

Capture The Flag

Rules, Preparation and details

1.Preparation

Physical objects:

- 2 different balls, or the "flags", called F1 and F2 for team 1 и team 2
- 2 different objects, or the "bases", called B1 and B2 for team 1 and team 2, in which F1 and F2 are placed

People:

- a judge, called S
- 2 returners, sitting near B, called V1(near B1) and V2(near B2) (*for them it isn't required to watch the game carefully, but only listen for S's signal*)
- An even count of players, divided equally in the 2 teams, with everyone from team 1 being called a E1 and everyone from team 2 being called a E2 (*team 1 is called T1 and team 2 is called T2*), and the more E, the better.

2.Placement

Objects:

Object(s)	placement(s)
B1,B2	In the two ends of a room/yard/corridor
F1,F2	B1,B2

Peoples:

Person/People	placement(s)
S	in a place, where they can see the whole game field
V1,V2	B1,B2
E1,E2	Begin around B1,B2, after that they can go everywhere

3.The game

In the beggining T1 and T2 set a max score.

Next, E1 are in B1, and E2 are in B2. After that E1 try to get F2, and E2 to get F1.

They can't bumb/hit/hurt in any physical way each other, but if they do it they are out of the game (they can be in the next game).

EXAMPLE:

When E1 gets F2 and brings it to B1, S gives a signal and E freeze in place. Then V1 returns F2 to B2, then S gives a second signal, E continue to move and S counts 1 point for T1.

*the same applies when E2 gets F1, gets it to B2, V2 returns it.

The first team, who reaches the max score wins the game.

4.Extra details

Every question about the rules or anything else is asked to S or my email - gigog27@yahoo.com (not recomendad, ask me ONLY if you really want to know).

