

# Factfile

**Category**  
Tactical and Chance

**Competition Type**  
Simultaneous, isolated, opposed

**Area Dimensions**  
5m x 2m - 10m x 2m

**Number of Players**  
4 - 8

**Time Per Game**  
5 - 10 minutes

**Objective**  
To win some 1v1 chance contests.

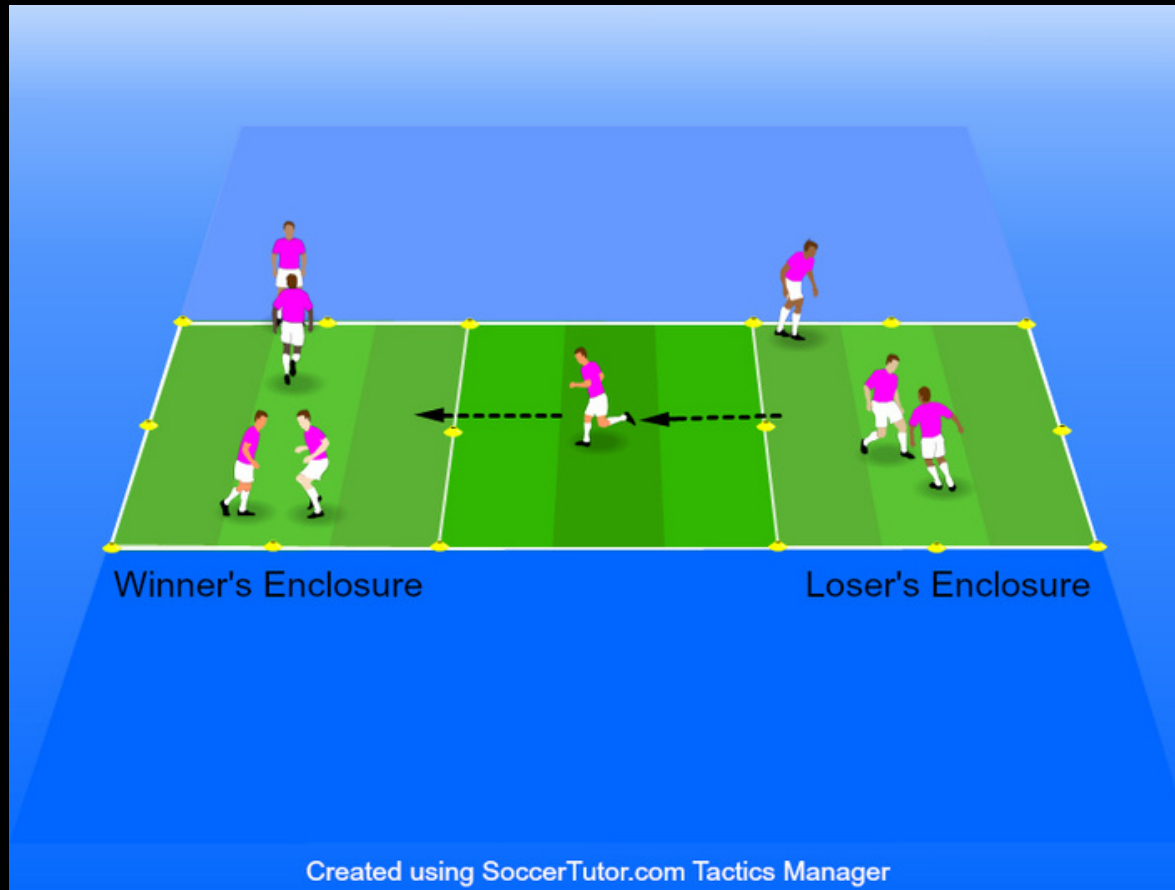
## Equipment

- 16 Marker Cones

## Safety Tips

- Pivot on the ball of your foot when spinning to be fast but not over stretch ankles/knees.
- Be aware of each other when moving to another enclosure.

# 4) Rock, Paper, Scissors



## Tips For Success

- Consider what the most common action opponents make is to predict the winning action to make.
- Be ready for the draw so you can respond by spinning quickly.

## Independent Personalisation

- Play different players each time to challenge yourself against different tactics.



## Rules

- Players split equally amongst the 'Winner's Enclosure' and 'Loser's Enclosure'. Players then pair up with each other.
- Each pair plays a whole body version of 'Rock, Paper, Scissors'.
- The person that wins remains/moves to the 'Winner's Enclosure', whilst the person that loses remains/moves to the 'Loser's Enclosure'. Both players then find a new partner to play with.
- If both players make the same shape, they both spin to pretend shoot each other. The first one to do so, wins.