

Spud Hunt

Another Fun filled teamwork game, actually most of the work is done by the passenger. The Bike operators have the hard job of being grateful that they are not the ones hunting for a Spud, Hidden in the Hay / Straw Pile, And Cheering on their Team Mate.
This is a Bikers Version of Musical Chairs. Just without the Chairs or the Music.

Suggested Rules & Materials Need.

Spuds, Depends on how many teams are in the event. **Note:** Place **one or two less** than the number of teams in the game, at the beginning and after each round till there is only 1 Spud left to determine the winning team.

3 or 4 Bails of Hay or Straw. To be placed on the Tarp

1 - 10 x 10 Tarp, or bigger, the reason for tarp is that it is much easier for clean up and moving the Hay or Straw back into a Pile. To hide the Spuds

1 - Bull Horn or Air Horn.

Optional - (Marking Chalk and Rope) or Road Cones

The Chalk is used to Mark an even Circle from the Centre of the Hay/Straw Pile. You Anchor the Rope or Have someone hold it then you walk a round Making a Circle.

Note you do not have to have a continuous marked circle just short lengths or spots account it takes a lot of marking chalk to mark a full Circle.

Or you can use Road cones to mark an Imaginary Circle.

Note, just allow a bit of distance from the centre to allow for the Bikes to Circle.

All teams ride in one direction going around the Pile of Hay/Straw.

Riders and Passengers must have both feet up and off the ground. When moving and.

Note *Passengers Must have Legs Straddling the Bike & there Butt on the Seat or Fender if no seat.**

**** No Riding Side Saddle ***.**

****No Dismounting till the signal is given ****, and then the mad dash for the Spud hunt.

So good Luck and May the best spuds succeed to be come the Great Potato Heads

>> Don't forget to remove a spud or two after each Spud Search. <<

Watch out for Burns from Hot Pipes