

Grassfield games



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Hussites and Crusaders



- It is necessary to find some small terrain unevenness for the game, which will represent a fortress. The fortress is defended by the Hussites against the Crusaders. There is only a hetman in the fortress. Crusaders have tightly tied legs, so they can only move by jumping (or crawling). The Hussites have their legs free, but their eyes are blindfolded. When the Hussite touches the crusader, he knocks him out of the game. The captain has his eyes free, but he must not move out of the fortress and cannot knock out any crusaders. His task is to navigate his comrades-in-arms by voice. (Of course, they can also rely on the Crusaders to hear them jump). If a crusader enters the fortress, the fortress is conquered and the crusaders win. If all the Crusaders are exhausted, the Hussites win. We do not recommend playing the tournament. Firstly, because the game is asymmetrical and every two teams would have to play two matches with each other, and secondly, because the Crusaders usually win. (Although it is possible to introduce scores according to the number of eliminated fighters.) But we have never tried it (we played it in a camp where we divided everyone between the Hussites and the Crusaders) and those who are not discouraged by the above reasons can try it.

At the castle



- At the top of a small hill or at the highest point of the slope is the seat of the defender of the castle. The siegeers penetrate up the slope and try to pull the castle down. Whoever occupies the emptied peak becomes the master of the castle. It is a struggle of all against all. The defender of the castle may only be attacked from below.



Meadow races



- 1. Running for 50 (60,100) meters from different starting positions - from sitting, kneeling, lying on my stomach, lying on my back. 2. Races for a shorter distance, 10-30 meters - we always change the way of movement - first running backwards, then on four and finally on one leg. Other options: high jump, deep squat, with ball between knees, legs tied around knees, gallop sideways. 3. Running with a task - between the start and the finish, a roll forward must be made (collecting cones, leading a foot ball or a tennis ball).

