

PRESTIGE SPORTS PARTY PLAN

- ✓ Nerf Guns
- ✓ Safety Glasses
- ✓ Ammo
- ✓ Blow Up Bunkers
- ✓ Pop Up Army Tents
- ✓ Inflatable Pump
- ✓ Vests
- ✓ Whistle
- ✓ Plastic Cups
- ✓ Music Speaker
- ✓ PlayList
- ✓ Medal
- ✓ Certificates
- ✓ Captains Armband

- ✓ First Aid Kit
- ✓ Accident Forms
- ✓ PSD Flyers

- ✓ Balloons

DURATION

⊕ 60, 75 or 90 mins

SPACE

Indoors

⊕ Small Hall or Sports Hall

⊕ Power Supply

PARTICIPANTS

⊕ Age of participants

⊕ Number of Participants

PARTY

- ★ SAFE
- ★ FUN
- ★ INCLUSIVE

Introduce the party & Make the birthday child the captain of the party, with a captains armband to wear.

TWO TEAM BATTLE FREE PLAY

TARGET BATTLE

Split the group into teams. Which team can knock their cups down first!

RE-ORGANISE BATTLE FIELD

LONE SURVIVOR

RE-ORGANISE BATTLE FIELD

FINAL BATTLE
END GAME

AWARDS CEREMONY
Medals, Certificate, Photo Opportunity



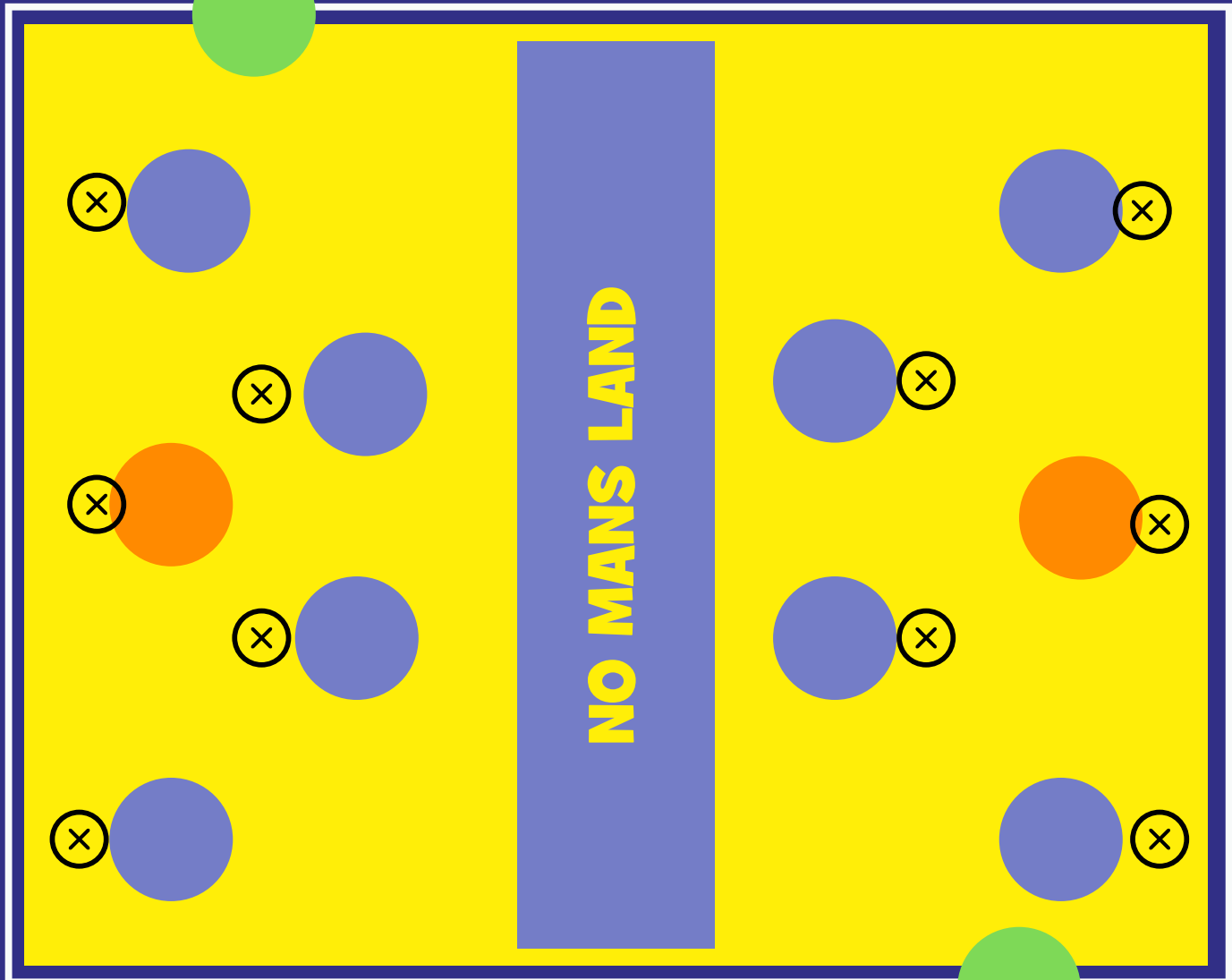
NERF PARTY RULES

- Keep Safety Glasses on for the entire session.
- On The coaches whistle cease fire and stop immediately.
- Do not aim for the head.
- Head Shots do not count.
- No close range shooting.
- Ammo stations are surrounded with a force-field. You cannot be tagged while reloading at the ammo station or in the re-spawn area.
- No moving the bunkers.
- No laying on the bunkers.
- No hitting or kicking the bunkers.

GREEN= RE-SPAWN AREA

ORANGE= AMMO TENT

BATTLE RULES



PRESTIGE NERF GAMES

GAMES

FREE PLAY

- Split the group into two teams.
- Each team kits up and goes to their side of the battle field.
- On the coaches whistle the teams battle. Players must not cross no mans land.
- If a player is hit they can go to the re-spawn area, do 10 star jumps and come back to the game. A player cannot be tagged on their way back to the battle field.

FINAL BATTLE - END GAME

- Same as above but if a player is hit, they are off for 60 seconds to reload and re-spawn.
- The team with the most players in the game at the end of the time limit wins.

TARGET BATTLE

- Split the group into teams.
- Place the teams in zones at one end of the hall.
- At the opposite end of the hall place a stack of plastic cups for each team.
- The first team to knock all their cups down from the fire zone, wins!

LONE SURVIVOR

- Split the battle field into a firing zone at one end and have the rest of the area full of bunkers to hid behind.
- The firing zone also needs a wall of bunkers.
- Start with one or two players in the firing zone. The rest of the players start on the battle field and try to survive the attack of the zombies!
- If the players are hit by the zombies they turn into a zombie and join the zombies team.
- At the end of the time limit if you survive you win the game and save the world!
- Players can only hide behind one bit of equipment for 30 seconds before moving. (Encourage players to move!)



PRESTIGE SPORTS NERF



PLAYLIST

FORTNITE MANIA

TUBTHUMPING

SWEET CAROLINE

JAMES BOND THEME

**STAR WARS
THEME TUNE**

INDIANA JONES

A-TEAM THEME TUNE

WE WILL ROCK YOU

SEVEN NATION ARMY

