

Hoodsman’s Blind/Jingling:

Hoodsman’s Blind is known today as Blind Man’s Bluff. The person who is “It” is blindfolded or hooded and must try to catch any player that ventures too close. The other players see how close they can get to “It” without getting caught. The last person caught is “It” for the next game.

Jingling is the reverse of Hoodsman’s Bluff. All of the players are blindfolded except “It”. “It” is given a string of bells and the players must try to catch him. The person who catches “It” is “It” for the next game.



Barley Break:

The game starts by marking an area on the ground by drawing a circle or other shape. “It” cannot leave this area. The players must try to run through the area without getting tagged. If a player is tagged, they must join hands with “It” and help to catch the other players.

As more players get tagged, they join onto the end of the line. Only those at the ends of the line can tag a player. Those in the middle can however help to “net” the player as they try to run through. The last person caught is “It” for the next game.

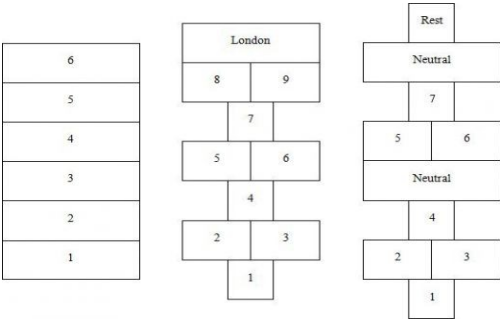
More Info:

- At any event look for a Chancellor Minor if you need help.
- Feel free to ask new and younger children to play any of these games.
- With your parent's permission go to the Quintavia Chancellor Minor page for games to print out: [http://quintavia.eastkingdom.org/s](http://quintavia.eastkingdom.org/shireofficers/youth-minister/)

Please Remember to play fairly and courteously!

Hopscotch:

Hopscotch dates back to the Roman occupation of Britain. The first thing to be done is to draw a course, several common court styles are seen below.



Each player then chooses a marker, usually a stone. Play begins with the first player tossing

Hopscotch (cont.):

Play then continues with the player tossing his marker into the second square and so on.

If a player fails to toss his marker into the correct square or if it touches a line the players turn ends. The same is true if the player steps on a line, misses a square, or loses his balance and falls.

The first player to complete the course for each numbered square wins.

Hold & Lay On:

This take on the modern Red Light, Green Light game is easy and can be played with any number of people.

One person is “it” and stands with their back to the rest of the group about 15 feet away. The game begins when the child that is “it” calls “Lay On!” The group then moves toward “it.” At anytime “it” may “Hold!” and turn around. Anyone caught moving is out of the game. Play continues when “it” turns back around and says “Lay On.”

The person that is “it” wins if all the kids are out before anyone is able to touch him/her. Otherwise, the first player to touch the stop light wins the game and earns the right to be “it” for the next game.