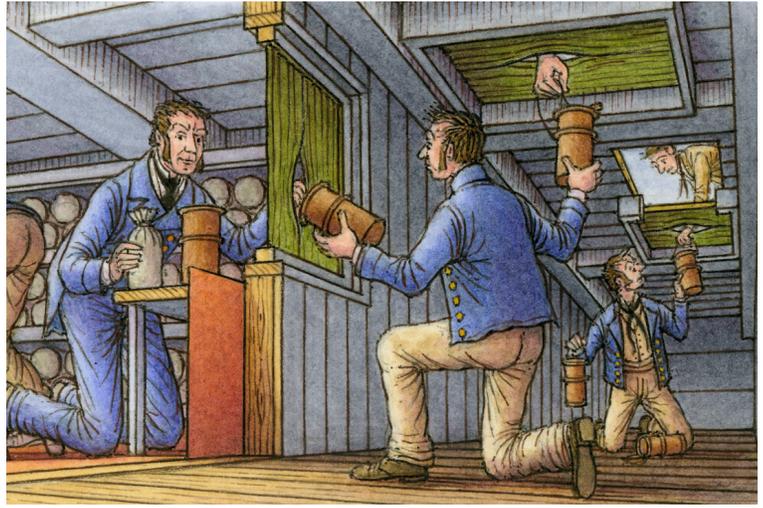


Powder Monkey Relay Competition

During Gun Drill exercises and in real battles, sailors on board *Constitution* fetched cartridges of gunpowder from the Magazine (in the Hold) and delivered them to the Guns. The Magazine was a store-room for gunpowder; it was a cramped, dark place. Copper sheets lined the walls to protect the powder from moisture. The sailors who passed gun powder charges to the Guns were called Powder Monkeys, and they had to be small, quick, and nimble for a safe delivery! Re-create the Powder Monkeys' job with your students using this Relay Race.



Object of the Relay:

The team of 4-5 students must successfully toss every “gunpowder cartridge” all the way from the “Magazine” to the “Gun” while overcoming all obstacles.

Materials & Set-up:

- An open space, preferable a flat field.
- 10 “gunpowder cartridges” (cloth bags filled with sand, heavy beanbags, water balloons or eggs, etc.).
- Field cones or bases, used to mark “decks” or obstacles the Powder Monkeys must overcome.
- Obstacles that students must run between, over, under, or around
- Students, split into teams of 4-5 members.

Set Up the Relay:

- Place 4-5 cones down a line, with a reasonable amount of space between them. This will represent “decks” Include “obstacles” at each cone
- 1 member of each team is at the beginning in the “Magazine” (starts with all the “gunpowder cartridges”), and the final team member is at a “Gun”.
- All other team members are spread out along the “decks” in between (with or without obstacles you have created).

Play the Relay:

- Once the facilitator says “GO!” teams attempt to pass the “cartridge” from player to player avoiding any obstacles in their way.
- As a team member approaches another, they may pass the “cartridge” on and go back for another.
- First team to make it to the “Gun” wins the relay.
-

Optional Rules:

1. If a team member drops a “gunpowder cartridge,” they have caused an explosion and are “stunned” for 5 seconds.
2. If a team member drops a “gunpowder cartridge,” they are out of the game for this round – leaving a longer distance for team members to pass their “cartridges”.
3. A dropped cartridge must make its way back to the magazine to start from the beginning.