

# Sánta róka

(Limping fox)



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**Aim of the game:** To catch all the rabbits.

**Set up:** Indoor or outdoor area (10m x 15m) that allows the players to move freely. Mark a big circle

## Rules:

One player is selected as 'the limping fox', the rest of the group pretend to be 'rabbits'. The fox stands in the circle. Rabbits are squatting at the border of the circle and taunting:

*"Limping fox come out here,  
you will better do over here!"*

The fox quickly speeds up and tries to catch the rabbits. However, outside the circle the fox is only allowed to hop (use only one foot to jump on). Rabbits can escape only by squatting, scrabbling or using duckwalk moves. When a rabbit gets caught (touched) it should move inside the circle.

If two escaping rabbits hold hands and jump in pair, they cannot be caught. When the hands are released or someone does not have a pair, the hunting is free. The game is played until each rabbit has been caught by the limping fox. Then another fox is selected and the game starts again.



## Equipment and Materials:

Chalk to draw the circle.

**Age:**  
5 - 18

**Number of players:**  
No limit

**Duration:**  
5 - 10 minutes

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## Let's Inklusivize TSG!

### Teaching Style

1. Provide clear and simple instruction
2. Practice games before introducing scoring
3. Encourage players to explore different ways of travelling
4. Safety instructions to be tailored to the environment and participants playing the game

### Equipment

1. Audible equipment can be used. (E.g. the fox wears a bell; designated 'homes' have buzzers)

### Rules

1. Adjust rule for paired rabbits depending on level of ability. E.g. Simply holding hands is enough.
2. Designate 'homes' for rabbits to rest where they cannot get caught.
3. Increase the number of foxes.



### Environment

1. Increase/decrease the size of the playing area.
2. Alter the shape of the playing area.
3. Ensure the playing area has a smooth surface and is free from obstacles

