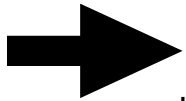




THE PUMPKIN SHUFFLE



Be sure to choose pumpkins that are not too difficult for students to carry.



How the game begins

- Divide into teams.
- For each team set up two barrels spaced 2/3 of the arena apart.
- Place a pumpkin for each student on the farthest barrel.



How the game ends!

- The first rider rides to the farthest barrel, picks up a pumpkin and carries it to the empty barrel, puts it on the barrel, then crosses the finish line.
- As soon as he crosses the finish line, the next rider goes and does the same thing.
- This repeats until all the pumpkins have been moved to the empty barrel and all team members have crossed the finish line and declared finished by either a raised hand or calling out.



START & FINISH

The teams start and finish behind their line.



START & FINISH