



THE SCOUT ASSOCIATION
OF MALTA



NATIONAL
SCOUT YOUTH COUNCIL

Online Scout Resource - Games

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| Game Name | Red Rover |
| Game Type | Outdoor |
| Number of People/Teams | 2 equal teams |
| Ideal Age Range | 14+ |
| Ideal Game Time | Day time |
| Average Duration | 10-20 minutes |
| Equipment Needed | None |
| Playing Instructions | <p>Two teams line up opposite each other, no more than 10 metres apart. The first team agrees to call one player from the opposite team, and chants, "Red Rover, Red Rover, send (player's name) on over!" The person called runs to the other line and attempts to break the chain (formed by the linking of hands). If the person called fails to break the chain, this player joins the team that called Red Rover. But, if the player successfully breaks the chain, he may capture either of the two players whose link was broken by the dash, and bring them back to his original team. Teams take turns calling out Red Rover and challenging a player on the opposing team.</p> |
| Other Notes | |
| Link | |



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