

<b>Name of the Game</b>	Tug-O-War
<b>Summary</b>	A contest of strength. Two teams position themselves at each end of a rope. Both attempt to pull the other side a certain distance.
<b>Number of Players</b>	Tug-O-War is most fun when you have lots of people and a big rope.
<b>Equipment</b>	Rope (minimum one-inch diameter, thicker for larger groups); neckerchief or duct tape to mark midpoint; some convenient way to mark the points on either side of middle that signal a win for one faction or the other.
<b>Rules</b>	Don't wrap the rope around yourself; Don't lower your elbows below your knees; do not touch the ground for extended periods of time.
<b>Variants</b>	<p>MOAT – Add a middle area that eliminates players who step or fall into it. An inflated kiddie pool works well; maybe add a couple of bags of ice...</p> <p>PARAPET – Every participant has a milk crate or similar box to stand on. The object is to get members of the other team to become unbalanced and fall. This can be done by pulling or letting the rope slip through your hands when they pull. [Warning: rope burns may be possible—be sure to warn participants]. All participants must have contact with the rope until they fall off their crate. You cannot just let go.</p> <p>RUSSIAN – No rope for this one. Captains face each other over the line and clasp each other's hands, interlocking fingers. Then the team members line up behind their Captain and lock their hands together under the armpits and around the chest of the person in front of them. When all of the players are locked together and signal that they are ready, the tug of war begins. Each team tries to pull the opposite team across the centerline without breaking their side of the chain. If one side pulls the other side across the line, but their chain breaks, they lose. Also works "sideways" with linked arms.</p> <p>COUNTDOWN – Create unequal sides, like scouts vs. adults. The underdog wins if they can stay on their side of the line before 20 seconds are up.</p> <p>CASCADE – Half of each team is on the sidelines. They get to join their mates on the rope once they successfully tie a knot of your choosing [this need not be knots – any skill test works for this variant].</p> <p>SIDEWAYS – In this variant, the teams are all along the rope, one on each lateral side. The pull direction is perpendicular to the rope's length. The winning team pulls the rope across a marked side boundary.</p> <p>FOUR-WAY – Best for smaller groups due to the way the setup is rigged. Requires four ropes, each hitched to a central ring. The pullers on each rope try to get their rope a certain distance beyond their side of a box.</p>