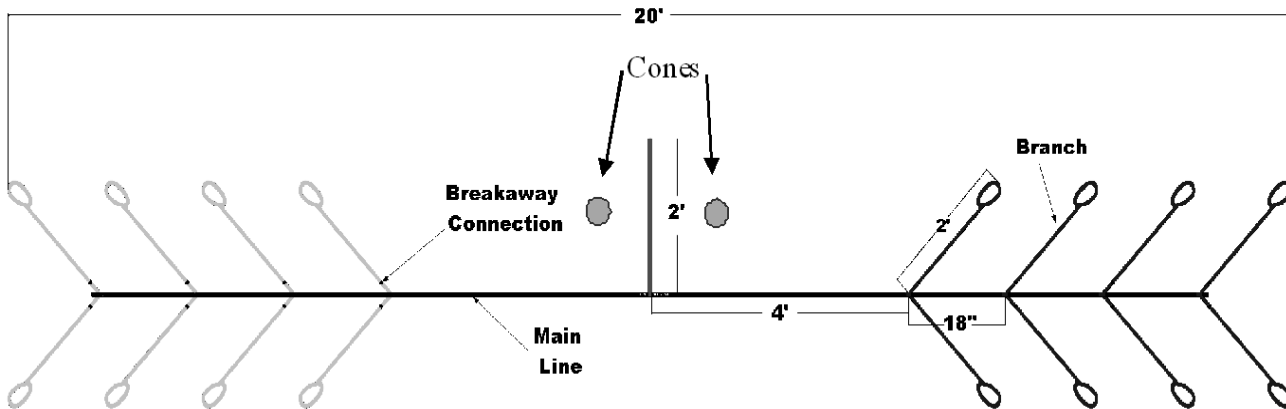


W10133 Team Tug O Wills

Activity Guide / Instructions



Overview: Team Tug 'O Wills can be used in classic Tug 'O War type activities and in other more traditional team building type activities. The Tug 'O Wills rope is designed with a one piece Main Line that is about 18' long and that has 8 Branches on either end. The Branches connect to the Main Line via a lanyard style breakaway connection. The connections can support about 8 pounds of force before they will breakaway. The key to using this product in any type of activity is for everyone on the team to pull with an equal amount of force.

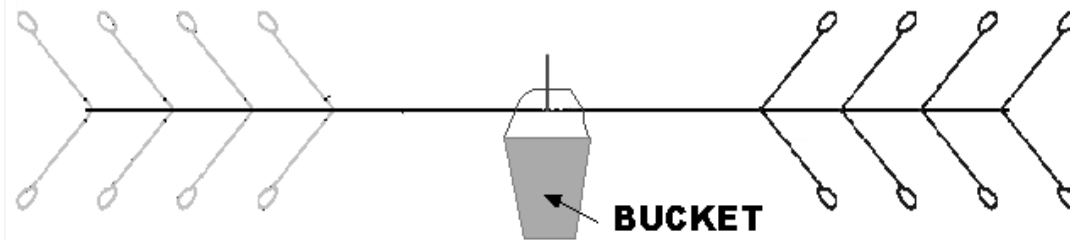
Classic Tug 'O War – In this activity teams of 2 to 8 players compete against one another. Ideally each team starts with the same number of players. Lay the Team Tug 'O Wills on the ground with each handle loop open. Attach as many Branches to each side as there are players on that team. If there are an unequal number of players on the two teams, one player on the team with fewer players is allowed to use two handles. Position two cones or other types of markers on the ground on either side of the red strip attached to the center of the Main Line about 1 to 2 feet away. At the start, the Tug 'O Wills will be on the ground or floor and each player moves to a position such that they can pick up a handle loop. They can grab the handle loop in their fist or loop it around their wrist. Players are only allowed to hold the branch by either of these methods, they are not allowed to grasp the branch closer to the breakaway or to grab the main line. The players hands that are not holding a branch, must be placed on top of their head to keep it out of the way and to be sure no one is tempted to grab the main line. The instructor/teacher can determine the start position for all players (one knee, two knees, sitting cross legged, bent over or a position of their choosing). Prior to the start of the pull, no tension is allowed on any of the branches of main line. At a start signal, each team must rise to a full standing position and then they may start pulling on their branches. The team that gets the red piece to reach the cone closest to them wins the pull. Most likely some or all of the branches will break off of one teams end allowing the other team to win. A successful team will pull at the same time and with the same amount of force!

A team setting up before the start of a pull.



Elimination Match – A single Tug 'O Wills is usually completed within a few minutes. To extend the time and excitement of this activity the match can be made into an elimination match. In an elimination match, a series of Tugs will be held, like a best of 5 or 7 series. To even things out, the team that wins the previous Tug loses a player on their team for the next Tug! To determine which player is lost, a team can ask for a volunteer. Or a specific person or person at a specific location (like the last person on the right) can be designated. All other players reconnect their branches to the main line and another tugging contest takes place. After each tugging contest a person on the winning team is eliminated. Tugging contest continue until one team reaches the required number of wins to win the match.





Team Building Activities – In these activities, members on both ends of the main line work together as a team to transport items or material from one location to another. A bucket (like SL4106, SL4103 or anything similar including a 5 gallon bucket) is used. The main line of the Tug ‘O Wills is threaded through the handle such that the bucket is positioned in the center of the main line.

Holey Bucket Brigade – In this challenge, players attempt to fill up one bucket with some water, then lift and move it with the Tug ‘O Wills rope to second location where another bucket is located. Once they get close to that bucket they can dump the water from the first bucket into the second bucket. The process is repeated until the 2nd bucket is full or a designated fill line is reached. To make things a bit more interesting, we recommend putting about five - 1/8” diameter holes in the first bucket!

Materials:

- 1 - Tug ‘O Wills Rope
- 1 - Polyspot or similar marker
- 1 - Large Storage Container (5 gallon bucket)
- 1 - SL4103 with some holes drilled in it
- 1 - SL4103 with no holes in it
- 1 to 3 – Small disposable cups (ones that hold 4 to 8 ounces)



Set-Up:

1. Fill a larger container with water.
2. Place the bucket with the holes and with the Tug ‘O Wills rope threaded through it on the polyspot a few feet away from the larger container. Note that only when the bucket is on the polyspot can it be filled with water.
3. Place the 2nd bucket without holes on it about 30 feet away from the first bucket and polyspot.
4. Assign up to 8 people to hold the branches of the Tug ‘O Wills rope and be movers.
5. Give 1 to 3 players the small disposable cups and who will be designated as fillers.
6. Assign one player to stand near the 2nd bucket and be the transfer person.



Play: At a start whistle or signal play begins and the fillers dip their cups into the container filled with water, race to the bucket on the polyspot and dump their water in the bucket. The fillers can dump as many cups of water into the bucket as they think appropriate. Just keep in mind, that the more water that is put in the bucket, the harder it will be to lift and the more likely the breakaway handles will give way! When they think their bucket is full enough, the movers can pull on their branches and lift the bucket off the spot and transport it to the second bucket. Once the bucket with water in it touches the 2nd bucket, the transfer person may grab that bucket and dump it into the 2nd bucket. The empty bucket is moved back to the polyspot and the whole process starts again. The process repeats until the 2nd bucket is filled or reaches a designated fill line. To make the challenge competitive, teams can be timed and compete for the fastest time or two or more sets of teams and equipment can compete simultaneously.

Variations:

1. Substitute sand for water. The heavier density sand, means less volume can be transferred during each move.
2. Substitute ping pong balls (like our bulk pack of 144 balls – W9957) for water. This will allow the activity to be played indoors! Obviously the ping pong balls won’t leak out of any holes in the bucket, but the general idea still works.
3. Blindfold all or some of the movers. With this variation the transfer person takes charge and gives the movers verbal instructions on when to lift, what direction to step and when to stop moving.