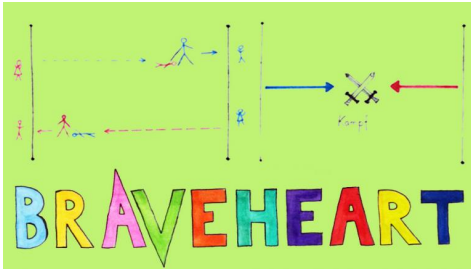


## Braveheart



A variation of British Bulldog.

## Material

The game does not need any material, just a playing field such as a meadow.

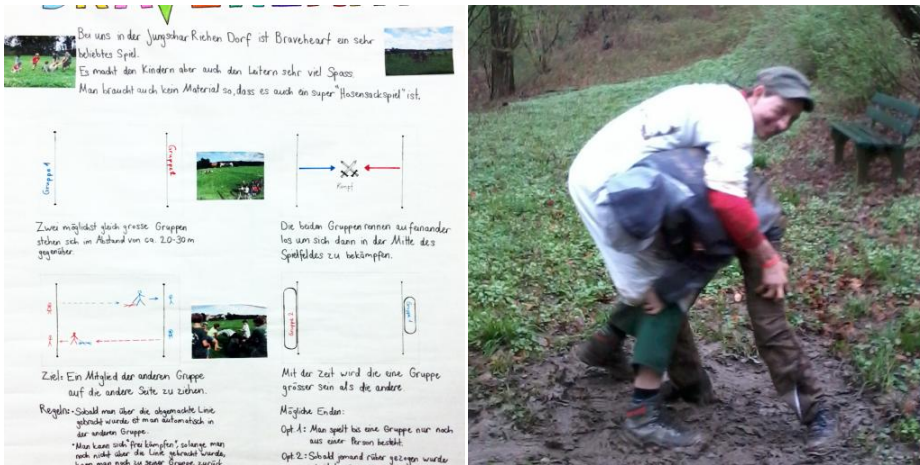
## Instruction

1. Build two groups that are the same size and strength.
2. Place them on opposite sides of a playing field.
3. The game begins after the battle cry "Braveheart!" - after which each group tries to drag, yank, carry the opponents' players to the other side of the field...
4. While doing so, you may only move forward, towards the opposite side.
5. Whoever was caught is newly part of the other group and now helps them. The game ends when all players are on one side.

## Rules

- Once you have been brought over the agreed line you are automatically in the other group.
- You can "fight your way free", as long as you have not been brought over the line, you can still return to your group.
- You may only run straight **not** back.
- You may bring a person across by any means.

## Images



## Source Notes

- **Title image & Game idea:** Jungschar Riehen Dorf
- **Image:** Jungschar Riehen Dorf
- **Poster:** This poster is from the "Ideas Vernissage" at the BESJ Teamweekend 2017. You can find more ideas from this vernissage in the article [BESJ Teamweekend 2017](#).