

Corcl Games Pack—For 49 more ways to play!

Buy a ready-made pack of laminated cards on a metal ring in the store at Corcl.com. Alternately, download the following pages and use as is or make your own deck.

REUSABLE GAMES PACK INSTRUCTIONS

- Print out
- Cut on the dotted lines of one page
- Put blank sides together, info facing out
- Laminate and cut around the outside of the card
- Punch hole in one corner
- Repeat for all pages
- Put all cards on a 1" book ring

GO HAVE FUN!



Disclaimer of Liability

The waterfront staff, including lifeguards and instructors, must be able to alter any game in the Corcl Games Pack to match the abilities of participants. Compliance with the Games Pack does not guarantee that an activity will be safe. All paddle sport activities include inherent risk that can cause injury, loss or death and participants assume the risks.

GENERAL INSTRUCTIONS

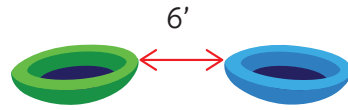
See manual for safety warnings



For calm waters



Keep body
centered in boat



Stay clear
of paddles



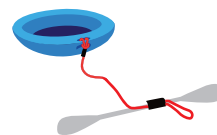
No uncontrolled
flipping

- Keep clear of swimmers.



GAME INSTRUCTIONS

- Unless otherwise stated, all games require a Corcl to have an attached tether rope and a kayak paddle. To attach the line to the handle, just slip the line through the loop.
- Set the marker at 30 feet. Use a buoy, an empty milk jug with a rope and a rock, even a floating PFD will work.
- All games use the marker to define the area or as a finish line.
- Unless otherwise note, all games require each team to have an equal number of players. You may need someone to go twice, if the numbers don't match.
- If your players tend to lose their paddles, you can secure them. Tie the paddle to the rope or use the Velcro paddle leash.




BASIC RACES to marker



- Sit cross-legged with a kayak paddle and GO!
- Kneel with a kayak paddle and GO!
- Kneel and scull* with one blade (one side of kayak paddle or canoe paddle) and GO!
- Stand and scull* with one blade (one side of kayak paddle or SUP paddle) and GO!
- Upside down Corcl, sit cross-legged with a kayak paddle and GO!
- Upside down Corcl, on stomach with a kayak paddle and GO!
- Multi-positional – Go to marker in one position, add a spin then return in another




* Scull is a  motion in front of, or slightly on the side of, your body. The same side of the blade always faces the paddler.

CORCL TRIATHLON

- Teams line up on the beach. Each team has a Corcl at the water's edge with one player seated cross-legged with a kayak paddle.
- At GO! 1st player paddles to the marker, spins the boat once and paddles back.
- 2nd player kneels in the boat and paddles to the marker, spins and paddles back.
- Final player stands with the kayak paddle and using a single blade, sculls to the marker, spins and sculls back.
- The first team to finish wins!



* Scull is a  motion in front of, or slightly on the side of, your body. The same side of the blade always faces the paddler. Watch the How-To video!

TUG OF WAR!

- Each Corcl must have a kayak paddle and tether rope attached.
- Attach the 2 ropes together at the end of their full length by tying a knot or attaching the Velcro paddle leashes.
- Players face away from each other.
- Place a marker between the boats.
- Shout GO! and players begin to paddle.
- First Corcl to pull the other past the marker wins.



THE HERKY JERKY RACE

- At least one Corcl must have the tether rope attached.
- Tie 2 Corcls together one rope's length apart by knot or by Velcro paddle leash. Sit Corcls side by side at water's edge.
- Keep Corcls 6 or more feet from the competitor.
- Give each Corcl only ONE HALF of a kayak paddle.
- Paddlers sit cross-legged or kneel with the attached rope at their hip.
- On Go! racers paddle to marker and back to tag next team of 2 Corcls.
- Repeat



RETRIEVER RACE

You will need a couple dozen balls/anything that floats



- Corcls ready to paddle from the beach/start. Each player is seated with a kayak paddle. Tell players to be aware of others' paddles. 4 Corcls per race.
- Throw balls in all directions on the water.
- On GO! Corcls race to gather as many objects as possible. When all items are retrieved, return to beach to count. Highest number of balls/floating items wins!
- Repeat game or play by eliminating player with least number of balls for the next rounds.



CARRYOUT RACE

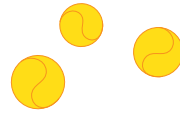
You'll need a bucket of balls that float

- Attach paddles to their ropes and line empty Corcls up at the marker (30 ft from shore) 6 feet apart. Put paddles in water next to boat.
- Place a bucket of balls that float in a bin on the beach.
- Teams line up across the beach. At GO! all 1st players run to the bin and grab as many balls as they can. They can use their hands or bathing suits to stuff balls. They swim out to their Corcl and put the balls in the boat and swim back to tag next player.
- Repeat until all balls are gone. Last player must get in boat and paddle back to shore.
- Corcl with most balls wins!



INFECTION

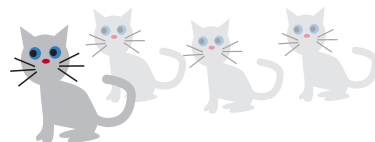
You'll need 3 tennis balls



- Choose a defined area of play.
- As many paddlers as you want/ can manage participate.
- Give one Corcl 3 tennis balls. On GO! let all other Corcls paddle from shore for a 7 second count.
- At 7! the Corcl with the balls paddles near other Corcls and throws ball into a Corcl. No head shots! If the shot misses, retrieve the ball and try again.
- If the ball goes in the boat, that Corcl throws the ball into another boat.
- The boats which have been hit can throw back and forth, working together as a team.
- The last untagged boat wins and becomes first boat with ball in the next round.

COPY CAT

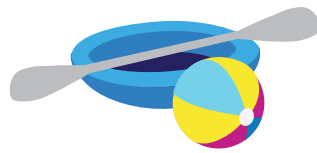
- Have each player count out loud from "1" to number of players. That is their number for this game.
- The leader gets into a Corcl from the beach and begins paddling from a seated position.
- The participating Corcls follow behind and do the same stroke.
- The lead boat changes speed/ stroke/ position and followers do the same thing.
- After 2 choices, lead boat falls back and "number 2" boat chooses 2 speeds/ strokes/ positions while everyone copies.
- Repeat through all the numbers. Start up again at "1", if you want.



PUSH BALL

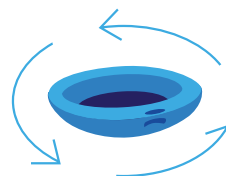
You'll need as many beach balls as teams.

- Each Corcl has a kayak paddle and a beach ball.
- Keep 6' distance between boats to prevent getting hit by paddles.
- On Go! each player puts their ball in front of their Corcl and taps it to move their ball forward. They paddle and tap to the marker and back to the start.
- The first Corcl back wins!



YOU SPIN ME RIGHT ROUND BABY RIGHT ROUND

- Youngest Corclers sit cross-legged without a paddle while an adult or an instructor spins them.
- Paddlers can use one blade of kayak paddle while seated to go fast.
- Advanced paddlers can stand in their Corcl in deep water and use one blade to see how long and fast they can go. Keep 10' distance from others.



3 FLIES IN GAME

You'll need a tennis ball.

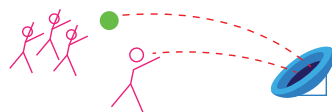


- Players stand in shallow water each with their own Corcl, without a paddle. Put an inch of water in the boat.
- Person on shore throws a tennis ball high in the air overhead the players.
- Players move their Corcls so the ball lands in their boat. If the ball hits inside the boat (even if it bounces out), that is 1 point.
- First person to get 3 in their boat wins!

REBOUND GAME

You'll need a Pinky ball

- Dig a hole by the beach and put your Corcl $\frac{1}{4}$ of the way down the deck into the hole, and secure it with sand OR prop a chair behind the Corcl. The deck should be at an upward tilt, facing the water.
- One person stands 10 feet in the water and throws a Pinky ball at the bottom $\frac{1}{3}$ of the deck. The ball bounces into the air to 3 players waiting behind the thrower to catch the ball.
- Each time a player catches the ball they get one point.
- First to get to 11 points wins!

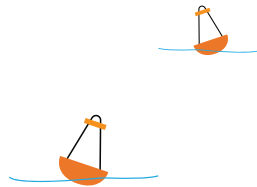


Note! If you dig 2 holes and partially submerge 2 Corcls 30 ft apart on the beach, you have goals for soccer or fiddlesticks lacrosse.

SLALOM RACE

You'll need several floating objects (buoys, PFDs...)

- Set up 2 identical obstacle courses of floating objects.
- At GO! 1st player gets in Corcl from the beach and paddles through entire course in one direction.
- After final obstacle, the player spins one time and paddles straight back to the beach.
- Repeat.
- 1st team finished wins.



SCAVENGER HUNTS

- 2 kids per Corcl pick from pile of your choosing (towels, branches, trays, PFDs, ropes, etc) and without paddle, or using arms or legs as paddles, race to marker and back.
- Task your Corclers to find 5 water-based items (seagrass/ ferns, shells or items you've placed) or a mix of land and water-based items.
- First back wins!

SPIDER

- Each Corcl has 2 people in it, sitting back to back with their legs dangling in the water and one kayak paddle. The other equal pairs of players wait in line on the beach.
- Teams are lined up across the beach, 6' from each other.
- Paddles should not be attached to tether rope for this game.
- On GO! 1st teams race to marker with one person paddling. After turning around, paddle is handed to other person, who paddles back to start. Players get out of boat and next pair gets in and goes.
- 1st team to finish wins!

BASIC DOUBLES

- Each Corcl has 2 people in it, both facing the same direction, sitting cross-legged and one kayak paddle.
- Paddles should not be attached to tether rope for this game.
- On GO! person in front paddles to marker. After turning Corcl around, kayak paddle is passed to person in back, who paddles back to start. Pair gets out of boat and new pair gets in to repeat the game.
- 1st team to finish wins!

MONSTER MOB *As many players as you want*

- Choose a defined area of play. All Corclers start together from same spot, seated with a kayak paddle.
- One Corcl is named 'monster'. At GO! other Corcls get a 7 second head start paddling from the monster.
- At 7, the monster paddles to touch the back of a fleeing Corcl. They too become a monster and paddle to touch other Corcls.
- Play until sea is full of monster. Last monster becomes the first monster for the next game.

FREEZE TAG *As many players as you want*

- Choose a defined area of play. All Corclers start together from same spot, seated with a kayak paddle.
- One Corcl is 'it'. At GO! the other Corcls have a 7 second head start paddling from 'it'.
- At 7, 'it' paddles to and taps a Corcl on the back edge with their paddle. The tapped boat must freeze by laying their paddle down across the boat.
- A frozen player can be unfrozen by being tapped by a free Corcl.
- Game ends when all are frozen. Last person frozen goes first in the next round.

BEEP BEEP BEEP

- Each player has a Corcl and a kayak paddle. They get in their boat and face the beach holding their paddle horizontal, ready to paddle. The rest of their team is in line on the beach.
- On GO! 1st player paddles backwards to marker. After turning, they paddle back backwards to waiting player. Repeat until all players have gone.
- 1st team to finish wins!

HALF BAKED

- Each player sits in their Corcl at water's edge with 1/2 a kayak paddle. Their teammates wait in line on the beach.
- Other Corcl teams are 6 feet or more away.
- At GO! 1st player paddles like a canoer (from side to side by switching paddle from hand to hand) to marker and back. Repeat until all players have gone.
- 1st team finished wins!



STAGGER START

You'll need a bunch of tennis balls or any balls that float.

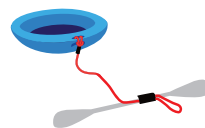
- Start with Corcls floating in knee-deep water with the paddles floating attached by tether rope.
- 1st players start on land behind a line equal distance away from Corcls.
- Each player gets a ball and on Go! tries to throw it into Corcl.
- If they miss, they must retrieve the ball and return to spot behind the line to try again.
- Repeat until ball goes in boat. (It still counts if it bounces out.)
- Player runs and gets into boat to begin race to marker.



DASH and SPLASH RACE

Note: Advanced skill—
Ability to get in and out of
boat safely required.

- Attach paddles by tying to tether rope or using Velcro paddle leash.
- Keep Corcls 6' apart.
- On Go! 1st Corcl for each team paddles out to marker.
- Player gets in water, leaving paddle floating next to empty Corcl.
- Player swims back to tag waiting teammate.
- Teammate swims to Corcl, crawls in and paddles back.
- Repeat. If there's an odd number, have a player go again so the Corcl ends on the beach. 1st team finished wins!




ONE ARMED

You'll need a canoe paddle. Advanced skill - Ability to scull* needed.



- Corcls line up at water's edge with 1st player kneeling.
- Each Corcler has their right arm wrapped around a canoe paddle or half kayak paddle. Left side of body is closest to beach and right side faces out.
- On Go! scull to marker and back. Repeat until all have gone. Fastest wins!
- For variety - paddle on each side like paddling a canoe OR try with left arm only.

* Scull is a  motion in front of, or slightly on the side of, your body. The same side of the blade always faces the paddler. Watch the videos in the How-To section of corcl.com.

SLAPSHOT

You'll need a beach ball. Advanced skill needed- Ability to paddle safely around other boats required.

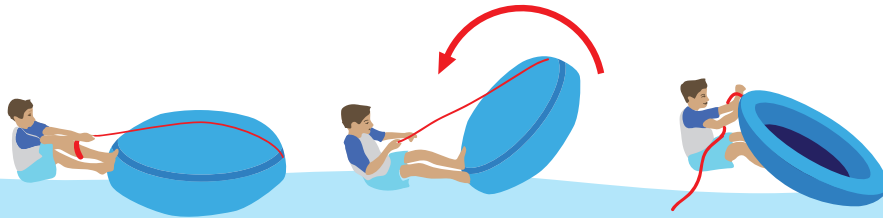
- In a defined area, 3 Corcls line up just off the beach 6' apart, each have a paddle. They are the defense and their goal is to defend the beach, which is the goal for the 3 attack Corcls.
- 3 Corcls, further out into the water, pass a beach ball back and forth by tapping it with a paddle.
- The attack approaches the beach and tries to score a goal.
- If they score, they get a point.
- If they don't, the defense Corcls clear the ball and it is their turn to be the attack.
- First to 7 wins.



TURTLES & TEACUPS

Note: Advanced skill - Ability to flip boat safely required.

- Corcls start at water's edge upside down with 1st player seated, holding kayak paddle.
- On Go! player paddles to marker where they flip boat over.
- Player climbs in boat and paddles back.
- Player jumps outside of Corcl, flips it over and hands paddle to the next player.
- Repeat. Fastest team wins.



SHERPA

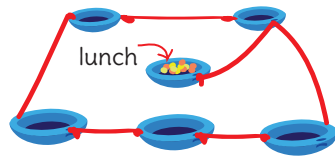
Note: Must be a good swimmer.

- Each Corcl starts at water's edge with tether rope attached.
- On Go! 1st player runs into water and pulls on the rope while swimming to marker.
- At marker, player gets in Corcl and using hands as paddles, returns to beach.
- Repeat. Fastest team wins.

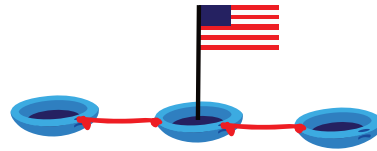
FOR YOUNGEST CORCLERS



Corcl 'hike' — Corcls pulled by a canoe or kayak.



Floating picnic



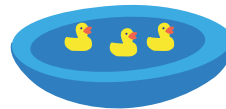
Decorate for
4th of July parade!

FOR YOUNGEST CORCLERS

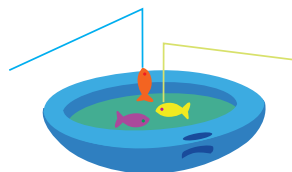
Corcls can be used for:



Mini splash pools—
Add balls and wind up toys



Rubber duck races
(blow or fan)



Magnetic Go Fish contest



Bobbing for apples

FIREFIGHTER BRIGADE

You'll need plastic cups.



- Place an empty Corcl a distance from the water.
- Line the players up equal distances from the water to the Corcl.
- Give each participant a cup.
- On Go! player closest to the water fills their cup then pours it in next person's cup all the way until the final person pours the remaining amount in the Corcl. Players continuously fill and pour until STOP! is called.
- Team with the most water in the Corcl wins!
- Variation- Use bigger containers and pour the water over head without looking where the receiver's container is.

ODDS AND ENDS

- On a picnic excursion or lazy float fill a Corcl with ice, drinks and lunch. It's a floating cooler!
- Use a rock or towel to tilt the Corcl up. Use a few bean bags or rocks to play Toss to hit the center hole or one of the circles on the deck.
- Put your dog in a Corcl attached to your canoe or kayak for an adventure!
- Chase the chicken. Throw a plastic chicken as far as you can and scream, "CHASE THE CHICKEN!" Corclers sprint to retrieve it first.

REUSE IDEA

Note: Before repurposing a Corcl, patch a pinhole leak!

- Drill holes a quarter way down the outside of the boat and fill to there with water.
- Drill holes on deck and place pieces of rope into water on one end leaving excess above the deck on the other.
- Put dirt on deck and plant flowers.
- Corollary action draws the water up the rope into the dirt to water your flowers year round!
- Ask us for a diagram for specific instructions at corcl.com.

