

O-gres



ACTIVITY DETAILS

AGE

8+

MATERIALS

Maps
2 colours of pin flags
2 colours of flagging tape
(same as pin flags)
4 cones or markers

TIME

20-30 minutes

GOAL

To have fun. To provide an activity for juniors of all levels to do together

INSTRUCTIONS

SET UP

- Plan a score-o style activity with about twenty controls scattered evenly around the map. Some controls may be very easy and some may be more difficult.
- Place a pinflag of each colour at each control site.
- Mark off a safe area at the start triangle with cones
- Divide the group into two teams. Each person should wear a piece of flagging tape to identify their team

ACTIVITY

- Choose four or more coaches or older juniors to be ogres
- Provide a map to each participant
- Explain that each team must try and collect pin flags of their colour and bring them back to the safe zone. Participants are only allowed to carry one flag at a time and are not allowed to move any of the other team's flags
- The ogres will chase and try and tag participants looking for flags. Anyone who is tagged by an ogre must remain frozen until someone from the same team tags and unfreezes them. Participants are only safe from the ogres in the coned off safe zone
- The game is played until one team has all of their flags or the time limit is reached. The team with the most flags at the end of the game is the winner

