



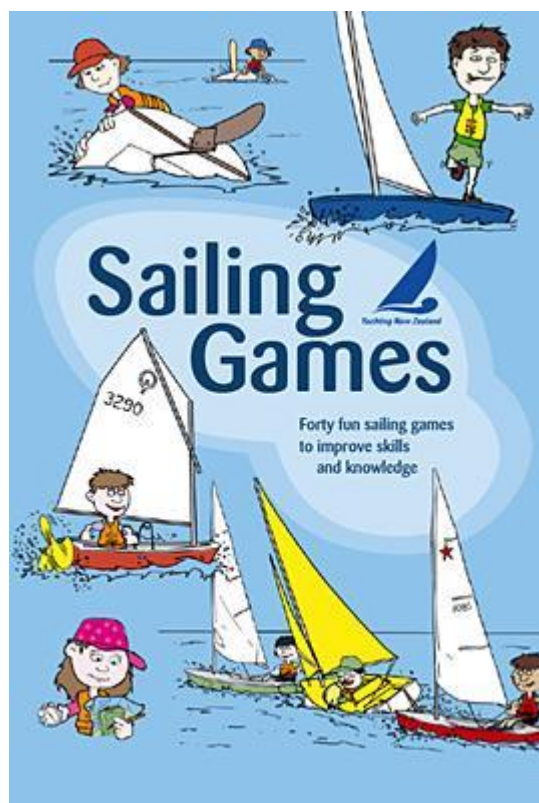
YNZ Sailing Games Book

Stuck for ideas on running training sessions? Want to make the Learn to Sail sessions more fun?

Yachting New Zealand Sailing Games book has 40 fun sailing games for improving skills and knowledge. Each game comes complete with pictures and a short description.

Ideal for a reference at cubs and for coaches running Learn to Sail programmes.

If you are interested in getting one for yourself or your club please contact YNZ or order from the YNZ Store (online).



Eliminator

This game is a variation of Tag!

A box or diamond is set up and sailors sail around inside the box. The game starts when the coach throws a ball or sponge into the middle of the box. Sailors converge on the ball and whoever gets the ball first is the "attacker". The "attacker" can eliminate someone from the box by throwing the ball or sponge and hitting their boat (or for more advanced groups hitting the lifejacket of another sailor). Once a sailor has been hit they are eliminated from the game, but only after they have had a chance to eliminate another sailor with the ball or sponge.

All sailing rules apply. Once a sailor has been eliminated they have to stay out of the box until a winner has been found.

Variations
To make the game more difficult it can be played with more than one ball or sponge.

EQUIPMENT REQUIRED
4 Buoys
Ball or Sponge

AIM
To improve sailor's boat handling skills, especially in close proximity to other boats.
To sharpen sailors rules awareness.

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