

W9725, W9727 & W9728 Scooter Flag Tag Game

Contents:

W9725 Flag Tag Flag Pack – Includes 2 PVC connectors and supports, plus 1 red and blue flag. Each flag is approximately 22" x 24" and features 3 large hook and loop hook strips. Players earn points when their thrown W9724 Sticky Balls (sold separately) stick to the opponent's flag. Target attachments requires vertical poles included with W9456 or sold separately as W9726.

W9727 Scooter Flag Target Pack – This pack includes a red flag, a blue flag, two horizontal poles, two elbows, and 24 Sticky Fabric balls inside a mesh storage bag. This pack requires two Team Scooters (W9450001 or W9513) and the Team Scooter Accessory Pack (W9456 or W9499) and cannot be used without those items.

W9728 Scooter Flag Game Pack – Includes everything in W9727, plus two vertical poles. This pack requires two Team Scooters (W9450001 or W9513).

Optional Equipment:

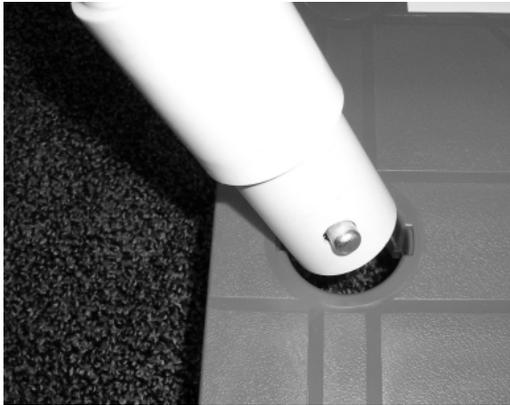
W9724 Stick Fabric Balls – Pack of 24 with mesh storage bag. The more balls the more fun! Each of the above packs includes 24 balls, but you may want more.

Scooters - For many of the activities you will want to have more scooters. You can use any type of scooter you already have or buy any of our other scooters (like item #'s W9450, W4496, W6869, W8366 or W8591)

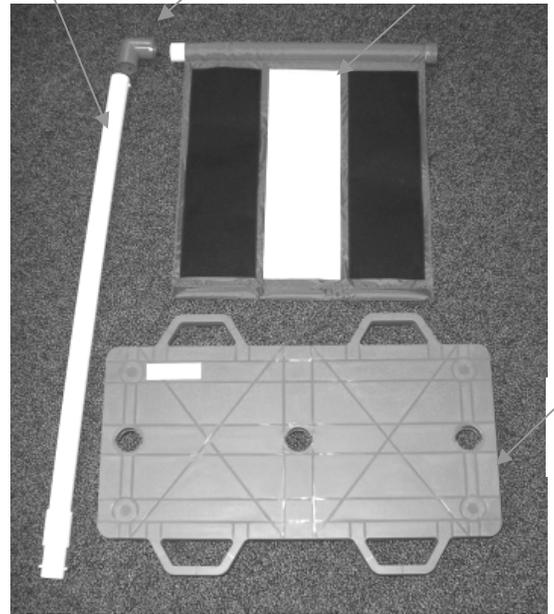
Assembly Instructions:

Slide the flag over the horizontal tube (if required). Attach the elbow to the horizontal tube such that the pin in the horizontal tube pops into the corresponding hole in the elbow to complete the target assembly.

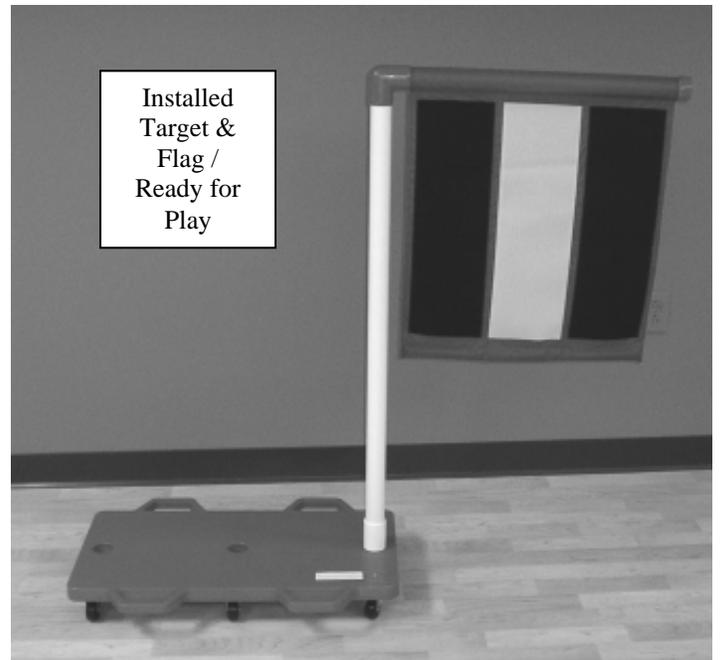
Slide the remaining opening of the elbow on the target assembly onto a vertical tube such that the pin in the vertical tube pops into the corresponding hole in the elbow. Insert the opposite end of the vertical tube into one of the holes in the end of the Two Person Scooters until the larger diameter stop on the pole contact the top surface of the scooter.



Vertical Poles Elbow Flag & Horizontal Pole



Two Person Scooter



Activity Suggestions:

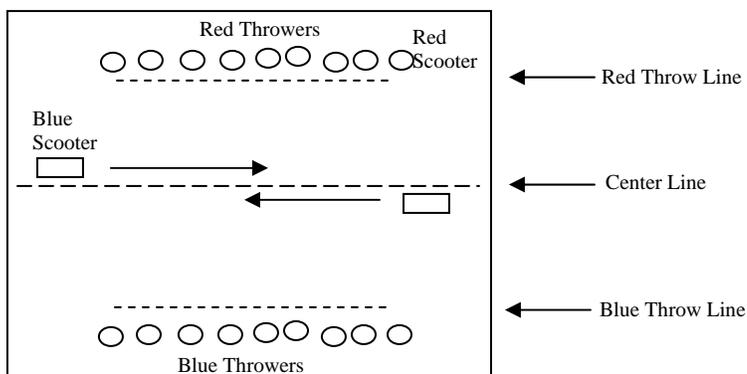
Destroy the Flag Game - Divide your group in half. Half the players become the red team and half the blue team. If possible, each player a pinnie with their team color. Give each player a scooter and assign a captain for each team to ride on the scooter with their flag on it. Have the two team gather at opposite ends of a gym (or other large playing area) and place all the sticky fabric balls in the middle, then signal for the game to start! Players race to the middle to pick up one of the sticky balls with the goal of throwing it at and having it stick to the opposing team's flag. Teams earn one point for each ball that sticks to the black area and two points for balls that stick to the white area. Play is for a set period of time (about 3 to 5 minutes) and the team with the most points wins. No defense is allowed at any time during this game. So no blocking of shots or intentional impeding of a players advance towards your flag and no removing of balls from your flag once a ball sticks to it. The captains should move around as much as possible to make it more difficult for the opposite team to hit their flag.

Variations and Additional Rules:

- Players can only hold one ball at a time.
- If you don't have enough scooter for everyone to be on a scooter, then assign an equal number of players to each side to play on foot. In this case, only the players on foot can pick up balls. They can then hand or toss them to their teammates on scooters, who can then shoot. This rule applies at the start of and throughout the game. Players on scooter are never allowed to pick up balls.
- To make things more difficult and add passing and teamwork, players are not allowed to move while in possession of a ball. A player with a ball can either shoot at the opponent's flag from their current position or pass to a teammate without a ball that is moving. A player receiving a passed ball can catch the ball while moving, but then must glide to a stop.
- After one team wins a game, adjust the rules so that the winning team can only get points by hitting one or two of the Velcro panels instead of all three. Alternatively, move one player from the winning team to the losing team until the losing team wins!

Dodgeball / Destroy the Flag – Have each player (except the captains) wear a W9754 Dodge-It vest and let the craziness begin. In this game, players on the scooters can be eliminated if they get one (or two – try it both ways) balls stuck on their back. All other rules remain the same and the winning team is still the one that scores the most points on the other teams flags, so players have to decide whether to try to score points or eliminate their opponents. Once a player is out, they should roll themselves off to the side of the game (or a designated area). Once safely out of the way, they can remove the ball from their back and toss it to a teammate.

Submarine Game - Two players assigned as submariners and lie down on the scooter with their heads on the opposite end from the flags. These players will stay on their side of the center line and using only their hands move from one side of the gym to the other. The remaining players will be throwers and will be positioned behind a throw line. Each group of throwers will be given an equal number of sticky fabric balls. At the start of the game the scooters start moving and the throwers start throwing. Throwers are attempting to score points by hitting the flag of the opposing colors flag, one point for hitting and sticking to the black and two points for hitting the white. Throwers may cross the throw line to retrieve thrown balls on their side of the center line, but must get back to the far side of the throw line after retrieving a ball to attempt another throw. Throwers should be careful not to accidentally hit their own submarine and score points for the opposite team.



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