

GAMES WITHOUT BORDERS

16 July 2026



XXV. International Meeting of Youth

Firefighters

13–18 July 2026

Šumperk, Czech Republic

Welcome to Games without Borders

Our Goal

The aim of our games without borders is for young people attending the 25th International Meeting of Youth Firefighters to make new contacts and friendships in a fun and playful way. The games without borders are sporting in nature, but the teams' performance is secondary in this case. The young people are supposed to have fun, be happy and relaxed.

The teams start in two groups and play individual games in a rhythm: 2 minutes to play a game, 2 minutes to move on to next game. Each team has 10 players. During the games without borders, the team leader may accompany their team, but may not actively participate in the game.

Overview and Course of the Games

Each delegation leader will receive a game plan with an overview of all the games and the starting numbers for each team at a meeting. Each team will start at the game that matches its starting number and continue according to the game plan. Before the start of the games, each team receives a game card, which will be used to record the points scored at each station.

Each game lasts exactly 2 minutes. The time for a team to move to the next station is also exactly 2 minutes. A whistle is blown 10 seconds before the start of each game and a whistle is also blown 10 seconds before the end of each game. The start and end of each game will be announced by a gong.

Each game is evaluated by a referee and the points scored are entered on a team's game card.

Instructions for Players

- The individual games must be played in sequence.
- A team's starting number is the number of the game the team starts to play at.
- Each team stays together throughout the games without borders.
- All players should be involved in each game.
- All players must respect the referees' instructions.

Game Signals

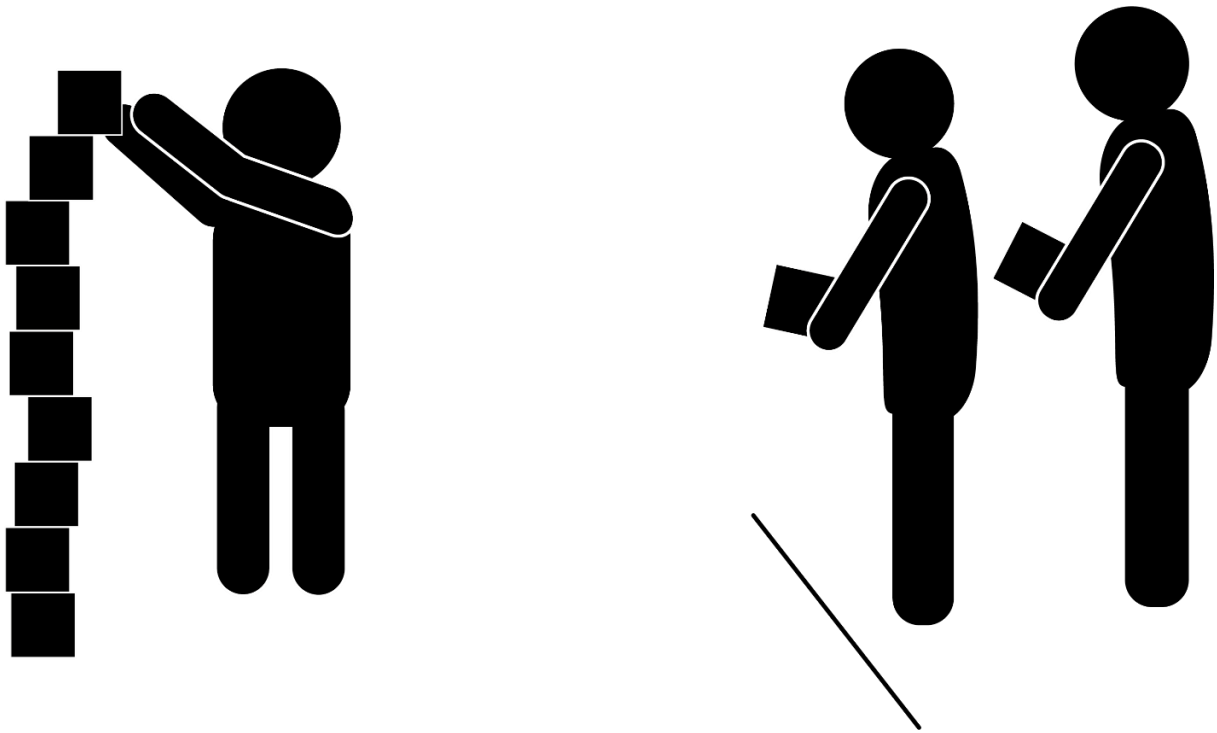
- A whistle is blown 10 seconds before the start of each game: Get ready to play!
- The start of each game will be announced by a gong: Start!
- The whistle is blown again 10 seconds before the end of each game: The end of the game is near!
- The end of each game is again announced by a gong: Stop!

We trust that we have managed to prepare an interesting and engaging afternoon for you.

Have fun!



1. BLOCKS



DESCRIPTION:

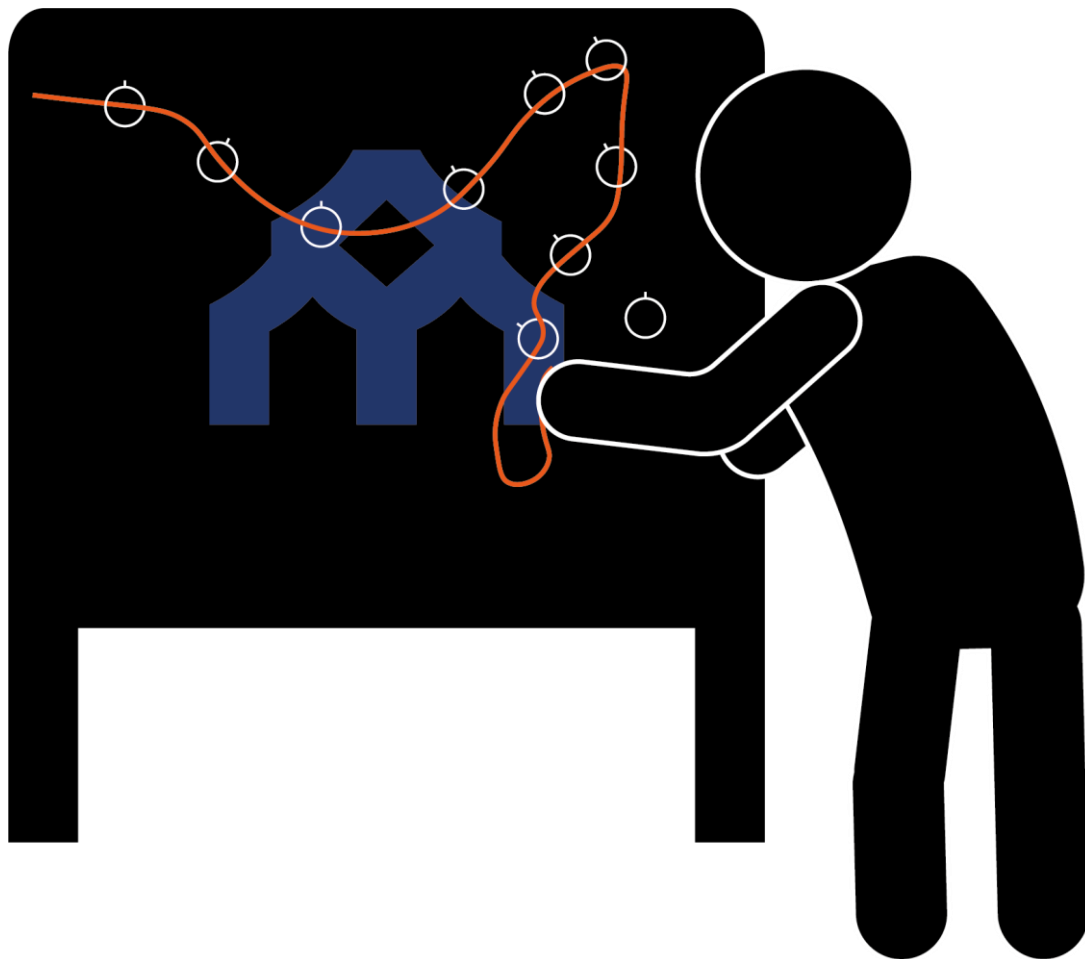
- The team works in the form of a relay.
- Members rotate one at a time.
- Each member brings one block.
- They gradually build a chimney using the blocks.
- After putting a block in place, a member returns.
- Another team member starts.

EVALUATION:

The total number of blocks before the chimney falls.



2. LOOPS



DESCRIPTION:

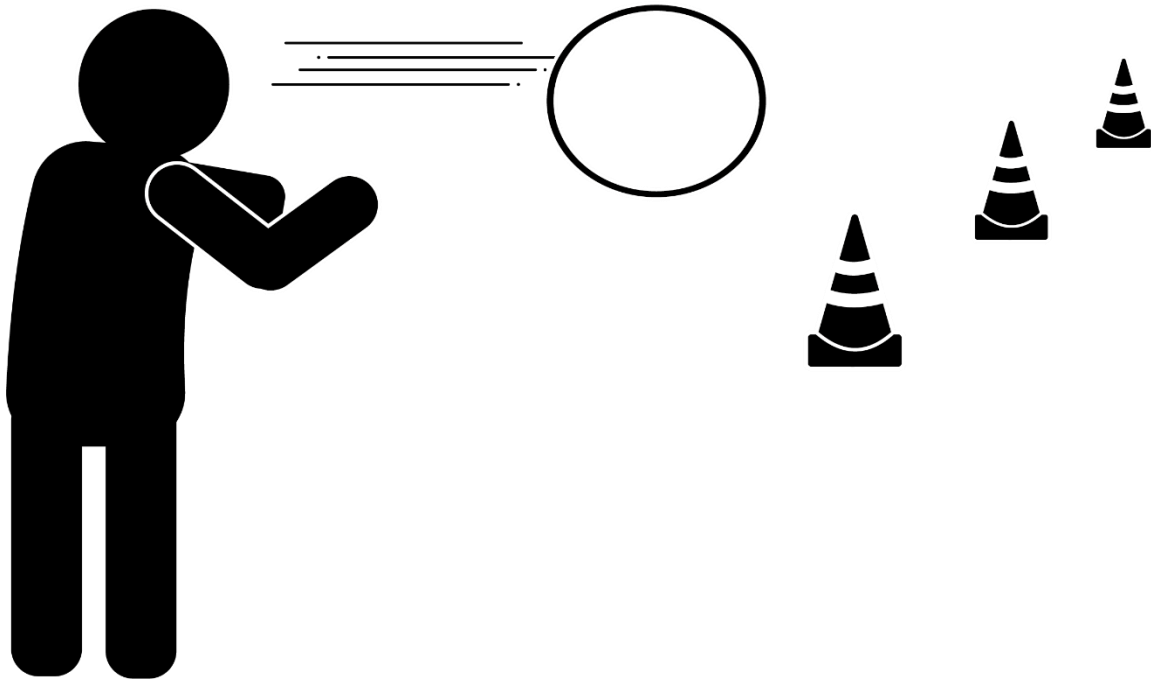
- A board contains variously spaced loops.
- A team member's task is to thread a string through one loop and pass the baton to the next.
- The team members take turns one by one.

EVALUATION:

1 point for every loop connected.



3. HOOP THROW



DESCRIPTION:

- Cones are erected at various distances.
- A team member stands by the first cone and throws a hoop at the next one.
- Whether they hit or miss, they advance to the second cone and throw again.
- The procedure is repeated.
- After an attempt is completed, the next team member continues in the same way.

EVALUATION:

1 point for each hoop a competitor gets on a cone

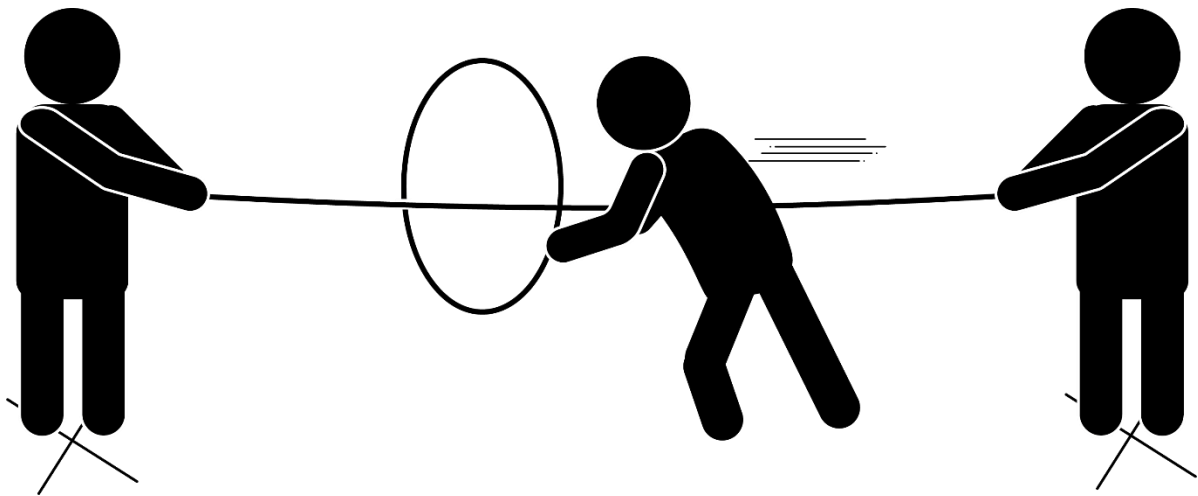


4. PAUSE





5. ROPE



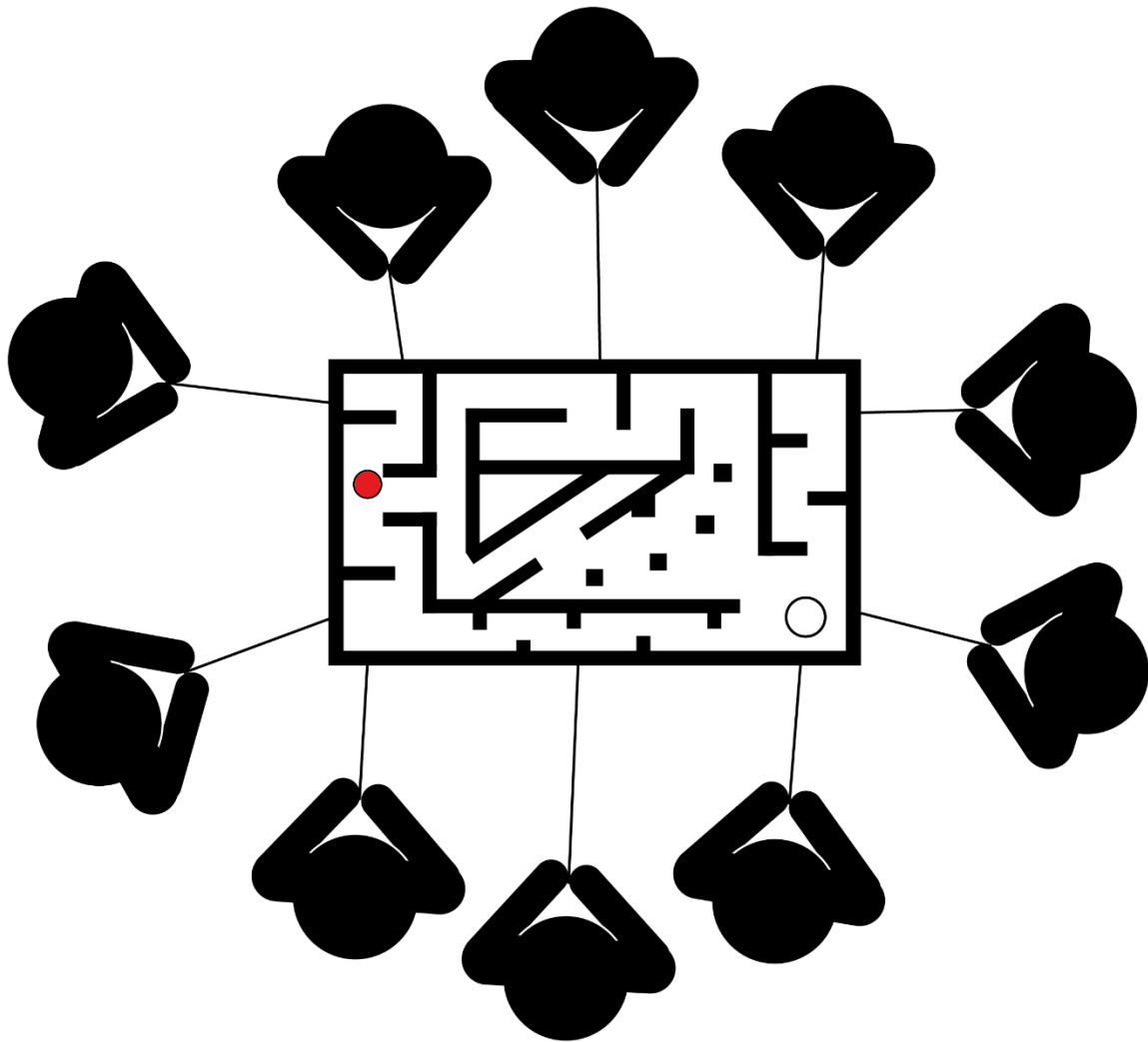
DESCRIPTION:

- Two team members stand facing each other.
- Each of them holds one end of a rope.
- A hoop is strung on the rope.
- The other team members are divided into groups of four. Each group of four stands on one side.
- The task is to gradually thread the hoop over the team members standing by the rope.
- The first competitor takes a hoop, runs with it to the other end and places it on the ground. They pass the baton to the next one and they do the same on the other side.
- The team members rotate in this way.

EVALUATION:

1 point for each hoop transferred

6. LABYRINTH



DESCRIPTION:

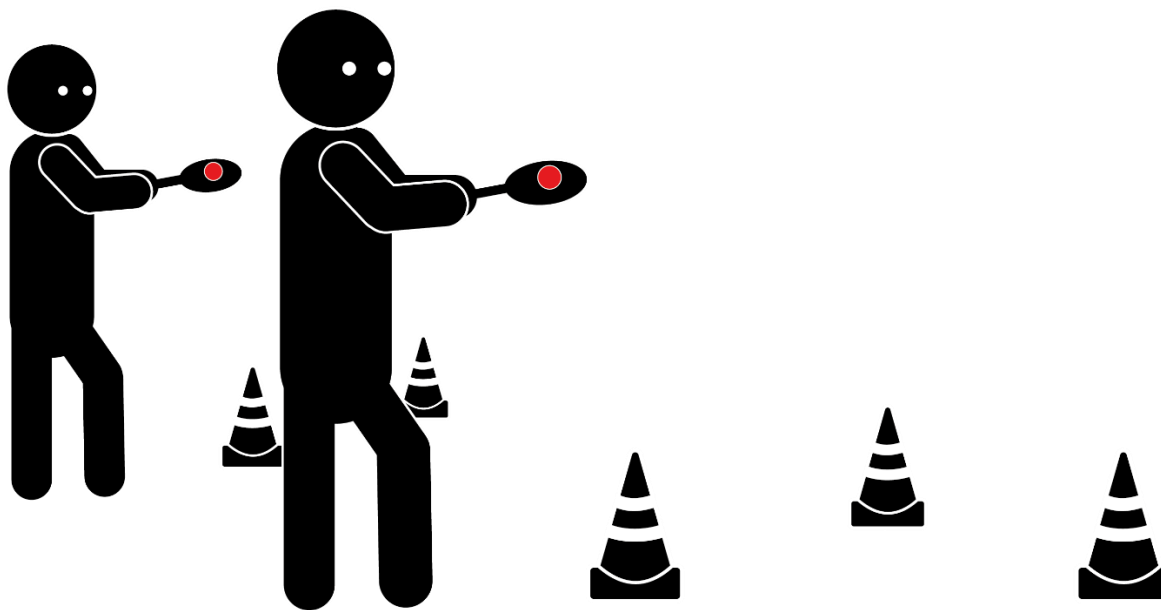
- All the team members hold a labyrinth board.
A balloon is placed in the labyrinth.
- Together they coordinate the movement of the board and the balloon.
- The task is to move the balloon through the labyrinth to the goal.

EVALUATION:

5 points for a balloon at the finish



7. SLALOM



DESCRIPTION:

- The competition takes place in pairs.
 - Each member of a pair has a bat and a ball.
 - The task is to get to the end of the track with the ball on the bat.
 - If the ball falls, we put it back on the bat.
 - Then continue from where the ball fell.
- After completing the track, the next pair follows.

EVALUATION:

1 point for each ball brought in



8. HOOP



DESCRIPTION:

- The team members stand in a line behind each other.
 - The team members hold hands between their legs.
 - The first team member holds a hoop in their hand.
 - The team's task is to jointly thread themselves through the hoop.
 - Team members must not let go during the task.
 - All team members gradually go through the hoop.
- After the last team member goes through the hoop, they run forward with the hoop to the front of the line.
- The team continues in the same way again.

EVALUATION:

10 points for the whole team going through the hoop

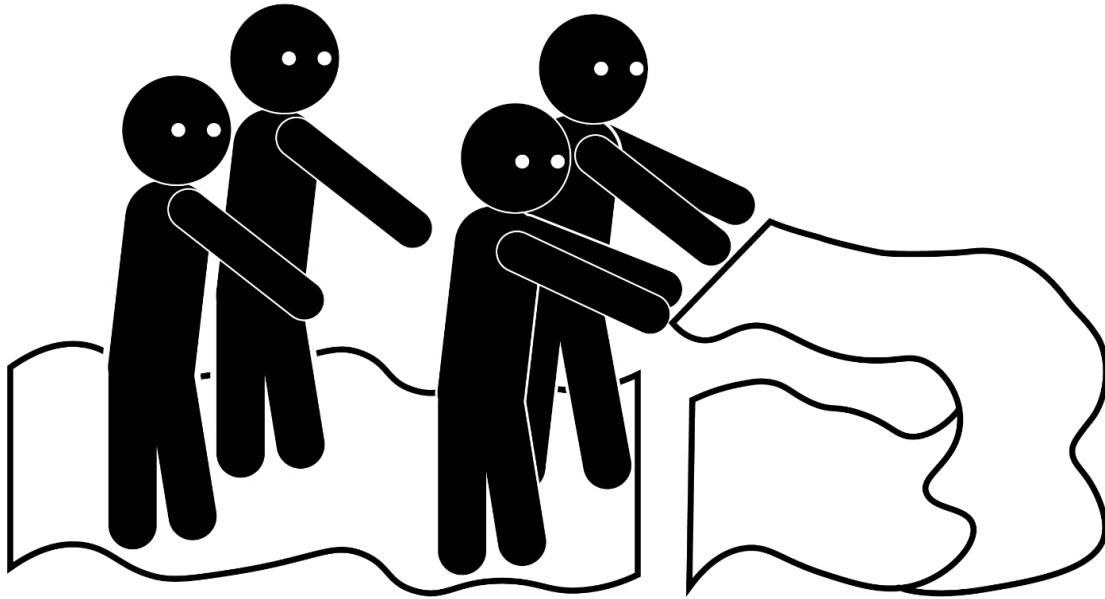


9. PAUSE





10. MAT



DESCRIPTION:

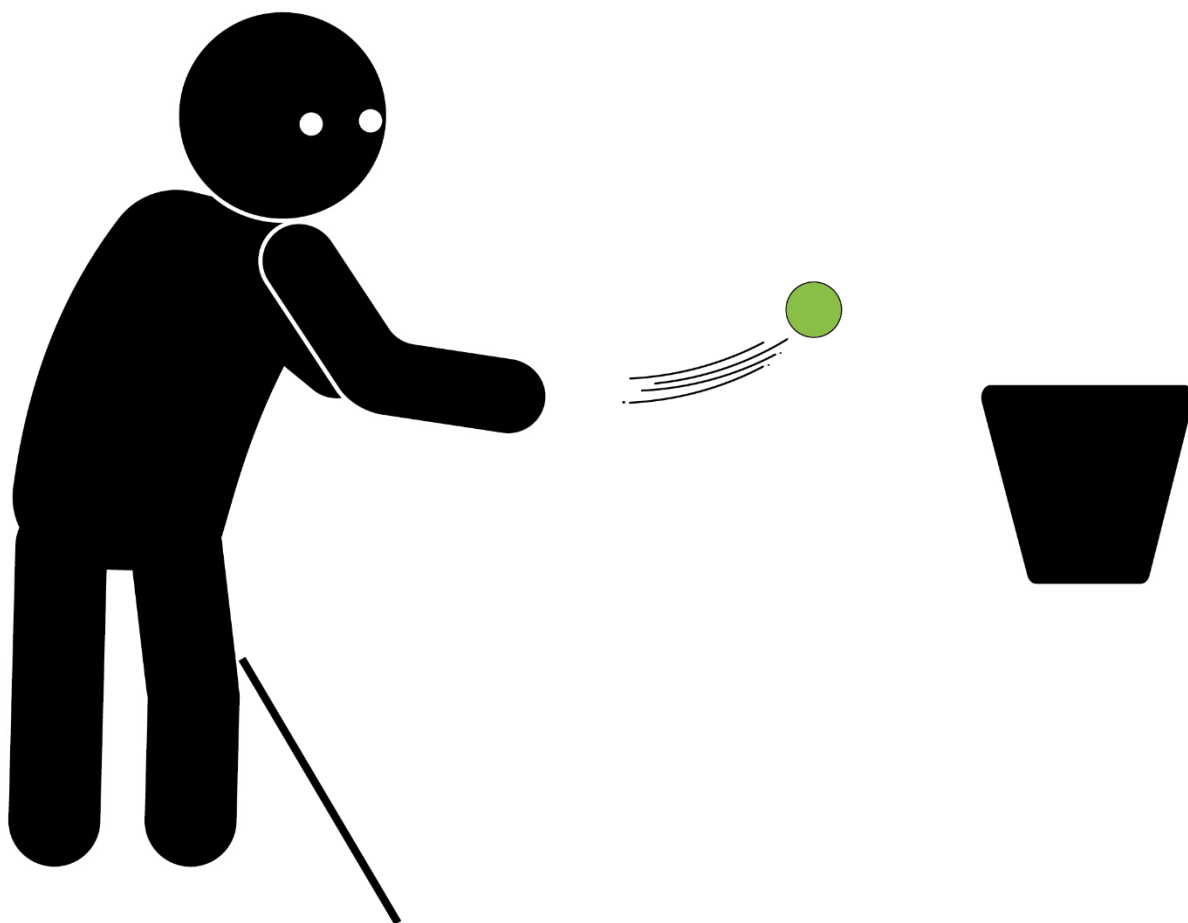
- All team members stand on the first mat.
- They hold a second mat in their hands.
- This mat is placed on the ground in front of them and then everyone moves onto it.
- They then pick up the first mat, place it in front of them and move onto it again.
- In this way, the team moves forward gradually.

EVALUATION:

10 points for each move onto a mat



11. THROW INTO BUCKET



DESCRIPTION:

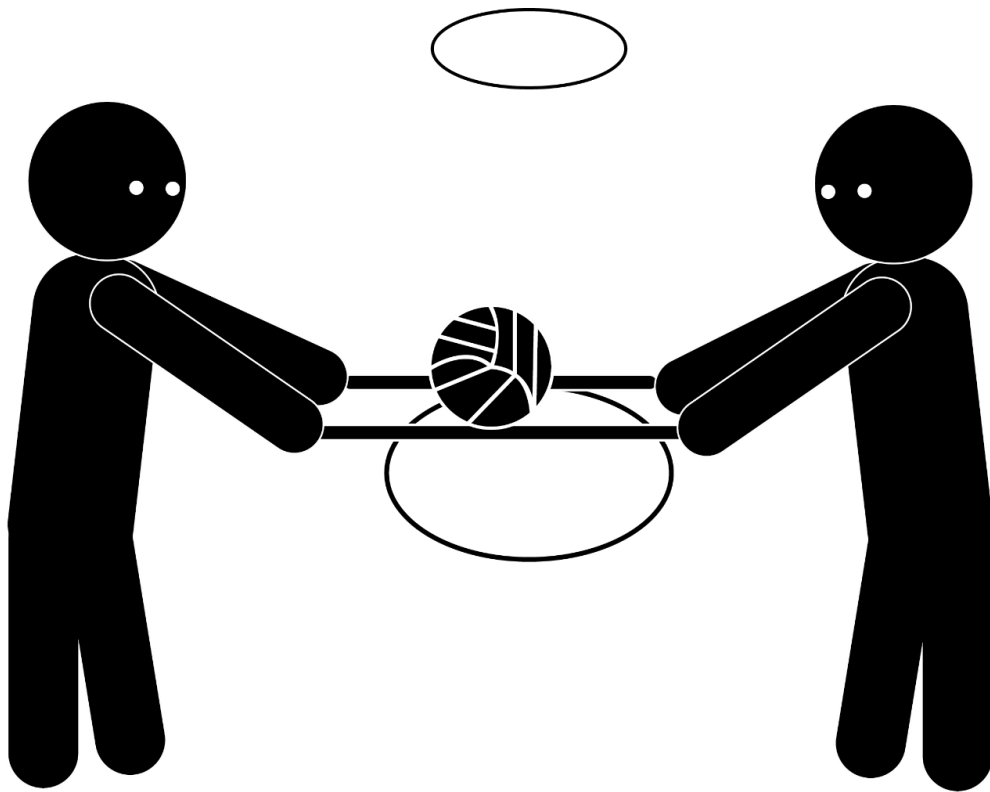
- Each team member takes their turn.
- Each member has a tennis ball.
- A bucket is placed in front of the players.
- The challenge is to throw the ball into the bucket.

EVALUATION:

1 point for each tennis ball in the bucket



12. BALLOON AND STICKS



DESCRIPTION:

- Hoops are set up on the ground at different distances from each other.
- Each pair holds two sticks, using them to transfer a ball from one hoop to the other.
- After completing a transfer, the pair goes back to the start and the next one runs out.

EVALUATION:

1 point for each ball carried on the bat



13. SNAKE



DESCRIPTION:

- The team members use a line to move a wooden piece with a balloon upwards.
- The task is to gradually control the movement so that the balloon reaches the hole.

EVALUATION:

The points are marked in the labyrinth.

They get as many points as are marked at the place to which the balloon is moved.

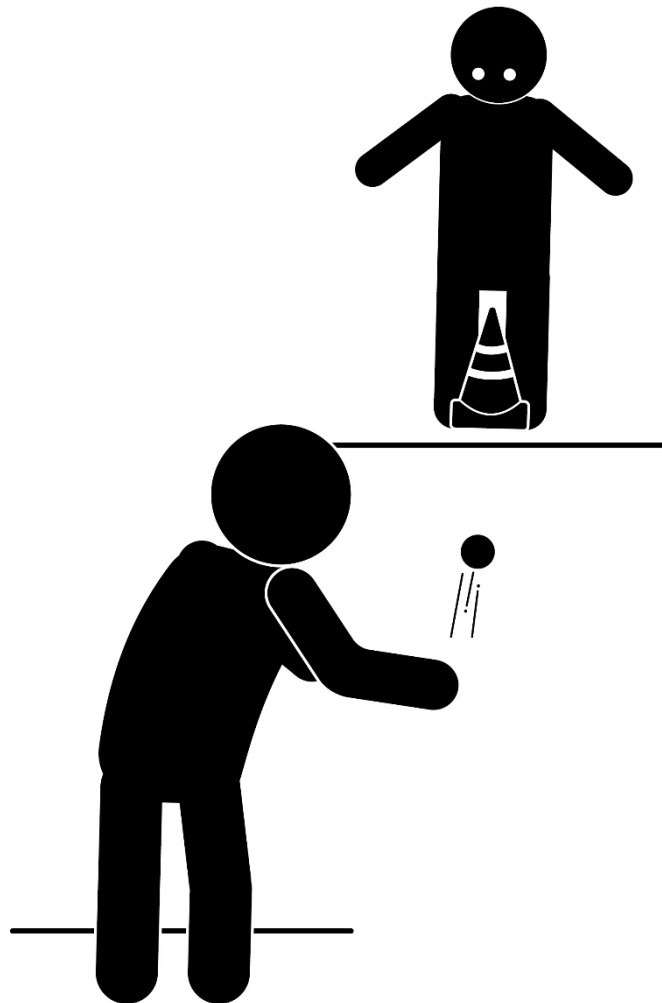


14. PAUSE





15. CATCH THE TENNIS BALL



DESCRIPTION:

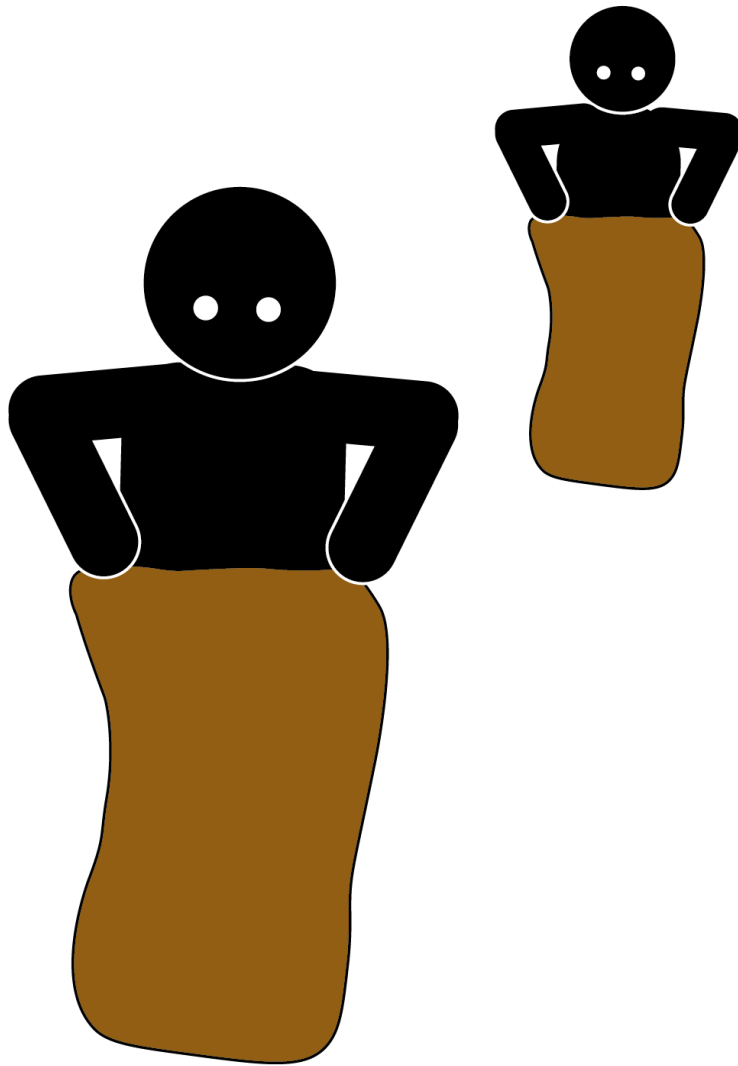
- One team member holds a cone between their legs and tries to catch a tennis ball sent by their team mate under it.
- The other team members stand in a row behind each other and send tennis balls along the ground.

EVALUATION:

2 points for each tennis ball caught under the cone



16. SACK RACE



DESCRIPTION:

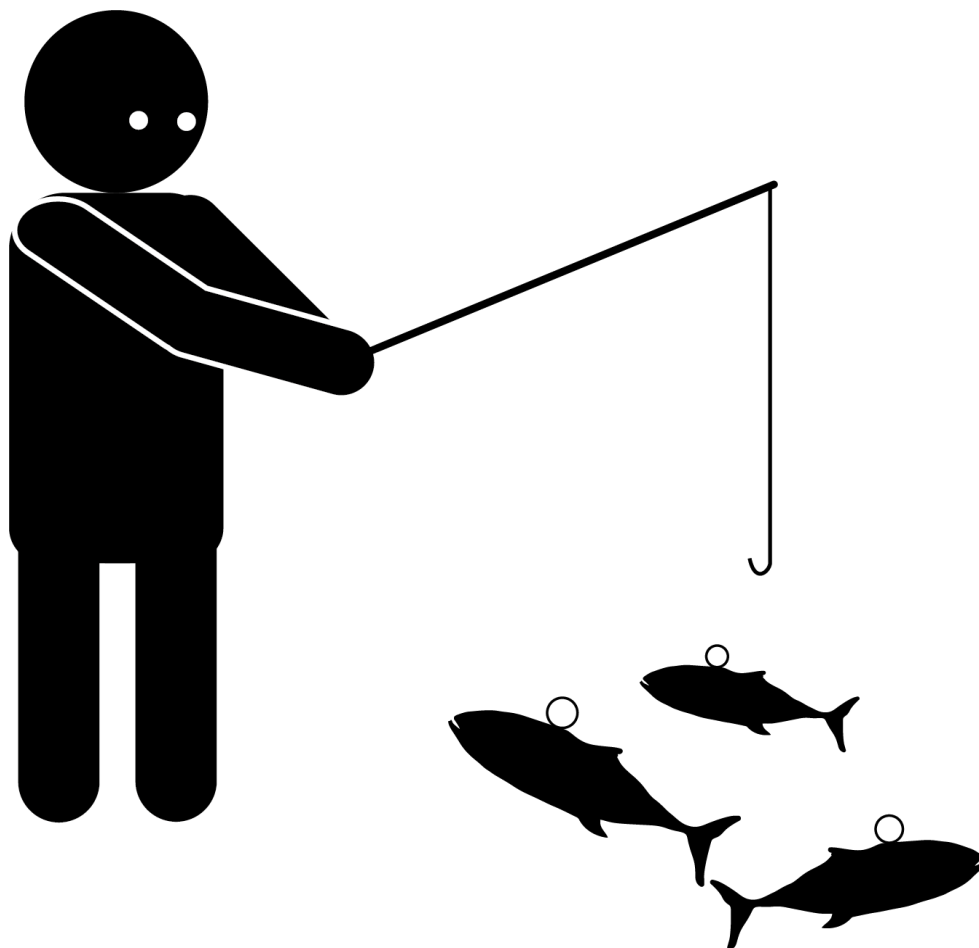
- The team members face each other.
The first five members jump in sacks in one direction.
- The other five members jump in sacks in the other direction.

EVALUATION:

1 point for each time the finish line is crossed



17. FISH



DESCRIPTION:

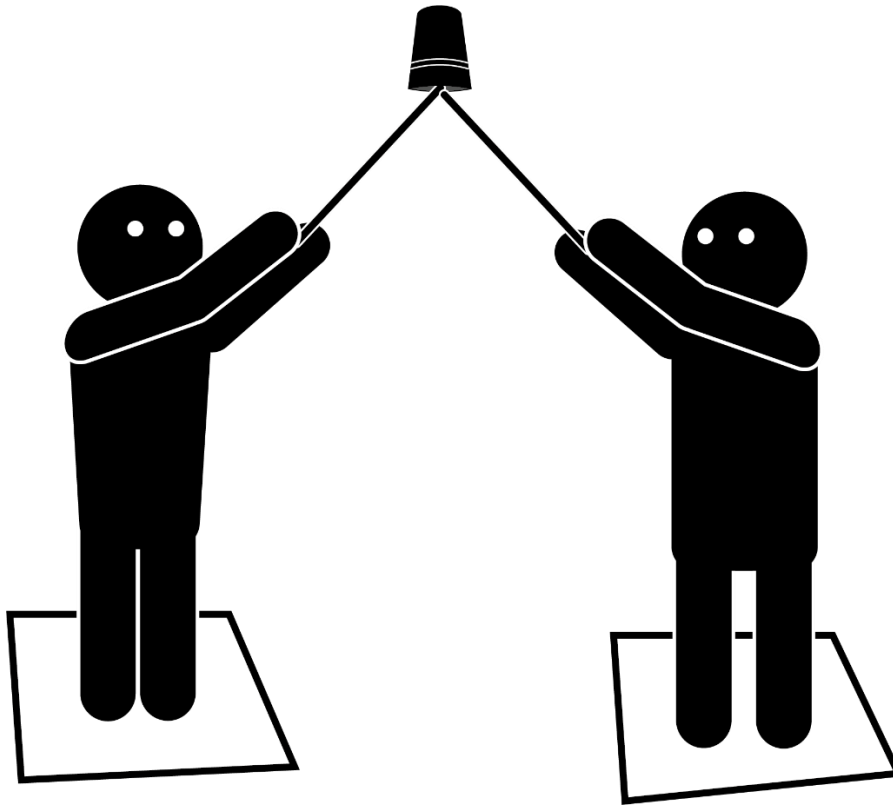
- Two team members start at the same time.
- They run to the marked area and use a rod to catch fish.
- After a fish is caught, the next team member runs out.

EVALUATION:

Each fish has a different value written on it, depending on the size of the loop. Points on the fish caught are added up.



18. STICKS AND CUP



DESCRIPTION:

- The team members stand in a line behind each other.
- They hold a stick in their hand.
- The first team member holds a cup, which they place onto their stick and hand it on to the next team member.
- In this way, the cup progresses along the line.
- When it reaches the end, it continues back the same way.
- If the cup is dropped, the team member picks it up and continues.

EVALUATION:

10 points for each cup transferred to the last team member

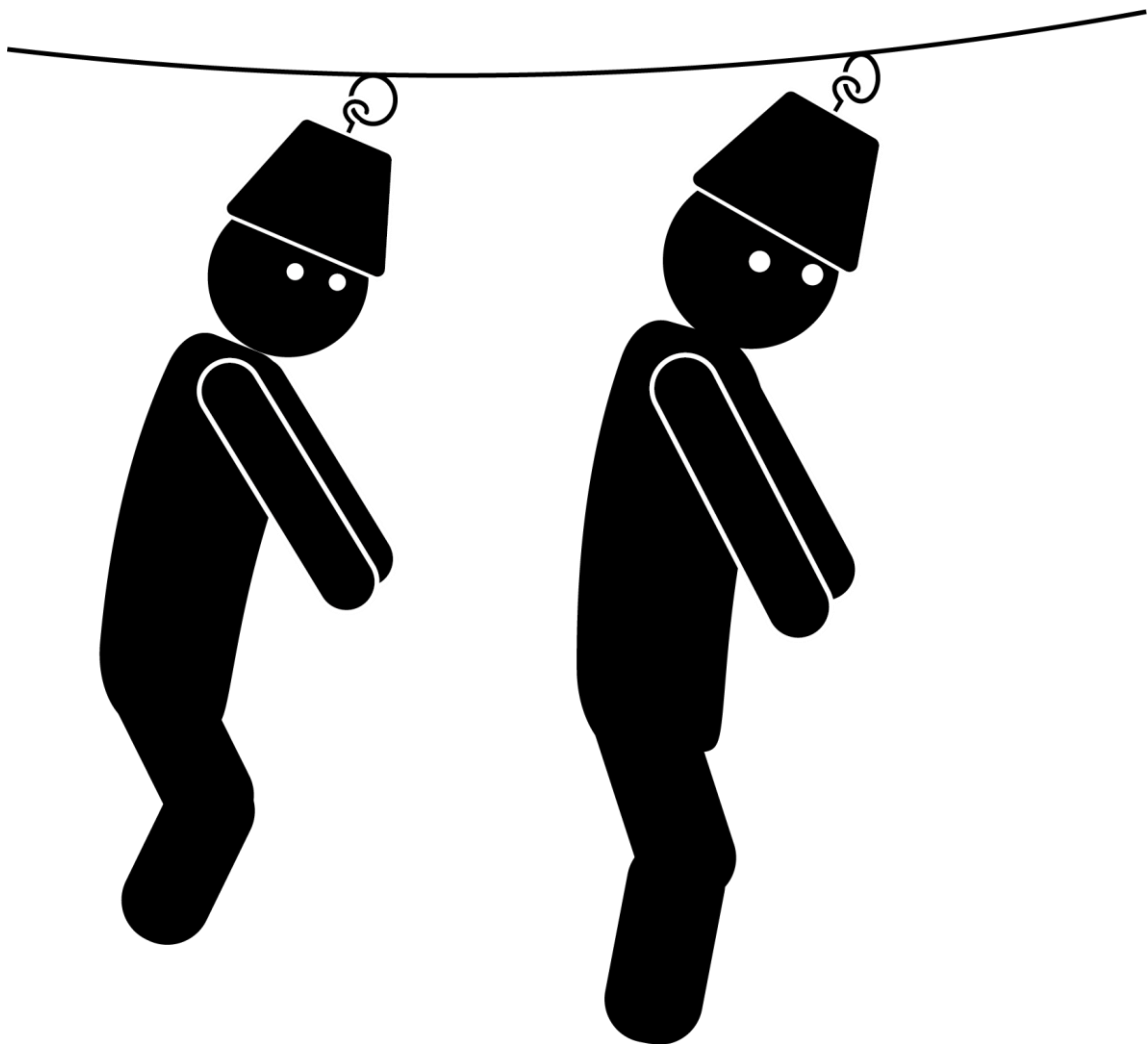


19. PAUSE





20. BOWLS



DESCRIPTION:

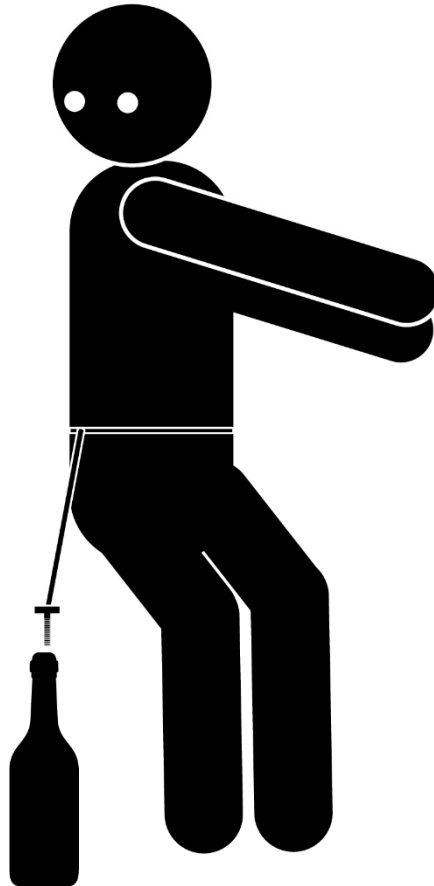
- A team member puts a bowl with a hook on their head.
- Using body movement, they try to hook the hook into the loop of a line.
- The whole team does it at the same time.

EVALUATION:

1 point for each bowl hung.



21. SCREW



DESCRIPTION:

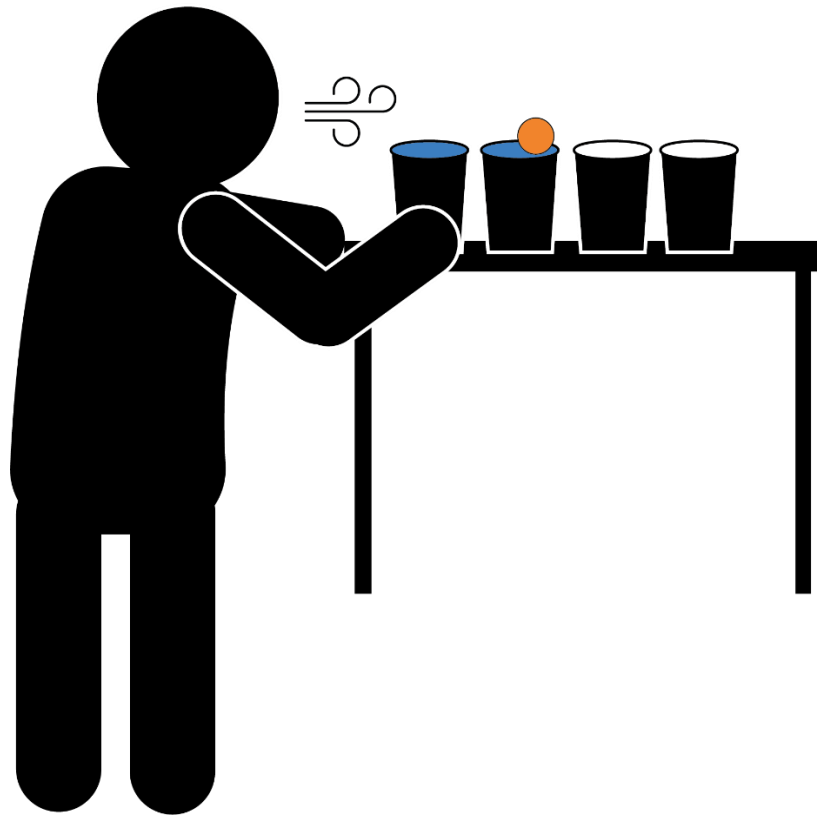
- Each team member has a string with a screw at the end tucked into their trousers.
- The task is to control the movement of the screw without using the hands.
- A team member tries to get the screw into the neck of a bottle as quickly as possible.
- Hands may not be used in the performance of the task.

EVALUATION:

1 point for each screw placed in the bottle.



22. BLOWING



DESCRIPTION:

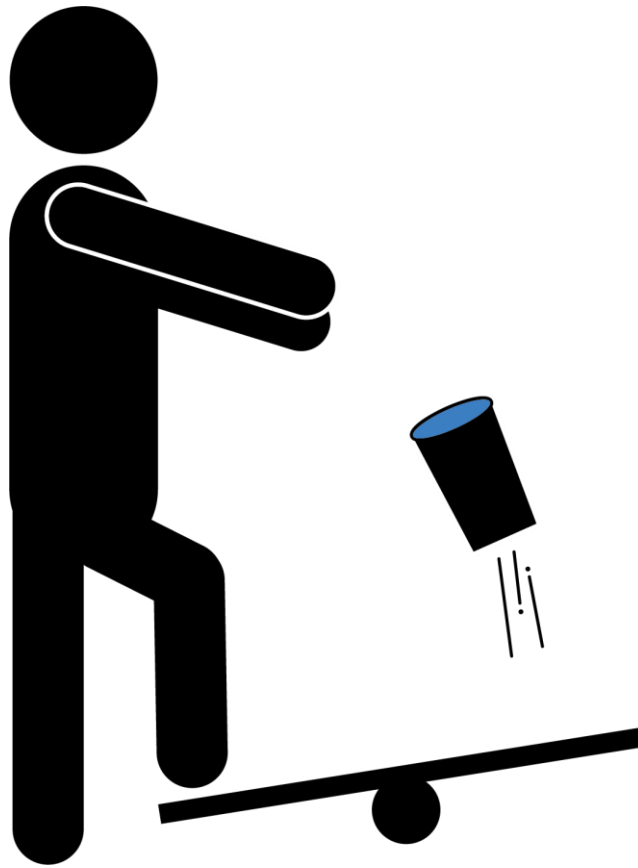
- Team members scoop water from a bucket into a cup.
- They pour the water into the prepared cups on the table.
- There is a ball in the first cup.
- When the water is in the cups, the ball floats to the surface.
- The team members carefully blow the ball into the next prepared cup.
- Repeat the process until the team members get the ball into the last cup.

EVALUATION:

2 points for each balloon moved to a new cup



23. WATER THROW



DESCRIPTION:

- Each team member takes their turn.
- Each member fills a cup with water.
- They put the cup on one end of a seesaw.
- They start the other end of the seesaw with their foot, thereby throwing the cup in the air.
- They try to catch the cup.
- They pour the water from the cup into the designated container.
- Another team member continues.

EVALUATION:

1 point for every 50 ml in the measuring cup

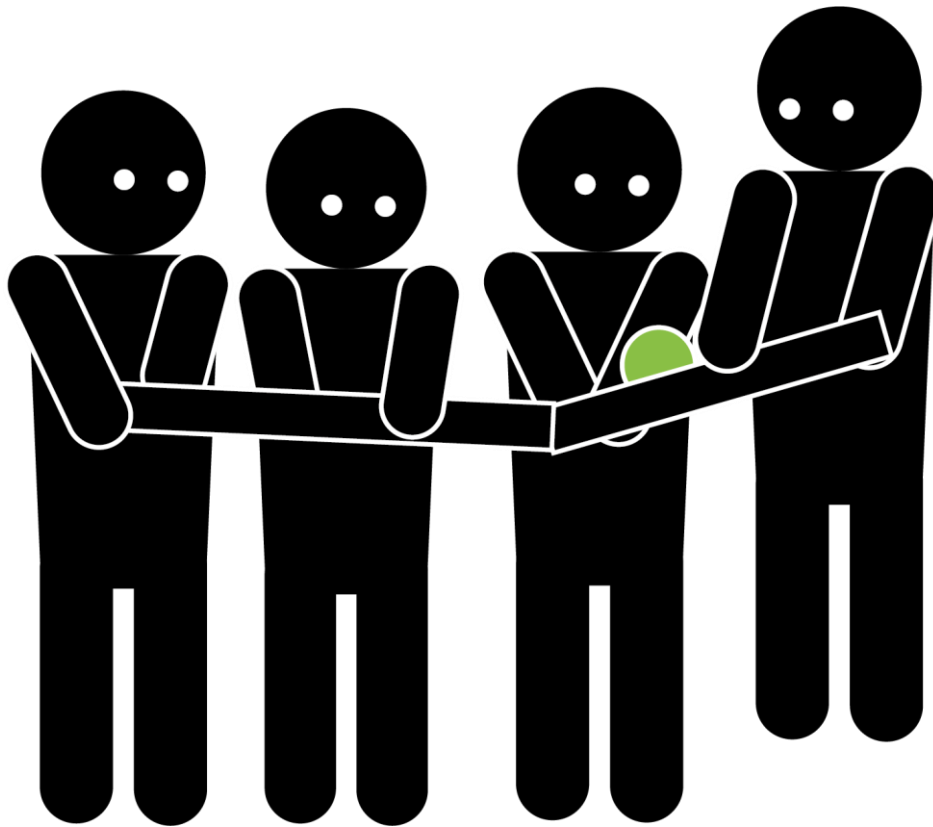


24. PAUSE





25. HALF-ROUND PIPE



DESCRIPTION:

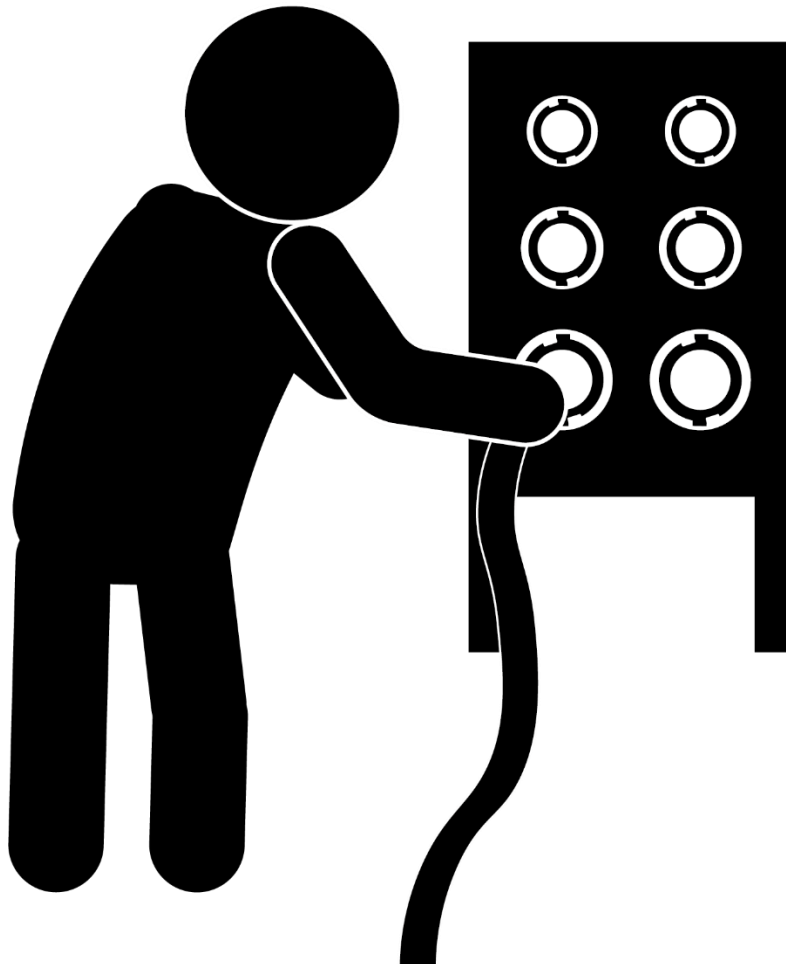
- The whole team stands in a line behind each other.
- Each team member holds a half-round pipe in their hand.
- The referee places a tennis ball in the first half-round pipe.
- The first team member sends it in the pipe to the next team member.
- The last team member sends the tennis ball into a bucket.
- After the tennis ball lands in the bucket, the referee starts another tennis ball.
- In the event of a tennis ball falling to the ground, the referee inserts a new tennis ball for the first team member.

EVALUATION:

1 point for each tennis ball that ends up in the bucket



26. STAND



DESCRIPTION:

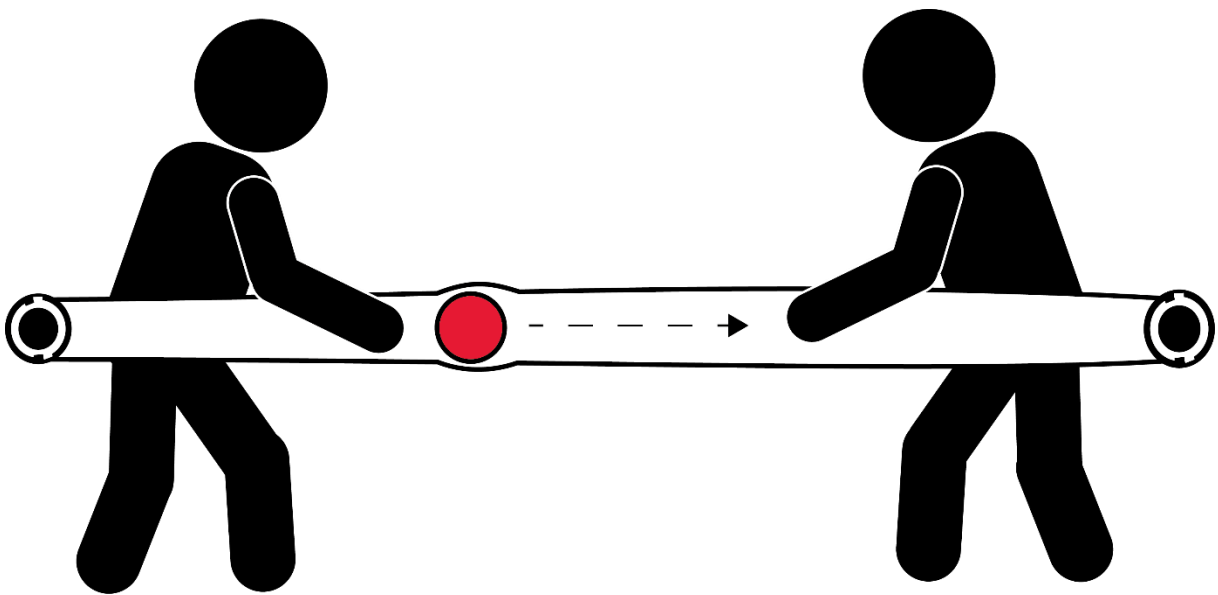
- Each team member approaches a stand in turn.
- One member connects all 6 hoses.
- The next team member disconnects all 6.
- The third member connects, the fourth disconnects, etc., ...

EVALUATION:

1 point for each half buckle connected and each half buckle disconnected.



27. HOSE



DESCRIPTION:

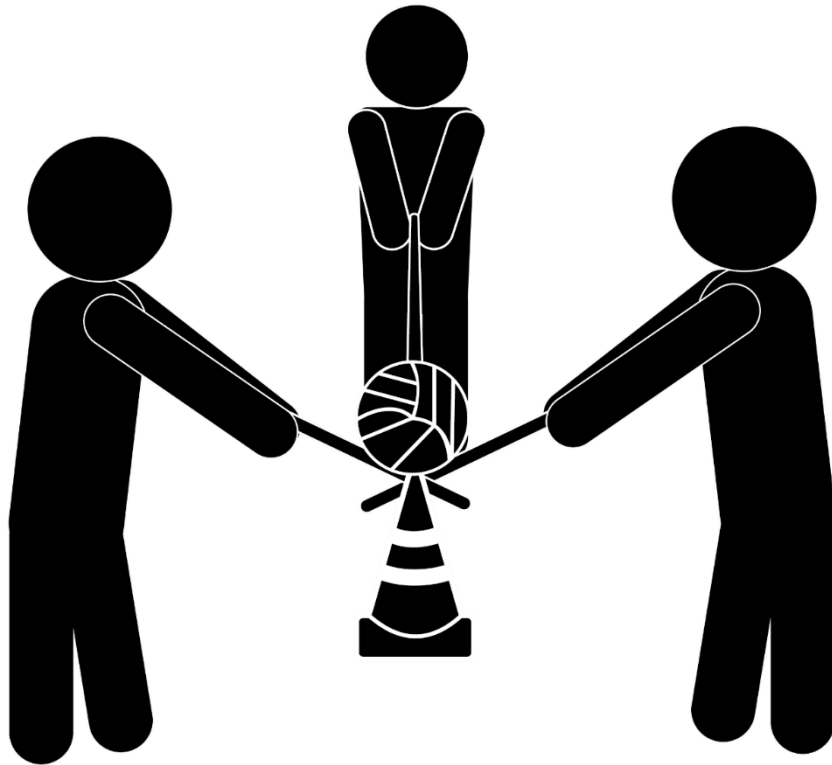
- A team is divided into two groups.
- Both groups work simultaneously.
- A balloon is placed at one end in a hose.
- The task is to push the balloon through the hose to the other end.
- The balloon must not be touched by team members, only through the hose.
- The group works together along the entire length of the hose.

EVALUATION:

1 point for every centimetre the balloon is pushed through



28. TRANSFER



DESCRIPTION:

- Each team member holds a stick in their hand.
- They all use the sticks together to lift a balloon from one cone and move it to another one.
- They repeat this task until the time limit expires.

EVALUATION:

5 points for each balloon carried and placed on a cone