a player catches the cantaloupe, they can take only 3 steps then they must throw/toss it. Team work their way down the field, passing to each other until a team scores. If the team hits the ground it's the other teams ball (frisbee actually). An added twist: if one team busts the cantaloupe, the other team automatically scores (have extra cantaloupes available) No knocking the melon down, like in ultimate frisbee- in Ultimate Cantaloupe, it always goes to the opposite team of the last person to touch it before it hits the ground. Defensive players must give any person already holding a cantaloupe at least 3 feet clearance.

Bobbing for Melons:

This game requires a pool or some other large body of water. You can play this many ways- one way is to fill a pool with all kinds of melons, even a few vegetables of choice (cucumbers, squash, etc.) Then give a team a certain amount of time to retrieve the melons, vegetables, etc. Increase the degree of difficulty by doing this at night with no lights, or putting Vasoline all over the watermelon.

Steal the Melon:

That's right. Plain ol' "Steal the Bacon" with greased watermelon in the center. (Line up two teams facing each other, number them off, call a number and that person has to grab the watermelon and get it back to their side).

Poorman's Beachball Volleyball

Use your staff as net (all lined up across the court with hands in the air) and play normal volleyball with a beachball. Allow as many hit per side as needed and allow as many players as needed (your whole group, in other words)

Rio Linda Kickball

This is a lot like normal kickball with a bunch of backwards twists (hence the name "Rio Linda," if you've ever been there, you know exactly what I mean!) Here are the rules:

all the bases are backwards. Run to 3rd first, 2nd second, and 1st third . . . if you follow me

All players on a team get one time up and they get one pitch from their own pitcher

Endless # of outs, just keep going until all players have been up once.

No foul balls, everything is fair

no limit to how many people on bases, no force outs

get someone out by touching ANY base at any time. Any runners between any bases are out

if a ball is caught the runner is out

if a runner is tagged they are out

Rio Linda Wiffle Ball

This is the same as Rio Linda Kickball but with a wiffle ball and bat. One added rule for this game: runners must carry the bat with them to 3rd (the first) base. If they drop the bat they are out!

Safe Golf

This is a great activity to kill time at the beginning of an event- it can be done indoor or outdoors . . . although it works best with a good amount of space. The same as driving a regular golf ball, the only difference is. . . you use marshmallows. See who can hit them the furthest distance. It is safe where there are people around and fun for all ages

Shaving Creme Whiffle Ball

Basically you just play a game of baseball with whiffle ball and bat, but before each pitch you fill the ball up with shaving creme. So as the bat hits, it splatters everywhere - as you catch the ball you get covered in shaving creme. Usually it turns into a shaving creme fight, but the kids and adults love it.

Tube Mania

You can have a TUBEMANIA night and play all the following games!

Tubal Injury (steal the bacon with innertubes): - This is a physically exhausting game that can be lots of fun, but might be best if played against boys and boys and girls against girls.

Mark a large square in the field and place a stack of seven to ten inner tubes in the center of the square. Divide the group into four equal teams, each one lining up on their side of the square. Number the players on each team from one to however many players are on each team. The object of the game is to get as many inner tubes as possible across your team's line. Call out several numbers. The players with those numbers run to the center and start dragging the inner tubes to their lines. There may be several players tugging on the same tube. Each tube successfully pulled across a team's line is a score (one point) for that team.

Once the kids get the hang of it, add a soccer ball to the game. Each team gets a point deducted from their score if the ball is kicked over their line. Team members along the team line act as goalies. Once the ball touches the ground in their territory the point is scored against them.

To further complicate the game, add a cage ball, or earth ball (four to eight feet in diameter). The team that gets this ball across their own line gets three additional points.

Criss, cross, crash - Good name for this game. Be very careful- if you don't use good safety precautions this could result in injuries. Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two opposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.

Jump Through - This is a simple relay where you give each team one tube and they race to see who can get their entire team through their tube first.

Michelin Man Bumper Tube - This is basically Sumo Wrestling for poor people. Two players battle each other, each holding a tube like a belt or belly. Draw or rope off a small circle that they try to bump each other out of.

Tubal Tug - Get 5 innertubes (small to medium sized ones work best). One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 feet in length) to this middle tube (you have to have your tubes tied for this game!!!) Tie the other ends of the ropes to the other 4 tubes - one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. Kids then get in the inner tubes and on "Go" they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins. Caution: don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players. Enjoy!

Super Slip-n-Slide Relay:

First make the biggest (trust me, it needs to be big) slip-n-slide that money will allow. Then put dishwashing liquid and water all over it to make it as slick as possible. Line your kids up across on of the slides skinny ends. (our dimension are always around 20' x 30') make as many teams as will fit safely (make enough space in between each team so they don't run into each other). On the opposite side of the slide have bats available for "dizzy bat." When you say "go" have a student from each team run and then slide on the mat. If they do not slide all the way across then they have to army crawl the rest of the way. Then they must take their bat, place their forehead on one end of the bat, put the other end on the ground and spin around it 10 times (hence "dizzy bat") Then all they have to do is simply run back down the mat to their team and tag the next person. When done right it is almost impossible to run down the slide without falling down a bunch. Great fun.

Ultimate Frisbee (Frisbee Football):

If you've never played this you've missed out. Divide into two teams, each trying to get to the opposite end zone. One team kicks (throws actually) off and the other team receives. When a player catches the frisbee they can take only 3 steps then they must throw it. Team work their way down the field, passing to each other until a team scores. If the team hits the ground it's the other teams ball (frisbee actually). If a defensive player knocks the frisbee to the ground possession switches as well. Defensive players must give any person already holding a frisbee at least 3 feet clearance.

Ultimate Octopus

This game is just like Ultimate Frisbee . . . but . . . you guessed it- played with an octopus. Purchase an octopus at your local grocery store or fish market. Divide into two teams and play ULTIMATE FRISBEE, with the octopus.

Ultimate Wet Soccerball

Use the rules from ultimate frisbee (move the ball down the field by throwing it, player may take two steps after catching ball, interceptions or missed passes result in turnover), but replace the frisbee with a water-soaked Nerf soccer ball. Not an extremely wet game, but the water gives the game a new twist. We used buckets as goals at either end.

Water Balloon Stuff

Get two sets of those long johns and a bunch of water balloons. Get two volunteers and assign them a team whose job is to stuff water balloons in the long johns. When the designated time is up you count the balloons and the one with the most balloons wins. The winner and his stuffers get to throw all the balloons at the loser.

Water Capture the Flag:

Play capture the flag with a water twist! Instead of simply tagging people or pulling flags off a belt, etc. use the Alka-Seltzer method! Make a badge on the arm of every player like so: wrap a strip of duct tape around the player's arm (t-shirt sleeve), place an Alka-Seltzer tablet on the tape and add two more strips above and below the tablet, so that it is still visible but held on the person's arm by the tape. When your water war badge gets wet- you are out and must go to the "medic tent" to get a new one (medics need to have towels to dry tape before applying new tablet to badge!) Play capture the flag on a large open field, with a "medic tent" replacing the jails. All players get Super-soakers, and when your tab breaks off or fizzes out you must go to the tent, take a 3 min break and get a new one. HINTS: Make sure your playing area is not too big, so that players get soaked quickly. If you have people with hoses guarding the flags, the game is more fun. Also make sure you have refilling stations with faucets for the super soakers. Water balloon launchers can be cool to, but be careful. They tend to knock kids off their feet, without getting them wet.

Wet Baseball

Standard baseball rules, but for each base was a hard plastic wading pool and from 3rd base to home was a slip-n-slide. Use a large plastic bat, a tee for the ball which was a splash ball. The kids wore water shoes if they had them and got just soaking wet and had so much fun that they all begged to have it again this year!

3 bat cricket

Must run even if you miss the ball. Run around the bowler's mark carrying the bat and pass it down the line of people waiting to bat. Every person must handle the bat. If it is dropped you lose it. Once 3 people are out (caught or bowled), swap sides. Bowlers may bowl as soon as the ball is returned to them. Better in a larger area. Can be played indoors but use a soft ball as a hard ball can cause damage.

Bullrush

An old favourite. Mark out a rectangular playing area on a large field. To start with all players start from one end, except for 1 person who stands in the centre. This person calls the name of a person who must then attempt to run to the other end without getting tackled. If he makes it, it is bullrush and everyone must run to the other end without being tackled by the person(s) in the middle. Once you are tackled, you must join the person in the centre. For a less physical variation or if you have girls playing, make it touch rather than tackle.

Burger Bar Crawl

Everyone starts with a set amount of money (\$5 is about right) and the aim is to visit as many different takeaway bars as possible before you have spent all your money.

Certain Sounds

Split into carloads and give each group a working tape recorder (with batteries!) and a blank tape. Also give each group a list of sounds which they must find and record on the tape, but they must make up a story around the sounds. You will probably want to give some ideas or prompts for a subject for the story to get the group started. You could make up a first line and last line or use a story which they must dramatise with the sounds. Some ideas for sounds could be a cat, car starting, McDonalds drive thru operator, pedestrian crossing buzzer, washing machine etc etc. Use your imagination.

Dodgeball

Setup 2 fairly large circles approx 100-150m apart and place a skittle or bottle or something in the centre. Can also play this indoors with the circles smaller and closer together. Divide into 2 teams and nominate a goalie who must stand in the team's circle and defend the skittle. Divide the rest of your team into shooters, runners and defenders. The object is to get the ball(s) to your shooters who must stand outside the circle and knock over the opposing team's skittle. The goalie is not allowed outside the circle and shooters are not allowed inside. Only shooters may shoot at the target. Runners and defenders must try and gain possession and pass the ball(s) to the shooters. You may run with the ball but if you are tug, you must pass it to a teammate. You may use 1 or more tennis balls or similar.

Escaped Prisoners

Similar to hide and seek. First team hides and second team must find and tag as many of the other team as possible. North Head tunnels was a great venue for this.

Forts

An organised water fight between 2 teams. Each team must build a fort out of cardboard boxes in a given time. It is necessary to play this game near a water supply. Fill up a large number of water balloons beforehand. Each fort must have a flag and a president sitting in front of the fort. The objective is to destroy the opposing teams fort using water balloons and buckets of water. Points are scored for hitting the flag and president with water balloons. Have people acting as judges to award points for each hit. If you are attacking the fort and you are hit with a defender's water balloon you must empty your bucket or drop your water balloon. Otherwise you will lose points.

Hot Pools

Parakai; Waiwera; Phillips Aquatic Centre, Mt Albert (wave pool)

Mini-Golf

If a large group, have some start at hole 9. Tamaki Drive is probably the best course.

Loopy Softball

Divide into 2 teams and elect a captain of each team. Setup 4 bases in a diamond as for normal softball but also setup a 5th base (also home base) in the centre of the diamond. The batter bats from this 5th base and the pitcher stands between 2nd and 3rd (make first base to the right and behind 5th/home base). Use a large soft ball as the batter must use his/her hands to hit the ball. The ball may be hit in any direction and there are no strikes or balls. The batter should attempt to hit the ball straight away. The batter may be caught out or tagged out. As many players as you like may be on a base at a time. You may not steal home. You can only come home on a hit from the batter. Once 3 are out it is the end of the innings so the batting team swap with the fielding team. If however the captain goes out it is automatically the end of the innings.

Photo Car Rally

Photograph some well known locations around your neighbourhood beforehand. Make sure they are easily recognisable although include some which are not too obvious. Split into carloads and give each group a copy of each of the pictures. Make up some clues, the answers for which can only be found by driving to the place where the picture was taken from. Award points for correct answers and for the team finishing first.

Photo Hunt

Split into carloads with 1 camera per car. List items to photograph. Whole team must be in photo except photographer.

Always goes well and kids really enjoy it. Older kids find some of the items in public places a bit shameful. Ensure enough working cameras with flashes if done in the evening. A large group in a van can sometimes be difficult to control. Keep groups small e.g. 3-5 if possible.

Progressive/Regressive Dinner

Organise a different venue for each course. Can start with supper for a regressive dinner. Traditionally also a dress-up night or funny hat night etc. We played pass the parcel last time. We unwrapped 2 or 3 layers at each venue. The winner had to do a crazy action or task. Make sure the kids thank their hosts.

Raft Race

Need good, safe venue. Don't forget to check tides! Lots of fun.

Rounders

Divide into 2 teams and setup 4 bases as for a softball diamond. Use 3 or 4 different balls (e.g. rugby ball, volleyball, tennis ball etc). The 'batter' must throw all the balls away inside the diamond and run to base. The fielders must field the balls and return them to a bucket on home base. If the runner is caught between bases when all the balls are returned to home they are out. May also be caught out. You are also out if the ball is thrown outside of the diamond on the full. Once 3 are out swap sides.

Scavenger Hunt

Use a large outdoor area. Make up a list of objects for each group to find. Better for younger kids.

Spotlight

Find a large, safe, dark open area with plenty of trees, bush etc. Have a few leaders or others with torches as spotters. Depends on the size of the area and the number of people playing as to how many spotters to have. Spotters can either be fixed or roaming. Setup a target e.g a prominent tree or landmark where everyone must aim to get to without being spotted. Leader takes everyone to a designated starting point and blows a whistle or hooter to start the game. Once a person is positively identified by name that person must go back to the start. Spotters should not be allowed within approximately 10 metres of the target.

Another real favourite. Make sure everyone has old clothes and shoes. If there is some doubt about the safety of the area, have some leaders with torches acting as security.

Team Tug-of-War

Don't play more than 2 or 3 times as can be painful. Lots of mud makes it interesting also.

Walk Rally/Car Rally

Make up a route with explicit directions and questions for the kids to answer along the way. Ensure leader with each group. Give each person a sheet and collect and mark afterwards. Award prizes to the winners.

Younger kids don't pay much attention to the sheet so generally works better with older kids. Be aware of dangerous public places at night time. Also give the drivers some idea of the route beforehand as kids are usually bad navigators.