

# Swipe the bib

## GameProgression

1. Place into small teams stood approx 10-20m apart.
2. Each player on a team is numbered.
3. Another person stands equal distance between each team and holds a bib up.
4. A number is called out, and that player from each team must run out and decide whether to steal the bib or chase.

## Scoring- a point is scored if...

1. A player steals bib and returns successfully to their cone
2. S player chases and tags player holding bib before they get back to their cone
  1. Have multiple teams- play as a ladder tournament- best of 3 then switch
  2. Call numbers in the form of a mathematic question (e.g.  $6-2$ ,  $2\times 2.5$ , etc.)

