## Contents:

4 Large Cones
4 Small Cones
4 Large Flat Hoops
4 Medium Flat Hoops
4 Small Flat Hoops
4 Long Poles
4 Short Poles
4 Blocks
8 Pole Clips
4 Hoop Clips
4 Combo Hoop \& Pole Clips
Overview: There are hundreds of ways to use the included pieces as is or connect them together to create obstacle course components, game targets and games. These instructions provide a some suggestions to get you started!


Hurdles: Crawl over or under the hurdles shown here!


Use: 2 blocks, 3 long poles and 2 pole clips.


Use: 2 blocks, 1 long pole, 2 short poles and 2 pole clips.


Use: 2 cones and 1 long pole per hurdle.

Crawl Through Hole: See if you can step through this obstacle without touching any part or it, or at least without knocking it over!


Use: 2 blocks, 2 long pole, 2 long poles, 1 large flat hoop and 2 combo clips.

For a tougher challenge, try a smaller flat hoop!

Toss Targets: Set up any of these targets and see how many balls you can toss or bounce through in a row!


Use: 1 ring and one cone per target.


Use:1 block and 1 or more rings any size.


Use: 1 block and one ring any size.

Ring Toss: Use the flat hoops as ring toss rings and either a cone or a pole and a block as the target. Award more points for getting a smaller ring onto the target or adjust the ring size based on the age of the players to allow younger kids to compete more evenly against older kids.


Use: Rings and cones.


Use: Block, pole and rings.

Basketball: Play seated, knee or scooter basketball with the simple hoop shown below. Use a lightweight ball, like a GatorSkin.


Use: 1 Block, 1 Pole, 1
Hoop (small or medium)
and one combo clip

Beanbag Target or Agility Rings: Connect two or more or the flat hoops together. Toss beanbags at the targets and award for 1 point for a beanbag in the large hoop, 2 for the medium and 3 for the small! Skip the beanbags and use a similar layout as part of an obstacle course. Make participants have to step through the rings one foot at a time or hop through them without touching the hoops as all!


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