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GORINGS™

Activity Instructions

Equipment List

- 10 Sets of Rainbow® GoRings™

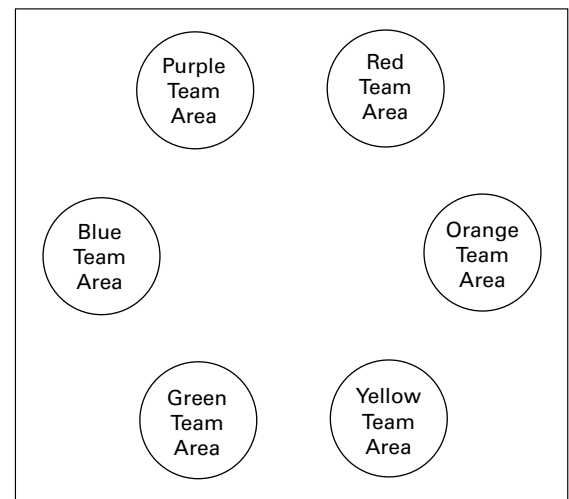
1. GoRings

Objective. Be the player with the most points at the end of a predetermined amount of time.

Number of Players. 16 to 24 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Scatter all rings around the entire play area.
- Designate a quarter of the players as taggers.
- The remaining players are collectors.
- All players begin the game scattered around the play area.



Game Play.

- At the signal, collectors rush to collect as many rings as possible, sliding the rings over their hands and onto their arms.
- Taggers attempt to tag collectors as quickly as possible.
- If a collector is tagged, he/she removes 1 ring and drops it on the floor. This player may not collect the same ring immediately after continuing play.
- If a player is tagged who does not have any rings in his/her possession, he/she performs a predetermined exercise (10 jumping jacks, 10 windmills, etc.) and continues the game.
- After each round, taggers become collectors and new taggers are selected.

Scoring. The player with the most points at the end of a predetermined amount of time, wins.

- 1 ring = 1 point.

Options.

- Adjust the number of taggers to the number of collectors. Larger groups require more taggers to keep play going for a longer duration of time.
- Teams collect 1 of each rainbow color. The first team to collect all 6 colors, wins.
- Award points for different colored rings:
 - o Red and green rings = 1 point.
 - o Orange and blue rings = 2 points.
 - o Yellow and purple rings = 3 points.

2. GoRings Stockpile

Objective. Be the first team to collect all 10 of its rings.

Number of Players. Up to 36 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide players into six equal teams. Designate each team a Rainbow® color.
- Designate an area for each team. A hoop in its designated team's color is recommended. See Diagram:
- Place 10 rings in each team's area, ensuring that a mixture of colors is in each area.

Game Play.

- At the signal, players choose to guard the rings in their area or rush into their opponents' areas to collect rings of their own team's color.
- Players guarding rings play outside of the hoop and tag incoming opponents.
- If a player is tagged, he/she must return to his/her team's area.
- Players collecting rings are only safe when the ring has been placed in his/her team's area.
- No more than 3 players may guard their team's rings simultaneously.

Scoring. The first team to collect all 10 of its rings, wins.

Options.

- Play without color limitations, the team with the most rings at the end of a predetermined amount of time, wins.
- If a player is tagged, he/she performs a predetermined exercise (10 jumping jacks, 10 windmills, etc.) to rejoin play.
- Create safe zone around the play area where players are safe from tagging while on the way back to their team's area with a ring.

Small-Sided Game







GoRings Capture

Objective. Be the first team to gather all of the opposing team's rings.

Number of Players. Up to 48 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide the play area into 3 game areas.
- Divide each game area into 2 sections.
- Draw scratch lines across both sides of each game area. See diagram.
- Divide players into 6 equal teams. Designate each team a Rainbow® color.
- Pair teams into 3 groups of 2. Each group will face off on 1 of the 3 game areas.
- Provide each team with 10 rings in their team's color. These are placed in the end sections of each game area behind the scratch lines. See diagram.
- Teams begin play on their half of their play area behind the center line.

Game Area 1	Game Area 2	Game Area 3
		
<div>Red Team</div> <div>VS</div>	<div>Scratch Line</div> <div>Orange Team</div> <div>Center Line</div>	<div>Yellow Team</div> <div>VS</div>
<div>Green Team</div>	<div>Blue Team</div> <div>Scratch Line</div>	<div>Purple Team</div>
		

Game Play.

- At the signal, players cross the center line to capture their opponent's rings or stay behind and protect their own rings.
- Players protecting the rings cannot pass the scratch line. They try to tag opponents who are capturing their rings.
- If a player is tagged they must go behind the opposing team's back line (out of play) and wait for a teammate to save them.
- Tagged players may re-enter play when a teammate captures 2 of the opposing team's rings, links them together, and runs to the opposing team's back line. Each player then takes hold of 1 of the linked rings and returns to their team's area.
 - o Players can only be saved if their team has collected two or more of their opponents rings.
- Collected rings are placed in a team's area among their own rings.
- Players may collect only 1 ring at a time.
- Players may also try to steal their rings back.

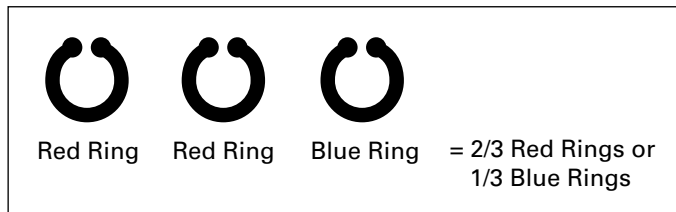
Scoring. The first team to collect all of their opponent's rings, wins.

Options.

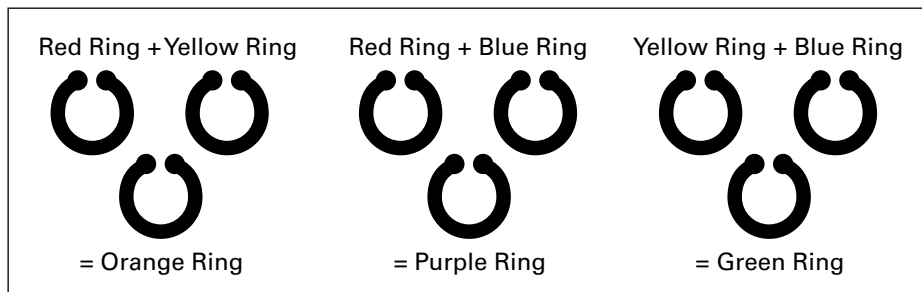
- Designate a specific number of ring protectors for each team.
- Create safe zone in each play area where players are safe from tagging while on the way back to their team's area with a ring.
- For faster games, eliminate the ability to steal rings back.

Additional Uses for GoRings

1. Use rings for simple mathematical equations such as adding and subtracting.
2. Use color combinations for mathematical fractional learning. See Diagram below:



3. Use rings for team identifiers.
4. Use rings to understand color combinations. See Diagram below:



5. Link rings together for team building games.
6. Split rings into color-coded piles and place at one end of the play area with Rainbow teams at the other. Players run to collect 1 ring in relay style. The first team to collect all of their rings, wins.
7. Place 2 rings 10 meters apart and use for Shuttle Run blocks.