

Variants on Tag

The material in this document derives from two sources. Some of it is cited directly from the material supplied by school students in response to Section 7 of the original questionnaire. Some of it is a summary of material provided by students during school visits. This material varies considerably in the degree to which it is a direct citation of what was said, or a digest of the information provided.

There is some overlap between the games noted here and those in the sections about Bullrush variants and Creeping Up variants. This happens because there are games with chasing elements and creeping up elements; Bullrush involves chasing and tagging in some versions. Readers should thus be aware that some of the same game names appear in more than one of these sections, depending on the details supplied about the rules.

Basic Tiggy/Tag/Tig

W8 – AK43

Tiggy: Sometimes we have boundaries and sometimes we are allowed to go anywhere in the school.

V8 – AK30

Tiggy: the object of the game is someone is in and the other people try to run away while the person who is in tries to tig them.

W11 – HM1

One person's it, everyone runs away, the person who is it tries to touch everyone else.

e15

Tig tag (or Tag tig) appears to be a name for basic tag, to distinguish it from ball tag.

b16 – HS1

Tag: you need one or two taggers and the other people have to run away from the tagger.

b16 – HS1

Blind Man's Bluff: [sic] Like tag except boundaries.

W18 – visit material

Handtag to distinguish from ball tag

T21 – visit material

Various local tag rules apply, such as you mustn't touch bark or you're in (alternatively, you're only allowed x steps on bark): the playground is surrounded by bark chips, and this restricts the playing area. One said that if

there was a lot of anything it could be excluded in this way. A tree or a blue (sic) piece of equipment provides a safe home, but there's a time limit for staying there.

P27

“Tag: You can have butcher in this game”

“Tag: same rules. If you get tag you are in”

“Try not to punch. No pushing. Count to 10 then go.”

H35

“Tig: A person is in and they chase you and lots of other people round. When they touch you, you’re in”

“Tig: You can play with as many people as you want. There is one person in and the rest has to run away from you. The aim is to stay away from the person in and the person in has to chase the other people. Once you are tigged you are then in and you have to chase the other people.”

“Tig: Rules: No tag back, butcher. How to play Tig: you work out who’s in and then the person who’s in counts to 100 slow. The people who are not in get to run around. When you have finished counting to 100 you run around trying to tig the other people.”

C36

Got you last: You choose some to be It and they run after the others. The person that gets touched by It is now in, and so on.

Ball tiggy/tag/tig

R4

Ball Tiggy: When you play ball tiggy you have a ball and you have the choice to brand them below their waist at a slow or fast motion. Suddenly the pupil begins to run and starts to run at a fast pace and then you repeat the same method.

T5 – WR2

Ball tiggy: Is when you throw a ball instead of tigging people. Also, you can’t get tigged by the person you just tigged.

T5

Use a ball.

Freeze can be a version of ball tag.

V8-AK1 – visit material

Freeze -- gave freeze ball tag

U8 – AK21

Ball Tiggy: One person is in (he has a ball). The other players run away. The person that is in throws the ball at the other players. The player that gets hit is in.

V8 – AK 32

Brandy: “You play with a tennis ball and you throw the ball at them for them to be in.”

“The person who is in has got the tennis ball [and] has to try and catch the other players playing.”

“It’s the same as tiggy but you use a ball.”

W12 – visit material

Freeze = freeze ball tag/tiggy.

Z13

Ball Tiggy: You use the ball to get them instead of your hands.

W14

Ball tiggy: Everything is the same as the first game (ie tag) except you use a ball to throw at people if you are it and if you hit them they become it and you are free.

T15 – NP1

Ball tag: throw a ball instead of touch.

e15

Ball tag: “You have to hit them with the ball”

“Instead of tagging them with your hand you tag them with a ball”

“The same rules, but you tag them with a ball, and it’s called ball tag”

“Ball tag when someone is in and there are a lot of people are running away.”

b16 – HS1

Ball tag: just like tag where a people [sic] who’s in has the ball and tries to throw it at another player.

b16 – HS4

Ball tag: The same as tag, but instead a ball is used rather than touching them.

“When you get tagged you say tag”

When ‘in’ picks up the ball shouts freeze and nobody can move until the ball has been thrown.

V21 – WN22

Ball Tag

V21 – WN23

Ball Tag: “Throw the ball at a person then they are it.”

“Because you play with a ball and tagging someone with it.”

“If you are in you have the ball in your hand and you throw it at a person. If you get them they are in and you are a runner.”

P27

Ball Tag: “you tag with a ball instead.”

Q26 – visit material

Freeze Tag Ball: Person who is in gets ball and shouts freeze, then throws ball to tag someone.

P28 – CH16

Ball Tag: You have a ball and some people are running around and you throw the ball and if it hits you, you are in. [Diagram of players]

C37 – IV1

Ball tig: the In person throws a ball to hit the person waist and down.

Dodge Ball

Note similarity to Ball Tiggy/Tag/Tig

Z13

Dodge Ball: You have 4 taggers and two balls. The taggers throw the ball and try and hit the other people with the ball.

Build-Up(s)

Note similarity to Chain Tag

E31

Build Ups: “Build Ups is a game that involves lots of people. 2 people start off to be in, they have to run around the whole school tracking down people and tackling them. If the two people catch one person there will be three people in and it goes so on. In the end when everyone is in, the first two people to be caught in the start will be in for the next game.”

G36

Build Up: Is another name for tig except there is one person to start off. While he counts to 10 everyone runs away and then he chases after them. If he tigs someone they are in with him. Then they work in a team trying to get the other people. How we pick the people to go in at school: it is last one to the tunnel and once everyone is tug, to start a new game it is the first person tug.

Chain Tag

Note similarity to Build Up

T5 – WR2

Chain Tag: Is when you tig someone and you stay in with the other person.

P27

“**Bullrush:** the person that was tagged has to be in too”

Cops and Robbers

Q2

Cops and Robbers: “You get a group of people and split them in half. One half cops the other robbers.”

“Half the people are cops and the other half is robbers. The cops chase robbers, but when a robber is caught, all the robbers are then cops.”

W12

Cops and Robbers: The cop pursues the robbers, who join the cops when caught.

c12

Cops and Robbers: There are two teams. One team are robbers and they run away. The other team is the cops. They catch the robbers. You can free them if you tag them. When you catch them they go to jail.”

P23

Cops and robbers: Where you have so many cops and so many robbers and the cops catch the robbers and lock them in the tennis court.

Q2

Cowboys and Indians: One person is the Indian and the other is the Cowboy, the Indian gallops off while the cowboy catches on their horse, it's kinda like tiggy.”

Foot tiggy

V8-AK1 – visit material

Foot tiggy (get them with your feet?)

Friend and Foe

Z12-RT3 – visit material

Friend and foe (tigged people join the catcher, and have hand signals (thumbs up or down) to distinguish friend from foe)

Go Home Stay Home

Note similarity to 123 Home and Hide and Seek Tiggy

R4

Go Home Stay Home: It is when you hide and there is one person who is in and you have to run to a base and say Go Home Stay Home and if you get tigged, you have to catch people.

V8-AK1 – visit material

Go home stay home 1, 2, 3, no further details given

V8 – AK30

Go Home Stay Home: “You have a place where everyone has to go to while someone is chasing them and when they get there they say “Go home stay home” and then the tigger can’t touch them. The person who is in can’t guard the place where you have to get to.”

W11-HM6 – visit material

Go home stay home.

e15 – visit material

Go home stay home, ‘in’ counts to 30, have to get to the bar before being tagged by the in person.

b16 – HS4: Rudolf Steiner School, Hastings (231)

Go Home Stay Home: Is also a very similar game [to Three Sticks], which is instead of saying 3 sticks, you say “Go home stay home!” You can have at least two people in or 1.

V21 – WN23

Go Home Stay Home Tag: Have to get to a certain point without getting tagged.

K25 – visit material

Go home stay home not known.

P27: Waikuku School (3570)

Go Home Stay Home

O28 – CH5

Go Home Stay Home: It is where one person is in and the other players try and run away from them to get home. When they get there successfully they must say “Go Home Stay Home”

“You have a group of any amount of people where you have to reach a point (home) that means you are safe from being tagged. Whoever is tagged is In the next game. Once everyone is tagged or home, the game finishes.”

“Go home stay home is a game where you name the tagger then name a home. Like tag, you have to run and try to get away from the tagger and get home. When they get home they have to say “Go home stay home 1-2-3” or you are still able to be tagged”

“Everyone hides while the tagger tries to find them before they get back to home base.”

“There is a boundary which you can go to and not get “tagged” A certain person in “in” and that person has to chase the other players until you touch someone, and that person becomes “in”.

P27

Go Home Stay Home

C36

Go Home Stay Home: You have to have a base and the last person there is in. the last person there counts to 50 while everyone else hides. The person that counts looks for everyone. If they see someone they yell out “Go home stay home” then the person’s name and try to beat them back to base. The game continues until everyone is found. The first person that was caught in the previous game is in the next game.

G36

Go Home Stay Home: One person is ‘in’. The group chooses spots to get back to without being tagged. Say Go Home, Stay Home when safe.

123 Home

Note similarity to Go Home Stay Home and Hide and Seek Tiggy

W17 – WA1

1-2-3 Home: Choose a person. The chosen person counts up to 20 facing a wall, so they can’t see anyone else. The rest run away and hide. We try to run home before we get tagged. If you get tagged, you’re in late.

I35-DN3 – visit material

Go home stay home is here called **1, 2, 3, home**.

H35

1-2-3 Home: “Everyone decides on a home. One person is in. He/she closes his/her eyes and counts to 150. While that person is counting all the other people hide. When that person is finished counting he/she looks for the other people. While he/she is looking the other people have to try to get home. If they get home before the person who is in they say 1-2-3 home. If the person who is in gets there before the other people, he/she says 1-2-3 home and the person’s name who they are trying to get in (e.g. 1-2-3 home Mary). Then when the person who is in has got everyone, the person who got [caught] first is in.”

“First they need three or more players. Then you choose a person to be in. the person who is in counts to 50 while the others hide. When the person has finished counting they come and look for you. You have to run home and say 1-2-3 home, but of course you need a base. But if the person who is in runs home and says 1-2-3 home (your name), and if you’re first to get caught, you’re in.”

“First you have to decide who is going to be in. that person then counts to about hundred on what is called ‘home’. Home can be anything from a tree to a door. It’s just something to count on and get home. While the person is counting the rest of the people playing run and hide. Once the person is finished counting they have to find the people who are hiding. But the people who are hiding try to get to the home and touch it and say 1-2-3 home before the counter touches it and says for example if he saw Jim he would say 1-2-3 home Jim. The first person the counter gets is in the next time.”

Hide and Seek Tiggy

Note similarity to Go Home Stay Home and 123 Home

R4

Hide and Seek Tiggy: You hide away and wait until the person who is in counts up to a limited number, and then after they have counted they would go and find the hidden person, and when you have found the person, you tig them and quickly run back to the home base and say out loud 1-2-3 Home.

W11-HM6 – visit material

Hide go seek tiggy.

40-40

Note similarity to 123-Home, Go Home Stay Home

a15

40-40: You need a base and a person to be in and about four+ more players. The person who is in closes his or her eyes and counts up to 40 while the other players hide. Once the person who is in has finished counting they go looking for the other players and they can't goose guard (staying next to the base). If they see another player they will say 40-40 I see ... and whatever their name is. The person who is in will run up to the person and tag them, and then run back to the base. The person who got tagged can tag back the person and run back to the base. The last person who got tag will be in next game. The two people who are now in will look for the other people and do the same procedure.

Hospital Tag

T5 – WR2

Hospital Tag: "Everyone is it, so everyone tags everyone. When you get tagged, you put your hand where they tagged you, Example: If they tag you on the back you put your hand on your back and then you tig with your other hand. When you get tagged again, you tag with your elbow of the arm that is where you last got tagged and when you're tagged again, you're out."

Jailbreak

V21 – WN15

Jailbreak: Boys against girls. Girls running round. Catch them and they have to go to the wall. A guard at the wall tries to stop the others from tagging and freeing them. When all are caught, change. Yell out "Girls after boys"
Jail break: hold a taggee for 3 secs and then take them to the 'jail'.

V21 – WN22

Jailbreak

V21 – WN23

Jail break: “Go into jail. Have to be tagged to be freed.”

“You have two teams. 1 team goes and hides and the other finds and catches them and takes them to jail. No-one can goose-guard.”

“When you have girls against boys and you chase each other in teams and when you catch the opposing team you put them in jail.”

“Two teams, there is a jail and you have to get the people running into jail by touching. They can also be freed by being tagged by a teammate.”

“You have to capture the people on the other team and put them in jail.”

“You have to free your team from the Jail and the chasing team tags them and puts them in the jail.”

“2 teams. One is hiding, the other is tagging. When tagged are put in jail and have to break out.”

“There’s a jail. The people in jail can be freed by people in their team. There’s two teams, one chaser and one runner.”

“Tag people and they go to jail. If someone on the team of the person in jail tags them they are free.”

Kissing Tag

Q3 – visit material

Kiss and catch (commented that it didn't make sense, it should be the other way round)

R4

Kissing Catch [sic] A game of tiggy where the boys and girls have to catch the others and kiss them.

W12

Catch and Kiss: Similar to Cops and Robbers, but with kisses! Usually played by junior children.

V8-AK1 – visit material

Kiss chase mentioned. Note chase-form

S16

Catch and Kiss: We played Catch and Kiss at school when we were in Rm 3. The rules are that you pick boys or girls and whatever sex gets picked they have to catch the other sex and kiss them on the arm. Then once all of that sex are caught it reverses.

Manhunt

Note the similarity of some of these to Chain Tag and Build Up above

V8 – AK30

Manhunt: “One player is in. then the first one he tags is in the next round.”

”The same as tiggy only 2 or 3 are in.”

“1 group need to hide, the other need to find them and tig them.”

“About 2-3 people are in and the other people run away. The people in count to 20 then go find them. The people hiding can run away and the people in have to hold them for 5 seconds anyway they want to.”

“1 person counts to 10, 20 or 30 and if they tig or touch someone they help get the others.”

“Menhunt: first chose a person who is in. Pretend there is 8 people and 1 person is in and when the person who tags a person one at a time, there is only 7 people and 2 people are in and so on until all the people are in. People who are not in need to run away from the people who are in.”

“One person is in and every person who is touched is in with that person.

Z10 – visit material

Another tiggy game: **manhunt** aka **killer bees** (add to number of people who are in)

c12

“**Manhunt**: One person starts with a ball. Everyone gets 30 seconds to run away. The person with the ball has to hit the players with the ball. If you get hit, you’re in all the game. One by one people catch each other. The first person to be caught is in on the next round.”

G36

Man Hunt: Needs a big area. It is like Go Home Stay Home, but everyone you tig is in with you.

Mercy Tiggy

V8-AK1 – visit material

'Mercy tiggy' catch someone and beat them up till they beg for mercy!!!!!!

Partner Tag games

P23

Link Tag: Everyone finds a partner except one person who is in. You hold hands with your partner because if you are seen unlinked then you are in. The tagger runs after a pair and the person the tagger touches first is the partner of the tagger and the other person becomes the new tagger. [Diagrams of changing partners included]

Special Location Tag games

R4

Line Tag: Basketball court lines. People run on lines. One person tags (also runs on lines). Not allowed off lines.

V8-AK1 – visit material

One/no step tiggy (only X steps on concrete permitted)

V8 – AK30

Line Tiggy: You play tiggy on lines painted on the concrete.

V8 – AK30

Logs: there are some logs and someone needs to be in on the bark. While the others are on the logs, the person on the bark needs to tig the others. When they're tug they're in. Up to 6 people playing.

b16

Playground Tag: Use the adventure playground. Children just be touching equipment as tagger tries to catch them. The tagger must also be touching equipment all the time.

b16 – HS4

Off the ground tag: Tag, but you can't touch the ground.

b16 – HS4

Hang Tag: Tag, but if you're not hanging when you're touched, you're in.

V21 – WN23

Number Tag: "One person is in. He/she calls a number. The others run to it and try not to get tagged by the person in."

"Same [as tag] but on numbers"

"The person who's in says a number."

"You start on No. 1. There are a whole group on 1, the person calls a number. (The numbers are painted on the ground.) You have to run to the no. the person calls out. If you get tagged you are in."

"Play it like normal tag except the one who is in chooses a number which is home."

"Run from number to number without getting tagged."

P23

Tower Tag: It is like tag but you have a boundary and everyone goes up the tower and you have a tagger and they tag you with their hand or with a ball.

Stuck-in-location Tag Games

C37 – IV1

Asparagus: When people are 'tugged' they put their hands up as in diagram. To free them, two runners have to connect hands around their body.



Q26 – visit material

Dead Ants: Set up 4 hospitals, 2 people in and they tag. If tagged lie down with arms and legs in the air. Untagged people can lift you up and carry you to a 'hospital' where you recover, and can re-enter the game.

e15

Sticky glue

b16 – HS4

Freeze Tag: When the person who is in says Freeze, you have to freeze and they get to throw a hard ball at your head or wherever.

P23

Stiff Candles: One person is in and there is a boundary. If the tagger gets you you are stiff and you stand like this: [diagram of legs apart, arms outstretched]. Someone can free you by crawling under you or sticking their foot under you. You are safe when you are like this: [diagram of two people in stiff candle position, but with adjacent legs crossed]. When the tagger has tagged 5 or more people he or she can announce that they are tagging their tagger and the next person they tag is in.

O28 – CH5

Stiff Candles: "If the tagger tags you, you stand with your arms out and legs slightly apart. [Diagram] You then wait for someone to come free you by crawling under your legs."

"Stiff Candles is like tag except when you are tagged you have to stand still with your legs side open so someone can go under them and free you."

G36

Stuck in the Mud: One person is 'in'. When people are tugged they are 'stuck' until two people come and clap hands over them.

G36

Icicles (NB another game at this school has the same name): You pick a number of people to be tiggers. When they touch you they say "icicle" and you are frozen until someone else comes and says "1-2-3 melted."

Spin Tag

b16 – HS1

Spin Tag: two people monkey grab and spin.

Toe-ball

Note similarity to Ball Tag

W12

Toe-ball: Any number of players. Playing area enclosed by a boundary, e.g. netball court. Players stand in a close circle with one foot in the middle. Someone drops the ball into the centre of the circle. The person whose toe is touched by the ball becomes 'it'. They then throw the ball to tag others who then join 'it' to become part of the pursuit team ('in'). The last one to be tagged is the winner. No running with the ball. No going outside the boundary.

Tag games involving dragging to freedom

b16 – HS4

Lump Tag: there are about 3 taggers and when you are tagged you have to form a lump on the ground. You are freed by getting hauled over the dreaded boundary line, by a fellow matey. Then you may frolic like a startled fawn.

P22

Ants: 2 taggers. Whoever they tag lies down. Other players drag them into a corner and they are free again.

Tackle Tag

V21 – WN23

Touch Rugby: A game of rugby tagging someone instead of tackling them.

P22

Tackle Tag: Rule 1: Stay in certain area and keep on moving.
Rule 2: One person has to try and get away from everyone else.
Rule 3: The person who tackles him/her is in.

Twister

V8-AK1 – visit material

Twister. Starts like taggy, but when someone is got, they become spies and go out to catch people for the tigger.

Wiggins

P23

Wiggins: One person is the tagger and they are called the wiggins and if you get tagged you are called an oom and you are only allowed to walk. An oom can get someone else by holding them for 10 seconds. When everyone is an oom then you get together and the tagger counts to 20 and everyone gets away but you're only allowed to walk, so is the tagger. If the tagger gets you and you're the first person, you are the new oom and you count to 30 and the game starts again.

Got You Last

O28 – CH6 – visit material

A version of tag with no butcher. The aim is to confuse your opponent by doing multiple tags so that your opponent loses track of who's it.

Indian Chase

O28– CH6 – visit material

A complicated game.