

Colin Maillard

(Blindman's buff)



Aim of the game: A blindfolded person tries to catch other players and guess who they are.

Set up: Any free indoor or outdoor area.

Rules:

One player is chosen randomly to be “Colin Maillard” (the chaser) and is blindfolded with a scarf.

“Colin Maillard” turns three times around while the other players spread on the area of play. Once “Colin Maillard” stands still, the other players start to provoke her/him either by moving, shouting, singing, or even tagging her/him (without pushing) to start a chase. They must, however, avoid being caught at the same time.

Colin Maillard must manage to catch a player and guess the identity of that player. The face of the player can be touched to help with recognition. If the identity is correctly guessed, the player who is revealed becomes the new “Colin Maillard” and the game starts again. If not, the player that was caught is released and Colin Maillard must start a new chase.

When the blindfolded Colin Maillard approaches an obstacle or moves too far out of the area of play, other players must provide a warning by shouting “Dare-devil!”



Equipment and Materials:

A scarf

Age:
5+

Number of players:
3-15

Duration:
Unlimited.

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Teaching Style

1. Provide clear and simple instruction.
2. Use a buddy system for the players who are being chased.
3. For players with visual impairments, invite them to practice identifying each player before starting.
4. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

1. Use audible equipment e.g. the Chaser has a bell.

Rules



1. Disregard the rule stating that the Chaser must identify the captured person.
2. Players that are caught by the Chaser become an additional Chaser and Chasers link arms.
3. Set a time limit for the Chaser time.
4. All players are blindfolded.
5. Create safe zones for players where they can rest temporarily.

Environment

1. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles.
2. Increase/decrease the playing area (e.g. bigger to avoid capture, smaller to help the Chaser capture a player).

