

HOW TO PLAY "RED ROVER"

Number of Players: 6 or more players.

Equipment: No equipment is needed, just a spacious area to play.

Setting Up: Separate players into two teams. Have both teams hold hands in a parallel line facing each other. Decide what team will be first.

How to Play: Team A then says:

"Red Rover, Red Rover, send (Team B's player's name) ride over"

That person from Team B will then run straight towards Team A and try to break the link between people from Team A holding hands. If that person breaks the link between two people, he returns to his team. He may choose one player from Team B to join Team A now.

If he does not break the link, he joins Team B.

Note: you cannot send somebody over twice in a row.

The game will end when there's only one person left on a team.



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