Chariot Races

Category	Game
Type	Team game
Time to allocate (mins)	25
Instructions	Each Six has a go kart for the race. To start at one end of the grounds. One Cub to ride in the go kart and another Cub to push to the other end of the grounds. At the end, turn around, swop places and races back. Six finishes the race when all Cubs have been the "driver". Can set up a small course to go through instead.

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