

KUUB

Instructions:

The game is played on a level field or open area defined by the four Corner Pins most commonly on a sandy beach or a level lawn. The ten Kuub (Chopping Blocks) are placed on end, five on each team's base line. The objective is for players standing at their base line to topple all five of the opposing team's Kuubar with an underhanded toss of the six Kast Pinner (Casting Pins) and to then topple the King (King) which is placed in the center of the playing field.

Cornhole

Instructions:

Decide who go first, then take turns throwing bags with your opponent. Your feet may not go past the front edge of the board. If they do, a foul is called and you get pelted with cornhole bags. Also, a tossed bag may not touch the ground. If it hits the ground and bounces up on the board, remove it before any other bags are thrown. If it's hanging off the board and touching the ground, remove that as well. When all 8 bags have been tossed to the other side, add up the score. If you earned the most points in that single round, your team will throw first in the next round.

Scoring:

Scoring is simple. After all bags have been thrown, a bag remaining on the board is worth 1 point. A bag that went in the hole is worth 3 points. Add up how many points you earned and compare them to your opponents. Equal points cancel each other out so that only one team can score per round. A game is won when a team reaches 21 points with a lead of 2 or more points. The first team to win 2 games wins the match.

Ladderball

Instructions:

Ladder Ball is played with 2 or more players or teams. Each player has 3 golf ball bolas. A bola is 2 golf balls attached by a nylon rope. The object of the game is to wrap your bolas around the steps of the ladder. The ladder consists of 3 steps, a top, middle and a bottom step.

Bocce ball

Instructions:

Outdoor bocce ball is played with one small target ball called the pallino (or jack) and up to eight larger balls, each called a bocce. The object of the game is to get your bocce ball closest to the pallino. If 4 teams were playing, then each team can only play with 1-2 bocce balls. Flip a coin or choose someone to throw the pallino first. The pallino can be thrown at any distance, however, keep in mind that the team that throws the pallino will not be the last team that throws the bocce ball. So, there is some strategy to the placement of the pallino. After the pallino is thrown, that same player will throw their first bocce ball. Each team will rotate turns until all bocce balls are thrown, which is called a frame.

- 2 Teams (2 players) | 4 balls each player
- 3 Teams (3 players) | 2 balls each player
- 2 Teams (4 players) | 2 balls each player
- 4 Teams (4 players) | 2 balls each player

Lawn scrabble (Giant set made out of recycled cardboard boxes and vinyl letters)

Instructions:

Two to 100 players in any game of lawn scrabble. Begin the game by setting out at least two connecting words like a crossword. Then each player can place their word on the game board. This is an activity that can be left out for a weekend retreat or evening as folks add to it as they walk by.

Giant Connect 4

Instructions:

Is a two people game in which each player must try to get 4 same colored checkers in a row. It can be horizontally, vertically or diagonally. The first person to connect 4 wins.

Giant Spoons/Cards (grab large serving spoons and buy a giant size set of playing cards!)

Instructions:

In the middle, place however many spoons is one less than the number of players you have. Deal 4 cards to each player and the dealer must keep the deck near them. Have everyone pick a card and discard one simultaneously to the left. The person to the right of the dealer will start a discard pile. The dealer will take new cards from the deal deck. Continue this process of everyone passing to the left. The first person to have 4 of a kind must grab a spoon with all player grabbing one and the slowest player left without a spoon and out of the game.

Gaga Ball

It's super simple. Basically, you have 8-10 players and a ball in a pit. The pit can be eight 6 ft. tables set on their sides to make the pit...make it look like an octagon.

Everyone for him/herself - this is a game of knock out. If the ball touches you below the knee, you're out. The last one in the pit wins. Then, everyone hops back in for the next round. Games last no more than five minutes. It's fast, it's sweaty and it's really addictive. As soon as you get out, you can't wait to hop back in. That's why they're all talking about it! All players start with one hand touching a wall of the pit. The game begins with a referee throwing the ball into the center of the pit. When the ball enters the

pit, the players scream 'GA' for the first two bounces, and 'GO' on the third bounce, after which the ball is in action. Once the ball is in play, any player can hit the ball with an open or closed hand. If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues. If a ball is caught on a fly, the player who hit the ball is out. Players cannot hold the ball and dribble the ball in place. The last player standing is the winner of that round.

Giant Yahtzee (way more fun with HUGE dice!)

The game consists of 13 rounds. In each round, you *roll* the dice and then *score* the roll in one of 13 categories. You must score once in each category -- which means that towards the end of the game you may have to settle for scoring zero in some categories. The object of the game is to maximize your total score. The game ends once all 13 categories have been scored. You have five dice which you can roll, represented by the die faces at the top of the applet window. To start with, you roll all dice, after you roll all dice, you can either [score](#) the current roll, or re-roll any or all of the five dice.

You can roll the dice a total of three times -- the initial roll (in which you must roll all the dice), plus two re-rolls of any or all dice. After rolling three times, you must [score the roll](#).

Once you've scored the roll, you roll all the dice again and repeat the process. You continue until all 13 categories have been filled, at which time the game is over. In the

upper scores, you total only the specified die face. If you roll and score in the *Threes* category, your total for that entry would be 9. This same roll would yield zero points if you scored it in the *Aces (Ones)*, *Twos*, or *Fives* category, four points if you scored it in the *Fours* category, or six points if you scored it in the *Sixes* category.

When the game is over, if you score 63 or more upper points (an average of 3 die faces per category), you will get an *upper bonus* of 35 points. Of course do don't need to score exactly three die faces in each upper category to get the bonus, as long as the upper total is at least 63. In the lower scores, you score either a set amount (defined by the category), or zero if you don't satisfy the category requirements.

For *3 of a Kind*, you must have at least three of the same die faces. If so, you total all the die faces and score that total. Similarly for *4 of a Kind*, except that you must have 4 of the 5 die faces the same. So for example, if you rolled, 3 fives 1 three, 1 two, you would receive 20 points for 3 of a Kind, but zero points for 4 of a Kind.

Like in poker, a *straight* is a sequence of consecutive die faces; a small straight is 4 consecutive faces, and a large straight is 5 consecutive faces. Small straights score 30 points and large straights score 40 points. Thus, if you rolled, a five, a four, a three, a two and a six you could score either a small straight or a large straight, since this roll satisfies both. Again as in poker, a *Full House* is a roll where you have both a 3 of a kind, and a pair. Full house's score 25 points. A *Yahtzee* is a 5 of a Kind, and it scores 50 points. If you roll more than one *Yahtzee* in a single game, you will earn a 100 point bonus for each additional *Yahtzee* roll, provided that you have already scored a 50 in the *Yahtzee* category. If you have scored a zero in the *Yahtzee* category, you cannot receive any bonuses during the current game.

You can also use subsequent *Yahtzee*'s as **jokers** in the lower scores section, provided the following criteria have been satisfied:

1. You have scored a zero or 50 in the *Yahtzee* category.
2. You have filled the corresponding category in the upper scores section. For example, if you have rolled all same five dice.

3. the *Fives* category must also be filled.

If this is the case, you can use the *Yahtzee* as a joker to fill in any lower scores category. You score the category as normal. Thus for the *Small Straight*, *Large Straight*, and *Full House* categories, you would score 30, 40, and 25 points respectively. For the *3 of a Kind*, *4 of a Kind*, and *Chance* categories, you would score the total of the die face.

Chance is the catch-all roll. You can roll anything and you simply total all the die faces values.