

Games to Make Board Paddling Fun

- **Continuous waves –**

A marker is placed at the waters edge (ankle depth) or just on high tide mark. Participants paddle behind the wave area and catch the first available wave back to the beach, run around the pole (always clockwise or anti-clockwise) and back out the behind the break to catch the first available wave etc. The break may be the shore break or a bit further out, it will be up to the Age Leaders discretion.

- **Pair Paddling –**

In pairs (board rescue style), each group will start as per the Competition Manual, both will then jump on the board together and paddle in sync out and around the standard board course to finish between the finish flags. This may be handicapped and once through, they may be performed again but positions reversed (front and back). This activity is best performed when swell is small.

- **Board starts and Finishes –**

In groups of 10 each group perform a start to designated area e.g. behind the shore break or to a can 15 metres off the beach. Participants then line up and at the drop of the Age Leaders hand, and then race in to perform a proper finish between two flags. **Key points of a start:** Anticipate the start, Aggression running in, running speed to paddling speed, get arm rating up once on the board, attack the waves approaching and make the right decision, paddle through, sit & pop or roll. **Key points of a finish:** look for finish line, paddle in front of wave (if possible), off board quick (in front of the wave) & accelerate up the beach to run through the finish line.

- **Board Elimination –**

Count number of participants (know the number to make up a quarter e.g. 20 participants = elimination of 5 each round. All participants start at a designated distance from shore, either at cans, from a designated person or just behind the shore break. At the drop of a

flag, participants race back to shore to finish between the finish flags with the last quarter e.g. 5 finishers being eliminated (they now become judges). The qualifiers now go back out again until there are only 5 left in the final. Winner gets a prize of Age Managers choice.

- **Reverse Board Rescue –**

Similar to a standard Board Rescue event, but instead the board paddler goes out first with the swimmer waiting for the hand raise at the can from the board paddler, to swim out. Once swimmer reached can, both then paddle back to the beach to cross the line together.

Bad Condition Options

- **Board Design Competition –**

Ideal for miserable days. Participants are given a template of a nipper board and some pencils and are to design a board of their desire. Best design wins a prize.

- **Teams Challenge –**

Split group into 2. Question challenge. Questions may be e.g. name 3 board manufacturers, who is the present World Board Champion, who is the present Australian Board Champion, what is a board made of, describe a Board race, Board Rescue race, Cameron relay race etc.