



# Roller Racer® Games



## Relay Races

**1) SLALOM RACE** – Requires one Roller Racer® per team. Place all team members at the same end, and lay out cones in front of them in a straight line. Each member rides all the way back and forth, weaving in and out of the cones, and circling around the last cone, racing back to his/her team to hand off the Roller Racer® to the next member in line, until all members have raced.

**2) BALL RACE** - Requires one Roller Racer® per team. Each team member holds a ball between their knees as they race, passing the ball and the Roller Racer® off to the next member.

**3) CIRCLE RACE** – Requires one Roller Racer® per team. Each team makes a circle of its own with a Roller Racer® placed in the middle of the circle. Each team member is given a number. The coach then calls out a number, and that member runs to where the Roller Racer® is and exits the circle on the Roller Racer® through the space where he/she was seated. Riders race around their circles and back into the middle of the circle where they started.

A team gets a point for each time its member is the first to return to the middle.



## Team Games

**1) ROLLER BALLOON** – Each team attempts to keep the balloon in the air, by hitting it with their hands while maneuvering around the area on Roller Racers®. The team that keeps the balloon in the air the longest without allowing it to touch the ground gets a point. To add to the difficulty, do not allow the same player to hit the balloon twice in a row. To add to the excitement, have each team start behind a line, and advance the balloon across another line without letting it touch the ground.

**2) ROLLER RACER HOCKEY** – Using a scooter board hockey set, play using Roller Racers®.

**3) ROLLER RACER BOWLING** – One player races down a lane on a Roller Racer® where 10 pins or mini cones are waiting. Each rider gets one turn knocking down as many pins as possible for points.

**4) ROLLER RACER FOOTBALL** – 2 even teams form with a large end zone on either end of the gym. A quarterback (not on a Roller Racer®) gets 4 attempts to pass a mini football to a player that tries to race to the end zone. If the throw is not complete, it is a first down. A touchdown may be blocked by a 2-handed touch from the opposing team. If there is no score after the fourth try, the ball changes possession to the other team.

**5) SHARKS & MINNOWS** – (For younger ages, K through 6) All riders that are on scooter boards are "minnows". 2 or 3 riders are on Roller Racers® and they are "sharks". The riders spread out all over the gym (ocean). Whistle to begin and the minnows swim all over the ocean. Sharks freeze (eat) the minnows by tagging them. Another minnow may swim by and tap the frozen minnow on the back and free him. If tagged by a shark for a second time, the minnow must turn in the scooter board and wait until a new feeding frenzy begins.

## Obstacles & Driving Courses

Requires one Roller Racer® per team. Create an obstacle course for individual or team competition, or just for fun. Set up traffic cones or other items as obstacles, create tunnels by placing items over chairs to give riders something to maneuver around and under. Obstacle courses may be timed for competition. Set up a driving course around the entire gym, complete with traffic signs. Riders must obey traffic laws and observe safe driving practices to participate.

## Synchronized Roller Racer®

Two or three riders create synchronized movements on the Roller Racer® side-to-side figure eights, and other patterns that they can do together. This requires one Roller Racer® for each participant, and it is quite fun!



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