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ON
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★ ★ ★ ★ ★
Keine Stimmen

Fang- oder Abschlagmethoden

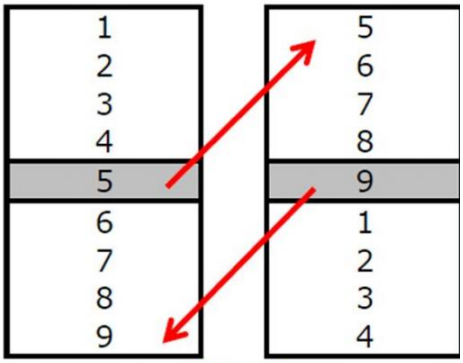


In vielen Geländespielen wird irgendeine Art von Fangmethode eingebaut. Hier findet ihr einen kleinen Überblick, welche Methoden angewendet werden können.

1. Ranking Cards

- Each participant receives a card listing, for example, a sequence of numbers from 1 to 9.
- However, the cards differ from one another: on one, the sequence starts with 1; on the next, the list starts with 4, and so on.
- In the center of the card is a highlighted number. This number determines the card’s value.
- When two players face off, their cards determine who beats whom.
- In the example below, the following happens: The player with the highlighted 5 beats the player with the highlighted 9. Why? On the card with the highlighted 5, the number 9 is below the 5. On the card with the highlighted 9, the 5 is above the 9. Therefore, the 5 has a higher value and beats the 9.
- In general, the rule is: A player beats all players whose number is below their own marked number. They lose to anyone whose number is above their own.
- Following the same principle, names or similar terms can also be used.

Example of Taking a Stroke Using a Scorecard



Beispiel

Ranking Cards for Download

Rangkaertchen_Numbers

Ranking Card Template

Ranking Card Template

2. Life Ribbons

- Each participant receives a life ribbon (a strip of crepe paper, fabric, or similar material).
- If it’s important to be able to distinguish between the different groups, ribbons of different colors are used.
- Players attach their life ribbon to the spot indicated by the game leader (e.g., tuck it into the back pocket of their pants, wrap it around their wrist, or attach it to their upper arm). The ribbons must be **clearly visible** and **easy to pull out** or **tear off**.
- The players now try to knock each other out by snatching the ribbon away from their opponent.
- If a player loses their ribbon or has it taken away, they must get a new one from their base.
- This means you’ll also need staff members to ensure that there are enough ribbons of the correct colors available at each base.

3. Numbers

- Each participant receives a clearly legible number, which they attach to their back with safety pins.
- Players can be eliminated by calling out their number aloud.
- Each player can try to hide their number using trees or similar objects, or with the help of other players, so that no opponent can read it. However, they must not cover it with their arms!
- To increase the difficulty, each player can be given two copies of their number. One is attached to the back, and one to the chest.
- If playing in groups, the numbers can simply be printed or written on different-colored paper.

- If the numbers will be used frequently for games, it’s worth laminating them and attaching strings so they’re ready to be fastened to the body (see picture).

Sequences of Numbers

Numbered jerseys



4. Flour Trap

- A very funny way to tag someone: Fill a pair of sheer pantyhose with a little flour.
- The weight makes it easy to fling, and it leaves a flour stain on the teammate it hits, making it easy to see whether they were actually tagged or not.
- Depending on the game, the taggers may be allowed to throw the slingshot or may have to keep it in their hand.

References

- Cover image: MariES
- Files and images listed: MariES

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