

CARD LANE

Memory



JUGAR | LIFE

Card Lane Memory

INSTRUCTIONS:

This game has been inspired by the card game memory, except you will be running and working in teams or pairs to solve the problem.

Before you start, you will need a deck of cards for each lot of eight players. This game works best when played in pairs. To set the game up, you will need to have a 20-meter area or a basketball court to play this game. It is quite simple and a lot of fun, as well as challenging the memory of all the players involved.

Each pair will start at one end of the basketball court or the 20-meter running lane. At the other end will be the complete full suit of either diamonds, hearts, clubs or spades from the deck. The game starts with one player running down to the other end and flipping over one of the cards. They are trying to find the ace. If they don't find the ace, they must turn the card back over and sprint back so that their partner can have their turn. The idea is to remember each card you flip over if it's not the card you are looking for. You can only bring one card back at a time in order of value. The first card must be the ace, and second is number two and so on until the king is the last card. The pair who can get all cards in order back to their end first wins.

While one player is running the second player must hold a static hold position. Examples of these are a plank, wall sit, v-sit hold, squat hold or lunge hold. Players can communicate and talk anyway possible to make sure that they remember what cards have been flipped over to get all cards back in the order as fast as they possibly can.

This is a high energy, fast-paced relay game that will create excitement and engagement for participants of all ages.