

Game  
134

# escort relays

Why run alone? Run one of the many escort relays!



ridiculous  
relays

- 1 Getting Ready**  
A starting line and a finish line about 15 paces apart are created with chalk, tape, or ropes.
- 2 Players Form Teams**  
Players line up at the starting line in teams of about six or so.
- 3 Starting Balloon**  
At the starting gun (a balloon being popped) the first player on each team dashes to the finish line, runs back, grabs the hand of the second player, and they dash hand-in-hand back across the finish line.
- 4 One Stay, One Stray**  
The first player remains on the other side of the finish line, but the second player dashes back to grab the hand of the third player to escort the third player to the finish line.
- 5 Play it Again, Sam**  
Then, of course, the third player dashes back to escort the fourth player, and so on until all the players have been escorted across the finish line.

Escort Relay has many variations based on different modes of locomotion:

### 134.1 racket balloon

Partners bounce a balloon between them using wire balloon rackets made from wire coat hangers.

### 134.2 flamingo hop

Pairs are hopping. With one hand they hold hands, with their other hand they hold one of their feet in the air.

### 134.3 leapfrog

Player One leaps over Player Two who then leaps over Player One, leapfrog fashion.

### 134.4 spider twins

Pairs hold hands. They walk on hands and feet with only their two free hands and their four feet touching the ground.

### 134.5 back-to-back

Partners stand back-to-back, sideways to the goal line. They link elbows, and sidestep to the goal.

### 134.6 time machine

Running backward, holding hands.

### 134.7 balloon bounce

Partners link elbows and with the free hands take turns bouncing a balloon in the air before them.

### 134.8 wheelbarrow

Player One walks on his/her hands while Player Two holds Player One's legs.