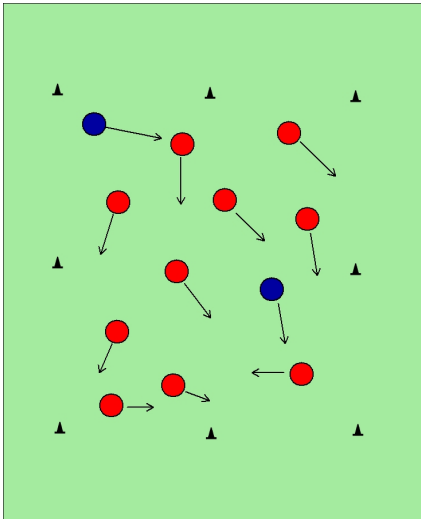




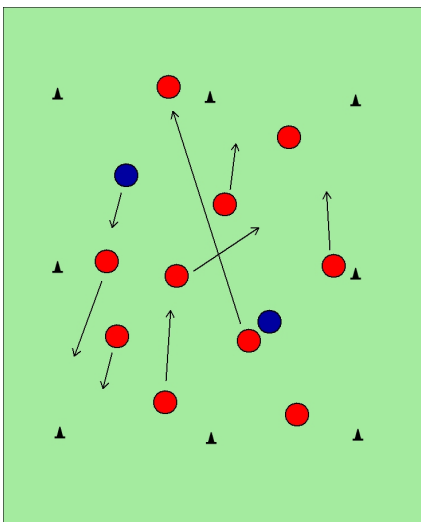
### Double trouble



#### How it works

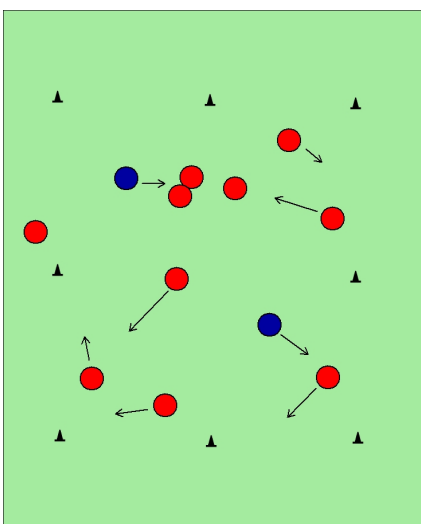
Players space out in a large coned area with 1 blue tagger for about every 5/6 runners.

Blue players try to tag the red players as quickly as possible.



The first red player tagged must go to the outside of the grid.

When another red player is tagged they can go to the outside of the grid and link hands with the other red player.



This pair are then allowed into the grid and can make it awkward for the taggers by shielding other red players who have not yet been caught.

Encourage the group to work together to prevent the taggers from catching all the red players for as long as possible.

Also encourage the blue taggers to work together, especially as more pairs come into the grid causing them 'double trouble.'

Continue until all players are tagged.

The last players to be caught could start another game by being the new taggers.

#### Possible changes

Allow free players to join a pair by linking hands at one end. When this happens the player at the other side of the original pair is set free to run around the open space away from the taggers.