

TUG-A-WAR Instructions

1. Find a level, grassy area to play on.
2. Make a line on the ground with flour or paint. This will be the center line. You can put a wading pool there or, better yet, make a big mud pit for the losers to fall into.
3. Choose a non-player to be the judge. His job is to mark the rope, start the pull, determine a winner, and watch for people breaking the rules.
4. Mark a 120-foot rope at the center with tape. If you make knots in the rope, be sure that they are at matching intervals from the center.
5. Measure 15 feet from the center in each direction and tape the rope at those points. When this line crosses the line on the ground, the team on that end has lost.
6. Make one more set of tape marks 2 feet further from the ones you just made. This is as far as each team is allowed to get to the center of the rope.
7. Form two teams of at least six people each. The teams should have equal numbers of people.
8. Make the largest person the anchor. This is the position at the end of the rope behind the rest of the team.
9. Line both teams up on their respective ends of the rope. Stagger each person so that one is to the right of the rope and the next is to the left.
10. Have everyone pick up the rope and hold it tight, taking up the slack between the two teams. The judge can now line up the center tape over the line.
11. When the judge decides the teams are ready, he yells, "Pull!"
12. Each team pulls until one side's tape crosses the line

Tips & Warnings

- ✓ Colored electrical tape works well for marking the ropes.
- ✓ Never wrap the rope around your waist or wrists.