

# TAG!

## How to Play Tag

1. **The basics.** One person is "it", and his/her job is to touch someone else. When you are touched by the person who is "it", you immediately become "it". Now, it's your job to tag someone else. The game usually continues until everyone decides to stop, or until a predetermined number of people have become "it".

2. **Decide who is "it".** This person will chase the other players, trying to tag them, until he/she tags someone. Then, the tagged person becomes "it", and the original "it" person runs away to avoid being tagged. Many of the players will get a turn at being "it". To quickly decide who is "it" first, just say "Who is it?" or volunteer to do it yourself. The person should say "I am it", and everyone should know who is "it".



3. **Choose the playing area.** Set boundaries so that the "not-it" players can't run too far away. The smaller the space, the harder it will be to avoid the person who is "it". Pick a place that is easy to run on, but forgiving to fall on – grass and sand are good surfaces.

4. **Decide on a "safe zone" or "base" as a group.** This should be a stationary object such as a tree. When you touch this area, you are safe from being "tagged". To keep the game going, consider setting a time limit for how long someone can stay on "base". For example, a person might have to leave after ten seconds, or thirty seconds – long enough that the person who is "it" will go off to tag someone else, but not long enough that the game comes to a halt.



5. **Count out a head start for running.** The "it" person counts out a ten-second head start to give the "not-it" players time to run away. At the end of ten seconds, the "it" player yells "Ready or not, here I come!" He/she can then start chasing the others, trying to tag them. Everyone who is "not it" will run away from the person who is "it" and try to avoid getting tagged. If the person who is "it" gets close to you, try to run to the "base".

## Time to Play!

1. **Tag someone.** The "it" player tries to touch another player in order to make them "it". The tag should be light enough not to hurt anyone, but firm enough that it is a clear tag – like a tap or touch on your body. Once the "it" player succeeds in tagging someone, the tagged player is now "it". As the tagged player: yell loud enough for everyone to hear "I'm it!" Now it is your turn to chase your friends and try to tag them!



2. **Keep playing.** Once a person has been tagged, continue the game with the new "it" player trying to tag someone. The game continues in this way for as long as you want to keep playing.

3. **Stop the game when everyone is done playing.** There is no set rule on when to end. However, it is a good idea to set a time limit before players become exhausted or disinterested in continuing the game. Oftentimes, the players will all mutually agree to end the game when enough people don't feel like playing anymore.



# Let's Play Tag!



## 1. Tag

- To play tag, run away from the person who is "it" and try not to let them touch you.
- If they do, then you become "it" and you have to try to tag someone else.
- Once you tag someone else, they immediately become "it".



## 2. Freeze Tag

- It's the same as regular tag, except for one major difference: when a player is tagged, he or she cannot move.
- If any of the unfrozen, "not-it" players touch a frozen player, he/she is unfrozen and can keep running around.
- The game ends once all of the "not-it" players are frozen, or once everyone agrees to stop playing.

## 3. Hide and Go Seek Tag

- The game begins in the same way as regular tag, except that all of the "not-it" players have time to go hide.
- The person who is "it" covers his/her eyes and counts as much as twenty seconds to a minute.
- Once "it" calls "Ready or not, here I come!", the "not-it" players try to run to the "safe zone" without being tagged by "it."
- If you are hiding, you can wait to be found, or you can take off running for the base while the "it" person tries to find another player.



#### 4. Sock Tag

- You'll need a spare long sock, bandanna, or another scrap of fabric for each player.
- They should tuck it into their waistbands to create a "tail." As in Band-Aid tag, there is no "it."
- Everyone can try to grab each other's tails. The one who collects the most wins the game.



#### 5. Blob Tag

- This game starts with two players as "It".
- They must hold hands and chase the others, trying to tag them. When they do, that person becomes part of their blob.
- You can either keep going until all players are part of the blob, or have the blob split up when it consists of four or six players.
- In this case, all the blobs continue chasing the other players until everyone has been tagged.

#### 6. Triangle Tag

- Divide players into groups of four, and have three hold hands to form a circle.
- Designate one of these as the runner, the target of the tagger. The tagger is the player outside the circle.
- While he's trying to tag the runner, the circle trio must try to protect the runner without letting go of each other.
- The tagger may not go inside the circle.
- After each round, switch players so that everyone gets a turn to be the runner, the tagger, and one of the protectors.
- Triangle tag is ideal for smaller groups and smaller playing areas—even indoors.

