

Capture the flag

- Use cones to define the boundaries of the game[large area]
- Divide the territory into two equal halves
- Divide the players into two equal teams[one team wears the bibs]
- Each side has a `flag` eg a bean bag/bib resting on a cone
- Aim of the game: players make their way into opposition territory and capture the flag without being tagged.
- The flag is defended by tagging opposing players
- Within their own territory players are `safe`, but once in the opponents` territory they can be tagged and taken prisoner.
- A prisoner can be reclaimed by a member of the same team crossing through opposition territory without being tagged. Only one prisoner can be reclaimed at a time and the flag cannot be taken at the same time. Prisoner and rescuer must walk back outside the territory so as not to interfere with the on- going game.
- The winning team has both flags.

Fox and Hounds

- Use cones/features to define the boundaries[large area]
- Divide into two teams- Foxes 25%: Hounds 75%. Foxes wear bibs/bands.
- Foxes get 1 minute head start to disperse
- Hounds charge after them and tag them: bib/band is removed and the Fox is out of the game. Go to side lines.
- After 10 minutes if any of the Foxes are still active wearing their bibs/bands then Foxes have won. The Hounds win if all the Foxes are caught.

Coastguards and Smugglers

- Divide into two teams- Coastguards 33% Smugglers 66%[wear bibs/bands]
- Define the boundaries of the game
- Coastguards establish a base, which becomes the jail. Up to the players to choose where to locate the jail.
- Smugglers given time to disperse

- Coastguards allowed to have a jailer to guard the prisoners.
- Coastguards have to capture all the Smugglers to win the game.
- Smugglers can be freed from jail by untagged Smugglers[one rescuer to one Smuggler- no mass break-outs]
- Coastguards can plan their tactics by hunting in a pack/pairs/ individually etc
- Allow 10/15 minutes depending on how the game is going. If there are Smugglers still free, then they win. Otherwise the capture of the last Smuggler signals the end of the game with the Coastguards winning.