

**TAG
TAG
&
EVEN MORE
TAG**

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TRIANGLE TAG

Objectives – For the Tagger to tag the target, while the triangle works to protect the target.

Setup

- Divide the players into groups of four.
- One player starts as the Tagger, and the other three join hands to form a triangle. The target is the player opposite the Tagger on the far side of the triangle.

Instructions

1. The Tagger begins to try and tag the target, while the triangle works as interference.
2. The triangle should cooperate to protect the target by moving and shifting.
3. The Tagger wins if the target is tagged or the triangle breaks.
4. If played properly by the triangle, this game can become frustrating for the Tagger, so stop and change roles regularly.

BODYGUARD TAG

Objectives – For the Tagger to tag the king while the body guards protect the king.

Setup

- Divide the players into groups of four.
- One player is the "Tagger", one player the "king", and the other two are "bodyguards".

Instructions

1. The Tagger tries to catch the king.
2. The bodyguards must try to protect the king by keeping their bodies between their king and the chaser (while keeping their hands on their hips).
3. The Tagger wins when they tag the king.
4. Change roles regularly to give all the players the opportunity to play each role.

DRIBBLE TAG

Objectives – For players to enjoy a game of tag while increasing their dribbling skills.

Equipment – Basketballs.

Setup

- Choose one or more players to dribble the ball. The person dribbling the ball is the Dribbler.
- Have the other players to scatter themselves within the boundaries of the playing area.

Instructions

1. The player(s) with the basketball dribbles around the playing area, attempting to tag a free player with their non dribbling hand. The "Dribbler" must be in control of the dribble when tagging.
2. When a player is tagged, they become the new dribbler, or kneel down on one knee and wait to be freed by another player. Whichever process is used, ensure that all players get a turn dribbling.



Variation: Play this game in an area the size of a four square court, with one dribbler and three to four players.

SOCCER TAG

Objectives – For the Taggers to try and hit free players with gator balls.

Equipment – Soccer sized gator balls and bib markers.

Setup

- Choose three players to be the Taggers and give each a bib and a ball.

Instructions

1. Have the Taggers dribble the soccer balls around the gym with their feet, and try to hit free players by kicking the balls at them.
2. Anyone hit with a ball below the waist becomes a Tagger and must put on a bib and help to hit the remaining free players.
3. Continue until all players are caught. Add more balls as necessary, when more players are caught.

TAPE TAG

Objectives – For players to “stick” others with their tape roll while trying to avoid being “stuck” by another player’s tape.

Equipment – Little rolled pieces of masking tape.

Setup

- Give each player five pieces of rolled masking tape.
- Instruct each player to hold one piece of tape and place the others over a finger on their other hand.

Instructions

1. Each player needs to run around the playing area attempting to place their five pieces of tape on five different players, while trying to avoid having tape put on themselves.
2. Tape can only be placed on the back, arms, or legs of other players.
3. After all of a player’s tape is gone, they must avoid other players with tape until the game is stopped.
4. Players cannot re-tape a piece of tape that has been placed on them.
5. The winner is the player with the fewest pieces of tape on them when the game ends.

TOILET TAG

Objectives – For Taggers to tag other players with toilet brushes, transforming them into toilets.

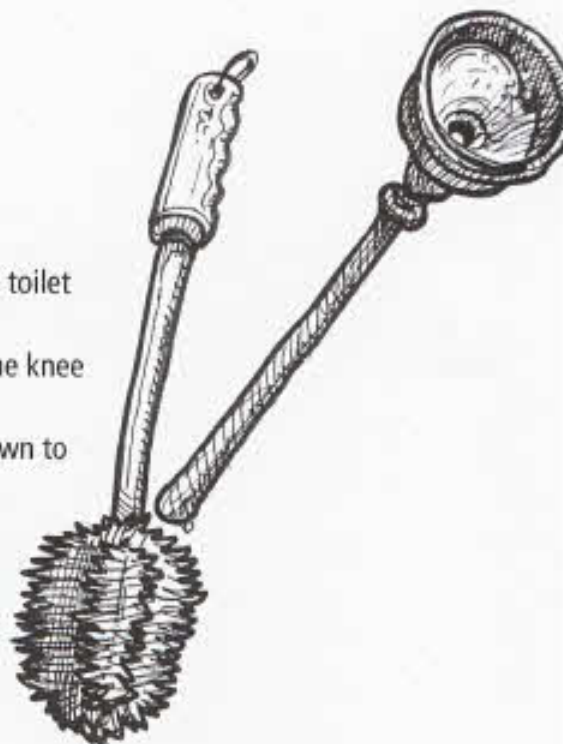
Equipment – Several clean toilet brushes or plungers.

Setup

- Choose three or four players to be the Taggers.
- Give each Tagger a clean toilet brush or plunger.

Instructions

1. The Taggers need to try to tag the free players with a clean toilet brush or plunger.
2. If tagged, players become a toilet by squatting down on one knee with the same side hand raised up for flushing purposes.
3. To be freed, a free player must push the “toilet’s” hand down to “flush.”
4. Toilets make a flushing noise, circle once, and then they are free. Those who free the toilets wash their hands till their toilet finishes flushing.
5. Change Taggers frequently.



CLOTHESPIN TAG

Objectives – For players to try and steal clothespins from other players while trying not to have pins stolen from them.

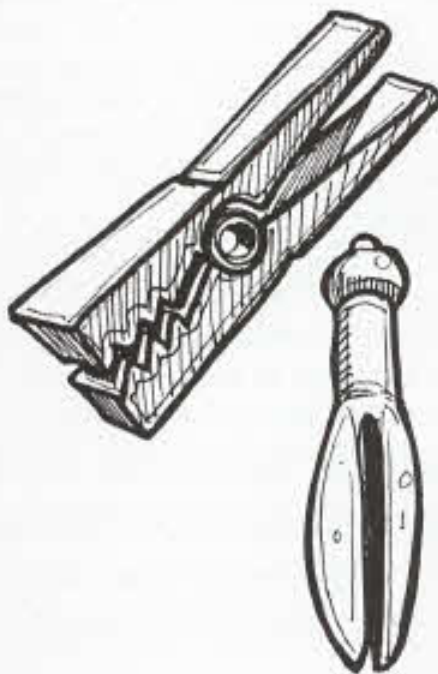
Equipment – A large number of clothes pins.

Setup

- Give each player two clothespins and have them put them on the back of their shirt.

Instructions

1. Players run around trying to steal pins from other players while avoiding having their pins stolen.
2. When a player steals a clothes pin, this player kneels on one knee and is allowed to place the newly acquired cloth pin on the back of their shirt. As soon as the clothes pin is attached to the shirt, the player must stand up and resume playing.
3. When the leader ends the game, players count the number of pins they have.
4. The player with the most of clothespins is declared the winner.



MONKEY CROSSING

Objectives – For Monkeys not to lose their tails to the Taggers in the playing area.

Equipment – One piece of cloth (or flag football flags work well) per monkey.

Setup

- Position players as in **Traditional End-to-End Tag** with one Tagger for every four Monkeys.
- Monkeys line up in twos with one player in front and the other in the back holding the waist of the front player.
- The back player sticks their tail (cloth) into the back of their pants and lets it stick out at least 35 centimeters (one foot).

Instructions

1. Played like **Continuous End-to-End Tag**.
2. Each Tagger needs to try to snag a Monkey's tail. If they succeed, the Tagger becomes the front of the Monkey and the part of the Monkey that lost its tail becomes the Tagger for the next crossing. The tail goes on the Monkey that was in the front.
3. If the Monkey breaks apart while crossing that counts as losing its tail.

AMBUSH

Objectives – For Runners not to get tagged by the Taggers in the playing area.

Equipment

- One pool noodle per Tagger.
- Five to ten gymnastic mats.

Setup

- Position players as in **Traditional End-to-End Tag** with one Tagger for every four to five Runners.
- Stand five to ten gymnastic mats on end as places for the Taggers to hide behind.

Instructions

1. Played like **Continuous End-to-End Tag**.
2. Runners turn around and face the opposite way to give the Taggers an opportunity to hide behind a selected tree–gymnastic mat.
3. The Runners can turn around and run through the forest and try not to get tagged by the Taggers.
4. Taggers can leave their hiding spot at any time to chase the Runners.

CHAPTER THIRTEEN

TEAM GAMES

These games in this chapter involve players working in teams.

In **Gold Hunter**, there are two equal teams, each trying to get more gold than the other team.

In **Card Sharks**, teams try to collect as many playing cards as possible and score the highest points.

In **Police and Robbers**, the Robbers try to hide the gold from the Police as they try to run by the Police.

GOLD HUNTERS

Objectives – For each team to bring more gold home in an assigned time limit than the other team.

Players – Two teams of three to ten players.

Equipment

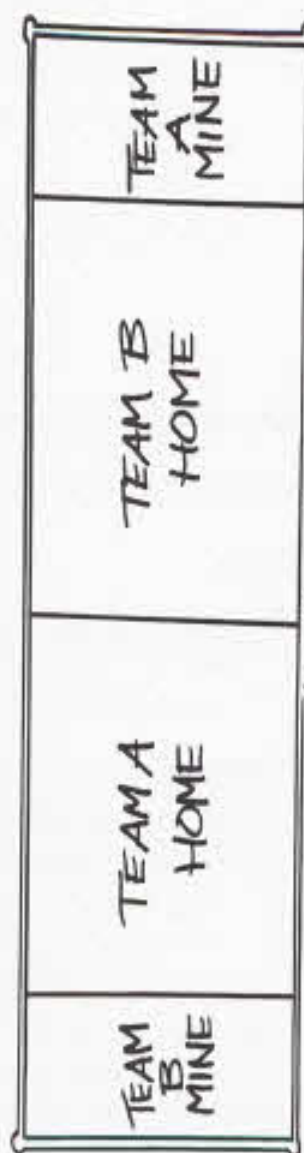
- Divide players into two teams of three to ten players.
- Ten bean bags (or pool noodles cut in about five centimeter lengths); these are the gold pieces.
- Two basketballs: these are big gold nuggets worth five points each.
- Two to three pool noodles per team.

Setup

- Place the gold (five bean bags and one basketball) in either team's mine.
- The two teams stand in the playing area, each in their own half of the court.
- Two of the players are assigned to be Taggers and guard the gold.

Instructions

1. Runner's attempt to run into the mine area on the opposite side of the court. If a Runner is tagged by a Tagger, the Runner does 10 jumping jacks and returns to his home side of the court before trying again—hands in the air indicating that they are not carrying anything.
2. When Runners are in the "Mine" zone they are safe, but need to bring the gold back without getting tagged by a Tagger. If a Runner with gold gets tagged, they need to bring the gold back and return empty handed (hands in the air indicating that they are not carrying anything) to their side of the court before trying again.
3. Play for a set time (or if one team retrieves all of their gold) and see who brought the most gold back.
4. If a Runner returns safely to their side with the gold, they need to bring the gold to the leader who keeps the gold (and the running score).



POLICE AND ROBBERS

Objectives – For Robbers not to get tagged by the Police in the playing area while in possession of the jewels.

Equipment – Three five-centimeter pieces of pool noodle for the Robbers—these are the jewels and one pool noodle for each Police Officer plus one more for each jewel (all players but one becomes police by the end of the game).

Setup

- Position players as in **Traditional End-to-End Tag** with one Tagger or Police with a billy-club (pool noodle) for every five players or Robbers.

Instructions

1. Played like **Traditional End-to-End Tag**.
2. The Police try to tag the Robbers carrying the jewel (a piece of pool noodle).
3. Before crossing, the Robbers decide who of the Robbers carry one of the jewels across. They should hide this knowledge from the Police Officers.
4. When a player is hit with a pool noodle, the player remains stationary where they were tagged.
5. Once everyone has crossed. The Robbers show who had the jewels. If the jewels were held by someone that was tagged, that Robber gets a billy club (pool noodle) and becomes a Police Officer. The others are set free to join the other Robbers.
6. The Robbers decide who carries the jewels and the Police call on the Robbers to cross again.
7. Play till all the jewels have been recovered.
8. Appoint new Police Officers and play again.

TRAPPED

Objectives – For Runners not to get tagged by the Taggers in the playing area.

Equipment – One ball for every two Runners, one pool noodle for every Tagger, and two carpet pieces for every Tagger.

Setup

- Position players as in **Traditional End-to-End Tag** with one Tagger for every four to five Runners. Taggers shuffle on carpet pieces.
- Have Runners get into partners and have the partners stand no more than three paces apart with one of the Runners holding a ball beneath one of her feet.

Instructions

1. Played like **Continuous End-to-End Tag**.
2. A Runner holding the ball cannot move with the ball and cannot be tagged while holding the ball.
3. Runners advance to the other home by moving without the ball (can only move three paces away) and having their partner kick them the ball. They pass the ball back and forth.