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Read instructions in their entirety. In the event of missing parts, call **1-800-533-0446**.

BLASTOFF BALL™

Activity Instructions

Equipment List

- 2 Ball Launchers
- 36 Rainbow® Balls (3" dia)
- 6 Rainbow® ElevAir™ Parachutes

1. BlastOff Ball™

Objective. Be the team with the most points.

Number of Players. 18-24 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
Note: a play area with high ceilings is recommended.
- Create two launching stations at the far end of the play area. Place the balls in a storage bag or bucket and place between the two stations.
- Create a catching line at the opposite end of the play area, approximately 25' from the launching stations.
- Assign 6 players as launchers. These players do not play on a specific team.
 - 3 players per launcher.
- Divide remaining players into 6 equal teams and assign each team a Rainbow® color.
- Provide each team with 1 parachute in their team's color.
- Launchers take their places at the launching station, while remaining players take hold of their parachutes (2-3 players per parachute) behind the catching line.

Game Play.

- At the signal, 4 launcher players take hold of the launcher handles while the fifth and sixth players place balls in the pocket, pull back the pocket, and release to launch the ball into the air.
- Rotate players in the launching positions periodically to prevent fatigue.
- Players holding the parachutes attempt to catch balls in their team's balls.
- If a ball is successfully caught in the parachute, remove and set it aside. Balls that are not caught in the parachute are dead and may not be counted for points.

Scoring. The team that catches the most balls in their team's color, wins.

Options.

- Teams can catch balls in any color.

- Eliminate the catching line and use the full play area.
- For added difficulty, caught balls remain in the parachute. If any ball falls out, those points are lost.

2. BlastOff Ball™ 500

Objective. Be the first team to reach 500 points.

Number of Players. 18-24 players.

Setup.

- Use the same set up as BlastOff Ball™.

Game Play.

- At the signal, players launching the balls assign a point value to the ball they are launching by shouting it to the teams. Point values should be in increments of 10, 25, 50, or 100.
- Teams attempt to catch the balls in the parachutes.
- If a ball is successfully caught in the parachute, the team earns the point value of the ball.
- Balls remain in the parachute when caught.
- Play continues until one team reaches 500 points.
- Teams keep track of their scores, a team that goes over 500 reverts to a score of 250.

Scoring. The first team that catches balls totaling 500 points, wins.

Options.

- Remove balls from the parachutes. Assign one person from each team to run balls back to the bag between the launchers.
- Play for multiple rounds. The team that wins the most rounds, wins.
- Eliminate the catching line and use the full play area.

Small Sided Games

Play 2 simultaneous BlastOff Ball™ rounds.

Objective. Be the team with the most points.

Number of Players. 18-24 players.

Setup.

- Use the same set up as BlastOff Ball™, but separate the play area into 2 games, with 1 launcher and 3 teams per game.

Game Play.

- At the signal, 4 launcher players take hold of the launcher handles while the fifth and sixth players place balls in the pocket, pull back the pocket and release to launch the ball into the air.
- Rotate players in the launching positions periodically to prevent fatigue.
- Players holding the parachutes attempt to catch ball in their team's color.
- If a ball is successfully caught in the parachute, remove and set it aside. Balls that are not caught in the parachute are dead and may not be counted for points.

Scoring. The team that catches the most balls of their team's color, wins.

Options.

- Teams can catch balls in any color.
- Eliminate the catching line and use the full play area.
- For added difficulty, caught balls remain in the parachute. If any ball falls out, those points are lost.