

## Kick the Can

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<b>Category</b>	Game
<b>Type</b>	Wide game
<b>Time to allocate (mins)</b>	10
<b>Instructions</b>	<ol style="list-style-type: none"><li>1. Choose a Cub to be It. If you think the group or the playing area will make this game too difficult with just one Cub being It, you can have multiple players be It.</li><li>2. Designate general boundaries for the playing area. Somewhere within the area, designate a "jail" where tagged players must go. There is no base in this game.</li><li>3. It places the can in the middle of the playing area.</li><li>4. Everyone else hides while It covers their eyes and counts to 20. (Adjust the number as necessary based on the size of the playing area and the number of players.)</li><li>5. When finished counting, It tries to find the hidden players and tag them. When a player is tagged, he goes to the jail and stays there.</li><li>6. If one of the players who is still free manages to kick the can, everyone is released from jail.</li><li>7. The game ends when all of the non-It players are in jail.</li></ol>

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