

## Additional Games and Activity Ideas for Your Cow Chips.

These simple games and activity ideas are all easily adapted for any age group or functioning level. Don't gross out! It's only an artificial cow chip, so just use your imagination and the possibilities are endless with this ageless and hilarious theme that's sure to foster plenty of laughter.

### Chip Chuckin'™ Put

From a starting line or point, measure and mark off several distances with floor tape, markers or string (in increments of 2 or 5 feet up to 30 feet or more works well). Have each player shot put a cow chip from the starting line, and measure each person's distance. The person who shot puts the farthest (without crossing the start line) is the winner.

#### Variations:

1. Player may also kick the cow chip for distance if throwing is a challenge.
2. Divide players into teams and use the team total scores to select a winning team.

### The Steaming Cow Chip (plays like hot potato)

Have players sit in a circle facing each other and select one player to start the game by handing them a cow chip. The leader selects music to accompany play (any song with a cow or farm theme works well or Old McDonald Had a Farm). Once the music starts, the player with the cow chip begins passing it to their left and it continues around the circle while the music plays. The leader can stop the music at any point during play. When the music stops, the person holding the cow chip is out of the game. Play continues until the last person in the game wins.

#### Variations:

1. To make play a bit faster and depending on the size of the group, you may want to use several cow chips to pass around.
2. Have the leader call out instructions for each round of play.  
For example: Instead of having players eliminated when the music stops, call out "switch directions", and the direction of the cow chip must change or call out "farmer on the right", so the person on the right of who's holding the chip is out.

### Chip Chuckin'™ in the Dark

Measure and mark off a 12 foot x 12 foot square area and divide that square into 16 equal sized squares approx. 3' x 3' each. Next, and in a random manner, designate a point value for each of the squares 1-16 and mark it with tape. Divide your group into no more than 4 teams, and assign each team a different animal noise (moo, quack, cluck, meow, bark, snort, etc.). Blindfold one member from each of those groups and have the blindfolded players move to the center of the large square area. Have the remaining group members surround the outside area of the large square (at least 5 feet out from the edge). Have the players in the center spin several times before you start the game. Play starts with the outside team members trying to direct their blindfolded player, to the squares with higher point values, by using their animal noise only (the idea would be for the team members making the noise to make them in a faster pace as the player gets to a higher number square). When the blindfolded player feels they are on a good square, they drop the cow chip (from waist high) and wherever it lands, the team gets that point value. If the chip lands on more than one square, the team does not receive any points. Once all players have had a turn to be blindfolded, points are added up and the team with the most points wins.

#### Variations:

1. Add music to the game. When the music stops, players holding the chips must drop them where they stand.
2. For a greater challenge, divide the large area into even more squares - 25 or 36.
3. Add negative numbers to some of the squares for added fun and challenge.
4. For longer play, divide the group into 2 large groups.

### Chip Chuckin'™ Relay

For this relay game, in addition to the cow chips, you will also need 2 small shovels (or anything that will scoop up the cow chips) and 2 buckets or pails. Designate the play area by marking off a start line at one end of the room and a turning line at the opposite end of the room. Divide your group into 2 teams and have the team members pair up. Line up the first pair from each team at the start line at one end of the room. Give 1 person from each pair a bucket and give the two people a shovel. The idea of the game is for each pair to move themselves to the opposite end of the room, cross the turn line and then come back again to the start line all while tossing and catching the cow chip using only the shovels and pails. When a pair successfully catches a cow chip, they continue. Pairs can use as long a distance as they wish in order to move themselves along as quickly as possible, but if a pair misses catching a cow chip in the pail at anytime during play, the pair must return to the start line and start over. The first team to get all of their pair members down to the opposite end of the room and back across the start line wins.

#### Variations:

1. Put the game to music. When the music stops, players holding the container switch props with the other pair member.
2. Put all players on scooters or in wheel chairs, or blindfold the scooper so the bucket member needs to run and catch.