

Back2BasicPlay- *a Registered non-profit organization - 501-c3 status pending*

New Games Foundation (defunct, 1974 - 1983)

Ice Breakers * Trust * Creative Play * Soft War
Their Motto: Play Hard...Play Fair...Nobody Hurt

In the late 60's Steward Brand (editor of *The Whole Earth Catalog*), put together a day of *play* for the War Resisters League...and called it: WORLD WAR IV

The first game was SLAUGHTER –

* He wanted a game “that would involve fairly intense physical interaction”

The second game was EARTHBALL

*40 people...no teams....two goals...took one hour for a score

Thus was conceived....SOFT WAR

*A method that is:

- REGIONALIZED
- REFEREED
- CUSHIONED

Brand's friend GEORGE LEONARD (a fellow explorer and author of *The Ultimate Athlete*)...

*Conceived the notion of CREATIVE PLAY

“...the experience of a player placed in an open environment and encouraged to use his imagination to devise new play forms”.

In 1973....Stuart and George approached Pat Farrington...a Community Organizer

Her vision...was “Soft Touch”...games that develop trust and cooperation

“...by restructuring play, people could compete against their own limits rather than against each other”

***** These people were a group of many ahead of their time!**

October, 1973...North of the Golden Gate Bridge....the New Games Tournament was launched
6,000 people....two days....

They had one steadfast rule: Play Hard, Play Fair, Nobody Hurt

New Games....more than a list of games...it's an attitude towards play - (NGF general info)

Some of the fascinating features the New Games Foundation professed...

Features of a “Referee” or Facilitator:

- A Leader is also a Player....and you are responsible for the physical and emotional well-being of all participants.
- You are fun...funny...inviting...caring...empathetic...serious
- You know how to start a game....you know when it’s time to end
- You have a list of games in your back pocket...prepared for fast moving...slow and quiet...or time to be creative
- You do have the freedom to fail....go out on a limb...take a risk...and know it’s AOK to say “I just lead a game and it did not work....let’s move on.”

Cooperative Play ----- It’s Coalitional ** Non-Cooperative ----- Strategic

Do not confuse Cooperation with Competition

Features of a “Referee” or Facilitator...to ensure *ATTITUDE* towards play is met (NG Training manual, NGF, 1977)...a sampling:

- Role
 - Referee? Facilitator? Observer? Player? – all of the above!
- Safety
 - Yourself...Others...Environment...Physical/Emotional
 - Verbal Agreements..... STOP Rule
- Fairness
 - Does everyone play? Always pick a pal? Need to place limits (e.g. one hand)
- Empowerment
 - Allow others to take control and lead.
 - Players suddenly become Facilitators
- Willingness
 - Take the lead...set the tone...take “the hit”
- Teaming & Timing
 - Be prepared...you always have a volunteer!
 - Planned Spontaneity
 - Be ready to immediately switch gears
- Changing Games
 - A repertoire of slow...fast...small group...large group
- Qualities of a Referee
 - Humor Inviting
 - Sensitivity Being Responsive
 - Personal Style Freedoms
 - Innovate....or Fail Ask for help
 - Be silly
 - It gives permission to others
- Ending The Game
 - Snap has an end....Finger Tag does not...remember the steadfast rule:

Play Hard, Play Fair, Nobody Hurt

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