

CAPTURE THE FLAG

What You'll Need

- Two Flags (you can make flags with two sticks and bandanas or t-shirts)
- Camo Clothing
- Running or Tennis shoes

Getting Started

- Divide into two teams of three or more people.
- Divide territories for each team. Front and back yard, trails, creeks, and fence lines all make good border markers.
- Agree on two items to serve as "flags." They need to be brightly colored and large enough to stand out.
- Decide what happens when someone is captured. Here are a couple of options
 1. The caught player is "out" for the rest of the game
 2. The caught player gets converted to the team that caught them
 3. The caught player gets put in "jail" and can be rescued by their teammates by getting tagged.

Let's Play

- Go with your team into your territory to hide the flag. Flag should be hung at head-height and visible from 20 yards away.
- Split into attacker and defender groups within your team. Attackers and defenders can switch jobs as needed.



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- If you are an attacker, attempt to sneak across the border, find and capture the enemy flag, and then race back without being caught.
- If you are a defender, hide around your flag or along the border and try to catch any opposing players who are trying to capture your flag.
- You can capture enemy players by tagging them while they are on your side of the border.
- Win by capturing the enemy flag and carrying it back to your side of the border.

Jail

- Put captured enemy players in "jail" by picking an area with a clearly defined border to serve as the jail.
- Rescue teammates by sneaking across the border, finding the jail and tagging your teammate.
- Recapture players by tagging them again.

