

CANOEING

GAMES

Race to Six

1. Players line up in their canoes in the open part of the lake.
2. Each team receives one ball.
3. The moderator calls out a task or challenge, then blows the whistle.
4. At the sound of the whistle, each team rushes to perform the task
5. Teams get 1 point for being the first to finish the task
6. The first team to get to 6 points is the winner!

Task Ideas:

- Pivot the canoe 360 degrees
- Throw a ball into another team's canoe
- Collect a series of objects placed around the lake
- Paddle backwards from point A to point B
- Paddle a certain distance with the butt end of the oar

Rat Tail

1. Each team sticks half a pool noodle into the bow and stern of their canoe.
2. On the whistle, teams race around trying to steal the “rat tails” (pool noodles) from other teams.
3. Teams cannot steal two tails in a row from the same team.
4. Canoes with no tails can get back in the game by stealing other teams’ tails. They must put the first two tails that they steal into their canoe’s handles.
5. After 10 minutes, the team with the most tails is the winner!

Tug of War

1. Tie the backs of two canoes together with at least 8 feet of rope.
2. With the canoes facing away from each other, have campers paddle and try to pull the other canoe past a certain spot (chosen by you and marked with counselors, buoys, or other canoes)

Make it tournament style. Create winner and loser brackets so that campers can compete for the ultimate tug of war champion title!

Scavenger Hunt

1. Hide objects all around the banks, in the trees, and on the dock.
2. Give campers a certain amount of time to find as many objects as they can on their canoes. The team with the most objects wins!

Give it a twist! After the first round, give 2 teams of campers a chance to hide objects for the other campers to find.

Give it a twist! Hide puzzle pieces around the lake. Campers must keep searching until all pieces are found.

Numerical Scavenger Hunt

1. Create 6-8 groups of objects where each object in the group is the same color (but each set is a different color). There should be as many sets as there are canoes.
2. Label the objects in each group with numbers 1-6, then hide them around the lake.
3. Have each canoe look for a different color object. They must find their objects in numerical order.
4. The team that finds all of their objects first is the winner!

Battleship

1. Each canoe is given 4-5 floating balls to start.
2. Campers must paddle around trying to throw balls into other canoes. If a ball is thrown into your canoe, you must paddle to the dock and high-five the Camp For All scorekeeper's paddle with your paddle.
3. If four balls are thrown into your canoe, your canoe is sunk!
4. The last canoe afloat is the winner!

Zombie Tag

1. One canoe starts out as the "zombie canoe". The zombies get 2-3 balls to start.
2. The zombie canoe paddles around and tries to throw balls into the other canoes. Paddlers in other canoes cannot swat balls away—they can only dodge by paddling away.
3. If a ball lands in your canoe, you are now zombies!
4. The zombie team has 10 minutes to try and turn every canoe into a zombie canoe. After 10 minutes, if everyone is a zombie, then the zombies win! If there are any humans left, the humans win!