

# Girl Scout Field Games

## **Blob Tag**

In Blob Tag one person is IT. But instead of being able to tag someone and no longer be IT, the person who is IT tags a player, and each player who is tagged then has to link arms with the tagger and join in as IT. As more players are tagged, the link of taggers grows, making it look like a blob of people. No tags count if the Blob separates. The game is over when the last player is finally tagged.

## **Freeze Tag**

When a player is tagged in Freeze Tag, she must FREEZE in place immediately. Sometimes the game is played with the rule that other untagged players can UNFREEZE anyone who is frozen.; the game can also be played so that the person who is IT only wins when every single player is frozen.

## **Electric Tag**

When a player is tagged, she must sit on the ground and become "electrified," which means that although she cannot stand up or move from her spot, she has the power of being IT. The players who are not IT and who have not been tagged must avoid being tagged by IT and running too close to the electrified players, who are allowed to reach out and touch any player running past. Getting tagged by IT or an electrified player means sitting down on the ground and becoming electrified yourself. The game continues until there is only one untagged, un-electrified player left.

## **Battle Tag**

In this game, there are two players who are IT: the FREEZER and the HEATER. Everyone else is a RUNNER. The FREEZER and HEATER battle for control of the RUNNERS - the FREEZER wants everyone frozen, while the HEATER wants everyone unfrozen. The FREEZER freezes other players as in Freeze Tag, and the HEATER unfreezes frozen players. The HEATER cannot be frozen and the FREEZER cannot be melted. The FREEZER wins when all the RUNNERS are frozen; the HEATER wins when all the RUNNERS are unfrozen. The game is over when everyone is too tired to run.