# Capture the Flag

Colin Hirsch and Michael Sappir

# The Playing Field

- \* Large field split into two equal halves
- \* Center line must be very clearly marked
- \* In each half a round "flag area" with flag
  - \* Far from the center line
  - \* Diameter about 3-4 metres

#### Black Team's Half

#### White Team's Half

Black Flag Area



Center Line

White Flag Area



## Required Material

- \* Two flags of different colour
- \* Strips of cloth worn as team identification
- \* Something to mark field and center line
- \* Something to mark the round flag areas

# Game Preparation

- \* Prepare the field lines and the flags
- \* Form two equally strong teams
- \* Decide on how many scores to win
- \* Herd each team into its half of the field
- \* Let the games begin and have fun...

#### Basic Game Play

- \* There's a lot of running involved...
- \* ... but leaving the game field is not allowed
- \* Capturing the other team's flag scores
- \* Touch of opponent in his half freezes you
- \* The opponent's flag area is safe, no freezing

## How to Score a Capture

- \* Your team's flag is in your flag area
- \* Touch your flag with the other team's flag
- \* After scoring, game pauses and flags return

## What Freezing Means

- \* Stand still with arms behind head...
- \* ...until touched by non-frozen team-mate
- \* Holding hands to prevent freezing is not ok

#### Rules for Your Half

- \* You may not enter your flag area,
  - \* except to bring back your flag, or score
- \* When you touch an opponent he must freeze
  - \* unless he is in your flag area, where you may not go and you may not touch him

#### Rules for Other Half

- \* When an opponent touches you, you freeze...
  - \* ...unless you are in his flag area (of course)
  - \* Opponent takes any flag you were carrying