

Bicycle Games and Challenges

Hula Hoop Challenge

Use a hula hoop to add a challenge to this rodeo-inspired game.

You'll need several hula-hoops for this rodeo-inspired game. Prepare a course, either a straight lane or something more intricate. Set the hoops at the beginning of the course or at a designated point along the way and set up a folding chair about midway through the course. At a given signal, each player takes a turn on the course, stopping to pick up a hula hoop and tossing it around the folding chair before cycling to the finish line. You can either decide a winner by time or by how many hulas he has tossed successfully around the chair.

Marble Drop Bicycle Challenge

Just along the outside of a track lane place empty cans, alternating the sides of the track the cans are set. Each player gets a handful of marbles that he drops into each can as he drives past. Players earn points for each marble they successfully drop in a can.

Slow Speed Challenge

With chalk, mark out a course with three-foot wide lanes that is fifty feet long. Create one lane for each participant. If there isn't enough space, for many lanes, have two players race against one another and then the winners can race against other race winners. The challenge here is for riders to pedal as slowly as possibly while keeping their feet on the pedals at all times. The last one to cross the finish line wins.

Spiral Ride

Draw a large spiral with chalk, making the lanes at least two feet wide. Start in the centre and work outward. To make an even shape, have one person stand in the centre holding a piece of string while another person wraps the other end of the string around a piece of chalk.

The person in the centre gradually releases more string to make a larger spiral. The individual drawing the line should keep tension on the string. Create at least three or four lanes. Time how long it takes riders to move from the outside of the spiral inward without touching any lines.

Straight Bicycle Race

Draw straight lanes at least three-feet wide and fifty feet long. Participants race to the finish line. The first person wins.

Slow Speed Challenge

This is a race—but the winner will be last to cross the finish line. To prepare for this game, draw two or more lanes with chalk, wide enough for the players to easily pedal down. The lanes can be as long as you like, but they should be at least 15 feet long. To begin, the participants line up at the end of their lanes and begin pedalling forward at the referee's signal. The goal is to pedal as slowly as possible, without taking either foot off the pedals and touching the ground. The last player to cross the finish line wins.

Tight Rope Tollbooth

With a piece of chalk, draw a 3-inch wide lane as long as you wish; 50 feet is ideal, but you can shorten or lengthen according to how much space you have. Place a can or bucket at the end of the lane and give each player a penny or small stone. The players take turns riding the “tightrope,” trying to stay inside the lane. They must drop their penny or stone into the bucket at the end of the lane. You can either have the player who best stays within the lines win or the fastest player, if you use a stopwatch.

Tight Rope Trick Ride

Create a wide line by rubbing the side of a piece of chalk against the ground for fifty feet. Challengers must keep both their front and back wheels on the line for the entire length of the line. Players can be called out by either going off the line or they can have a second added to their time each time they waver.

Wavy Bicycle Obstacle Course

Create a wavy lane that is three feet wide and fifty feet long. Along the lane, tape balloons to the ground just outside the chalk lines of the lane. Players must move as swiftly as possible without breaking any of the balloons. A stopwatch or a watch with a second hand and a chart will be useful to keep track of the different cyclists who move through the course.

