

# **Firefighters Relay**

**This is a timed game and will start when the Staff gives one whistle blast and will end with a second whistle blast. Pay close attention to the layout. Each patrol will have their own lane.**

**Object of the Game: To fill the cup with enough water, thereby raising the water bottle and lowering the cup where it will touch the ground as many times as possible during the time allowed.**

**Materials Provided: One water blaster tube and one 5-gallon bucket of water.**

**Scoring: The 1<sup>st</sup> cup to rest on the ground will be timed. This will become part of your score as well as the number of times either of the cups rest on the ground.**

## **Rules:**

- 1. Each patrol will have a marked staging line and a firing line.**
- 2. All patrol members are to remain behind the staging line in single file except for the patrol member at the firing line who is filling the cup with the water blaster.**
- 3. The 1<sup>st</sup> patrol member in staging line will fill water blaster and proceed to firing line to fill the cup on the 1<sup>st</sup> whistle blast. When water blaster is empty, the patrol member will pass off the water blaster to the next patrol member at the staging line and go to the end of the line.**
- 4. Next patrol member will fill water blaster and repeat the process.**
- 5. Patrol member at the firing line who is able to rest the cup on the ground must empty water from cup and reset cup/bottle before passing water blaster to next patrol member at the staging line.**
- 6. Patrol to keep the time it takes to lower the 1<sup>st</sup> cup and give patrol yell when 1<sup>st</sup> cup is lowered.**
- 7. Game stops at the 2<sup>nd</sup> whistle blast.**
- 8. After 2<sup>nd</sup> whistle blast, patrol will refill bucket with water and place water blaster in 5-gallon bucket.**