



**SPORT
PLAYBOOK**



Get Out There and Play

PAJAGGLE SPORT

INTRODUCTION

GAMES BRINGING PEOPLE TOGETHER

Pajaggle Sport can generate a variety of games and activities which challenges both individuals and small groups. The different shapes must fit. The interlocking pieces provide both cooperative and competitive activities. Some activities are just satisfying to complete, while others bring out your abilities to beat the clock. The following is a sample of activities that can be simple beginning games to highly complicated activity. Pajaggle Sport can be played either indoors and outdoors. Making up your own games only adds to the fun of Pajaggle Sport.

Pajaggle Sport:

Contents:

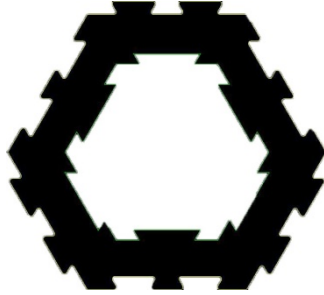
- 19 Blue Rings in the shape of the Pajaggle Logo with 19 corresponding inserts.
- 19 Black Rings in the shape of the Pajaggle Logo with 19 corresponding inserts.

Glossary

Logo:	A similar 3 sided shape with interlocking sides.
Ring:	Made in the shape of Pajaggle's Logo with a variety cutouts or sockets to be filled by inserts.
Cluster:	Several Rings interlocked around or formulating a design line
Inserts:	Individually shaped cutout that fits into a Ring.
Interlock:	Rings have 3 interlocking shapes and connect to each other Several games need Rings to be interlocked in order to play.



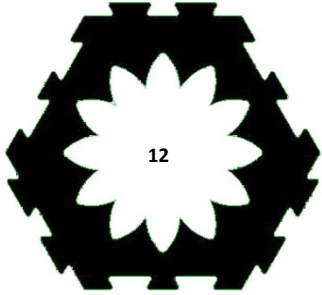
Pajaggle Sport
Contents



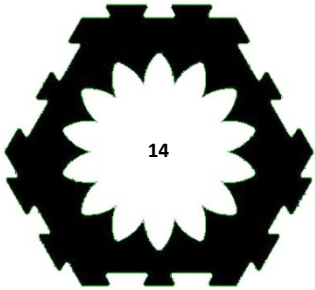
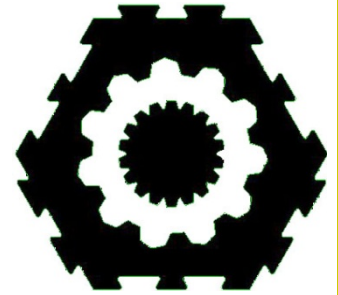
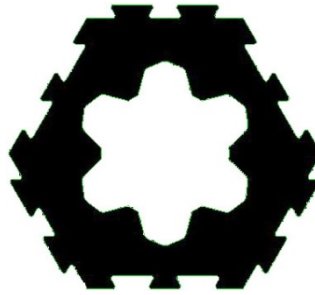
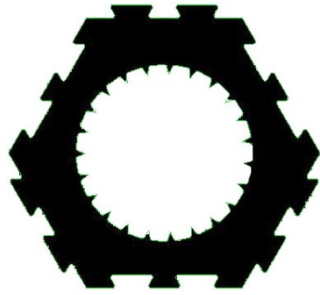
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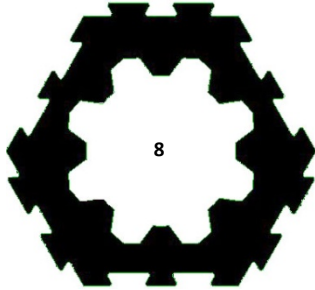
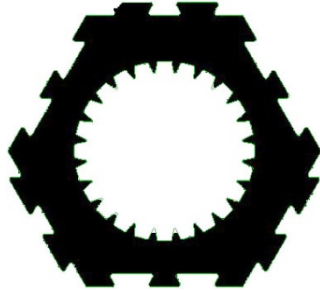
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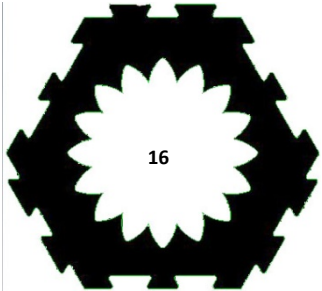
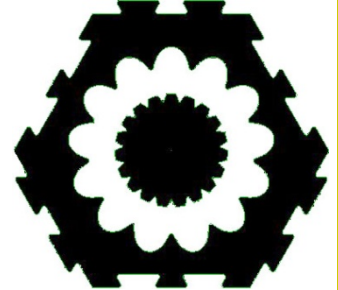
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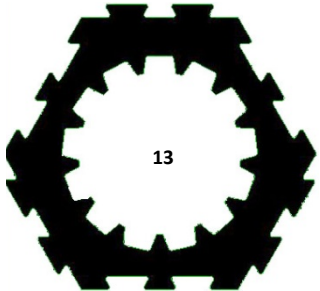
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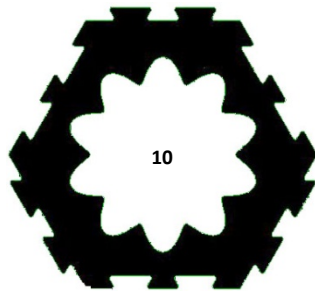
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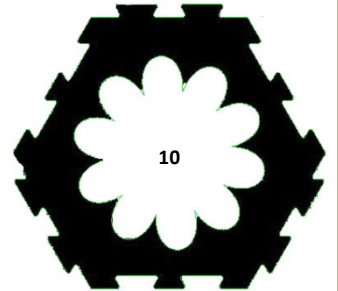
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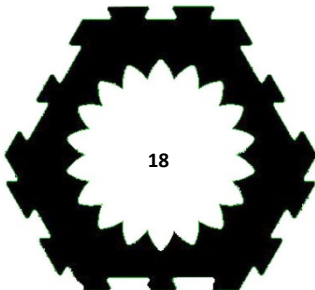
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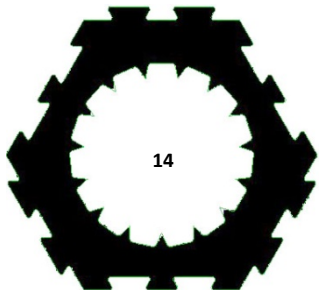
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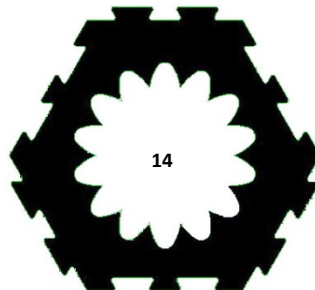
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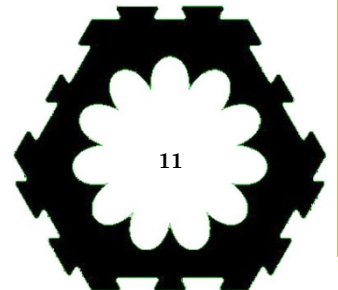
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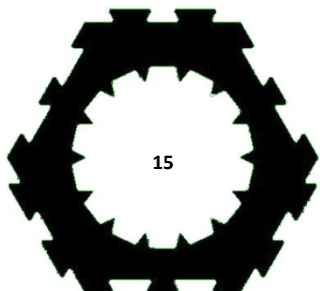
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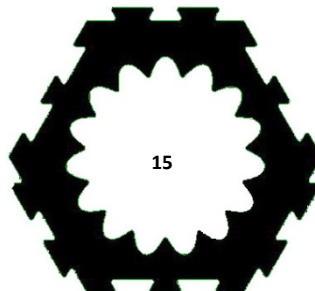
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Get Out There and Play™



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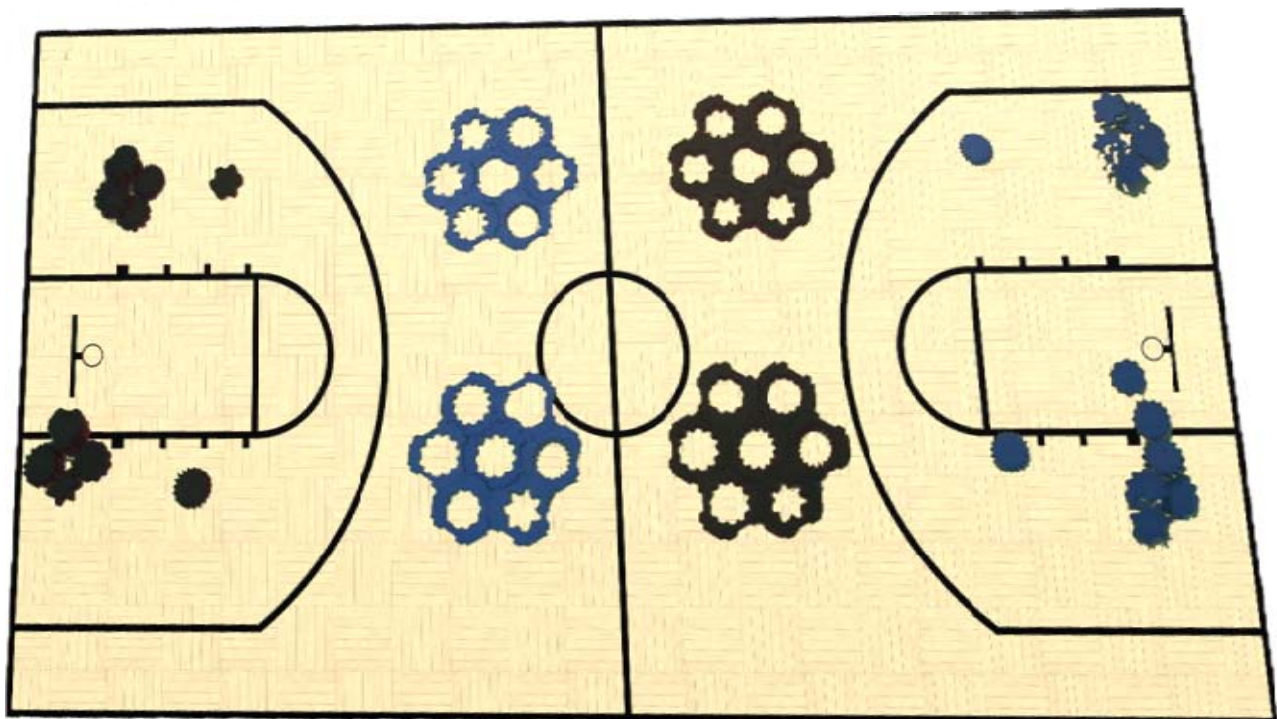
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Office Use Only:

- Straps
- Playbook
- Brochure (Sport)
- Brochure (Boards)
- Brochure (Rings)
- Educational Benefits

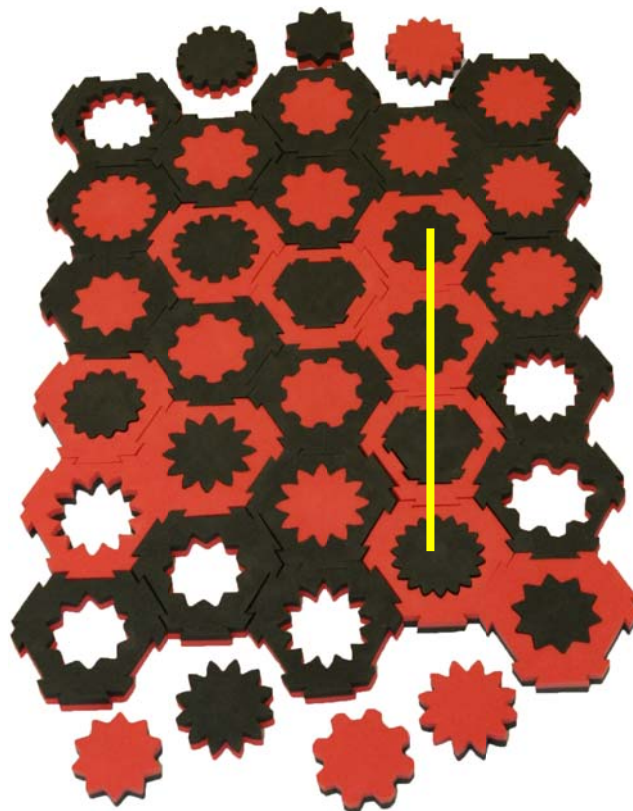
NAME	RACE-7	TIME	1 to 2 minutes
PLAYERS	1 or more	LEVEL	BEGINNER
SUPPLIES	7 Rings and inserts		
OBJECTIVE	Fill your 7 Pajaggle rings first		

- Create several cluster rings, each cluster representing each player or team. Join seven Pajaggle rings; with one ring in the center and 6 rings interlocked around the one. If you can reduce the number of rings and play Race-6, Race-5, Race-4.
- Stack the related inserts approximately 20 feet from each linked cluster. The player or team who fits their Pajaggle™ inserts into all 7 correct rings first and yells “Pajaggle,” WINS.
- To add complexity, play blindfolded, play with one hand, run backwards, crawl to the rings.
- With Race-7, there are all sorts of variations that you can easily create.



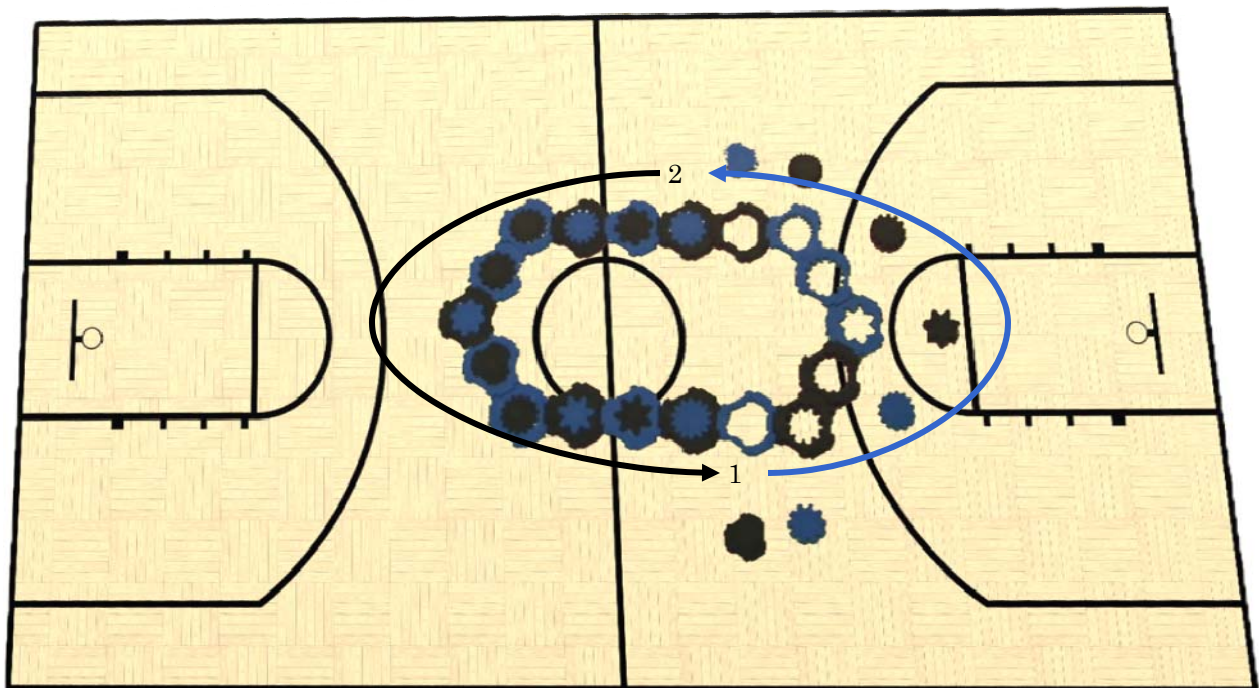
NAME	SIGHT-4	TIME	5 minutes
PLAYERS	2 or more	LEVEL	BEGINNER
SUPPLIES	30 Rings and inserts		
OBJECTIVE	Place four of your color pieces in a row before the other player.		

- Each player has a different color.
- Create cluster with 6 rows and 5 columns (i.e. 30 Pajaggle rings).
- 30 Pajaggle inserts are placed on the four sides of the play area.
- Player 1 selects an insert and fits it in one of the Pajaggle rings.
- Player 2 then selects an insert and fits it within one of the Pajaggle rings.
 - A player can block an opposing player by fitting a Pajaggle insert in the row or angle.
- The first player to fill 4 rings in a row of the same color and yell “Pajaggle” wins.
- The Gotcha: Once a player has touched an insert piece that piece must be played.
- **HINT:** Look twice play once.



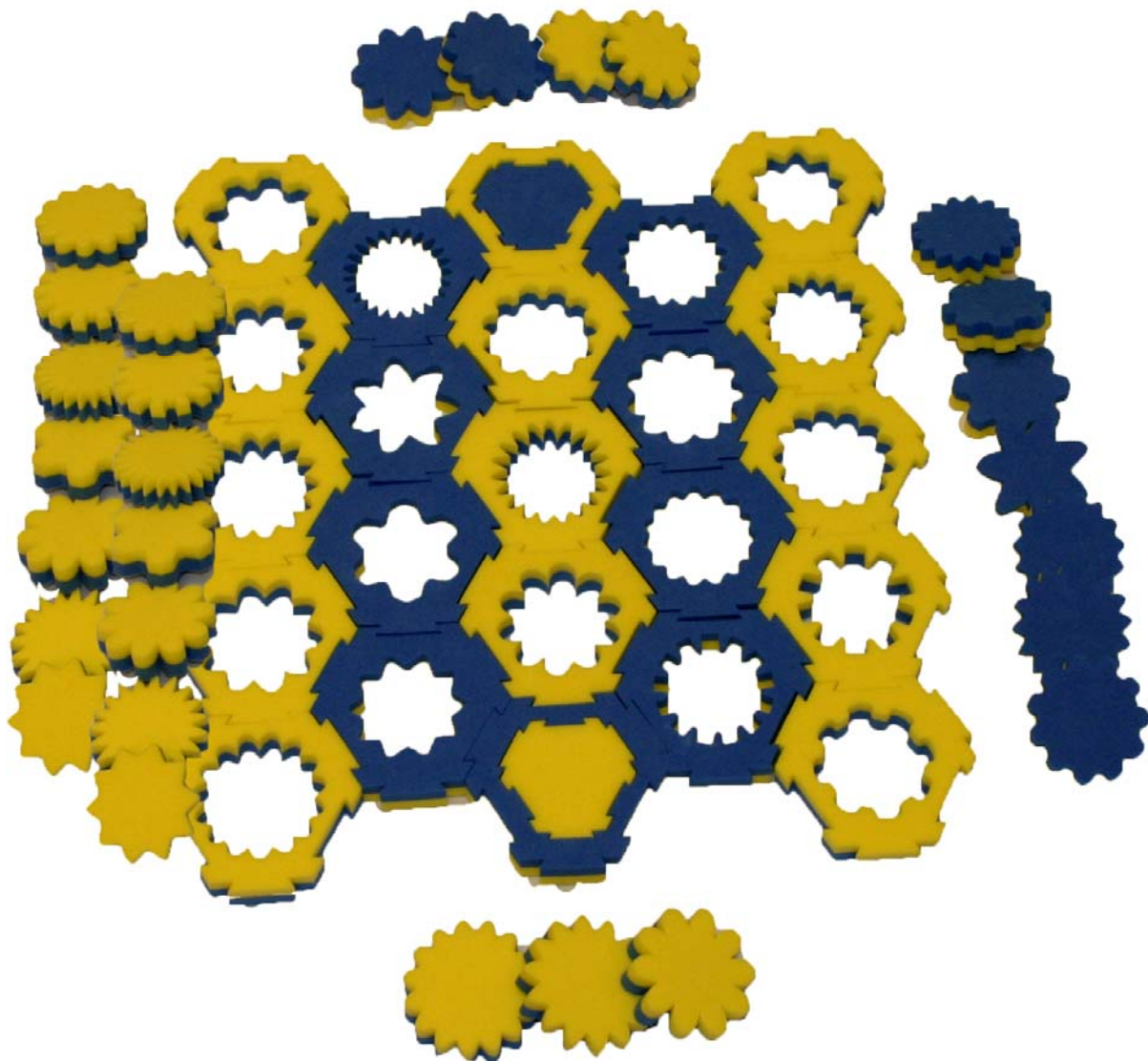
NAME	CENTER CHASE	TIME	1—2 minutes
PLAYERS	2	LEVEL	BEGINNER
SUPPLIES	Several rings and inserts		
OBJECTIVE	Lap your opponent.		

- Interlock several Pajaggle Rings to form a large circle.
- Player 1 starts with several rings empty, with the inserts placed on the side of the corresponding Ring.
- Player 2 starts with several Rings already filled with inserts.
- Player 1 starts at the first empty Ring and fills it with the insert and continues moving counter-clockwise filling inserts.
- Meanwhile, Player 2 starts at the first filled Ring and pulls the insert, leaving the insert on the side and continues moving counter-clockwise removing inserts from the Rings.
- The first player to reach the other player WINS.



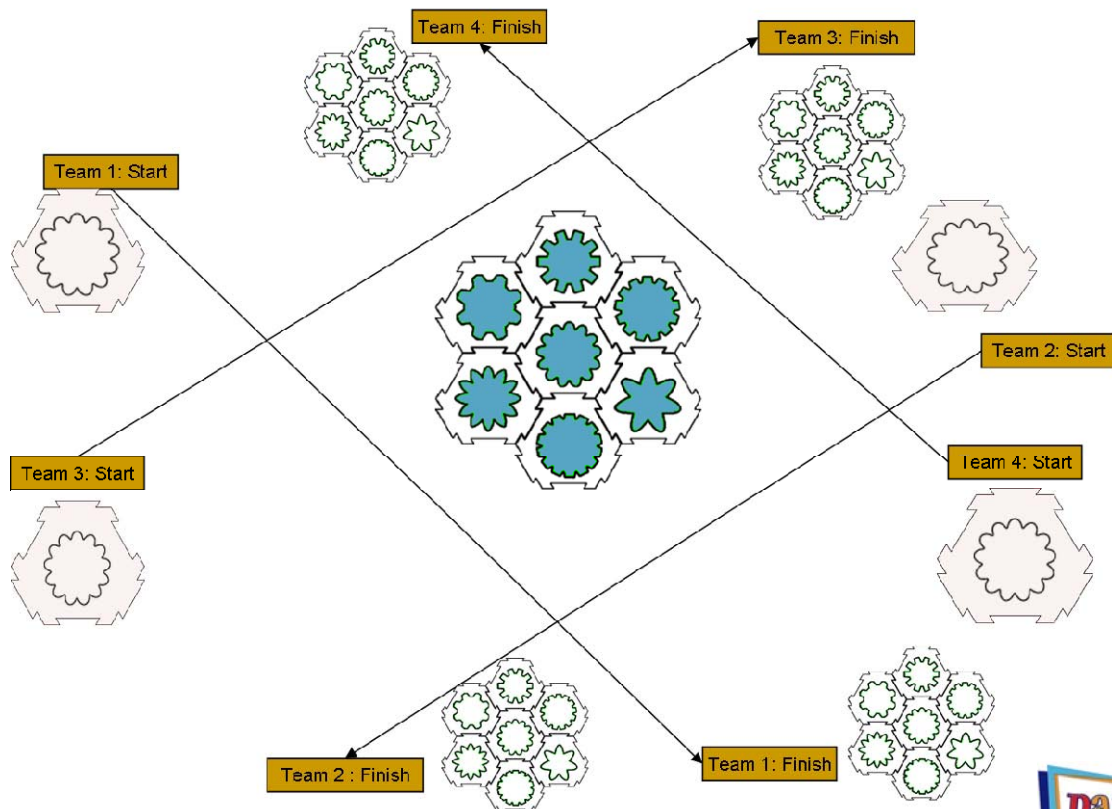
NAME	BUILD-N-FILL	TIME	10 –15 minutes
PLAYERS	1+ PLAYERS / TEAMS	LEVEL	INTERMEDIATE
SUPPLIES	10+ Rings and inserts		
OBJECTIVE	Fill all Pajaggle rings with insert pieces or just your color insert pieces first.		

- Interlock the Pajaggle™ rings into any shape you desire—columns and rows or circles .
- Arrange Pajaggle insert pieces into a pile.
- Fit Pajaggle inserts into the Pajaggle rings as quickly as possible and record your time.



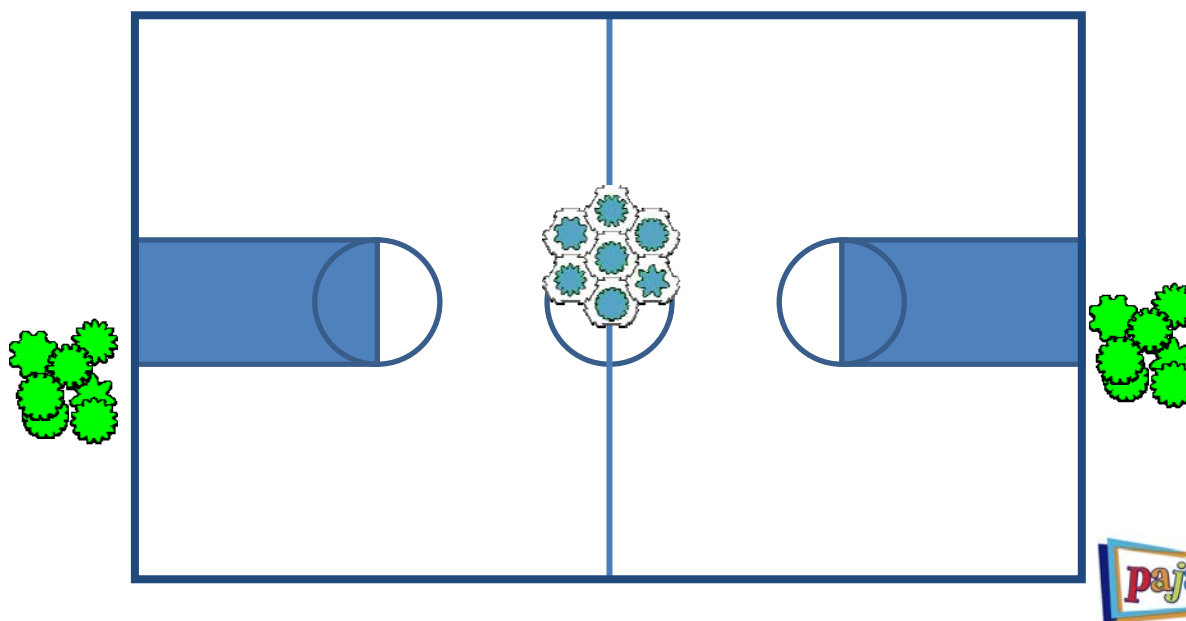
NAME	CRISS-CROSS	TIME	10 –15 minutes
PLAYERS	4 TEAMS	LEVEL	INTERMEDIATE
SUPPLIES	Each team has its own set of 7 rings and inserts. 28 pieces in total		
OBJECTIVE	Interlock, fill, and drag your assembled Pajaggle rings to the center first.		

- The playing space is to be set up using the concept of a clock. With 50 feet being the distance between teams and their home base. Team 1 starts at 1 o'clock and finishes at 5 o'clock; Team 2 starts at 4 o'clock and finishes at 8 o'clock; Team 3 starts at 7 o'clock and finishes at 11 o'clock; Team 4 starts at 10 o'clock and finishes at 2 o'clock.
- One member from each team selects one ring and runs to his or her finish area and drops off one ring, runs back to the team's start area and tags a teammate, who follows the same steps until all 7 rings are interlocked at their respective finish area.
- Then one member from each team selects one insert, runs to fill area and places insert into related ring, runs back to start and tags teammate, who follows same steps until all inserts are filled.
- The first team to fill all the interlocked rings with inserts, drag the Pajaggle interlocked ring assembly to the center of the playing area and then yells "Pajaggle"...WINS!



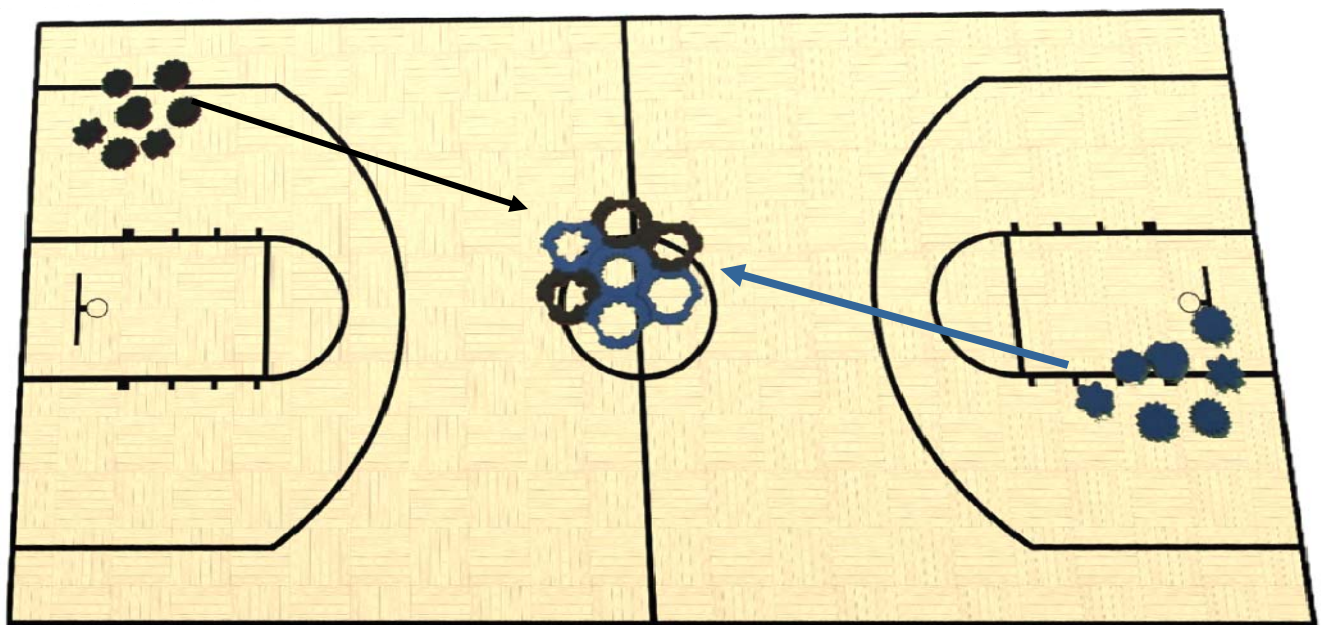
NAME	PUSH	TIME	10 –15 minutes
PLAYERS	2 TEAMS	LEVEL	INTERMEDIATE
SUPPLIES	2 sets of 7 rings and inserts. 14 pieces total		
OBJECTIVE	Connect and fill 7 Pajaggle™ rings and push to the center.		

- Build Phase:
 - Teammate #1 selects one Pajaggle ring from the out-of-bounds area and places it in the center of his/her team's free throw circle then returns to tag teammate #2. #2 picks second ring and connects to #1's ring and tags next teammate. Players continue to connect rings until all 7 rings are connected forming a large Pajaggle ring cluster.
- Find and Fill Phase:
 - #1 picks selects one of the 7 center inserts from the out-of-bounds area, races to the free throw circle and places his/her insert in the corresponding ring then returns to tag #2. #2 picks up another insert from the pile and places the insert in the corresponding ring and tags #3. Players continue selecting inserts and placing them into the related rings until all rings are filled.
- Push Phase:
 - Players work together and drag the 7-piece interlocking assembly to the center of the court. The first team to the center and yells "Pajaggle"...WINS!



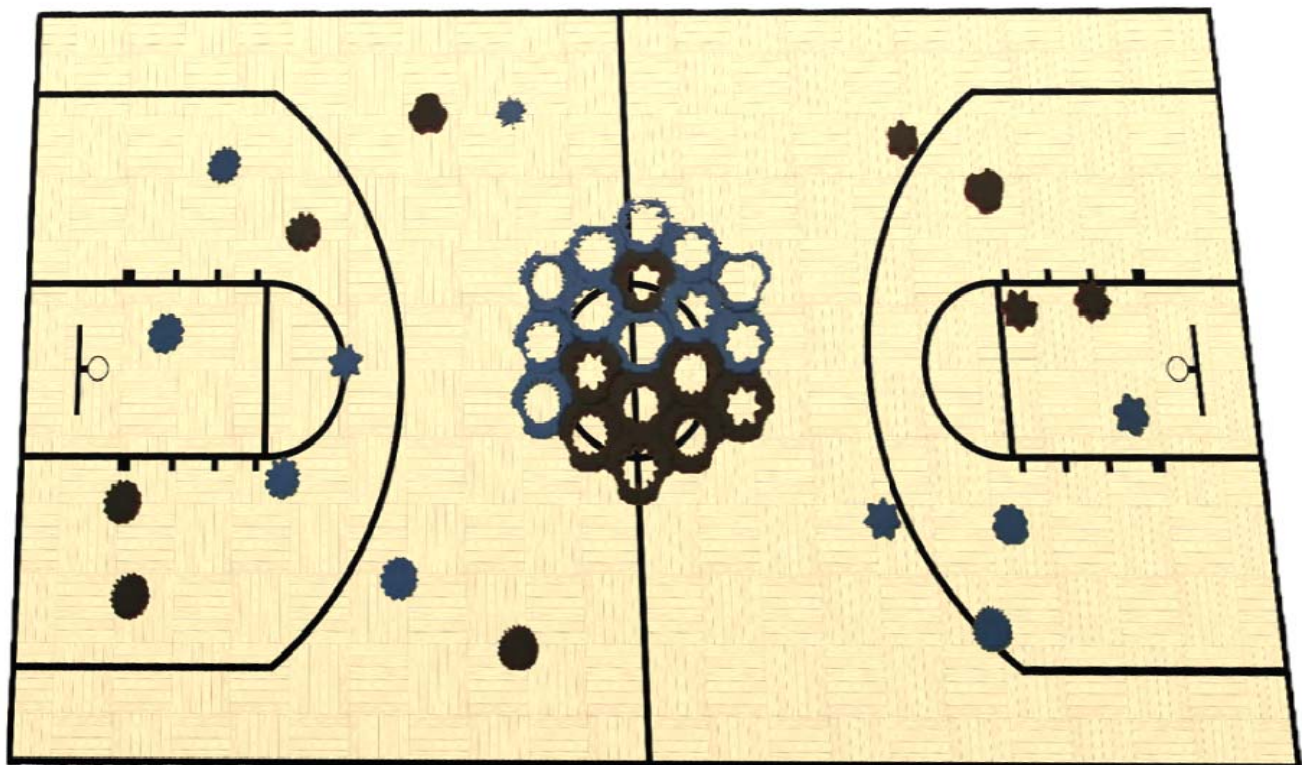
NAME	HALFTIME SPRINT	TIME	2—5 minutes
PLAYERS	2 TEAMS / Individuals	LEVEL	INTERMEDIATE
SUPPLIES	2 sets of the same 10 inserts (20 pieces, but only 7 rings).		
OBJECTIVE	Fill more Pajaggle™ rings with one color and than opposing team.		

- Place 1 interconnected 7 ring cluster in the center of the court.
- Place on each side of the court 10 of the same shape inserts, so that 7 of the 10 inserts will fit 7 of the available socket rings in the center court. You can choose to have only 7 of the same shapes for less difficulty.
- One player from each team selects an insert from his pile of inserts and races to place the insert into one of the open rings.
- If the insert does not fit or the ring has already been filled by the opposing team, the player must send the insert back to the pile and select a different insert.
- Once an insert is properly placed into a ring in the center court, the next player selects a different insert and races to the center and repeats the process.
- The team to fill more inserts into the center rings wins.



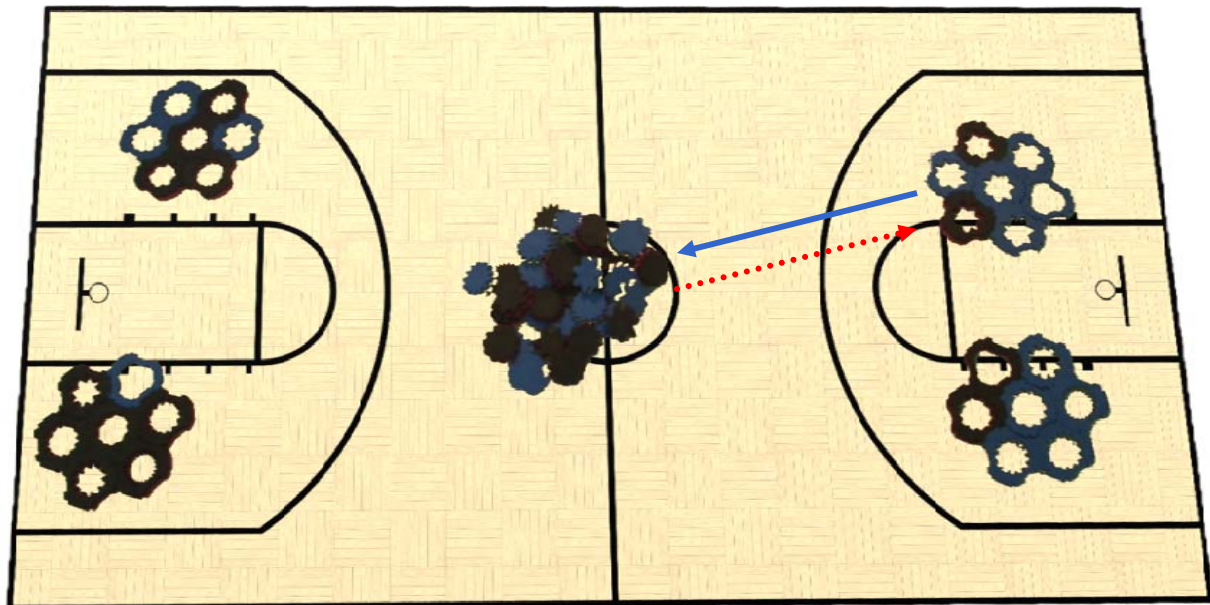
NAME	FLING	TIME	2 –5 minutes
PLAYERS	2+ Players	LEVEL	BEGINNER
SUPPLIES	10 rings and inserts.		
OBJECTIVE	Free form activity. Fill the Pajaggle™ rings fast.		

- Place blue/black rings in the center of the gym court.
- Players stand on the rings and each hold an insert.
- Each player FLINGS an insert all over the gym court.
- The whistle blows and all the players race to retrieve inserts and quickly return to the center to fit each insert into the related ring.
- Record the time and see how the team does.



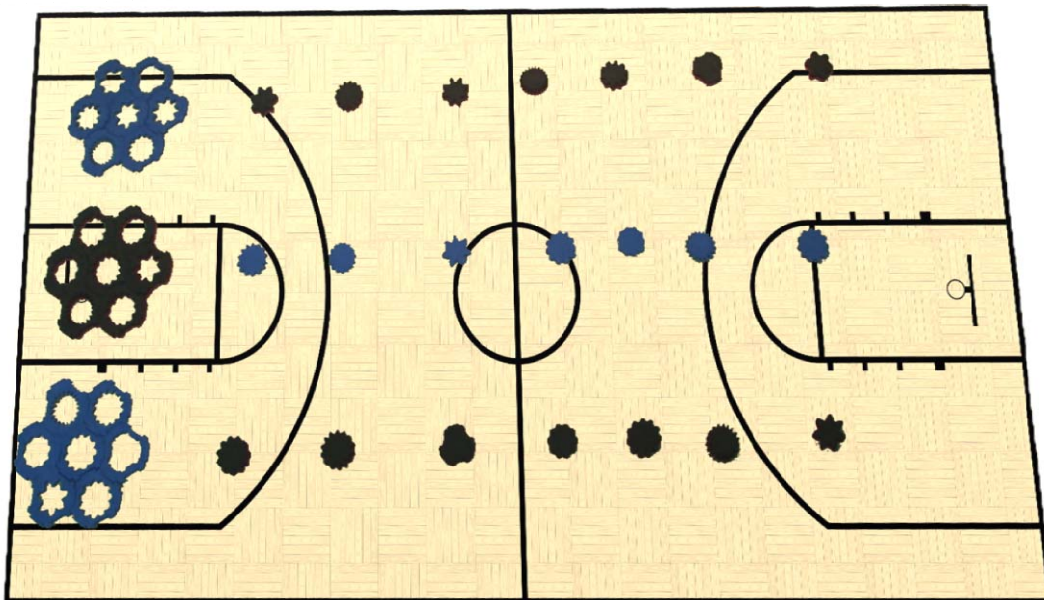
NAME	CHAOS	TIME	3 –7 minutes
PLAYERS	2+ Players	LEVEL	INTERMEDIATE
SUPPLIES	2 or more sets of rings and inserts.		
OBJECTIVE	Fill the Pajaggle™ rings from a commingled pile of inserts		

- Place several linked Pajaggle rings (i.e. 7 rings) at each corner of a square.
- Place the corresponding inserts in the center of the square.
- One player from each team races to the center, selects an insert and races back to the rings to fit the insert into the appropriate ring.
- If the insert does not fit any of the rings, the player must send the insert back to the pile and select a different insert.
- Once the insert is properly placed into a ring, the player can then tag the next player who then races to the center and repeats the process.
- The first team to fit all of their inserts into their rings and yells Pajaggle**WINS**.



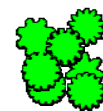
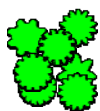
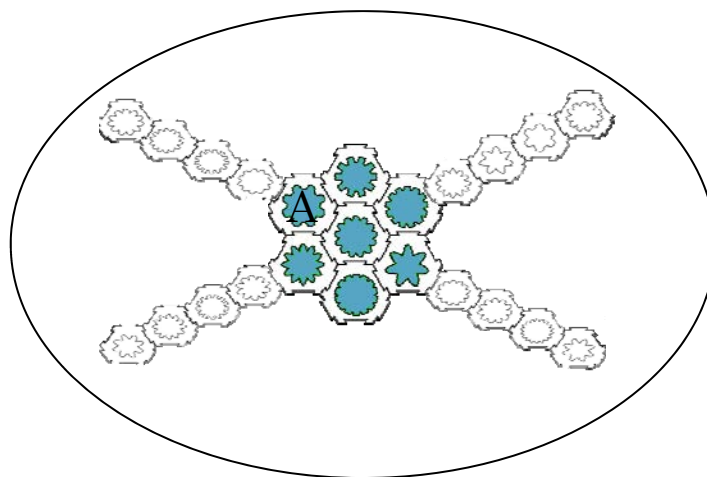
NAME	LINES	TIME	3 –7 minutes
PLAYERS	2+ Players	LEVEL	INTERMEDIATE
SUPPLIES	Several sets of 7 rings and inserts		
OBJECTIVE	Fill the Pajaggle™ rings, and remove centers back to original position..		

- Place several 7-linked Pajaggle rings on one side of the court.
- Place corresponding insert centers on the court in equal distance, so that the 7th center is lying on the other side of the court's out of bounds line.
- Players start from the out of bounds line, and run and retrieve the first insert and fit that insert into a corresponding Pajaggle ring.
- Player continues to run and retrieve each insert and fit it into the corresponding Pajaggle ring.
- Once all rings are filled, player removes one insert and replaces it back on the court, the first being placed at the foul line and the last piece being placed at the far end of the court.
- First team that can fill the rings wins. First team that can fill rings and place inserts in it's original place, wins.
- Pajaggle lines can be continued indefinitely.



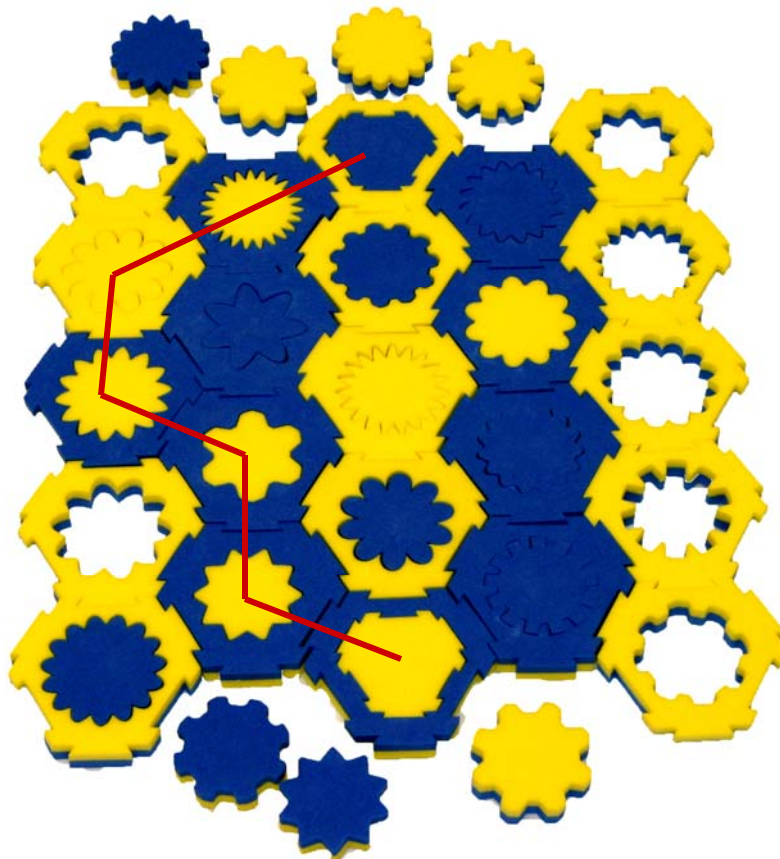
NAME	SPAN	TIME	2 –5 minutes
PLAYERS	2+ Players	LEVEL	ADVANCE
SUPPLIES	2 SETS 5 rings and inserts.		
OBJECTIVE	Fill Pajaggle™ rings first to connect to the outer ring.		

- Place 7-linked Pajaggle rings in the center.
- Place the corresponding inserts for each spindle to one corner of the game area.
- A-players (Describers) stand at one end of the spindle and describe to B players (Listeners) the first insert shape required to start moving towards to A.
- B-players (Listeners) are positioned outside the outer ring (approximately 20 ft). Their job is to listen and find the insert that is described by A and carry it to A to fit into the ring.
- The instructor dictates how B or B-team members must travel. They may need to walk backwards, crab walk, wheel barrow, push with nose, etc....anything silly is better.
- Once A receives the insert and fits into the ring, A again describes the next insert.
- The team first to fit their inserts to the rings to connect to the outer ring and yells “Pajaggle”...wins!



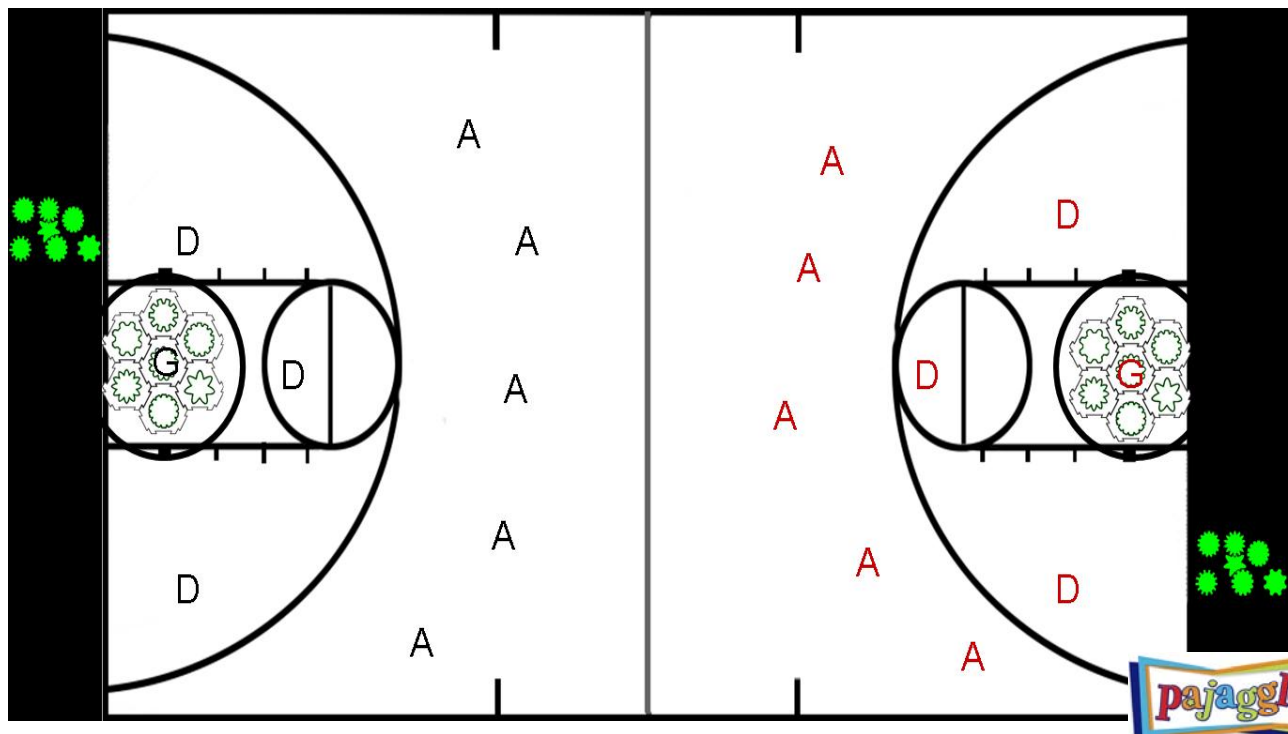
NAME	BLOCK-N-BRIDGE	TIME	2 –5 minutes
PLAYERS	2 Players	LEVEL	ADVANCE
SUPPLIES	30 rings and inserts.		
OBJECTIVE	Connect your colored insert pieces from your Pajaggle™ Logo Piece to your opponents.		

- Create a play area with 6 rows and 5 columns (i.e. 30 Pajaggle rings).
- Place one Pajaggle™ Logo at one end of the board and a different color Pajaggle™ Logo at the other end of the board.
- Pajaggle insert pieces are placed on the sides of the play area.
- Each player has several paths to choose from to connect the Logos. However, each player also can block a path by placing his color insert in that path.
- Both players quickly reach for insert pieces to quickly fill corresponding rings.
- Make sure that you place your color facing up to indicate your pathway chosen.
- The first player to connect from Logo to Logo and yells “Pajaggle,” WINS.
- In the event, no complete connection is formed, the game is a tie. Remove the inserts, place them to the side and play again.



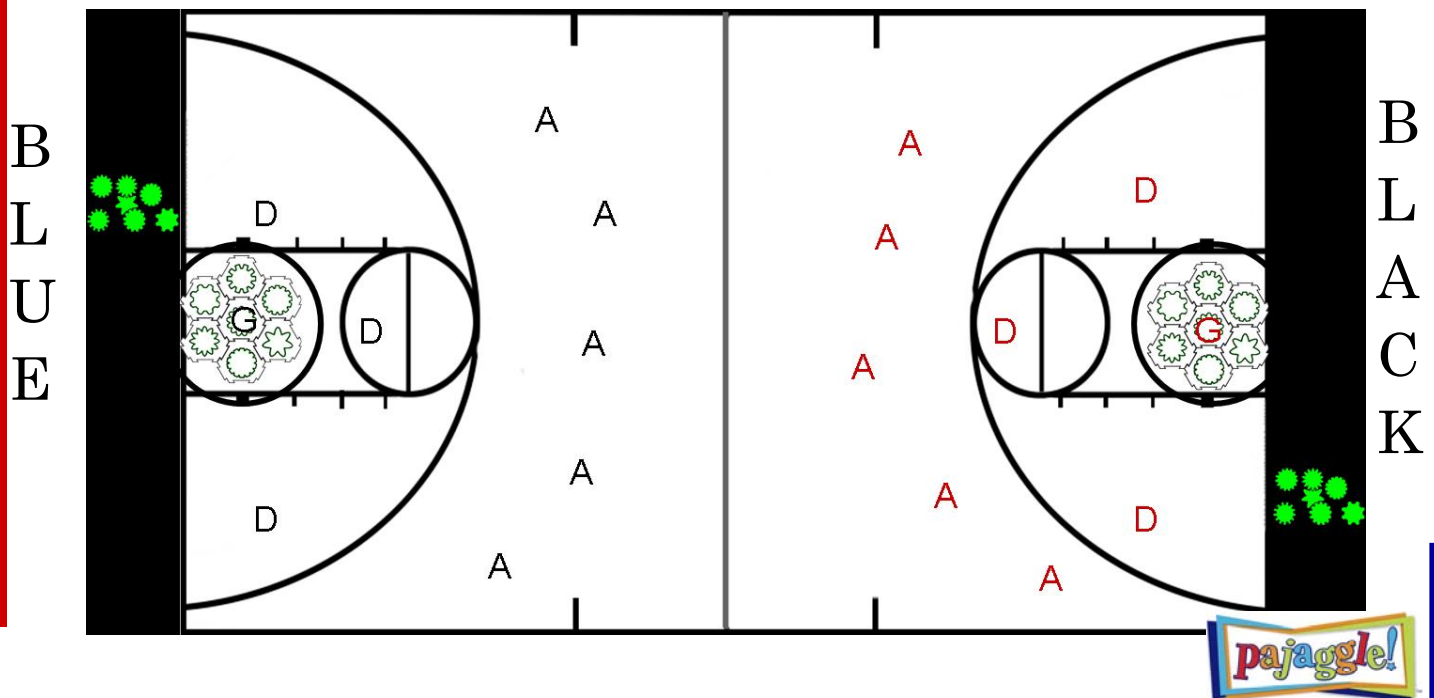
NAME	RUSH	TIME	10 –15 minutes
PLAYERS	10+ Players	LEVEL	ADVANCE
SUPPLIES	14 rings and inserts.		
OBJECTIVE	Fill one set of rings with inserts first.		

- Place 10+ more blue rings on one side of gym court (you can play outside as well) and 10+ blue inserts on the other side of the court.
- Place 10+ black rings on one side of gym court and 10+ black inserts on the other side .
- Blue and black players race across the court and place the inserts into their rings.
- Once a blue attacker with an insert crosses mid court, a black defender can tag the blue player. If tagged, the blue attacker must run back to the base line and restart. If the blue attacker is able to dodge and get past the defenders and the goalie and touch the blue rings (the safety zone), the blue attacker is then free to place the insert into the ring and then run back to fetch another blue piece.
- Only one attacker can be on the safety zone at a time. If the attacker is slow to find the related ring for the insert, then other attacker teammates must wait.
- Attacker may cross the mid point without an insert, but they may not be within 2 feet from the safety zone (rings).
- Attacker with an insert may throw to another attacker. If fumbled or intercepted, the insert is sent back to the attacker’s baseline.
- Game period is 15 min. Within 15 minutes, first team places inserts within rings wins. If after 15 min, most inserts filled within rings, wins.



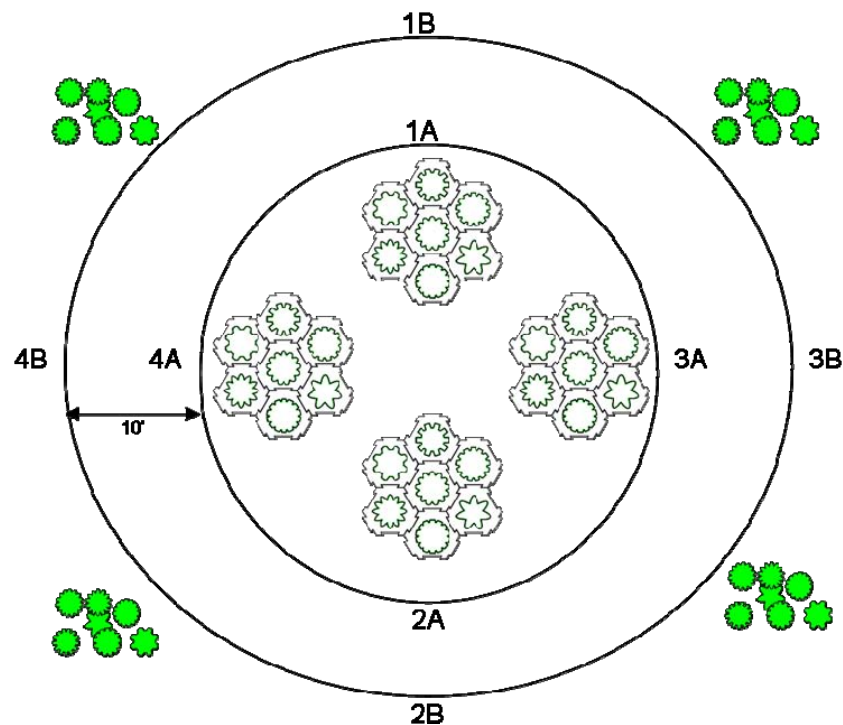
NAME	CAPTURE	TIME	10 –15 minutes
PLAYERS	7+ Players	LEVEL	ADVANCE
SUPPLIES	14 rings and inserts.		
OBJECTIVE	Fill one set of rings with inserts first.		

- Place 10+ more blue rings on one side of gym court (you can play outside as well) and 10+ blue inserts on the other side of the court.
- Place 10+ black rings on one side of gym court and 10+ black inserts on the other side .
- Blue and black attackers race across the court to retrieve their inserts. In this case, team blue runs to the black side of the court to retrieve blue inserts, while team black retrieves black inserts on the blue side of the court.
- Meantime black and blue defenders can tag any attacker who crosses the mid point line. If an attacker is tagged, the attacker must run back to the base line and restart. If attacker was holding an insert then the insert sent back to the pile from which it came.
- Once the attacker holds a piece and crosses the mid court line and is back on its home turf he or she can pass the insert to the goalie who then places the insert into the rings.
- While in the opposing area, an attacker with an insert may throw the insert to another fellow attacker. If fumbled or intercepted, the insert is sent back to the place from which it came.
- Game period is 15 min. Within 15 minutes, first team to fit all inserts within rings wins. If after 15 min, most inserts filled within the rings, wins.



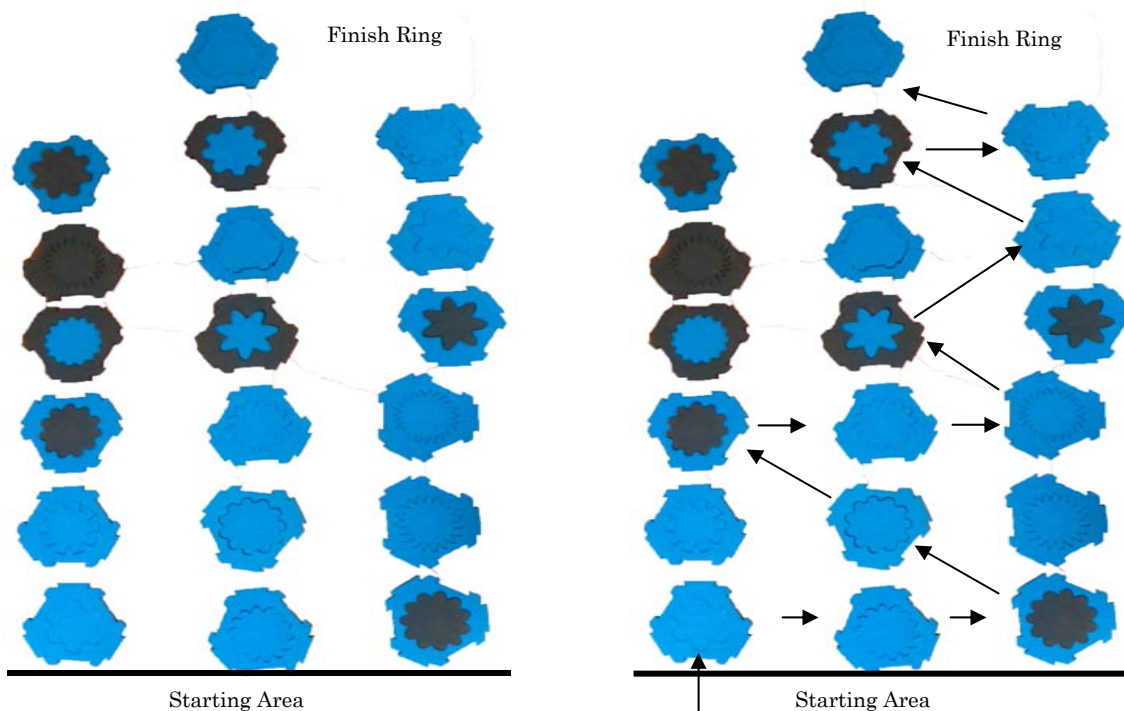
NAME	CALL OUT	TIME	10 – 15 minutes
PLAYERS	3+ Players	LEVEL	ADVANCE
SUPPLIES	3+ sets of 7 rings and inserts.		
OBJECTIVE	Fill 7 Pajaggle™ inserts into a 7-interconnect ring first.		

- Place several 7-linked Pajaggle rings (28 rings) within the first inner circle.
- Scatter the Pajaggle inserts in four separate piles, so that inserts may be close or far from the related Pajaggle ring socket.
- A-players (Describers) stand beside their ring and describe the insert they need to Player B.
- B-players (Listeners) are positioned outside the outer ring (approximately 10 ft) from the inner barrier ring. Their job is to listen and find the insert that is described by A and hand it to A to place into the ring.
- B players may never go inside the outer B ring and A players may never leave their 7 interlocked ring cluster.
- The first team to fit their inserts into the related rings and yells “Pajaggle”...wins!.



NAME	LILLY PAD	TIME	10 – 15 minutes
PLAYERS	1+ Players	LEVEL	ADVANCE
SUPPLIES	19 rings and inserts.		
OBJECTIVE	Move all participants through in the correct sequence of Lilly Pads		

- Arrange 18 rings in 6 rows and 3 columns, with the last ring centered at the top of the rectangle. Do not interlock the rings.
- Participants can only step on Lilly Pads as they move their group from one end to the other .
- The facilitator decides the pattern (“Code”) of Lilly Pads and how the participants will move through the pond. The pattern can move from side to side, up, back or diagonally
- Participants then attempt to break the “Code” by moving one member at a time on to a Lilly Pad . Figure to the right is an example. The code can be made easy or difficult depending upon the size and age of the group.
- If this pad is out of order from that designed by the facilitator, the facilitator signals. That participant then reverses their pattern and the next participant tries. A kinder variation is to say “thanks for trying”. Members can move until they make a move that doesn’t match the “Code”, and then the next group member tries .
- The last move is to the ring at the center of the rings .
- Once the “Code” is broken, all members move through the Lilly Pads. Continue to watch to see that each member is using the correct “Code”. If they move out of the set pattern, you can choose to make the group start over .





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