



Outdoor Game in the Forest - 10 Tasks

1. Who Is the Best Wood Collector?

Collect as many branches, wood and logs that you can carry. You have a total of 5 minutes. Everyone forms as big a pile as possible.

The person with the biggest pile wins, receives 5 points and may distribute 5 sips of forest elixir (beer or similar) to the other players (or to himself). Similarly, the second player receives 3 points and may distribute 3 sips, the third player 1 point and 1 sip.

2. Tree Dancer - Who Manages the Balancing Act?

For this task, you need a lying tree trunk on which to **balance**. The game leader now determines the second largest log in each pile that the player has collected.

The player has to walk back and forth on the tree trunk with this piece of wood (log, branch, block, etc.) in his hands 1 time without falling. The game leader measures the time. For each fall or touching of the forest floor, 30 seconds are added to the player's time.

- First: 3 points / distribute 3 sips
- Second: 2 points / 2 sips
- Third: 1 point / distribute 1 sip

3. Climbing Monkey - Tarzan Sends His Regards

For this task you need at least one climbing tree. If there are several trees in the forest that are suitable for climbing, each player may choose which one to climb. This time it's not about speed, but about who climbs the highest or makes the highest mark with a pocket knife.

Important: Your safety always has priority!

⇒ Scoring:

- First: 3 points / 3 sips to distribute
- Second: 2 points / 2 sips to distribute
- Third: 1 point / 1 sip to distribute



4. The Most Beautiful Wins

As the level rises, the tasks of the outdoor game in the forest should become less physically demanding. Therefore, here comes the first **Collecting Challenge**: Within 1 min. 30s, everyone has to collect up to 5 cones from conifers that are as beautiful as possible.

- How many cones does everyone have?
- And who finds the most beautiful cone?

⇒ Vote together to find the most beautiful cone; in the event of a tie, the game leader decides. The finder of this cone receives 5 points and may distribute the corresponding number of sips.

⇒ Each player who has collected less than 5 cones must drink a penalty sip for each missing cone.

5. Marksmanship Is Required

If you didn't collect enough cones in the last task, you are punished twice, because now you are missing ammunition! Together you choose a tree as a target and a starting line that must not be crossed. Now you can take turns to prove your **hit accuracy** and shoot the tree with the cones you have just collected.

⇒ If you miss, you have to drink a penalty drink and get a point deducted.

⇒ Whoever hits the trunk gets a point for it and may distribute a sip.

6. Careful Collectors Win!

Collecting Challenge! Each player must collect 5 items in the forest: something sharp, smooth, rough, soft and hard. The clock is ticking and you have exactly 5 minutes! (Alternatively, you can agree on other characteristics, e.g. colours).

For each category, each player places one item in front of them on the forest floor. By voting, you decide which object best fulfils the required characteristic or is the most beautiful and original.

⇒ Each item that wins earns the player 2 points and he may distribute 2 sips of forest elixir.

7. It Crawls and Flies - Little Forest Safari

Now the camera comes into play! Players have 5 minutes to photograph up to 5 different forest animals. Since it is quite unlikely that a deer or a rabbit will jump in front of your lens during this time, it is better to concentrate on smaller animals such as insects and spiders.



⇒ The evaluation is based on the following criteria:

- Best looking animal: 2 points / 2 sips to be distributed
- Largest animal: 2 points / distribute 2 sips
- Smallest animal: 2 points / distribute 2 sips
- All those who have photographed 5 different animals within the allotted time: 5 points / distribute 5 sips

8. Botanist Challenge

After the fauna comes the flora: **basic botanical knowledge** is required. For this task, the game leader should know as much as possible about trees; if necessary, the internet or an identification book can help.

All rally participants are led by the game leader to 5 trees in the forest. Each player writes down on a piece of paper (or on a smartphone) what he or she thinks the trees are called and numbers his or her answers.

If the game leader is playing along, you can alternatively challenge each other to name trees, as long as one of you knows the correct name.

⇒ For each correctly named tree, the player gets 1 point and may distribute a sip.

⇒ On the other hand, for every tree not recognised or incorrectly recognised, the player loses 1 point and must drink a sip himself.

9. Mushroom Challenge

Now it's time to collect **mushrooms**! Everyone has 5 minutes to find and photograph as many different mushrooms as possible. Of course, if you know mushrooms, you can also collect mushrooms and reward the best edible mushrooms with extra points and sips!

⇒ Each type of mushroom photographed (not every mushroom!) gives 1 point and 1 sip to distribute.

⇒ Each boletus gives 10 points and sips to distribute!

⇒ Whoever has found the most gets an additional 5 points and may distribute 5 sips.

10. The Final Challenge - Who Will Get What?

The crowning - or blossoming - conclusion of the outdoor game in the forest is a **photosafari**. You have 5 minutes to go on a photo hunt for the most beautiful flowers in the forest and capture them in a photo.



- Best photo: 2 points / 2 sips to be distributed
- Largest blossom: 2 points / 2 sips to distribute
- Most colourful flower: 2 points / 2 sips to distribute

⇒ Everyone who has found and photographed 5 or more different flowers gets 5 points and may distribute 5 sips.

Depending on the season and the type of forest in which you are carrying out the forest rally, it may not be possible to carry out some of the above tasks 1 to 1 or at all. In this case, either modify the tasks creatively or skip them.

Evaluation of the Outdoor Game in the Forest

Who has taken the most sips of forest elixir? Most of the time it is immediately clear without discussion ;-). We reward the winner with a bottle of herbal liquor for his heroic performance.

Now it's time to count the points. Whoever has scored the most points at the end is crowned **King of the Forest** with a crown of leaves, the second and third players receive the title of Ranger. Whoever has mastered task 3 best may henceforth call himself Tarzan of the drunken forest. All other players, on the other hand, are forest rangers in training... ;-)