

## Water Games

- **Bucket Ball:** *Pool version:* Set up buckets at each end of the pool and play like basketball (teams pass the ball around—no running with the ball—and try to throw the ball into the other team's bucket). *Waterfront version:* Each team chooses a player to hold their own bucket. The bucket-holder goes to the back of the opposite team's side and stands with the bucket (his feet may not move, but he may hold or move the bucket in any way). Play is as above, but this time the teams move the ball towards the bucket held by their teammate. In each version, the team with the most points at the end of the game is the winner.
- **Elbow Tag:** One person is "it" and one person is being tagged. Everyone else gets into pairs and links elbows (they are immune from being tagged as long as they are linked). The player being chased may avoid being tagged by linking elbows at one end of a linked pair. When the new player links arms, the person on the other end of the link (the "third") must leave and becomes the one being chased. When someone gets tagged they become "it", and chases the former "it".
- **Alligator Tag:** One person (preferably the counselor) floats on his back and closes his eyes. He is the 'gator. Now the campers try to sneak up on the 'gator without being heard. The alligator can wake up at any moment and try to tag any campers that happen to be too close!
- **Marco Polo:** One person is "it" and closes her eyes. Everyone else stays in the water a reasonable distance away (clear boundaries are needed if the game is played outside of a swimming pool). "It" tries to tag another player by calling "Marco..." at which time the other players must all reply with "...Polo!" When someone gets tagged they become "it".
- **Beach Ball Circle Splash:** Get everyone into a big circle (at least arms-length apart) and place a beach ball in the center. The goal is to splash the ball (no *touching* the ball at all!) so that it goes between two other players. Anytime the ball goes between two players, those two get a point. Obviously, the one with the least points at the end of the game is the winner! After the ball goes between two players, re-shuffle the circle (so that no one is standing next to the same person) and throw the ball back into the center for the next round.
- **Circle Tug:** Make a circle of 5 to 10 people holding hands. Place a beach ball in the center of the group and let the tugging begin! The goal of the game is to try and tug others into the ball so that their body touches it. If a player makes any contact with the ball, they are out for the round. No fair ducking under water to avoid the ball!
- **Sharks & Minnows:** Choose one player to be the "shark". Everyone else gets to one side of the pool or swimming boundaries. These are the "minnows". When the shark yells, "go", the minnows try and get safely to the other side. If the shark tags a minnow, the minnow becomes a shark! Once the remaining minnows are on the other side, the sharks call them back. At each pass, more & more minnows are caught, swelling the ranks of the sharks. The last minnow captured becomes the new shark for the next game.