



Team Games

for young people, youth workers and volunteers

Youth Highland

Youth Highland is the network of clubs and groups in Highland. We are a membership organisation, supporting the development of voluntary and third sector youth work in the Highlands. We aim to support the delivery of quality community based youth work by delivering training, resources and support for those who work with young people. We also create opportunities for young people to access quality youth work provision and programmes of activity.

Included in this booklet are a selection of our favourite team games. From our experience these games work well with young people and workers in youth clubs and groups.

We recommend that you think about health and safety before you try the games and think about completing a risk benefit assessment form before playing them at your club/group. Advice about risk assessments and a template form is available on our website.

The role of the facilitator.....?

Much depends on the role played by the facilitator. In the hands of a confident facilitator, even the most simple game can become a significant experience for participants; with a poor facilitator, even the most well thought-out activity can go awry. Try and always be positive and be prepared for anything!

Team games can be adapted by the facilitator in many different ways to suit the participants, the setting and the resources you have available. Different team games and activities facilitated in different ways with different groups can and will lead to a wide variety of experiences and different outcomes.

An important part of playing team games is participants' reflection and discussion about the activity, how they approached the situation, and possible points of learning. Try and do a debrief with participants after each game. You could ask things like:

- What was this activity like for you?
- What did you like about it?
- What did you dislike about it?
- Did anything surprise you during the activity?
- Did you learn anything?
- Would you like to do this again?
- Would you do anything differently?

For more information contact Youth Highland on **01349 8565186** or email **info@youthhighland.org.uk** or visit our website **www.youthhighland.org.uk**

Balloon Tag

Resources: balloons, string

Give each participant a balloon and get them to blow it up. Each person then ties the balloon to their ankle, so it trails behind them by about 30cm. The aim of the games is to try and pop the balloon tied to other participants ankles, whilst not letting your own balloon be popped. Once your balloon is popped you are out of the game. The winner is the last person with their balloon unpopped!

Before you play this game, clear the area of furniture and other obstacles. Warn the participants to take care not to bump into each other/furniture/obstacles. You may want to have a boundary beyond which participants are not allowed to go. The smaller the area the easier it is to pop balloons, and more difficult to protect your own. Avoid playing this game if you have someone in the group who is sensitive to loud/sudden noises.

Feel the Squeeze

Resources: chairs, table, plastic bottle

Line up two rows of chairs facing each other. Split the participants into two teams and get them to each sit on a chair. Place the plastic bottle on a table at one end of the rows of chairs. The facilitator stands at the opposite end from the table. Each team is to hold hands and close their eyes except the person nearest the facilitator on each team, their eyes remain open. The facilitator explains they will toss a coin and if the coin lands on heads then the person with their eyes open will squeeze the hand of the person next to them. The squeeze should then be passed all the way down the line to the person sitting at the end of the row. When the person at the table end of the row feels the squeeze they should try to grab the bottle keeping their eyes closed. When a team manages to grab the plastic bottle, the person who grabbed the bottle moves to the other end of the line and everyone moves down one seat. The first team to have everyone back in their original positions is the winner. If the coin lands on tails then no one should move. You could also play this with a points system, where a successful grab gets a point and if a team moves and grabs the bottle on a 'tails' toss loses a point.

Balloons on the Wall

Resources: Balloons

Split into groups of 4 or 5, and give each group a bundle of balloons. Allocate a section of wall to each group. Each team must blow up as many balloons as possible and get them to stick to the wall in an allocated amount of time. The winning team is the one with the most balloons sticking to the wall when the time is up.

Elbow Fencing

Resources: none

Split participants into pairs and get them to stand facing each other. Each person puts their left hand behind their back and their right hand in front of them with their forefinger extended. The aim of the game is to try and tag your opponent on their left elbow with their extended finger, without getting tagged yourself. You can play this as a mini tournament, with winners playing winners until there is only 2 players left who would take part in the 'grand final'. Remember to clear the area of furniture and obstacles before beginning the games and remind players to take care, not to fall over.

The Great Egg Tower

Resources: eggs, paper, sticky tape, card, straws, something to cover the floor/table

Split the participants into small teams of around 5 people. Give each team some resources, but not an egg. The aim is for each team to create a tower which will be capable of holding an egg. Teams have a set amount of time to create their towers, about 15 minutes works well. Once time is up the facilitator then tests all the towers by placing an egg on top of each. Prizes can be awarded for tallest tower, most stable tower, best architecture, best team work and so on.

Check for egg allergies before opting for this game. If you are particularly worried about mess, use boiled eggs, but raw eggs add to the fun! Get participants to wash their hands straight away if they come into contact with raw eggs, and remind everyone of the dangers of food poisoning.

Pasta Bridges

Resources: dried spaghetti pasta, dried macaroni pasta, sticky tape, paper, paper plates, card, scissors, straws

Split the participants into teams of around 5 people. Give each team the resources listed above. Allow 15 minutes to build a bridge between say 2 chairs. The bridges must be predominantly pasta and self supporting. They should be strong enough to hold a bean bag, or for a toy car to drive over. Prizes can be awarded for strongest bridge, best architecture, best team work and so on.

Hoopla

Resources: Large Hula Hoops

Split the group into teams of about 4. Give each team a large hula hoop and get one team member to put their arm through it. Next get all the members of the team to hold hands in a circle. The aim of the game is to move the hula hoop around the circle without letting go of hands. The team to do this the fastest is the winner.

Cup Stack

Resources: plastic cups (6 per team), rubber bands with 5 pieces of string tied on (1 per team)

Split participants into teams of 5. Put 6 plastic cups in a pyramid structure for each team (three cups along the bottom, two on top, then one on top of that). Give each team an elastic band with 5 pieces of string tied to it. Each team member must hold one piece of string with one hand and place the other hand behind their back. The aim of the game is to move the cups from one table to another using only the elastic band. They must make the same pyramid structure on the second table. They are not allowed to touch the cups with anything except the elastic band, even if a cup falls on the floor!

Number Race

Resources: A4 sheets with numbers 1 to 10 (one number per sheet), one set for each team

Split the participants into teams with a minimum of five per team, but more works better. Place each set of A4 numbers upside down in a circle, ensuring the numbers are mixed up. Get each team to line up opposite one of the circles, about 5 metres away from it. In turn, members from each team run over to the circle and turn one of the numbers over. The aim is to be the first team to turn over all the numbers in the correct order – number 1 must be found first, then number 2, etc. When the correct number is found it can be left face up. The participants will quickly work out they have to remember where each number is located in the circle. They can help other members by advising what sheet to turn over.

Clear the area of furniture and obstacles before starting this game. This game is best in a large room with a fairly large number of people.

Helium Stick

Resources: A lightweight rod around 6 feet in length (bamboo works well)

Get participants to line up in two rows of 4 or 5 people facing each other. Ask the participants to hold their arm out at shoulder height and point with their index finger. Place the 'Helium Stick' on their fingers and get them to adjust their finger heights until the stick is horizontal and everyone's index finger is touching the stick. Explain that the challenge is to lower the stick to the ground. Each person's fingers must be in contact with the helium stick at all times. Pinching or grabbing the stick is not allowed – it must rest on top of the fingers. Re-iterate to the group that if anyone's finger is caught not touching the tick the task will be re-started.

Everyone will realise that the helium stick has a habit of mysteriously 'floating' up rather than coming down like they want. This will cause confusion and laughter. The secret is that the collective upwards pressure created by everyone's fingers tends to be greater than the weight of the stick. As a result the more the group tries, the more the stick appears to 'float'!

Mini Roll Towers

Resources: mini-rolls, straws, something to cover the table/floor

Split participants into teams of around 5 people. Give each team a pack of mini-rolls and a bundle of straws. The teams have 10 minutes to make a tower of mini-rolls. The towers must be predominantly mini-rolls and must be self-supporting. Prizes can be awarded for tallest tower, most stable tower, best architecture, best team work and so on. It is a good idea to cover the floor/table with something for this game and ensure the group do not eat the mini-rolls!

Gutter Ball

Resources: small balls (marbles, ping pong, or juggling balls), pieces of guttering

Give each team 2 pieces of guttering. Set a start and finish line. There should be a bucket or bowl at the finish line and a number of balls at the start line. The distance from the start to the finish should be longer than the combined length of the two guttering pieces each team has. The idea is that the balls should be moved from the start to the finish without dropping, but there is not enough pipe to do this so the team have to reuse lengths of pipe to do this. If a ball drops it goes back to the start. The winner is the first team to get all their balls into the bucket or bowl at the finish line. You can vary the lengths of gutter pipe, and increase the number of balls according to the group.

Triangle Tag

Resources: none

Split the group into teams of four. Three members stand in a triangle and hold hands, and one of them is nominated to be chased, the fourth person is 'it' and has to try and catch the nominated person from the triangle. The other members of the triangle have to try and protect the person trying to be caught. Ensure there is plenty of space cleared, and that all obstacles are out of the way.

Hot Potato

Resources: small ball/beanbag

Players form a circle and pass a ball/beanbag around. One person stands outside the circle with their back to the players. This person shouts "hot potato" at any time. Whoever is holding the ball at this point leaves the circle and joins the caller. The ball continues to be passed round, while the person having just left the circle picks a number between 1 – 10, and quietly tells the caller. They then quietly count to this number then shout "hot potato" and the process repeats itself. This continues until there is only one person left, and they are the winner.

Sheep Pen

Resources: none

The group become a sheep pen by forming a circle and holding hands, whilst crouching down low. A few sheep are chosen to go in the middle. The sheep must try to escape the pen – either under or over the arms of those forming the pen. The pen is allowed to move and can attempt to stop the sheep escaping, but cannot unlink hands. When the sheep escape, they tap someone forming the pen on the shoulder and they become a sheep, whilst the original sheep joins the pen.

Dangerous Rain

Resources: soft ball or sponge

Everyone lies down on their backs in a circle, with their heads in the middle. A leader stands outside the circle. A soft ball or sponge is given to one player, and everyone is asked to close their eyes. The ball/sponge is thrown into the air. When it is about to land the leader shouts “rain”, everyone opens their eyes and tries to avoid being hit. The fun is the suspense of the game. Please be careful with what you chose to throw ensuring that it is soft and will not cause injury. In the summer consider the option of using a wet sponge outside.

Points of Contact

Resources: none

Split the group into teams of 3 to 6 people. The groups are then set challenges about how many points of contact they are allowed on the ground. For example if the number 4 is shouted out the group could chose to have only 4 feet on the ground. Points can be awarded for getting the correct number of contact points and points can be deducted for every additional contact point over the target number. Bonus points can be added for imaginative positions.

Duck Duck Goose

Resources: none

All the players sit in a circle on the floor. One player goes around the outside of the circle and taps each person on the head saying duck or goose. If they say goose, they run around the circle while the person they tapped chases them. The aim is to run all the way around the circle and back to the empty space before being caught by the chaser.

Smelly Sock

Resources: a sock (not smelly!)

Everyone sits in a tight circle on the floor with their legs in front of them bent at the knees. One person is outside the circle and is looking for the smelly sock! A sock is passed under the knees of the people in the circle. The person outside the circle has to try and guess who has the sock under their knees, while the circle passes the sock around. If the guesser works out who has the sock they join the circle and the person with the sock becomes the guesser.

Caterpillar

Resources: chairs

Everyone sits in a circle, except one person who stands in the middle of the circle. There needs to be a spare chair in the circle. The aim of the game is for the person in the middle of the circle to try and sit on the spare chair, but the people sitting on the chair have to try and prevent this by moving to the chair next to then when it becomes empty. If the person in the middle manages to sit down on an empty chair, then the person who didn't move onto it in time goes into the middle and the game re-starts. Highlight to the group to be careful and not to get fingers caught between the chairs.

Blindfold Square

Resources: blindfolds for all, rope

Everyone in the group stands in a circle and is given a blindfold to wear. Each person takes a hold of the rope which has been tied into a circle. Everyone should be standing in the outside of the rope. The object of the game is to form shapes with the rope. Someone shouts out "square", or "triangle" etc. and the players must move to form the shape whilst blindfolded. Once they believe they have formed the required shape they can remove their blindfolds so they can view how well they have done. Increase difficulty by attempting more difficult shapes.

Balloon Juggle

Resources: balloons

Split everyone up into teams. Everyone blows up two balloons. The team need to keep all their balloons in the air. If this is too easy make the game more challenging by placing restrictions like no hands are to be used, or only elbows can be used etc.

Up Chuck

Resources: soft balls

Split the group into two teams. Everyone stands in a circle in their groups and is given a soft ball. On the count of 3, everyone throws their ball in the air and attempts to catch a different ball. The number of balls that touch the floor is the team's negative score. The team with the best score wins.

Big Knot

Resources: long length of rope

Tie a simple knot in the middle of a long piece of rope. Each player takes hold of the rope, with equal numbers either side of the knot. The aim is to untie the knot without any of the players letting go of the rope.

Watch your Watch

Resources: none (some of the players must be wearing wrist watches)

Split the group into two – those wearing a wrist watch and those not. Tell the group wearing wrist watches to put the hand with the watch behind their back. Split into smaller groups with one watch wearer in every group. The facilitator then asks 5 simple questions about the watch:- Is it digital or non-digital? What colour is the face of the watch? Does it have roman numerals or numbers? Does it have a second hand? Is there a brand name on the face? The watch wearer should answer these without peeking. Once all the questions have been answered in the individual groups, everyone can look at their watch again and see how many questions they got correct! It is surprising how many people look at their watch numerous times a day, but don't actually observe what the watch looks like! This exercise is about observation and highlights that you can look at something and get the information you need without really seeing all the details.

Don't Scrape the Snake

Resources: A4 paper, rope, blindfold, hula hoop

Place pieces of A4 paper randomly about the room (one less than the number of people). Weave a length of rope along the floor between the pieces of paper, ensuring that the rope doesn't cross itself. Ask everyone to go to a piece of paper and stand on it, there will be one person left over. Everyone who is standing on a piece of paper is to be told they cannot move from that piece of paper. They are to bend down and pick up the rope and hold it with both hands. At all times they must have one hand on the rope and one foot on the paper. The remaining person is to be blindfolded. They are to move a hula hoop along the rope without actually touching the rope or any of the people along the way. If the hoop touches the rope or one of the players, the game must be restarted.

Bring Me....

Resources: paper and a pen to keep scores

Split the group into teams. The leader should stand at one end of the room and the teams at the other. The leader shouts out things the teams should find and bring to them e.g. "Bring me a blue sock" Items could be anything like a ring, a digital watch, a lace etc. The items must be taken off before being presented to the leader. The first team to bring the item to the leader gets a point. The winning team is the team with the most points. You can get as creative as you want with this.

Knots

Resources: none

Everyone should stand in a circle, except one person. The players in the circle should close their eyes and put their hands out in front of them. They should move to the centre of the circle and reach for others hands, with their eyes still closed. Everyone should link hands with someone else in the middle of the circle. Once both hands are linked, players should open their eyes. They should be completely knotted. The knotted players are not allowed to speak, the person not in the circle has to direct the players and get them to form a straight line. Only one person is allowed to unlink one hand at a time.

Ring on a String

Resources: length of string, a ring

Players should stand in a circle with one person, the 'guesser', in the centre. A loop of string should be held by all the players in the circle behind their backs, the loop should have a ring in it (you can use a jewellery ring, or a keyring, or anything along that lines). The 'guesser' should shut their eyes and count to 10. The players in the circle should pass the ring along the string. When the guesser reaches 10 they open their eyes and have to try and guess which player has the ring behind them. Players can continue to pass the ring along if they wish, but remember not to get caught! If the guesser finds the ring, then the person holding it goes to the centre and the process begins again. Using a keyring which jingles makes the game more difficult for the players and easier for the guesser.

Chair Noughts & Crosses

Resources: 9 chairs, 2 teams of 5

Lay out 9 chairs in 3 rows of 3. Teams must use their skill to play the game of noughts and crosses by sitting on a chair in the grid to try and complete a row of 3. Teams can wear different hats to distinguish between teams or could use sticky tape to stick paper X's and O's to their bodies.

Wink Murder

Resources: cards for all, one with an 'X'

Ask everyone to sit in a circle. Nominate one person to be the detective. Hand out the cards to everyone else. One of them will have a card with an 'X' on it, this person is the murderer. The murderer kills people by winking at them, so ensure eye contact is possible. When the murderer winks at someone they have to die in a dramatic way. The detective needs to work out who the murderer is. If you have a larger group you could have more than one murderer and detective, or have teams and see who can work out the murderer first.

Shoe Pile up

Resources: none

Everyone takes their shoes off and puts them in a pile in the middle of the room. Make sure they are muddled up. Everyone forms a circle around the shoes as far back as possible. On 'go' everyone has to rush to the pile and find their shoes. You can award points for the first to find their shoes, first to put them on, first lace ups tied, and you could have consequences for the last two or three people to get their shoes on. This game can be quite chaotic, so remind people to be careful and not to push and shove.

Cat & Mouse

Resources: none, but need 18 people or more

One person should be the cat and one should be the mouse, the other 16 people should stand in 4 rows of 4 so that their finger-tips touch in rows and in columns when they turn 90 degrees. Start by facing the leader. The cat chases the mouse along the lines but cannot break through the players' arms. The leader shouts 'change left' or 'change right' at random intervals and the players must turn in the direction indicated and re-touch finger tips. When the cat catches the mouse, they change with other players in the grid.

Just a Minute

Resources: stop watch

Split the group into teams of 4. The teams should sit in a circle and designate each player a number 1, 2, 3 or 4. When the leader says 'start' player 1 must estimate the passing of 30 seconds. Player 1 will say 'now' to player 2 who then estimates another 30 seconds and says 'now' to player 3, then on to player 4. When player 4 estimates 30 seconds is up they shout 'end'. The team nearest to 2 minutes is the winner. This game can be easily adjusted to any number of players and length of time.

Touch Wood

Resources: none

Split the group up into equal teams. Give each player in the team a number 1, 2, 3, etc. The leader calls out “touch wood” so player 1 from each team needs to rush to find something made of wood, touch it and return to the team. First one back wins a point. Next the leader shouts something different like “touch blue” and player 2 from each team must find something blue to touch, and so on. Requests could be to touch numerous different things – metal, soft, circular, spotty etc.

Scissors

Resources – pair of scissors

Players sit in a circle. The leader passes a pair of scissors to a player saying “I pass these scissors to you crossed” or “I pass these scissors to you uncrossed”. Other players must take the scissors and try to pass them on correctly. The leader must advise the players whether they are correct or not. The secret is that it doesn't matter whether the scissors are crossed, but whether the player passing the scissors has their legs crossed!

Snowball Fights

Resources: newspaper, masking tape

Divide the group into two teams, one on each side of the room. It may help to chalk a dividing line on the floor. Each player makes 2 'snowballs' by scrunching up newspaper and using a small piece of masking tape. The aim is to get as many snowballs as possible in the other teams side of the room. Set a period of time and let the snowball fight begin. The winning team is the team with the least snowballs in their side of the room.

Mystery sock

Resources: socks, various random objects

Prepare a number of large socks with the same items in each – pen, wrapped sweet, paper clip, marble, playing card, spoon etc. The items need to be removed in a particular order, without looking and only by feeling the items inside the sock. The first team to pull all the items out in the correct order wins. Any item removed in the wrong sequence should be returned to the sock. You can play this in different ways – one person elected from each team to remove all items, or pass the sock round the group everyone removing a different item in the correct order.

Card Toss

Resources: pack of cards, bowl or tub

Split the participants into teams. Give each team a pack of cards and a plastic bowl or tub. They have to toss the cards and try and get them in the bowl. The team with the most cards in the bowl is the winner. You can vary the difficulty by changing the size of the bowl and the distance the cards need to be thrown.

Colour Race

Resources: none

Line everyone up at one end of the room and mark a finish line towards the other end of the room. The leader shouts out a colour, and everyone wearing that colour is allowed to take one or two steps forward. Keep going until someone crosses the finish line and is the winner.

Balancing Balloons

Resources: balloons, tennis rackets (or paper plates)

Mark a start and finish line, and line players up along the start line with a balloon and a racket each. Everyone should balance their balloons on their racket, and when the leader shouts 'go' players begin to walk quickly towards the finish line, balancing their balloons without letting them fall. Players are not allowed to use their hands, unless a balloon falls to the floor – they are then allowed to pick up the balloon and place it back on the racket, however they must take a 3 second penalty where they need to stand still and count to three. The first person across the finish line with the balloon on their racket is the winner. A variation of this could be a balloon on a paper plate.

Octopus

Resources: none

Define two lines on either side of the room. The lines are the land and the area in between is the ocean. One person is selected to be the octopus and goes in the ocean, the others line up on either side. When the octopus shouts 'octopus' the others swim across the ocean. The aim is to reach the other side without being caught by the octopus. Those caught, link hands with the octopus to form its tentacles and try to catch more swimmers. This continues until only one player is left and declared the winner.

Rafts

Resources: mats/hula hoops/rope circles/large pieces of paper

Place some 'rafts' around the room. Someone is chosen to be the caller. Everyone else 'swims' around the rafts until the caller shouts 'SHARKS', then everyone must rush towards a raft. This happens over and over, each time a raft is removed making it more and more difficult for everyone to get out of the ocean and away from the sharks. Anyone left in the ocean is eaten by sharks and is out the game. When only one raft remains this should be made smaller and smaller until only one person can fit on it and this person is the winner.

Jailers Keys

Resources: set of keys (or something that jingles)

One person is chosen to be the jailer and sits in the middle whilst the others form a circle around them. Next to the jailer place the set of keys. The jailer shuts their eyes and someone is chosen to try and sneak up to the jailer and steal the keys. If the jailer hears something they have to point to the direction of where they think the 'thief' is. If they think the thief is close enough to touch, they have to reach out and gently grab them. If caught the player and the jailer swap places.

Dragon's Tail

Resources: tail or long piece of material

People join up in a line. The person at the front of the line is the dragon's head, and the end of the line is the tail. The person at the back of the line attaches a tail or length of material to their waist band or back pocket. The dragon's head has to try and catch the tail without breaking the line. Once the head catches the tail, the head moves to the end of the line and becomes the tail, and so it continues. This game takes up a lot of room, it is advisable to warn players to be careful not to fall and be wary of possibly getting dizzy.

Sit down if...

Resources: none

Get everyone to stand up, then call out various statements beginning with "sit down if...." The last person to sit down is the winner. Examples of statements could be 'Sit down if you have eaten chocolate today, you are wearing purple, you were born in September, you have blue eyes, you are the younger sibling, you have ever broken a bone' etc. This game is also a great way to choose someone for a particular task.

Draw and Fold

Resources: paper, pens, pencils, crayons

Split the group up into teams of 4. Take a blank piece of paper and fold it in 4 lengthways. The object of the game is to draw a person, or a monster or something along that lines and that each person in the group will draw a different section. First everyone draws a head on the top of the paper, this is then folded out of sight and passed to a different person who then draws the body and arms, this is then folded out of sight and passed round again and the next person draws the legs and the final person draws the feet/shoes. Once done the paper is then unfolded and the creation is observed by all. It can be helpful for small guide marks to be visible when passing the paper on to indicate where the person is to begin their drawing.

Popcorn Race

Resources: popcorn, disposable plastic tubs, elastic bands, paperclips

Make small holes in the bottom of the plastic tubs, thread the elastic band through this hole and hold in place in the bottom of the tub with a paperclip. This should allow the tub to be attached to the top of the player's foot and held in place by the band going round the foot. Fill the tubs with popcorn. The object is to run a race without spilling any popcorn. Depending on the number of participants, everyone can race at once, or you could have a relay if there is a larger number.

Blanket Flip

Resources: small blanket/mat

In their teams, participants stand on the blanket, and without standing on the floor around the blanket, and only ever standing upon the blanket, participants have to turn the blanket completely over.

Face the Biscuit

Resources: biscuits

Place a biscuit (cookie or custard cream sized) on everyone's forehead. The aim is to eat the biscuit without touching it. This is a great game to take photos of as people tend to pull hilarious expressions trying to move the biscuit down towards their mouth!

Smartie Facts

Resources: smarties (or similar coloured sweets), bowl

Everyone sits in a circle and passes round a bowl of smarties. When the bowl is passed, the recipient closes their eyes and chooses a smartie. Depending on the colour they have to answer a question:

Red – tell us something you did yesterday

Orange – tell us something you enjoy doing

Yellow – tell us something about your childhood

Blue – tell us something you learned last week

Brown – tell us something you can't live without

Green – tell us your favourite music/film/programme

Smartie Swap

Resources: smarties (or similar small sweets), bowls, straws

Split the group into teams. Have 2 bowls ready for each team, one bowl empty and one with smarties in it (ensure each team bowl has the same amount for smarties). The aim is to move the smarties from one bowl to the other using only straws. Ensure you have enough straws for everyone to have one each and remind the players not to eat the smarties for hygiene reasons (Saliva will inevitably find its way onto the smarties!)