

The Ultimate Circle Games Workshop  
With Pat Doyle  
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### Guard Ball

Players form a large circle with two players in the middle. The circle is given a hand-sized gator skin ball. One player in the middle is the guard and the other is IT. The circle player must move the ball about the circle trying to get it into position to throw and hit the IT. The guard protects the IT. The guard and the IT are not allowed to touch each other and the hit must come below the waist/ Allow the circle a certain time limit to make the hit.

### Circle Tag

All players form a large circle arms length apart. Chose one player to stand in the circle and one just outside the circle. The object of this tag game is for the player on the outside to tag the player on the inside. Give the outside player one minute to catch the inside player. Neither player is allowed to leave the perimeter of the circle. As the two players weave in and out of the circle, the circle players must shut every opening that they pass through grabbing their hands. The two players cannot pass through closed gates. The IT is trying to get all the gates closed and have the chaser on the opposite side of the circle at the end.

### Larry, Moe, and Curly

All players sit in a circle and are named Larry, Moe and Curly with each group of three sitting side by side. A gator ball sits in the centre of the circle. The leader yells out one of the three Stooges and the player gets up and runs around the circle back to where they started where the other two players have faced each other and placed their feet together in a bridge. The runner goes under the bridge and tries to be the first to touch the ball. Make sure each name gets called.

### Heads Down

All players stand in a tight circle. They are instructed to put their heads down. When the leader says "Up", each player raises their head and is staring at only one person in the circle. They cannot be staring at the person immediately to their right or left. If any two players are staring back at each other, they raise their hands, yell "aaagggghh" and step back out of the circle. They are eliminated. The circle tightens again and the process is continually repeated until only one or two remain. Players eliminated can stand on the outside and watch for shifting eyes of players remaining. As the circle gets smaller, allow players to stare at their neighbors as well.

### Buzz

Players start by standing or sitting in a circle counting one at a time from one to sixty. Instead of saying any number that has 7 in it, or a multiple of 7, they must say "Buzz". For example, the first person says 1, the second 2 and so on until the person to say 7 says buzz instead. The game

should move quickly. The objective is to have the group count to sixty with the fewest number of errors within a time limit.

### Rabbit in the Hole

Arrange the group in a circle about arms length apart facing the centre. Each player sticks their right index finger (rabbit) toward the player on the right and their left hand is cupped over the rabbit to their left. When the leader says "Go", each player tries to pull their rabbit from the hole while at the same time trying to catch the rabbit on their left. Rabbits caught are eliminated. Last player to have their rabbit alive wins.

### Rock, Paper, Scissors Train

Everyone finds a partner. Each pair plays a game of RPS until there is a winner. The loser stands behind the winner with their hands on the winner's shoulders. The winner begins moving their train to find another train. The front of the the two trains plays RPS and the loser hitches onto the winner's train ( thy now have four). This continues until there are only two trains left to play for the championship and to create one long train. The player at the front of the final train will be the only one not to have lost.

### RPS Stand Alone - Part I

All players stand in a circle facing their opponent. Leave two or three in the middle without a partner (Standing Alone). Players in the circle play only ONE game of RPS. Half of the circle are going to lose and must enter the centre then look for another spot in the circle to fill. Those in the middle quickly fill vacant spots left by losers and the ohter spots are quickly filled by losers entering the circle then jumping back into an empty spot. All players wait for all the spots in the circle to be filled and in the middle will be the sam number that you started with but most likely, new faces. These players receive a point against them. Keep playing in this manner trying not to collect points.

### RPS - Part II

This version is played like the above version except the game does not stop. If a player wins, they begin keeping score on their free hand. When losers or the players in the middle find a spot in the circle, they play again. After each game the loser goes to the middle and looks for a vacant spot to go and play again. The winner stays where they are until another player arrives and then simply plays again. Players take their points with them where they go. Play to 5 or 10 points.

### Shuffle Butt

This game requires and arm-less chair for all players, set up in a tight circle with one empty chair and a player standing in the middle of the circle. The goal is for the standing person to sit down in the empty chair. The leader stands behind the empty chair and signals for the player to the right or left to "Shuffle" their butt into the empty chair. Players quickly follow and the standing player tries to locate the empty chair as players continue to shuffle. If the leader yells "Reverse",

the players quickly start the shuffle in the opposite direction. If the leader yells "Shuffle Butt", all players must get up and find a new chair at least three chairs away. This will allow for the standing person to find a chair. Chairs should be reset frequently.

### Ball Pass

Arrange players in circles of 7 or 8. Give one player a gator skin ball. Instruct the group that they are about to pass the ball about the circle so that each player catches it once, no player passes it to the person on their right or left and the ball ends up back with the person who started the passing. Allow each group time to get it right. Have a race to see who can finish the pass routine first. Have the first person make the initial pass and then try to run around the circle and back to their place before the ball gets there. After each person makes their pass they run around the circle. If done properly, each person will return to their place as the ball arrives. Have players continue in this way as long as they can

### One After

All players lay in a circle on their backs, with their heads facing the middle and enough room between them for another player to step. Assign one person to start. They get up and begin running over the other players in a clockwise direction. As each player is "run" over, they get back up and follow. The players lie back down quickly when they get back to their spot. The game ends when the last player who was run over is laying back down.

### Fruit Salad

Give each player in the circle a name of fruit (banana, pear, apple, peach, plum). Have one person stand in the middle and call out one fruit. Those players must change position in the circle while the caller steals one position. A new middle player will appear each time.