

Inspire! Ice Breakers & Openers



Activity: Finger Fencing

Overview

"Finger Fencing" is popular with any group. With hands joined and index fingers extended, partners wage a friendly fencing match. Fingers dodge and parry as partners struggle to touch the other with the tip of his or her sword. "Finger Fencing" is an excellent activity that people can play anytime.

Props

- None.

Instructions

- Ask your group to break into pairs and introduce themselves to their partner.
- Introduce the playful nature of this game with an extra degree of formality one would expect in an actual fencing match to add a hint of drama. Tell the group that this duel is for honor, integrity, sportsmanship, and (of course) chivalry.
- Explain that the object is not so much to win as it is to do one's very best, play fairly, and have fun.
- Have the partners face each other.
- Players then grasp the opposite hand of the other, extend their index fingers (the swords), and begin with a mighty "En Garde!"
- The goal is for each player to be the first to score a point by touching his or her opponent with his or her sword.
- A point is acquired when a dueler's sword touches the other dueler on the arm, leg, torso, or any other appropriate part of the body. The wrist of the swordplay hand does not count.
- Switch partners often to keep it exciting and allow group members to meet more people.
- You'll find "Finger Fencing" to be a great activity when you have a few extra minutes, and one that folks enjoy playing on their own.

Safety

Remind the group to avoid sword contact to inappropriate areas and to maintain control while playing. Sometimes players will get into the fun and forget to be safe. Watch for the popular "alligator roll," when a player goes to the ground trying to spin for a tag. Plays like this could leave someone hurt. Stop rough behavior at once and remind players to duel with honor.

Variations

Try multiple players in a group. When one is touched, he or she steps out, and play continues until only one person remains.