Heidi Games

Hat Tag

Use a counting game to select the person who will be it. Everyone is a runner but one runner in particular is wearing the hat. The "It" tries to tag the person wearing the hat. When the runner is in danger of being tagged, the runner may pass the cap to any other player, in which case the "It" must try to tag that player instead. If the hat is dropped, the It may capture the hat, and the player who touched it last becomes the It. If a player holding the hat is touched, the person doing the touching becomes the "It".

Cheesebox

Use a counting rhyme to decide who is it? 50 ft away, all of the other players stand at this baseline.

The "It' closes their eyes and starts counting to 10. Anywhere between 1 & 10, the counting "It" can yell out cheesebox. While "It" is counting the rest of the players are running towards the person counting and the "It" line.

At cheese box, "It" opens their eyes. All of the other players can move until "It's" eyes are open. Any one seen moving then must return to the baseline.

The first player to cover the entire course and cross the base line on the return is the winner and is the "It" for the next round.

Alpine One-Out

At the top of a small hill, place stones, beans, bags, or sticks along a finish line. Place one less article than players.

At the bottom of the hill is the starting line where the players are standing.

The players' race from the starting line to the finish line, each trying to grab an article, the person who finds nothing to grab is out of the race and one article is removed. The race continues until only one person remains.

Something For Clara (A Relay Race)

In this game we are going to string some wooden beads for Clara.

Provide each team with a basket of wooden beads and a length of string. At the signal, the captain for each team races from the starting line to the basket, strings one bead, and returns to the starting line and touches player #2. Continue the game like this until the end of the line.

The first group of players that go through the line and string their beads are the winners.

You can also play the game with the option of winning but of just completing the game as fast as you can.

Hul Gul

Give each player a different number of beans, buttons, pebbles, or similar items. No player should have more than 10, one or two players should have nothing, other players can hold one or two items, and no one should know how many another has.

Sit in a circle.

The first player holds out their closed hand and says to the player on their left:

Hul Gul

Hands full

Parcel how many?

The second player must then guess the number of beans held by the first player. If they succeed in guessing, they win the object. If the person guessing, guesses too many, then the first player demands the difference such as: if the 1st player held 3 beans, and the second player guessed 6, the first would say "give me 3 to make it 6."

If the second player guesses too ew, they must give player one half of their objects. One player is allowed to win only 5 objects at a time. Continue playing around the circle until one player holds all of the beans.