

Hunter



SUMMARY	A cross between dodgeball and tag that requires a half court gym or open field's worth of room to play.
SUPPLIES	<ul style="list-style-type: none">• A basketball size or larger ball that will not hurt when it is thrown at someone.
SET UP	<ul style="list-style-type: none">• Pick a person to be the "Hunter", ideally someone athletic that will be able to run for a long time.
GAMEPLAY	<ol style="list-style-type: none">1. When you say "GO" the kids scatter.2. The Hunter chases the kids and tries to hit them with the ball.3. If the Hunter hits someone with the ball they are out.<ol style="list-style-type: none">a. Only hits above the waist count.b. When a player is out they must sit in a designated "out" area and wait for the next round.4. If the Hunter throws the ball and the intended victim catches the ball they are the new Hunter – the previous Hunter is not out, they just join the rest of the kids running from the new hunter.5. If the Hunter throws and misses anyone who grabs the ball is the new Hunter.
SUGGESTIONS	<ul style="list-style-type: none">• A teacher should act as judge and watch the game closely as the kids are so excited they often don't feel the ball hit them and thus need to be told that they are out to prevent arguments.

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