



FAKE OUT

- 1. Line up on one of the two base lines. Players in both lines should be facing the other line (forming 2 teams).**
- 2. One “Faker” and one “Tagger” step into the middle of the play space (between the 2 lines).**
- 3. “Fakers” try to run past the “Tagger” by using his FAKE OUT skills.**
- 4. “Tagger” tries to tag the ‘Faker” using Butterfly Fingers on the Shoulder, Back, or Arms.**
- 5. Both players can move in any direction but must stay within the boundaries.**
- 6. The play is done when either the “Faker” reaches the baseline or is tagged by the “Tagger”.**
- 7. “Fakers and “Taggers” should switch team lines after their round is finished.**