

W10252 Wet N Wild Water Play Easy Pack

Contents: This pack contains the quantities and items listed below. If you wish to order additional quantities of any of the components they are listed in the parenthesis below.

- 24 – Youth water Goggles to use as eyeguards (W10261)
- 20 – Power Splasher Jr. Water Shooters (W10248)
- 2 – Power Splashes (W10249)
- 2 – Extreme Power Splashes (W10250)
- 12 – Large Water Buckets (SL4103)
- 2 – Water Balloon Launchers Jr. (W10247)
- 2 – Water Balloon Sling Shots (W10262)
- 2 – Packs of Water Balloons, 150 pieces each (W10246)
- 2 – Felt Targets (FA3013)

Activity Suggestions:

Wild Water Battle: Divide your group into two equal teams of up to 17 players per side. Players will be assigned or may choose a specific role for each game. The goal of the game is to try to fill up one of the buckets with as much water as possible in a set period of time.



Set-Up: One team is designated as the orange team and the other the green team. Players on each team are assigned the roles listed below. Select an area for play, the larger the area the more exercise the kids will get! Fill 3 buckets for each side with water and 2 with water balloons (that were made prior to the start of the game). Place those buckets approximately as shown on the diagram on the last page of these instructions. Place two empty (or filled with about 1” of water to keep the buckets in place) buckets to be used as target buckets as shown. Use a large hula hoop or other means to create a boundary line around the buckets. Players are not allowed to step on or over the boundary line at any point during the game. At the start of the game Jr. Soakers and Soakers are in their re-fill areas with their empty splashes, while the Water Balloon Launching and Sling Shot Players are position as shown. At a start signal, the fun begins. Soakers can load their splashes and run to try to fill up their target bucket. Simultaneously balloon launching players can try to fill and or knock over the same buckets. After a period of time (try 5 to 10 minutes), play stops, both target buckets are retrieved and the team with the bucket with the most water in it wins. Teams can also score an instant victory if either of their Water Balloon Launching Team or Sling Shot Shooter knocks over their target bucket at any time during the game. Players should change roles if possible between rounds.

Jr. Soakers – 10 per team, each receives a small water shooter / splasher. These players are mobile and run around throughout the battle, filling their splasher in their re-fill zone, running to the opposite end of the field to unload their splasher from outside of the shooting boundary and attempting to get as much water as possible into their target bucket. Jr. Soakers can choose to splash the opposing team for the fun of it, but risk losing the battle. Jr. Soakers must wear water goggles or other eye protection.

Soakers – 1 per team, each receives a medium sized Power splasher. This splasher holds a little more water and is a bit easier to shoot, so you might want to let the youngest or one of the younger players on a team be rewarded with this position. Other than having a different splasher, this player’s role is the same as a Jr. Soaker. Soakers must wear water goggles or other eye protection.

Defenders – 1 per team, each receives a large Xtreme splasher. This player shoots from a fixed position. A position about 12' away from the opposing teams target bucket is recommended. Their role is to distract and soak Jr. Splashers and Splashers as they try to fill up their target bucket. This player can only shoot from their designated position. They must run to the fill area to re-fill their Xtreme splasher and then return to their designated spot before shooting at opposing players. If there are players that are physically challenged and are unable to move around well, the Defender role is a great position for them. The only change required is that one of the re-fill buckets would be placed beside this player and they can re-fill directly from their designated position.

Water Balloon Launching Team – 3 players per side are required to form a water balloon launching team. Two players on each team hold the handles, while a 3rd places a balloon into the fabric, pulls the elastics and launches a balloon. The player that loads and launches the balloon shot be rotated on each shot. The goal of these players is to launch a balloon at their teams target bucket. They can either help fill the bucket or if their balloon hits the bucket and knocks it over, their team immediately wins the battle! Players on this team are not allowed to launch balloons at opposing teammates. They should also yell out each time that they launch a balloon so that any Splashers near their target bucket know that there is an incoming balloon that could hit them! These players are not allowed to move outside a designated area.

Sling Shot Sniper – 1 player per side is assigned this role. This player shoots water balloons at their teams fill bucket and has the same goal as the water balloons team. They can try to help fill the bucket by landing a balloon inside the bucket or try to knock the bucket over to win the game instantly. These players are not allowed to move outside their designated area and are also not allowed to intentionally target opposition players.

Fillers – Depending how long each game is allowed to run, 1 or more players may be assigned to re-fill the 3 water buckets that the Splashers and Defenders use to fill their Splashers. These players may optionally be allowed to make additional water balloons.

Variations and Adjustments:

Flags – Instead of a target bucket to fill the two felt pieces can be used as flags. The flags can be placed on the ground and used similar to a bucket or attached to a tree, pole or anything else to hold them up. During play, everyone tries to soak the appropriate flag. At the end of play, players squeeze out their flags as much as possible into a bucket to see which flag was soaked the most and won the game.

Other Activities:

Water Balloon Activities: These are short, fun and friendly little competitions. You may want to name or award the teams or individuals from different age categories as the top “marksman” or “splashers” with a ribbon, certificate or just write the name(s) where everyone can see.

Target Practice – Divide players into teams of 3. Using the water balloon launchers teams take 3 shots at a target (felt fabric or other), with each player on the team being the shooter for one of the shots. The team with the closest shot wins.

Maximum Distance – Similar to above, but the goal is now to see which team can shoot the balloon the furthest. An option to this game combines distance and accuracy. Here a line is drawn down the middle of the field where the balloons are being launched. The goal now becomes to the launch the balloon the furthest and closest to the line. A team is credited with the distance the balloon travels, minus the distance the balloon lands from the centerline.

Sling Shot Competitions – The same activities can be done with the water balloon sling shots.

Hand Toss – Same as above, but players now throw the balloons over or underhand.

“Egg” Toss Game – Team up players into pairs and give each team a water balloon. Position players facing their teammate a couple of feet apart from one another. At a signal, one teammate tosses their water balloon to the other. If a team’s balloon breaks they are out. If it does not break (regardless of whether they catch it), they continue to the next round. After each toss all the players who just tossed the balloon and that remain in the competition, take one step backward.

Water Balloon Dodgeball – Divide players into 2 equal teams. Make lots of water balloons, put them in buckets and give each team half the balloons. You'll want to define a small rectangular area in which the game is played and where players must remain throughout the game. The game is played just like dodgeball except the water balloons must be thrown underhand and must have an arc to the throw. A judge or judges should watch the game and call any player throwing a balloon over hand or underhand but without an arc as "out" of the game.

Team Catch – One or more players on a team throw or shoot a water balloon. Other members on the team attempt to catch the water balloon with either a parachute (non included), one of the included pieces of felt used like a parachute. The goal is to set the record for longest throw and catch without the balloon breaking.

Splash Activities:

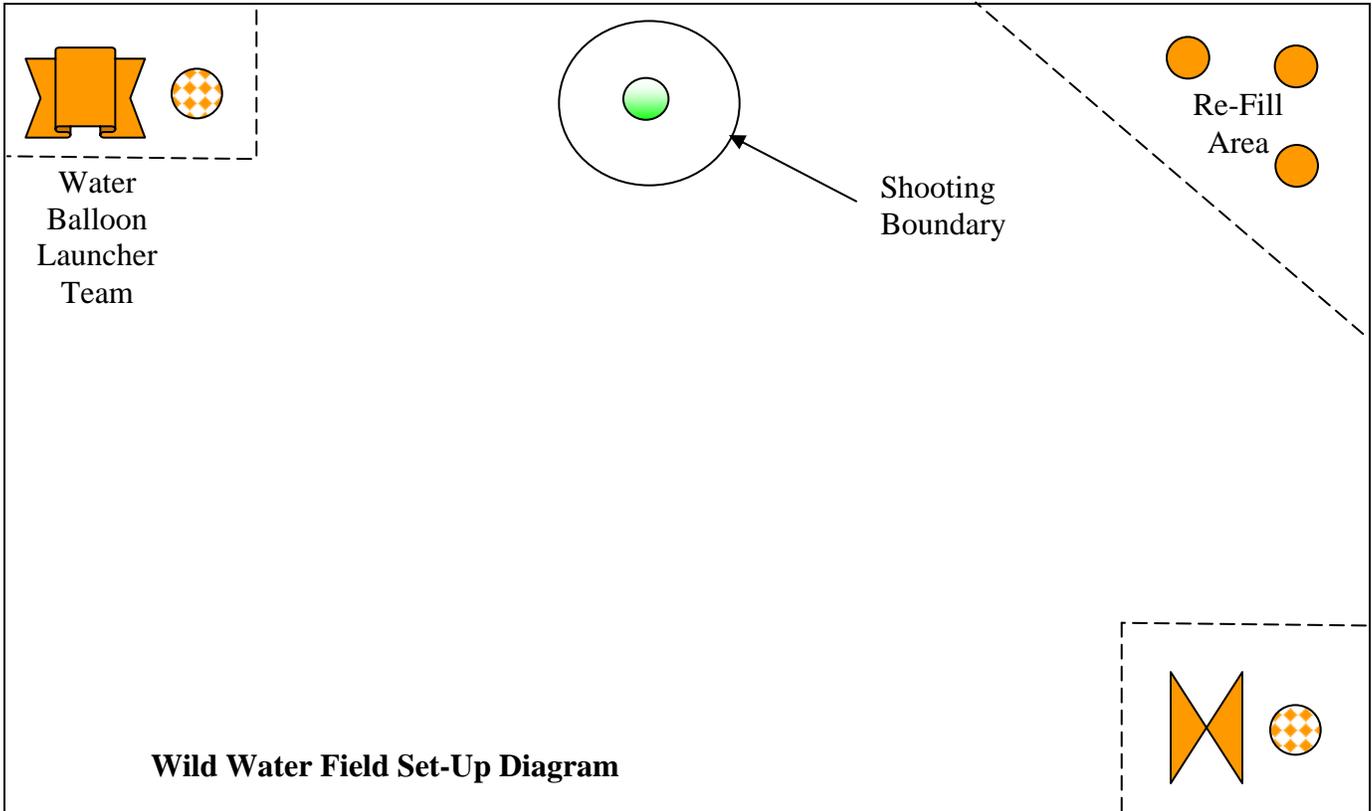
Blind Soak Out: Give each player a full splasher (any size, but the same size for both players), blindfold them, and position them back to back. An observer counts out loud numbers 1 to 5, as the numbers are called each blindfolded player take a full stride forward (and thus away from the other blindfolded player). When the number 5 is called, with the blindfold still in place, the players can turn and attempt to soak their opponent. This activity can be done with multiple players on each side at the same time, just line teammates up side by side and opposing teams back to back. In this case, even if someone doesn't soak their direct opponent, they might get someone on the other team. For blindfolds we recommend our W8742 Spectrum Blindfolds, which come in a set of 6.

Wet and Wild Dodgeball: Divide your group in two groups of roughly equal abilities. On each team, half the players will be ball throwers, 2 to 4 players will be ball retrievers, and the rest will be splashes. Everyone except the ball retrievers should wear protective eyewear. Define a small rectangular play area with a centerline that players may not cross during the game. Since the splashes have a limited shooting range, the depth of the play area should be no more than 15 to 20 feet. The width can be varied based on the number of players on each team. You will need a number of lightweight balls for the dodgeball portion of this game. Since the players will be close to one another and the splashes will be fairly defenseless, it is strongly recommended that rubber playground balls not be used. Our W9175 or W4500 Dodgeballs are perfect for this game. Fill all 12 buckets with water to allow players to refill their splashes during the game. The ball retrievers stay outside the play area and retrieve any balls that go outside the play area and give them to the throwers on their team.

The game is played like regular dodgeball, where players attempt to hit an opposing player with a dodgeball to knock them out of the game. Players who have a ball thrown at them, try to avoid being hit with a ball or may catch the ball being thrown at them. If they catch the ball, the player that threw the ball is out. The difference in this game is the addition of the Splashes. Splashes must still remain on their side of the field, but instead of throwing balls their function is to soak and distract players on the other team. An opposing player who is soaked, remains in the game. Only when they are hit with a ball are they out of the game. A good strategy would be to have the throwers and Splashes to work in teams of two or more and where the Splasher might shoot their water at an opposing player just before their teammate throws a ball at the same player on another team. The game can be played in two ways, where either the Splashes can be hit with a ball and are removed from the game or where Splashes always stay in the game. Either way, the team with the last ball thrower still in the game wins. You'll want to play several rounds of this game to allow everyone a chance to play the different positions. Splashes have the option of soaking Splashes on the other team, though there is no advantage to doing so.

The Clean-Up Game: After many of these games you'll have water balloon "carcasses" all over the place that will need to be picked up. Not a fun task, unless you turn it into a game! At the end of the day, have a contest to see who can pick up the most exploded water balloons. The winners (top 1 to 5 pickers!) are awarded some type of prize!

Orange Defender



Wild Water Field Set-Up Diagram

