

BIKE CLUB: ADDITIONAL GAMES

BIKE
NWA





SLOW RACE

SUPPLIES

Cones or rope

SET UP

Mark out 3-4 lanes with cones or rope 5 feet apart and 15-20 feet long.

OBJECTIVE

Go as slow as possible while staying in your lane, moving forward, and not putting a foot down.

PLAY

Riders line up in the lanes on one end. The last person to cross the finish line that has not put a foot down or crossed out of their lane wins.

NOTE

No fair track standing (holding brakes and balancing while not moving).



SHRINKING CIRCLE GAME

SUPPLIES

Climbing rope or other rope about 100 ft long

SET UP

Create a circle with a rope that feels like a comfortable size for everyone to ride around in.

OBJECTIVE

Keep rolling inside the circle without putting a foot down as long as possible.

PLAY

Get everyone in the circle riding then announce that the game has begun. Anyone who crosses outside the circle or puts a foot down is out of the game and moves to the outside. Once the game starts, start shrinking the circle from the current size to "crowd" the riders. Eventually the last 2 riders are typically riding in a 10 foot diameter circle.

NOTE

Watch for bumping or leaning. Both are disqualifying moves.



BIKE RELAYS

SUPPLIES

Cones, other items as needed

SET UP

Create 2 teams of x number of players. Set cones 50 feet away from the start line.

OBJECTIVE

Each player has to get to the cone in some fashion or another then perform some task and run back to their team to tag the next player. Team to complete the tasks first wins.

PLAY

Players may, for example; run with the bike to a cone then flip their bike upside down and rotate the cranks backwards 4 times. Flip the bike back up and scooter the bike back with right foot on the left pedal and left foot pushing off of the ground. Change it up if you like. Any way you can think of to get down there with a bike perform some bike related task and then travel back to the start is fair game.

NOTE

Other ideas include: Lift the bike over your head 4 times at the cone. Rolling mount to ride back. Take the front wheel off and replace it. Run around the cone 3 time with the bike. Run backwards with the bike.



GREEN LIGHT, RED LIGHT

SUPPLIES

Two ropes, green and red colored papers

SET UP

Lay two ropes parallel 40-50 yards apart. Riders queue up on one of the lines facing the other line.

OBJECTIVE

To cross the second line first without being caught "running a red light."

PLAY

The person playing the "traffic light" calls out "green light" and riders sprint (on their bikes) toward you. "Red light" gets them to freeze in place. Anyone still moving is out and goes back to the beginning to start again at the next "green light."

NOTE

Variations can include trackstanding to stop (no feet down at all) and/or using actual green and red colored or STOP and GO signs paper instead of calling out.



BIKE TUBE TOSS

SUPPLIES

Cones, rope, partially inflated tubes

OBJECTIVE

Score the most points by ringing the cones with the tube.

SET UP

Three large cones in a line about 10 feet apart. Set up another line line running parallel to the cones on either side with an old rope or hose about 10 feet away on both sides of the cones (see diagram).



PLAY

Riders approach the cones and attempt to throw a tube and ring one of the cones without crossing over the rope on either side. You can assign different points numbers for each cone.

NOTE

This can be made more difficult by letting air out of the tube or less difficult by inflating it more.



BIKE LIMBO

SUPPLIES

Limbo bars (or two very stoic people), pool noodle

OBJECTIVE

Pass under the bar without knocking it down.

SET UP

Place limbo bars about 4 ft apart and place pool noodle across them.

PLAY

Designate a starting point for all riders to begin. Send riders through one at a time and lower the bar after all have passed. Anyone who knocks the bar off it out! Last rider that hasn't knocked it down wins!