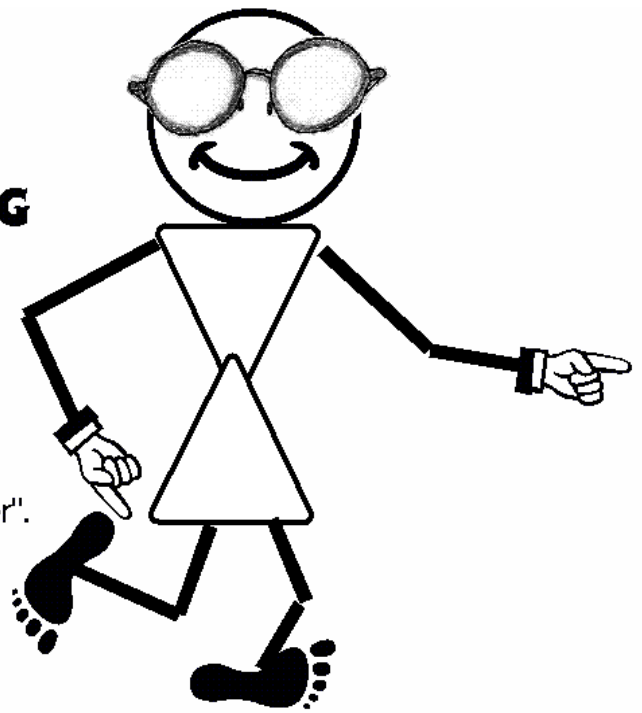


GROUP GAME:

SWITCH-A-ROO TAG



Object: The person who is "It" tries to tag the "Runner".

Ages: 8 - 19

Number of People: 10 or more

Equipment: All you need is a place large enough to run around

Set up: Have everyone pair up into partners. Select one pair who will split and start off as the Runner and the "It". The remaining pairs should spread out throughout the room or field so that they are at least 10 feet (4 big steps) away from other pairs. Partners stand and make a "House" (House = stand facing each other about 1 to 2 foot apart, arms in the air and palms touching your partners palms).

How to Play:

This game is played like regular tag, but with one trick. The "It" chases the Runner, trying to tag the Runner. If "It" tags the Runner, they changes roles and the chase continues. Now comes the trick. Any time before being tagged, the Runner can do a Switch-a-roo. To do this, the Runner goes into a "House". Once in a "House", the Runner does 2 things: first - face one of the people making the house and second - put their arms in the air, palms touching the person they are facing. The person that the Runner is not facing becomes the new Runner and the chase continues. The old Runner stays as part of the "House".

Tips: The more switch-a-roos, the more fun the game is. If you have been "It" for a long time and finally tag a runner, do a switch-a-roo as quickly as you can. If there is an odd number of people, either have someone sit out, or have two Runners. If there is a very large group, start with 1 Runner and 1 "It". If the game is moving to slowly, have 2 Runners and 2 "It".

Enjoy!