

# Trzeciak

(Trio Tag)



**Aim of the game:** To be as fast as possible and avoid being caught.

**Set up:** Any indoor or outdoor area that allows the participants to play freely

## Rules:

An even group of players form 2 circles: one inside the other. Each participant standing in the circles need to match in pairs, so eventually they form a big circle of pairs. At the beginning one pair is divided to choose a tag/chaser and a player who runs away. The runaway player runs outside the circle as fast as possible. To avoid being caught, he can stop wherever s-/he wants outside or inside the circle, behind or in front of someone standing in the circle. The third player (the one where the runaway player stopped) needs to escape to avoid being caught by chaser and can also stop wherever he likes to be safe. Another player must then run away and the game continues on and on. If someone is caught s-/he becomes the chaser. There are no winners or losers! This game is for fun to cheer up participants.



**Equipment and Materials:**  
None

**Age:**  
5+

**Number of players:**  
10 - 20 (even number)

**Duration:**  
Unlimited

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## Let's Inclusivize TSG!

### Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the pairings
3. Encourage players to communicate throughout the game
4. Safety instructions to be tailored to the environment and participants playing the game

### Equipment

1. Chasers can be identified by wearing a coloured tag/bib

### Rules

1. Change the way of moving, catching etc
2. Increase/decrease time limit
3. Increase/decrease number of players playing at one time

### Environment

1. Increase/decrease the playing area/distance: form smaller/bigger circle
2. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles

