

# Fehér-fekete

(White & Black)



[www.recallgames.com](http://www.recallgames.com)

**Aim of the game:** To capture all the opponents (each opponent scores one point), or by the end of the game collect as many points as possible

**Set up:** Indoor or outdoor area (20x40 m) with a baseline, in the middle two parallel lines (centre lines) two meters from each other and two border lines (2 meters towards the center lines from the baseline)

## Rules:

To start the game a paper (or board) is needed that shows colours of black on one side, white on the other. If this is not available, the leader of the game can call out the colours. The players in the colour called out will be chasers.

Players are divided into two teams in equal numbers and lined up behind the centre lines, facing each other (one white and one black line). The leader stands at the end of the two centre lines, spins and throws the paper in the air and finally allows paper to reach the ground in the middle of the 2 centre lines showing one colour. If the black side shows the black team becomes chasers, the white escapers. The white team has to escape all the way back to the baseline. Once they reach their border line, they are safe and cannot be caught. But those whites caught by hand before the 2 m border line will become members of the black.

The winner is the team which captures all the opponents or that has the most points at the end of the game (each opponent caught equals one point)



## Equipment and Materials:

Paper or board with two sides: black and white

**Age:**  
5 - 18

**Number of players:**  
12 – 30

**Duration:**  
5-10 minutes

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## TAFISA

The Association For International Sport for All

## Let's Inklusivize TSG!

### Teaching Style

- Provide clear and simple instruction
- Balance the ability level of the teams
- Encourage players to explore different ways of travelling (eg. hopping, crawling, play in pairs linking arms)
- Practice games before introducing scoring
- Safety instructions to be tailored to the environment and participants playing the game

### Equipment

- Flags are used to indicate which team chases.
- Players may use foam tubes to extend reach.
- Brightly coloured equipment/material- can be used instead of white and black
- Range of balls can be used that vary in weight, size, speed, texture, density etc.

### Rules

- Players start in alternative positions, e.g. sitting.
- Create zones that allow for bonus points.

### Environment

- Increase/decrease the size of the playing area.
- Ensure the playing area has a smooth surface and is free of obstacles



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