

## 100 - “STUCK IN THE MUD”

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- One or two chasers, dependent on the number of participants in the game.
- This must be played within an agreed area.
- When the chaser catches a player, the “tagged” person stands still with arms outstretched.
- The player can be released by a “free” person running underneath one of the outstretched arms (*the player must go underneath the arm from **behind** the player, so there is no possibility of clashed heads.*)
- The chasers can capture as many players as possible and also guard the captured players.
- N.B. The same game can be played with a different method of release ...
  - (i) When caught the player stands up tall with arms in the air, releaser jumps up to “**high five**” (*clap hands*) with him/her.
  - (ii) If the surface is suitable, when caught, the player stands with arms and legs stretched wide sideways. Releaser passes **underneath** the player, between his / her legs. (*Smaller numbers playing in a restricted area makes a better game*).

