Capture the Flag

Revised rules:

1. Game ends when opponent reaches flag, no need to carry flag back.
2. Game ends in draw if no flag captured after 15 minutes.
3. Player cannot go closer than 10 feet to own flag.
4. Capture by touching with palm of hand.
5. When a player is captured, s/he must stand frozen in place for 2 minutes. After that time, s/he may be unfrozen by being touched by a non-captured teammate.
6. Fast walking but not running.
7. All stairs, rocks, and plantings off limits.

Roles

* 16 players
* 4 sub-referees (1 for each goal, 2 for line)
* 1 lead referee (Kautz)
* 1 photographer
* 1 record keeper
* 1 equipment keeper

Participants (as of 7/30)

* 20 volunteers
* 4 researchers

Timeline on August 7:

* 11:30 am: Researchers meet:
  + Verify all GPS units working properly
  + Set up boundaries around goals
* 12:45 pm: Start checking in players
  + Consent forms
  + Distribute & demonstrate GPS units
  + Select teams & sub-referees
* 1:15 pm: Games begin
  + Play 5 games

Tasks before August 7:

* Find old GPS units, and charge and test all units.
* Create consent forms, including photo release
* Create maps
* Create forms for Record Keeper
* Slips of paper for drawing
* Purchase / collect materials

Materials needed:

1. (Michele’s) T-Shirts: 8 red, 8 blue, 6 yellow
2. (Radio Shack) 4 walkie-talkies
3. (Lowes) Thick, brightly colored rope for marking flag boundary
4. (Lowes) Tape measure
5. (Office Depot) Clipboards & pens
6. Camera
7. Flags