

## **Clash of Clans Night Run Sheet**

**TIMEKEEPER:** Appoint a leader to keep time where needed.

**CREW:** Appoint 2 leaders to act as Crew to set up various items along the way.

**JUDGE:** Appoint a leader to judge the challenges and ensure everything is just and fair.

**REFEREE:** Appoint a referee to handle the Dodgeball and Chair Netball games. (The Judge and Referee can be the same person)

**SCORER:** Appoint a leader to keep scores on the chalkboard – four columns with space for clan names. They are responsible to draw the scoreboard with chalk before we start.

**GET into CLANS:** Leaders to help ensure we end up with four equal sized clans.

**NAME the CLAN:** Each team will share their name on stage and the scorer will write it on the scoreboard. (Timekeeper: 2mins)

**MAKE the CRY:** Each team will present their war cry and the judge will award points on the spot and give them to the scorer (4 to 1 points). (Timekeeper: 2mins)

**BUILD the FORT:** Crew to set up four small round tables on the door side of the room on which the forts are built. Give each team an equal number of boxes. (Timekeeper: 3mins)

**SMASH the FORT:** Crew to give each Clan their 6 balls to throw at the forts – if there are not enough balls they need to retrieve balls as play proceeds. Judge to tell the Scorer how many boxes are left on each Clan's table at the end of the challenge.

**ROLL the DICE:** Crew to give the first clan the dice and then keep moving the pair of dice to the next Clan. Judge to relay what is thrown to the Scorer so they can record the totals.

**DODGE the BALL:** Crew to set up a large court using masking tape and give 5 balls to each Clan on the court. Timekeeper to ensure that each game does not go longer than 3 minutes.

**SCORE the GOAL:** Crew to set up 2 chairs on either side of the Dodge Ball court and get the big ball for play. Timekeeper to ensure each game lasts for 3 minutes.

**CHECK the SCORES:** Scorer to add up all the scores and give the MC a list of final totals. Crew to ensure the scorer has a sheet of paper and marker.

## Clash of Clans Night

### **CREW DUTIES**

**BUILD the FORT:** Set up four small round tables on the door side of the room on which the forts are built. Give each team an equal number of boxes.

**SMASH the FORT:** Give each Clan their 6 balls to throw at the forts – if there are not enough balls retrieve balls as play proceeds. Count the number of boxes left and tell the Scorer.

**ROLL the DICE:** Give the first clan the dice and then keep moving the pair of dice to the next Clan. Relay what is thrown to the Scorer so they can record the totals.

**DODGE the BALL:** Create a large court with masking tape and give 5 balls to each Clan playing.

**SCORE the GOAL:** Set up 2 chairs on either side of the Dodge Ball court and get the big ball.

**CHECK the SCORES:** Give the scorer a sheet of paper and marker.

## Clash of Clans Night

### **TIMEKEEPER**

**NAME the CLAN:** 2 Minutes

**MAKE the CRY:** 2 Minutes

**BUILD the FORT:** 3 Minutes

**DODGE the BALL:** No more than 3 Minutes per game

**SCORE the GOAL:** 3 Minutes per game

Clash of Clans Night  
**SCORER DUTIES**

CREATE the SCOREBOARD:

CLAN NAME				
MAKE THE CRY				
SMASH THE FORT				
ROLL THE DICE				
DODGE THE BALL				
SCORE THE GOAL				
<b>TOTAL</b>				

NAME the CLAN: Write the team names on the scoreboard.

MAKE the CRY: Records team points: From 4 to 1.

SMASH the FORT: Give a point for each box left on clan tables.

ROLL the DICE: Record dice totals for each round.

DODGE the BALL: Record points for each person still alive on a team at end of each round – if a team is knocked out then record how many players are remaining on the other team. If time is called then record how many people are left on each side.

SCORE the GOAL: Write down each goal that is scored during each game.

CHECK the SCORES: Add up all the scores and give the MC a list of final totals.

Clash of Clans Night  
**JUDGE/REFEREE**

GET into CLANS: Make sure each clan is of a similar size.

MAKE the CRY: Judge the war cries and give the points to the scorer (4 to 1 points).

SMASH the FORT: Tell the Scorer how many boxes are left on each Clan's table at the end of the challenge.

ROLL the DICE: Tell the scorer what is thrown with the dice so they can record the totals.

DODGE the BALL: Make sure that players are eliminated when hit by a ball. Players can block a ball using a ball they are holding. Call new teams to compete when a round is over.

SCORE the Goal: Here are the rules for Chair Netball: Players cannot run with the ball. Players must pass the ball and throw it to their goalkeeper standing on the chair on the opposite side of the field.