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

ENORMARelayXL™

Pipeline Relay Race Activity Instructions

Equipment List

- 20 EnormaRelay XL™ Half Pipes
- 10 EnormaRelay XL™ Y-Shaped Pipes
- 6 Balls

1. EnormaRelay XL™

Objective: Be the first team to go from start to finish without dropping the ball.

Number of Players: Up to 30 players.

Setup:

- Use the playing area available; a basketball court indoors or outdoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create a start and finish line.
- Divide players into teams of 4-5.
- Divide the EnormaRelay XL™ Half Pipes and the Y-Shaped Pipes evenly between teams so each player has 1 pipe, then have each team get into a line.
- Give 1 ball to the first player of each team.

Game Play:

- At the signal, players begin at the start line with the first player sending the ball down the pipe.
- The next player (or players if the previous student prior is using a Y-Shaped Pipe) lines up their pipe to receive the ball.
- After successfully transferring the ball to the next player without using their hands, the first player runs to the back of the line and gets their pipe ready to use again once the ball comes back down the line.
- This continues down the line until the team reaches the finish line.
- If a player drops the ball, the team returns to the start line and begin again.
- Play continues until a team reaches the finish line.

Scoring: The first team to reach the finish line, wins.

Options:

- Play for multiple rounds. The team with the most points overall, wins.
- Increase/decrease the distance between the start and the finish line.
- Make teams smaller or larger.

2. EnormaRelay XL™ Partner Race

Objective: Be the first team to go from start to finish without dropping the ball.

Number of Players: Up to 30 players.

Setup:

- Use the playing area available; a basketball court indoors or outdoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create a start and finish line.
- Divide players into teams of 4-6.
- Divide the Half Pipes and the Y-Shaped Pipes evenly between teams so that 2 players share 1 pipe, then have each team get into a line.
- Give 1 ball to the first player of each team.

Game Play.:

- At the signal, players begin at the start line holding their pipes with their partner.
- The first set of partners sends the ball down their pipe.
- After successfully transferring the ball to the next set of partners without using their hands, the first set of partners runs to the back of the line and gets their pipe ready to use again once the ball comes back down the line.
- This continues down the line until the team reaches the finish line.
- If a set of partners drops the ball or uses their hands to move it, the team returns to the start line and begins again.
- Play continues until a team reaches the finish line.

Scoring: The first team to reach the finish line, wins.

Options:

- Teams can partner up if they have the Y-Shaped Pipes. Individual players on the team use the Half Pipe pieces.
- Increase/decrease the distance between the start and the finish line.
- Increase the number of players per team and incorporate more balls per team.

3. EnormaRelay XL™ Race

Objective: Be the first team to go from start to finish without dropping the ball.

Number of Players: Up to 30 players.

Setup:

- Use the playing area available; a basketball court indoors or outdoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create a start and finish line.
- Divide players into teams of 4-5.
- Divide the Half Pipes and the Y-Shaped Pipes evenly between the teams so that each player has 1 pipe, then have each team get into a line.
- Give 1 ball to the first player of each team.

Game Play:

- At the signal, players begin at the start line with the first player sending the ball down the pipe without touching the other pipe.
- The next player (or players if the previous student is using a Y-Shaped Pipe) lines up their pipe to receive the ball.
- After successfully transferring the ball to the next player without using their hands, the first player runs to the back of the line and gets their pipe ready to use again once the ball comes back down the line.
- If a player drops the ball or touches the other pipe, the team returns to the start line and begins again.
- Play continues down the line until the team reaches the finish line.

Scoring: The first team to reach the finish line, wins.

Options:

- Teams can partner up if they have the Y-Shaped Pipes. Individual players on the team use the Half Pipe pieces.
- Increase/decrease the distance between the start and the finish line.
- Increase the number of players per team and incorporate more balls per team.