

Hurry!



Age

From 8 years

Number of players

Starting with 8

Description

The leader stands in the center of the circle and holds a stick vertically on the floor. Suddenly he calls out the name of a participant, lets go of the stick and quickly moves out of the way. The person called must catch the bat before it falls. If he or she fails to do so, that person must go to the middle and take over the role of the leader. The person who failed on the first attempt can be given another chance.

Material

Bat

Image source

<http://www.shutterstock.com/pic-55843135/stock-vector-man-with-pointer-...>