

#10



You will need:

- Area of concrete approx 11m x 12m, prepped first with Resene Moss & Mould Killer, and then waterblasted
- Duct tape
- Masking tape
- Paintbrushes (including a wide artists' brush)
- Paint tray and roller
- Resene Non-Skid Deck & Path tinted to Resene Petanque, Resene Red Sienna and Resene Shadowland
- Tape measure



Step one

Mask off a playing area measuring 12m x 11m with duct tape. Using the Resene Ground Games plan as a guide, mask off the central two squares, as shown, positioning them 1m apart.



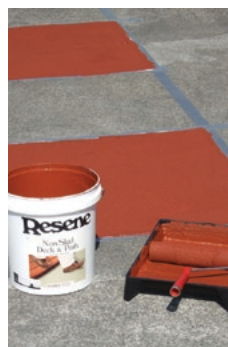
Step two

Again, using the Resene Ground Games plan as a guide, mask off the 1m x 1m side squares using duct tape.



Step three

Using a medium width paintbrush, paint the edges of the right hand squares with Resene Red Sienna, as shown.



Step four

Using a roller and paint tray, paint the centres of the right hand squares with Resene Red Sienna. Allow to dry for two hours and apply a second coat. Remove the duct tape before the second coat dries.



Step five

Repeat steps three and four with the left hand squares using Resene Petanque.



Step six

Using the Resene Ground Games plan as a guide, mask off the connecting lines with duct tape and apply two coats of Resene Shadowland to each, allowing two hours for each coat to dry. Remove the tape before the second coat dries.



Step seven

Mask off a 50mm strip around each of the coloured squares and apply two coats of Resene Shadowland, allowing two hours for each coat to dry. Remove the tape before the second coat dries.



Step eight

Mask off two rectangles measuring 450mm x 1000mm at the top of the game. Apply two coats of Resene Red Sienna to the right rectangle and two coats of Resene Petanque to the left rectangle, allowing two hours for each coat to dry. Paint the word 'Start' on each rectangle with Resene Shadowland. Allow to dry.

Use Resene Non-Skid Deck & Path paint to get a good foothold with this cool relay game.



To get the look:

For a neater finish, use a ruler or tape measure as a guide when painting the lettering for each 'start' box.



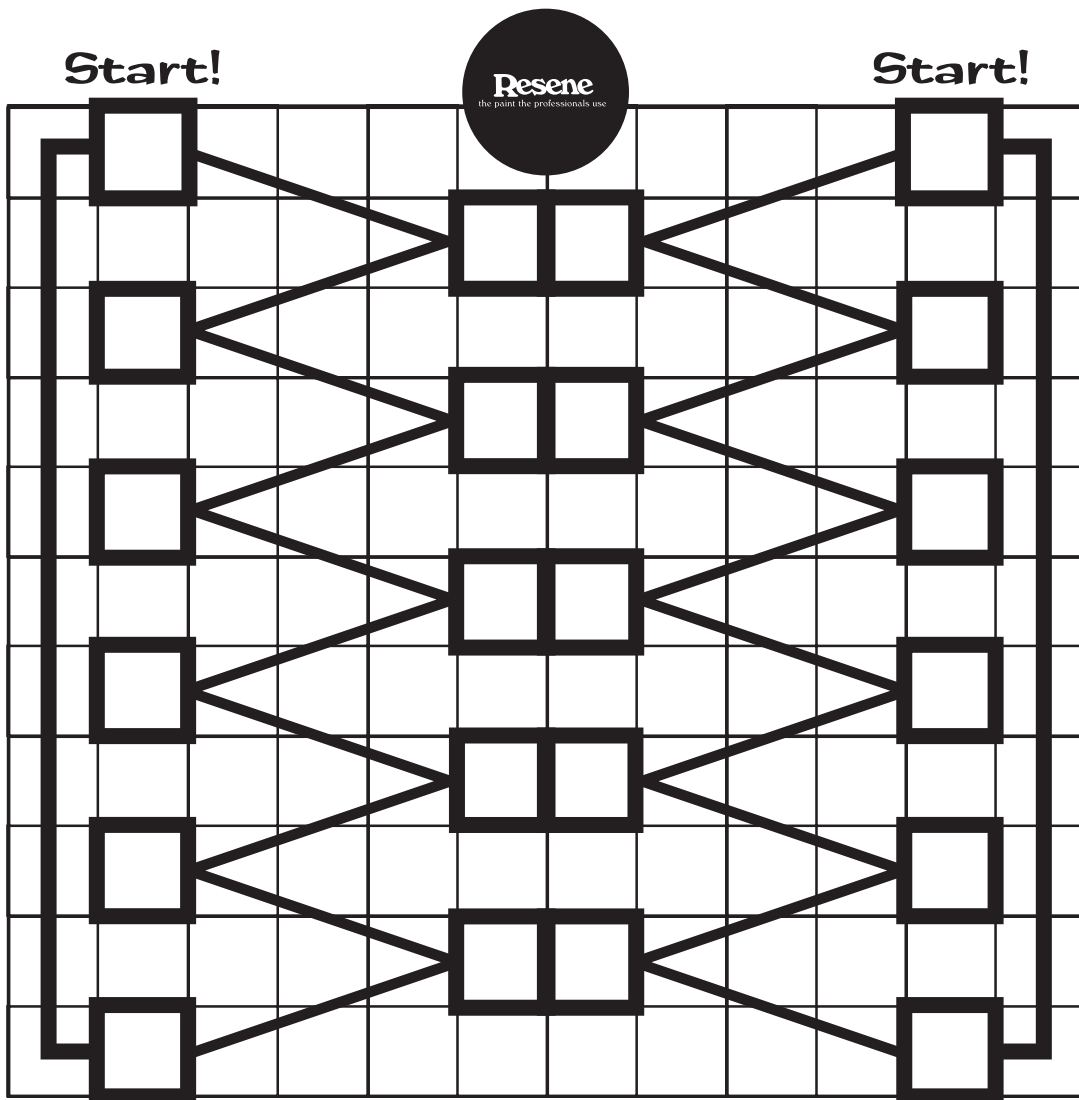
Other ideas for play:

For even more of a challenge why not try a backwards relay?

For more ideas and inspiration visit your local Resene ColorShop or www.resene.co.nz or www.resene.com.au.

Check out our special Ground games section online www.resene.co.nz/groundgames.htm or www.resene.com.au/groundgames.htm

#10a



Measurements:
Square is 12m wide
x 11m high.



Zig zag zany fun!

Number of players:

2 teams of six players or more

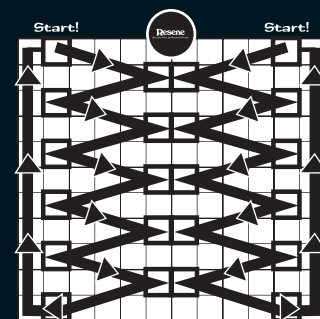
Additional equipment:

2 relay batons and a whistle

How to play:

Each player forms a line at the starting point with the first player in each team holding a relay baton. When the whistle is blown each player has to run from square to square in a zig-zag pattern. When they reach the final square, they run back to their team, handing the baton to the next player and joining the back of the line. The first team to complete the entire relay and sit down with their hands on their heads wins the game!

Direction of play:



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