

AMERICAN GLADIATORS COMPETITION

Cash in on the popularity of "American Gladiators" with a summer-long competition or a special event tournament. Some of these games require skill and athletic ability, but some are based on dumb luck.

Award points as follows:

First place	25 points
Second place	20 points
Third place	15 points
Fourth place	10 points
Fifth place	5 points
Sixth place	3 points
Seventh place	2 points

Organize these gladiatorial games as a competition between either individuals or teams.

First, all participants choose gladiator names. Do your best to dissuade the kids from using the TV names. Be creative! Use adults or older teens as the "house gladiators."

• **Soar.** Contestants make paper airplanes of their own designs, then launch them toward a target (say, a Frisbee on the floor). Decide whether you'll note where the plane first touches ground, or where the plane comes to rest. The craft nearest the target wins.

• **Tug-of-War.** Students compete with a house gladiator. Award points according to how long the

competitors hold out.

• **Shot Put.** "Put" a bowling ball as you would a shot. The most distance wins.

• **On a Roll.** Teens roll a car tire across the church parking lot. Award points by the length of time they can keep the tire rolling upright.

• **Hot Air Balloon.** Contestants blow bubbles with bubble gum or bubble soap. Judges determine biggest bubble.

• **Bombs Away.** From a high spot, like a stairway landing or stabilized ladder, kids throw croquet balls toward a target. Closest hits win.

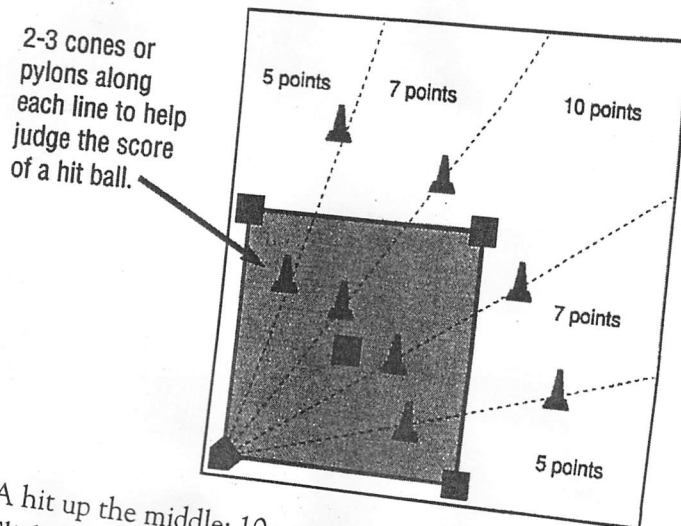
• **Jumpin' Jehoshaphat.** Kids throw croquet balls into a bucket while jumping on a trampoline. Award five points for each ball in the bucket.

• **Deflate.** Toss bowling pins (purchased from or donated by the local bowling alley) into the middle of a car tire from 10 feet away. Award five points for each pin that stays in the tire.

• **Standing Tall.** Compete for longest time walking on stilts. If you have more than one teen who can stay up indefinitely (30 seconds or more), let them compete in timed races for points.

• **Punt the Panda.** Kick a stuffed animal toward a target. Closest animal (with the most stuffing still inside) wins.

• **Batter Up.** A house gladiator pitches baseballs to batting youth group members. Mark off the field into five zones that radiate out and away from home plate:



• A hit up the middle: 10 points
 • Slightly wide to the right or left: 7 points
 • Outside zones on either end: 5 points
 One round consists of 10 pitches, whether hits or outs.