

# The MacScouter's Big Book of Games

## Volume 2: Games for Older Scouts

Compiled by Gary Hendra and Gary Yerkes

[www.macscouter.com/Games](http://www.macscouter.com/Games)

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## Introduction

The **MacScouter's Big Book of Games** is intended to be used by Scouters and Guiders around the world to further your programs, and bring fun into your Dens and Packs. This **Volume 2: Games for Older Scouts** is intended for older boys and girls, but it is impossible to draw a line and say you cannot use these games for boys and girls younger than this. In fact, there is some overlap with **Volume 1: Games for Younger Scouts**,. The material here has been gathered from many sources, most of which are Cub Scout, Beaver Scout or Boy Scout related, thus the language used within the games. I believe that most games are suitable for Girl Guides, Girl Scouts, Campfire Boys and Girls, and indeed any group of young people. There are over 650 games in the Big Book, divided into many different categories.

**The MacScouter's Big Book of Games** has been compiled from a wide variety of sources. It started with the Scouts-L Games FAQ. Then, we combined the Indian Nations 1994 Powwow Book games, with other Powwow Book games, games from Australia, and individual games from many people. Our sincere thanks to Jim Speirs, Merl Whitebook and a long cast of characters for contributing to this volume.

Please note that all of the material contained herein has been provided by others, or has been compiled from material on World Wide Web sites. It is not my intent to incorporate any copyrighted material in this document. It is brought to my attention that any material contained here is copyrighted, and that copyright states that the material is not to be reproduced, I will immediately remove it from the electronic document and from the WWW site.

If you have games that you do not see here, please send them to the MacScouter at [gary@macscouter.com](mailto:gary@macscouter.com).

R. Gary Hendra, the MacScouter, January 1997

# Introduction to Camp Games for Older Scouts

by Merl Whitebook, adapted

Games have always been one of the most important elements of Scouting and of the "Patrol Method".

With "GOOD" games, you can emphasize and practice whatever skill you are teaching that week. A good game or contest will show whether the boys have learned their stuff..AND..they'll have FUN in the process.

Just remember any game can go wrong if YOU let it...explain the rules clearly, make up rules that will stop bad things before they happen like "NO plowing through people or kicking in British Bulldog". Think ahead and make rules up ahead of the game..don't be afraid to change rules as the game is played though. THINK SAFETY! Most of these games can be listed under several categories. Observation is a category that can probably have all the games listed under it.

You'll notice a lot of these games fit right into the Camporee theme. You'll probably want to use them to prepare for the annual Camporee. There are literally thousands of games that can be used in Scouting. Remember that Scouting games should...

1. Be FUN
2. Be SAFE
3. Have a theme or skill involved
4. Have all members participate
5. NO ONE should be forced or scored OUT. If a boy has to leave the game because he got tagged out etc...he will probably go to the side and get into trouble...just keep scores until the end of the game and then honor the winners (patrol, individual...). If you can, honor everyone.

A great source of games is "Woods Wisdom", old Scouting books like "Scoutmasters Handbook", "Patrol Leaders Handbook", "Patrol and Troop Activities", "Program Helps". There are also hundreds of books (non-Scouting) that list thousands of games, go to used book stores for the old ones, for new ones...go to any book store and ask for assistance.

Merl A. Whitebook

***REMEMBER IN ANY GAME YOU PLAY, KEEP IT SIMPLE, MAKE IT FUN AND MAKE IT SAFE.***

# Camp Games for Older Scouts

by Merl Whitebook  
Flying Saucer Kim's

Theme: Camping  
Team: Patrol  
Activity Level: Low  
Equipment Needed: Pack, 20 camping items, bag  
Method: Leader takes item out of bag and throws it to leader #2 who puts it in pack...repeat. Patrols then try to make a list of the items thrown.  
Scoring: 1 pt per item

## Pack Relay

Theme: Camping  
Team: Patrol  
Activity Level: High  
Equipment Needed: Pack with all items outside per patrol (all same number of items..Unstuff sleeping bag.  
Method: Patrol lines up. On signal first member races to other end of room and puts one item in pack, races back...repeat until all items in pack. Line up and give yell.  
Scoring: First done wins

## Sloppy Camp

Theme: Camping  
Team: Patrol  
Activity Level: Low  
Equipment Needed: Complete campsite...  
Method: Campsite set up with 20+ items wrong. Patrol has 5 minutes to observe(silently). Then 5 minutes to list all they saw.  
Scoring: 1 pt. for each right

## Tent Pitching

Theme: Camping  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 tent per patrol  
Method: On signal patrol sets up tent. After checked by judge, take down, pack up, line up and give yell.  
Scoring: First done wins

## Tent Strik'n Contest

Theme: Camping  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 or more tents per patrol  
Method: On signal patrols race to see who can strike one or more tents. Some tents might have to be taken down early to make patrols equal. First tents down and packed, line up and do yell wins.  
Scoring: First done wins

## Remote Clove Hitch

Theme: Communication  
Team: Patrol  
Activity Level: Low  
Equipment Needed: 1 large diameter rope at least 50' long  
Method: On signal patrol ties clove hitch around a tree that has a circle marked 7-10 around it..no one can enter the circle. One patrol at a time tries it unless you have many large ropes.  
Scoring: Fastest wins

## Compass Course

Theme: Compass  
Team: Patrol  
Activity Level: Low  
Equipment Needed: Compass course, cards, compass per patrol  
Method: Each patrol is given a compass and one card. On signal they start. They use all 3 courses. Patrol with most courses right(closest) wins.  
Scoring: Best wins

## Compass Facing

Theme: Compass  
Team: Patrol  
Activity Level: Low  
Equipment Needed: None (compass for leader)  
Method: Troop in mass, leader calls out a compass heading. Everyone points to where he thinks it is. If correct, each scout receives 1 pt for his patrol.  
Scoring: Highest score wins

## Map Orienteering

Theme: Compass  
Team: Patrol  
Activity Level: Low  
Equipment Needed: 1 map and compass per patrol  
Method: On signal, patrol races to judge. They must take map and orient it with compass.  
Scoring: First done wins

## Flapjack Flipping

Theme: Cooking  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 skillet, 1 flapjack (round tile) per patrol  
Method: Patrols line up. On signal first scout runs course flipping a flapjack repeatedly as he goes...repeat all scouts. line up and do yell.  
Scoring: First done wins

## Bow Saw Relay

Theme: Fire Building  
Team: Patrol  
Activity Level: High  
Equipment Needed: Per patrol = 1 saw, log 4'x3", supports  
Method: Patrols line up facing logs from 20'away.Bowsaw is placed along log. On signal, first scout runs up and saws off 2" slice...repeat until all have done at least once..  
Scoring: 1st done = king patrol

## Match Lighting

Theme: Fire Building  
Team: Patrol

Activity Level: High  
Equipment Needed: 1 board with holes, 1 axe, 5 matches per patrol.  
Method: On signal first patrol member races up and has 3 strikes with axe to light a match in log...repeat. First patrol to light or split 5 matches, line up and give yell wins.  
Scoring: First done wins

### String Burning Race

Theme: Fire Building  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 axe, 1 piece of wood, balloon and string, fire box, 3 matches per patrol  
Method: On signal patrol properly splits wood, prepare shavings and lights fire until string burns and balloon falls.  
Scoring: First done wins

### Water Boiling Race

Theme: Fire Building  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 axe, 1pc. wood, pot, 3 matches per patrol  
Method: First patrol to build fire and boil water wins  
Scoring: First done wins

### Bandage Relay

Theme: First Aid  
Team: Patrol  
Activity Level: Medium  
Equipment Needed: 1 neckerchief per patrol, 3 if splinting  
Method: Patrol lines up. On signal first member runs to judge and ties requested bandage...repeat. First patrol done with all wins.  
Scoring: First done wins

### Firemans Drag Relay

Theme: First Aid  
Team: Patrol  
Activity Level: Medium  
Equipment Needed: None  
Method: Half patrol as fireman and half as victims. First fireman runs up to first victim and drags back to other fireman, next fireman rescues next victim and so forth...  
Scoring: First patrol done wins

### Stretcher Race

Theme: First Aid  
Team: Patrol  
Activity Level: High  
Equipment Needed: 2 poles, 1 sleeping bag or blanket per patrol balloon and bucket optional.  
Method: On signal patrols rig stretcher with equipment provided. Put member or balloon or member with water bucket on stretcher and race a course.  
Scoring: First done wins

### Two-Man Carry Race

Theme: First Aid  
Team: Patrol  
Activity Level: High  
Equipment Needed: None

Method: On signal patrol assembles a 2-man carry and races through course, repeat. First patrol to do 4 times, line up and do yell wins.  
Scoring: First done wins

### British Bulldog

Theme: Fun  
Team: Troop  
Activity Level: Very high  
Equipment Needed: None (buttons)  
Method: Troop lines up on one side of room (field). IT in center. Leader says "go", all try to get to other side while IT tries to catch them and say "British bulldog 1,2,3". If caught, you join IT. Last one left is the winner. Must be off ground.  
Scoring: Last left wins

### Catch Ten

Theme: Fun  
Team: Half Troop  
Activity Level: High  
Equipment Needed: 1 ball  
Method: Mark teams (hat-no hat...). Keep away until ball caught 10 times in a row. Must be called out, start over each time ball is stolen or caught by other team.  
Scoring: None

### Caterpillar Race

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: None  
Method: Patrols line up single file behind line. Put chair about 25' in front of patrol. First scout puts hands on floor, others grab ankles of one in front of them. On signal they race up and around chair.  
Scoring: First done wins

### Crows And Cranes

Theme: Fun  
Team: Half Troop  
Activity Level: High  
Equipment Needed: None  
Method: Teams line up in center, back to back. One team crows while other cranes. Leader calls out team name, that team must try to get to their end of room while others try to tag. If tagged, you switch teams. This can go on for ever...  
Scoring: None really

### Elephant Roll

Theme: Fun  
Team: Troop  
Activity Level: High  
Equipment Needed: None  
Method: Line up scouts on hands and knees(alternate facing direction)side by side. IT tries to crawl from one end to the other(on their backs). While those in line sway at their own rate. When he makes it, he becomes the end...next tries IT.  
Scoring: None

### Granny's Footsteps

Theme: Fun  
Team: None

Activity Level: Low  
Equipment Needed: None  
Method: Troop in line, Granny (IT) about 60' away with back turned. On signal scouts try to sneak up on Granny. Granny can turn around any time after he counts to 30 to himself. If caught moving you go back. You become Granny if you make it too her.  
Scoring: None

### Guard The Fort

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 soft ball (nerf, volley, soccer)  
Method: Patrol in circle with patrol leader in middle, all other members face out. Rest of troop in circle around patrol. Troop tries to hit the guarded P.L. with a soft ball. Time it, patrol that protects P.L. longest, wins.  
Scoring: Longest wins

### Hit The Can

Theme: Fun  
Team: Troop  
Activity Level: High  
Equipment Needed: 5 gallon can, 1 stave, 1 volley or soccer ball  
Method: Troop in circle with IT standing on can(5 gal) in middle of circle with stave in hand. Ball (volley or soccer) is passed around and thrown at can, IT guards it with stave. If can is hit, thrower becomes IT.  
Scoring: None

### Island Hopping

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: Lots of paper  
Method: Patrol lines up, everyone standing on 2 pieces of paper plus one extra piece in front of patrol. Patrol steps forward in unison and takes paper from back to front. Repeat until patrol covers course. First done wins  
Scoring: First done wins

### Jack's Alive

Theme: Fun  
Team: None  
Activity Level: Low  
Equipment Needed: Stick  
Method: Heat stick in fire until a few embers are on end. Pass around circle, blow on stick and say "Jack's alive". The person that passes the stick without an ember is marked with it on the forehead. Repeat.  
Scoring: Usually none

### Jump The Shot

Theme: Fun  
Team: Troop  
Activity Level: High  
Equipment Needed: Shot = 20' rope with bag (weighted) at end  
Method: Troop makes large circle. IT in center swings the SHOT in the center, everyone tries to jump it as it gets faster (below knees). If hit, you get 1 penalty point. If hit you are IT.  
Scoring: Low score wins

### Lassoing The Steer

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 rope per scout, 1 can  
Method: Place #10 can in center of circle. Troop around edge, everyone with a rope. Everyone tries to lasso the "steer" and drag it to them. If drug out the scout receives 5 points for his patrol.  
Scoring: 5 points ea score

### Luck Relay

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 coin per patrol  
Method: Patrols in relay formation. First scout runs up, leader flips coin and scout guesses, runs back and tags next...repeat. Patrol that guesses 5 right wins.  
Scoring: First with 5 wins

### Pocket Rope

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: None  
Method: On signal patrol tries to make the longest rope they can with the things they have in their pockets or on their person. (belts, socks, neckerchiefs, shirts).  
Scoring: Longest wins

### Ring On A String

Theme: Fun  
Team: Troop  
Activity Level: Low  
Equipment Needed: About 30' of string, 1 ring  
Method: Troop forms circle with IT in middle. String loop with 1 ring on it is held by whole troop. IT tries to guess who has ring while troop secretly passes it along string while IT can't see (back turned). If IT finds out, switch with IT.  
Scoring: None

### Shoot The Gap

Theme: Fun  
Team: Half Troop  
Activity Level: High  
Equipment Needed: None  
Method: Team (numbered) on each side of room (field). IT in center calls out a number, the number from each side must switch without IT tagging them. If tagged, you become IT and old IT takes your place.  
Scoring: None

### Sleeping Indian

Theme: Fun  
Team: Troop  
Activity Level: Low  
Equipment Needed: 1 blindfold, 1 eraser.  
Method: One scout in middle of room, blindfolded with legs crossed and object(eraser) in front of him. Objective is to sneak up and take object and take back to edge of room. Indian points at noise, if pointed at, you go back.  
Scoring: None

## Sleeping Pirate

Theme: Fun  
Team: Patrol  
Activity Level: Low  
Equipment Needed: 2 erasers  
Method: Blindfolded pirate sits in middle of room with treasure (2 erasers) in front of him. Troop tries to sneak up on him and take treasure back to edge of room. If pointed at, you go back to edge of room. 1 pt for patrol if successful.  
Scoring: High score wins

## Spud

Theme: Fun  
Team: Troop  
Activity Level: High  
Equipment Needed: Spud (rag wrapped in tape)  
Method: Troop in circle, IT in center calls out name (or number) of scout, and throws spud in air. All scatter until scout called catches spud and yells "spud", all freeze as he picks one to throw the spud at. If hit your IT...repeat.  
Scoring: None

## Standing Jump Relay

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: None  
Method: Relay formation. First scout standing broad jumps, next scout jumps from where he ended. Patrol with longest distance covered wins. Some patrol members might have to jump twice to make patrols equal in numbers.  
Scoring: Longest distance wins

## This Is The Moon

Theme: Fun  
Team: None  
Activity Level: Low  
Equipment Needed: Stick  
Method: Leader at campfire asks if they can do EXACTLY as he does. He says "This is the moon(coughs), 2 eyes, a nose and a mouth" drawing while saying. The trick is the cough. Ask for volunteers, congratulate if correct, don't tell secret.  
Scoring: None

## Three-Man Tug-O-War

Theme: Fun  
Team: 3-Man  
Activity Level: High  
Equipment Needed: 1 12' rope, 3 hats or erasers per 3 scouts  
Method: 12' rope is made into a loop. 3 scouts grab to form a triangle. Place a hat... about 6' from each scout. On signal they tug until one gets his hat.  
Scoring: None

## Tiger In A Cage

Theme: Fun  
Team: Troop  
Activity Level: High  
Equipment Needed: None  
Method: Large circle is drawn on the ground. Tiger in circle. Everyone can torment the tiger by jumping into the circle and then

out again. If tagged by tiger, you become the tiger. Tiger cannot leave circle to tag tormentors.  
Scoring: None

## Transport

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: 2 staves (6'), 1 bleach bottle per patrol  
Method: Patrols line up. On signal, first 2 scouts take staves and carry bottle between them to area 30' away, run back and touch next 2, they then race to bottle and carry back...repeat. First patrol to do it 4 times, line up and do yell wins  
Scoring: First done wins

## Tug-O-War

Theme: Fun  
Team: Patrol  
Activity Level: High  
Equipment Needed: Large rope, rag for center, 3 marks on ground 10' apart  
Method: Patrols make teams to match each other in weight. Rope with center marked is tugged until mark is pulled 10' from center  
Scoring: Best wins

## Tugowar-Steal-Bacon

Theme: Fun  
Team: 1/2 Troop  
Activity Level: High  
Equipment Needed: Tape covered bike tire  
Method: Teams line up on opposite ends of room (field). Number team members 1-???. Leader calls out number(s). Number races to center and pull or take tire back to his side. Point if tire brought back.  
Scoring: 1 point if tire retrieved

## Hot Isotope

Theme: Knots  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 heavy rubber band, 1 #10 can, 6 ropes per patrol  
Method: Can set in center of infected area. On signal patrol uses equipment provided to retrieve can out of area without entering it.  
Scoring: First done wins

## Knot Relay

Theme: Knots  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 rope per patrol  
Method: Patrols line up facing judges. On signal first member runs up and ties requested knot for judge. First patrol to tie all knots, line up and give yell wins  
Scoring: First done wins

## Knot Trail (Kim's)

Theme: Knots  
Team: Patrol  
Activity Level: Low  
Equipment Needed: 5-10 pieces of rope  
Method: Several pieces of rope are tied together between 2 trees (50' apart) with several kinds of knots. Patrol has 1 minute to walk



along rope(silently) then they depart and have 5 min. to list in order. 1pt for each right.  
Scoring: 1 pt for ea. right

### Log Raising Relay

Theme: Knots  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 log, 1 50' rope per patrol  
Method: On signal patrol rigs log raising devise with materials provided. Must raise to top. First to top and gives yell wins.  
Scoring: First done wins

### One Hand Knots

Theme: Knots  
Team: Patrol  
Activity Level: Low  
Equipment Needed: 1 rope, bag (opt.) per patrol  
Method: Same as any knot relay except that limited to tying with one hand only. Variation...2 hands behind back, or 2 hands in bag.  
Scoring: First done wins

### Pony Express Race

Theme: Knots  
Team: Patrol  
Activity Level: High  
Equipment Needed: 1 rope per scout  
Method: Patrol lines up. On signal, all tie their rope with a clove hitch to the ankle of the scout in front of them. Patrol then goes through course and back. Untie, line up and do yell.  
Scoring: First done wins

### Chariot Races

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 3 poles, 3 ropes per patrol  
Method: Patrols line up next to equipment. On signal they assemble a travoi (A-frame). Place scout on it and carry him around a course and back. Tear down chariot and line up and give yell.  
Scoring: First done(right) wins

### Cross The Pit

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 3 poles, 6 ropes per patrol  
Method: On signal, patrol rigs up an a-frame with guy lines on top. Scout on frame tries to "walk" it across the alligator pit while his patrol steadies it with the guy lines. At other end, dismantle, line up and give yell.  
Scoring: First done wins

### Flagpole Raising

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 2 poles, 1 patrol flag, 7 ropes per patrol  
Method: On signal patrol assembles flagpole from poles and their patrol flag. When erected and secure, salute and give yell.  
Disassemble and line up.  
Scoring: First done wins

Scouting Games

### Radio Isotope

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 3 ropes, 2 poles, 1 bottle, 1 #10 can per patrol  
Method: Coke bottle in #10 can in middle of restricted area. On signal patrol tries to remove bottle from can (without touching can) with any equipment provided. First to get bottle out of restricted area wins.  
Scoring: First done wins

### Rat Trap Race

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 2-3 poles, 2-4 ropes, 1 rat trap per patrol  
Method: On signal patrols assemble 2 or 3 section pole and try to spring rat trap that is set up too far from reach with one pole.  
Disassemble line up and give patrol yell.  
Scoring: First done wins

### Reactor Transporter

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 3 poles, 3 ropes, 1 can with bail, 1 hook from coat hanger per patrol  
Method: On signal patrols erect tripod with legs secured with an extra rope, hook suspended from center. Patrol must not touch the can with anything but the hook (can't hit sides). transport can from one end of the room to other. Dismantle, line, yell.  
Scoring: First done wins

### Tripod Lashing

Theme: Lashings  
Team: Patrol  
Activity Level: High  
Equipment Needed: 3 poles, 2 ropes per patrol  
Method: On signal the patrol assembles a tripod. One member must be able to suspend himself from a rope attached at top.  
Disassemble line up and give yell.  
Scoring: First done wins

### Map Symbol Relay

Theme: Map  
Team: Patrol  
Activity Level: High  
Equipment Needed: Symbol cards or maps or paper and pencil for each patrol  
Method: Patrols line up. On signal first member runs to judge and identifies symbol from card or map or draws on request. First patrol done with all cards or identifies set number of symbols wins King Patrol.  
Scoring: First done wins

### Height Measuring

Theme: Measuring  
Team: Patrol  
Activity Level: Low  
Equipment Needed: None  
Method: Patrols try to estimate the height of the flag pole, tree... using any method from the Scout Handbook.

Scoring: Patrol nearest wins

## Nature Kim's Game

Theme: Nature

Team: Patrol

Activity Level: Low

Equipment Needed: 20 nature objects, sheet or newspaper cover

Method: 20 objects of nature under cover. Patrol has 2 minutes to observe. Then have 5 minutes to list.

Scoring: 1 pt for ea right

## Bombing The Camp

Theme: Observation

Team: Patrol

Activity Level: High

Equipment Needed: Per patrol = bomb(newspaper), bucket of water.

Method: Troop on day hike, is stopped 1 mile from camp.

Messenger from camp tells of bomb threat on camp in exactly 12 min. 15 sec. to late{boom}, 15 sec. early{bomb not set} and can come back any time to set...must be in time frame & douse.

Scoring:

## Invisible Kim's

Theme: Observation

Team: Patrol

Activity Level: Low

Equipment Needed: Bag

Method: Leader takes out invisible items out of bag and mimes using them...turn on flashlight etc. Patrols then try to make a list of what was taken out of bag.

Scoring: 1 pt per item

## Kim's Game

Theme: Observation

Team: Patrol

Activity Level: Low

Equipment Needed: 20 items, sheet or newspaper...as cover.

Method: Spread 20 items on table and cover. Patrol comes up and has 1 minute to look(no talking). They then depart and have 5 minutes to list them. 1 point for each correct answer.

Scoring: 1pt for ea. item

## Candle Relay

Theme: Swimming

Team: Patrol

Activity Level: High

Equipment Needed: 1 candle, 1 book of matches per patrol

Method: Patrol lines up in pool. First man swims with lighted candle up and back the length of the pool and hands to next scout...repeat. First done and give yell, wins. Have candle lighters (Scoutmasters) along the edge of the pool

Scoring: First done wins

## Lifeline Relay

Theme: Swimming

Team: Patrol

Activity Level: Medium

Equipment Needed: Per patrol = 1 rope(25'+), target(5' pole to simulate outstretched arms.

Method: Patrols line up in relay formation. On signal first scout throws line at target, next scout coils rope and throws...repeat until the target has been hit 6 times.

Scoring: 1st done is king patrol

## Spoon Race

Theme: Swimming

Team: Patrol

Activity Level: High

Equipment Needed: 1 spoon, 1 egg per patrol

Method: Patrols in relay formation in pool. On signal first scout swims with spoon in mouth with egg on spoon. Swim to marker or edge of pool and return. Repeat.

Scoring: First done wins

## Wet T-Shirt Relay

Theme: Swimming

Team: Patrol

Activity Level: High

Equipment Needed: 1 tee shirt per patrol

Method: Half of patrol on each side of pool. First swimmer wears tee shirt, swim relay...exchanging and wearing tee before diving in and swimming. First patrol to finish (in tee) wins.

Scoring: First patrol done wins

## Capture The Flag

Theme: Wide Game

Team: Half Troop

Activity Level: High

Equipment Needed: 2 flags (neckerchiefs...)

Method: Flags within 200' of center and visible. Guards must not be within 50' of flag unless chasing enemy. Jail is 50' from line. Free walk back if rescued. 1/5 hr. time limit...flag captured or most prisoners is winner.

Scoring: See above

## Crossing The Gap

Theme: Wide Game

Team: Patrol

Activity Level: Medium

Equipment Needed: None

Method: 2 scouts in center of 500'x200' area. Troop on one side. Objective is to get to other side without being spotted. If spotted, you stand through the rest of the game. Patrol with most through wins.

## Scavenger Hunt Games

### Scouting Scavenger Hunt

Each patrol has 10 minutes to solve the riddles and find the corresponding Scouting or nature objects. They must give the correct numbers for each item:

1. You use this to find NEWS.
2. This silver life saver can be used on anything from tents to camera cases.
3. When the wind blows and the snow comes down I'll still be around.
4. Flash this for someone and they may just come to the rescue.
5. It's always greener on the other side of the road.
6. Sounds like something that would help an orchestra.
7. I'm created by rivers and streams and thousands of years.
8. It can help you on hot days, cold days, and while you sleep.
9. Be sure to take this if you want to pack light.
10. Keeps you from wearing embarrassing garbage bags.
11. If you're falling off a cliff, it's good to be able to do this.

12. You don't have to be a Star Scout to wear one of these.
13. If you served in the military in Geneva, you might be issued one of these.
14. It's whipped but it's not cream.
15. You see me in red superimposed on red and white stripes sometimes.
16. With these you can do something you also do in baseball and bowling.
17. It's pretty much isosceles in shape.
18. It's the opposite of "can oot"
19. Useful for ticks every time.

### Scouting Scavenger Hunt Answers

Each patrol has 10 minutes to solve the riddles and find the corresponding Scouting or nature objects. They must give the correct numbers for each item:

1. You use this to find NEWS. Compass
2. This silver life saver can be used on anything from tents to camera cases. Duct Tape
3. When the wind blows and the snow comes down I'll still be around. Pine Needles/Branch
4. Flash this for someone and they may just come to the rescue. Signal Mirror
5. It's always greener on the other side of the road. Grass
6. Sounds like something that would help an orchestra. Band Aid
7. I'm created by rivers and streams and thousands of years. Sedimentary Rock
8. It can help you on hot days, cold days, and while you sleep. Hat
9. Be sure to take this if you want to pack light. Flashlight
10. Keeps you from wearing embarrassing garbage bags. Poncho
11. If you're falling off a cliff, it's good to be able to do this. Tie one-handed bowline
12. You don't have to be a Star Scout to wear one of these. Service star (or Baden-Powell Star)
13. If you served in the military in Geneva, you might be issued one of these. Swiss Army Knife
14. It's whipped but it's not cream. Whipped Rope
15. You see me in red superimposed on red and white stripes sometimes. Maple Leaf
16. With these you can do something you also do in baseball and bowling. Matches
17. It's pretty much isosceles in shape. Triangle Bandage or neckerchief
18. It's the opposite of "can oot" Canteen (can't iin)
19. Useful for ticks every time. Watch

### Demonstrations

Akela has invited one patrol to work with the Cub pack next week. To help the Court of Honor decide which patrol will best represent the troop, here is a test for your patrol. By no later than....., bring back the necessary ingredients for staging successful demonstrations of:

1. a left-handed non-Scout
2. a left-handed cat
3. how to separate a mixture of salt and pepper
4. how to determine which is more dense: apple or carrot
5. what happens when you add two spoonfuls of vinegar to one spoonful of dish washing liquid and mix in one big spoonful of baking soda
6. a southbound footprint

### Scouter's Notes

Scouting Games

2. I'm not sure there is any such creature, but a Scout once assured me that his cat was left-handed. Another Scout brought in a cat and left it to me to prove it wasn't left-handed.
3. Pour mixture into a glass of water. Salt sinks; pepper floats.
4. Again water. Carrot sinks and apple floats, ergo carrot is denser.
6. Perhaps a compass set alongside the footprint or a photograph of a footprint relative to an object that has a definite direction.

### Space Age Technology

Space invaders have demanded that you produce evidence of the earth's current level of technology by no later than.... You must collect samples that demonstrate our society's use of: transistors; incandescence; fluorescence; luminosity; polystyrene; polypropylene; polyester; acrylic; latex; nylon; laser; liquid crystal display (LCD); light emitting diode (LED); magnetic diskettes; magnetic recording tape; electricity (plug in); electricity (battery power); stainless steel; molded plastic; sheet plastic; laminated plastic; metal alloy.

Scouter's Note: Relate to the Engineering and Science Challenge badges.

### Machines

Mr. Wizard blew up his laboratory. He needs your help to replace some parts of his physics experiments. By no later than...., bring in as many examples as you can of the six basic machines: screw; wedge; inclined plane; lever; pulley; wheel & axle.

### Camera

With your Polaroid camera, take one photograph of each of the following situations. You have film for 20 attempts. Don't let any other patrol photograph a member of your patrol. No later than..... deliver photographs of: the whole patrol inside a telephone booth; a Scout at least 5 m up a tree; three Scouts blowing bubble gum; all the members of the households of two Scouts; the Canadian flag; a woman on a bicycle; a Scout in the back seat of a bus; two Scouts in a police cell; three Scouts on the back of a fire truck; a suspicious-looking character often seen walking near the troop's meeting place about 30 minutes after the meeting starts (don't let this person see you take the photo); a Scout from another patrol; a Scout beside a statue; a Scout holding a chicken.

Scouter's Notes: You have to provide your own suspicious-looking character. Relate to the Photography Challenge badge.

### One is One

In the words of the song, "One is one and all alone and ever more shall be so." Some things are found only as solitary items. Other things occur only in groups of two, three, four, or more. By no later than....., bring back one sample item from each of these groups: one; two; three; four; five; six; seven; eight; nine; ten; eleven; twelve; twenty; twenty-five; fifty; one hundred.

### Sensational

We have received a message from the planet Graidot in the Garbajio Galaxy. Their environmental pollution is so bad that their world is slowly becoming a colourless, featureless gob of gray goo. Unless they install some sensory organisms soon, they will lose touch with reality. We have agreed to help.

By no later than....., bring back one each of something: hot; frozen; sweet; sour; sticky; rough; smooth; slippery; squishy; rubbery; wobbly; perfumed; stinking; salty; bitter; cheesy; prickly; corrugated; colorful; pure.

## One Square

The television game show, *Scouting Squares*, is offering a grand prize of one trillion dollars. How to win? Examine a 2.5 cm square of an object and, from that, identify the whole object then bring in an example. The patrol with the largest collection of objects wins. Scouter's Notes: You need to assemble a series of 2.5 cm squares of different items. To avoid cutting an object of value, make a template with a 2.5 cm square hole in it. The template must be large enough to cover the object, except for the critical 2.5 cm square. Invite patrols to challenge each other by producing their own series of samples.

## Tape Recorder

The National Center for the Visually Impaired is compiling a library of sounds to use in their training programs. By no later than...., use your tape recorder to record 5-10 seconds each of: cash register operating; telephone ringing; book pages flipping; washing machine agitating; backpack zipper opening or closing; typewriter pounding; Scout belt buckling; cloth ripping; group committee chairperson singing O Canada; Scout with mouthful of crackers whistling; your PL at the other end of a telephone call; piano playing; brass wind instrument blowing; Scout playing Happy Birthday on paper and comb; shoes being brushed; newspaper tearing; bell ringing; Scout blowing over the mouth of an empty bottle; three hole punch punching; cellophane paper crackling; deck of cards riffling; coffee pot percolating; popcorn popper popping; television commercial blaring; paper bag bursting; magic marker squeaking; car starting; referee whistle whistling; dog barking; three adult non-Scouts responding to your polite request for their opinion of Scouting.

Earn bonus points by recording a sound that no other patrol can identify

## Water Games

From: Jim Speirs

### A Little Inconvenience

Water game, outdoors.

Equipment: 1 soccer ball; 2 inner tubes; 1 water ball; 2 water basketball hoops; blindfolds; string.

Formation: teams.

The object of this game is to allow players to experience the sensation of having a disability.

Divide the players into four teams, and set up a rotation so that each team takes part in each of the following activities:

1. Sensitivity walk,
2. Obstacle course in water, using inner tubes.
3. Dodge ball, and
4. Water basketball.

Each activity is performed with a specific handicap:

- 1) When a team goes on the sensitivity hike, all participants are blindfolded. They simply go on a short hike, and experience it without sight.
- 2) In a short obstacle course in shallow water (through an inner tube, crawl on the bottom then through a second inner tube) players must not use their arms.
- 3) In the game of Dodge ball in shallow water, each player's ankles are tied together. (One player in the center of the circle tries to hit another player with the soccer ball.
- 4) In a game of water basketball, players may not speak.

Following ten minute rotations of each event, the group can discuss the sensations experienced by being temporarily handicapped.

We can soon learn it is not what you cannot do -- it is what you can do !

## Slash hike

Water game, outdoors.

Equipment: None

Formation: group

This is a super small group game. Ask everyone to wear bathing suits and an old pair of shoes (a pair they can get wet). The game takes place in a stream or along the shallow shoreline of a lake or river.

The leader steps into the water, and instructs the group to 'follow the leader'. Everything the leader does is copied by the followers. After a few minutes of hiking, the leader falls to the back of the line to let a new leader take over. The hike can be as long or as short as time allows - it is fun to walk back to home base in the water, rather than by land; see if the group can hike backwards for some of the return distance.

Some 'follow the leader' ideas:

Sit down on a stone; hop on one foot; play leap frog; skip a flat stone out to sea; jump from one stone to another; build a small castle on the shore; climb a tree; stop, take off one shoe, empty water from it, and put it on again; crouch so that all of you is under water; sing a song about the sea; try to catch a frog.

## Monster Relay

Water game, outdoors.

Equipment: none.

Formation: teams

Divide the group into teams of 8-10 players.

Set up a 'monster' relay where every player has a role. Some swim through shallow water, some through deep water. Have some do cartwheels through shallow areas, while other swim with one hand in the air.

The design of the relay depends on your waterfront set-up and the abilities of your swimmers.

End the relay by having one player piggyback a teammate across a finish line, located in shallow water.

## Save the Insulin

Place the insulin (a plastic bleach bottle) in the lake or river about 20 feet from shore. Patrols equipped with a pike pole, two 8 ft. planks and some rope must try to retrieve the insulin needed by a dying man. The water is full of man-eating sharks which will instantly attack anyone who steps or falls into it.

## Marathon Obstacle Race

Of course, this must be set up according to the location and equipment available, but here are some examples. Make it a timed relay in which one boy from each patrol starts off. He swims to a raft or dock, enters a canoe or rowboat, paddles it in a certain manner, jumps out or capsizes it and stays underneath to sing for 10 seconds, pushes or tows the craft back to the dock. Or, he picks up a passenger from dock or raft, paddles around a buoy, jumps out into the water and climbs back in, etc., etc.

## Punctured Drum

Although this challenge doesn't happen in the water, it should be done near the water. Provide plastic detergent bottles or other

convenient containers for transferring water, and patrols must try to use them to fill a drum in which you've banged as many holes as possible. The only things boys can use to plug the holes are parts of their bodies. Fifty holes will occupy all of the fingers of five boys.

### **Floating Fire Bombardment**

For this effective night activity, you need wooden logs for raft-building; lashing twine; matches and fire-lighting materials; and a source of small rocks for ammunition. Each patrol constructs a small lashed raft and arranges fire materials on it. They tow each raft to an equal distance off shore and light the fires. Patrols then line up on shore (make sure boys stay in line to prevent injuries) and, on signal, start bombarding their rafts. A "direct hit" which splashes water onto a burning raft counts 10 points. The first raft to be extinguished wins. Alternately, you can use just one raft and judge the direct hits.

### **Mystery Meal**

Here's a traditional challenge that means buying enough tins of food to provide six tins for each patrol. You can keep down the cost by buying from "bash and dent" bins, but make sure the cans aren't damaged enough to be leaking or bulging. Mix it up so that you have soups, vegetables, fruits, stews, spaghetti, puddings, etc. Peel off all the labels, load the cans into a boat and dump them at a marked spot in the river, lake or pond. Avoid muddy bottoms and strong currents.

One boy from each patrol dives for the cans. He must bring up only one at a time and toss it to other members of his patrol who are on shore, on a dock, or in a boat. When he has retrieved six cans, the patrol must leave the area. Back on shore they open the cans and decide how to prepare a meal from the offerings. Swapping between patrols is not allowed and, in order to win the challenge, every member of the patrol must eat and all food must be consumed.

### **Operation Neptune**

Operation Neptune pulls together a series of aquatic challenges for a summer camp "funoree", a swim meet at the "Y", a camporee or jamboree, or a pool party.

Have each patrol adopt an aquatic name (Barracudas, Sharks, Porpoises, Fin-Busters, etc.) and make themselves an identification poster for the operation. Encourage the boys to prepare and practice special patrol cheers to add spirit to the event. You may want to design a "Neptune Scroll" to award the winning team when scores from all events have been tallied. Plan the program to make participation possible for every boy in the troop--not just the good swimmers. To keep things moving along, arrange for a megaphone so that you can announce each event and have contestants assemble in a special staging area. If you use a blackboard to display up-to-the minute scores, you'll keep spirit high with spectators cheering for their teams. You'll need extra help on hand to keep spectators under control, and you can recruit parents as timers and judges.

Success depends upon preparation. All necessary equipment must be ready and lifeguards in attendance. In all events, water safety regulations must be observed. For an outdoor meet, the boys should each keep a towel and sweater handy.

You can choose from an infinite list of possible events. Mix up skill and fun challenges to make a well-rounded meet in which every boy can take part.

#### **Diving:**

Devise contests for the best straight dive, the best fancy dive, the best crazy dive, or the biggest splash.

#### **Races:**

Try a dog-paddle race in which the boys must bark while swimming; lifejacket race; dead man's float glide; free-style underwater distance swim; free style leaders vs boys relay; front and back crawl race; side or breast stroke race; towing rescue where a boy must tow a buddy for a certain distance; team relay.

### **Operation Neptune Novelty Races**

#### **Pyjama Relay**

Each team has one pair of pajamas. The first boy must put on the pajamas, swim across a given area, take off the pj's and hand them to the second boy, who puts them on, swims, removes them and hands them to the next, and so on.

#### **Candle Race**

One boy per patrol must swim a certain distance with a lighted candle. To prevent hot wax from dripping onto the swimmer's skin, push the candle through a hole in the center of a foil plate. The plate will act as a hand guard.

#### **Spoon Race**

One boy per patrol swims a certain distance holding an apple, potato or rock-filled spoon in his mouth (sideways works best). If he drops the object, he must dive to retrieve it.

#### **Newspaper Race**

One boy per patrol swims a certain distance on his back carrying a newspaper. He must hand the paper to a judge at the finish line. The judge decides the winner on the basis of whose newspaper remained the driest.

#### **Blow Ping Pong**

One boy per patrol blows a ping-pong ball ahead of him as he swims a given distance. He cannot touch the ball with his body.

#### **Underwater Knotting**

One boy per patrol must submerge and tie a given knot underwater; a round turn or a clove hitch around his leg, for example. You can do this in shallow water for junior boys.

#### **Match Race**

One boy per patrol swims a given distance with a match. The object is to keep the match dry because he must strike it for the judges at the finish line. The winner is the first to light his match after the swim.

#### **Obstacle Relay**

Four boys in a team. The first boy dives through the legs of a partner who is standing in a shallow area. The partner then must swim to a finish line while carrying a ball between his legs, after which the third boy picks up an object (puck, rock, ring) from the bottom of the pool or lake. When this is accomplished, the fourth boy swims a given distance with a Frisbee on his head and finishes by tossing the Frisbee to the judges. Winner is the first patrol to complete the series.

### **Operation Neptune Fun Events**

#### **Human Chain**

Members of a patrol sit in a line on the edge of a dock or pool and link arms. On signal, the boy at the starting end lets himself drop into the water. Each successive boy in the chain must be pulled into the water by the boy who precedes him. They cannot help

things along by jumping in. First chain to slide off the deck is the winner.

### **Mounted Wrestling**

Hold this in shallow water and supervise closely. Each patrol is represented by either one or several teams of "horse and rider". On signal, riders engage other riders in an attempt to pull them from their horses. When a rider is down, the team must immediately leave the playing area. Last horse and rider standing is the winner.

### **Greased Watermelon**

Two teams, each defending a goal line. The object is to get the watermelon to touch the enemy's goal line. The melon cannot be carried.

### **Water Tug 'o War**

Hold in shallow water. Each patrol competes against all others, then winners against winners and losers against losers.

### **Candy Dive**

Each patrol is given three minutes to dive for candies you've thrown in the water. Wrapped caramels work well. Boys who retrieve the largest number of sweets are the winners.

### **Jaws**

This is a water version of British Bulldog. Choose one or more of the good swimmers to stay in the middle as "Jaws". On signal, each patrol tries to swim from one side of the circle to the other without being touched by Jaws. When caught, a boy joins Jaws. Continue crossings until time is called. The patrol with the largest number of boys to escape Jaws is the winner.

## **Carnival Day at Camp**

**Bud Jacobi, The Leader, May 1983**

A Carnival Day special event theme adds novelty and excitement to the regular routine at Cub or Scout camp. You might invite parents or another troop or pack to join the festivities.

With just a little preparation and expense, Scouters can spice up the program and enrich it with customary carnival activities like special events and challenges; a parade; "games-of-skill" concessions; rides; a "House of Horrors" and a fortune teller. Adapt the suggested activities to your particular circumstances and needs.

Take the required materials to camp ahead of time and tell the boys to bring suitable costumes. Preparing for the big day is part of the fun.

The day before the event, set various tent-groups to work on the concessions. This means staking out areas with posts and string or rope, setting up the activities, and arranging duty rosters so that the boys in each group take turns operating their concession. Some boys make posters, streamers and tickets. Based on good turns, which include cleaning up the campsite, give each boy a certain number of tickets to use at the concessions. Keep tickets circulating by using them as prizes on that day.

#### **Special Events:**

Possible special events include a grand opening during which a VIP cuts the ribbon; a beauty contest to choose "Miss Carnival" and a judged costume parade. Use inexpensive party favors from novelty stores as prizes.

Some boys may like to form a wandering clown band, complete with crazy hats, crazy faces and "pots and pans" instruments.

A water-filled balloon fight between two teams of campers lined up in rows opposite each other is a lot of fun, and a good cooler.

#### **Challenge Events:**

Challenges can take the form of "camper records". Time boys as they knock a nail into a board with a hammer or mallet; saw through a board or chop through a log; run up and down a nearby hill or climb a pole or tree. If water is handy, time boys in speed swimming or canoe racing.

Build an obstacle course from fences, tree trunks, tables, tires, ropes and a large canvas, and have teams race through it.

Other ideas are: Who can drink the most water in a given time? Who can stay on stilts the longest? Who can blow up the largest balloon without bursting it? Who can turn the largest number of somersaults or spin hula hoops the longest?

You might hold a tug o' war where the loser ends up in the creek. Mounted (piggy back) wrestling; hand, arm and leg wrestling; and rooster fights are also good challenge events.

#### **Rules:**

Simulate carnival rides. Boys swing across a creek or another safe area on ropes attached to trees; balance on a rolling barrel or on a barrel slung on ropes between two trees (bucking bronco); swing from a rope around a pole (a merry-go-round); bounce on a teeter-totter. Scouts might put pioneering skills to work to rig up a runway or a boson's chair.

#### **Concessions:**

There are a number of popular games of skill possible for the concessions. You can give tickets, smarties, suckers or wrapped caramels for prizes.

### **Sponge Toss**

Set up a large piece of cardboard on which is painted head and body. Leave a hole for the face. A boy stands behind the cardboard and pokes his head through the hole as a target. You can use a decorated balloon instead, but it isn't as much fun. Players toss wet sponges at the target; three tosses per ticket.

### **Darts**

Boys toss darts to burst balloons mounted on a board. Observe safety rules.

### **Penny Toss**

Players try to toss coins into cereal bowls floating in a tub (or dishpan) of water.

### **Knock 'Em Over**

Place large juice cans or milk cartons in a cluster. Campers have three shots per ticket to upset them with a tennis or rubber ball tossed from a distance.

### **Douse the Candle**

Players squirt water from a water pistol, or through a drinking straw, in an attempt to put out the flame of a safely mounted candle.

### **Fish Pond**

Fill a large box or barrel with paper fish onto which are attached large safety pins. Campers try to hook fish with a fishing pole. Not all fish are worth a prize. Print the value of prize winners on them.

### **Guess How Many**

Campers write their estimates of the number of beans in a jar on a slip of paper and include their names. Award prizes to winners at the end of the day.

## Fortune Teller

A female leader or a member of the kitchen staff will make an ideal "Fatima -- the fabulous fortune teller". Station her in a booth or behind some trees surrounded by blankets. Illuminate the crystal ball on the table in front of her with a candle.

Fatima "reads" boys' palms and gazes into the crystal ball to predict weird and wonderful things. Avoid dire predictions of frightening things because some of the campers may be very impressionable. Stick to standbys like, "I see you holding a report card filled with 'A's'! It's your next report card!; You will become rich and famous; You will marry a beautiful girl; You will have seven children (that's not frightening?); You will travel around the world; You will travel into outer space on a rocket and meet E.T."

## House of Horrors

Set older boys to work on a Haunted House or Ghostwalk, which is always the most popular event. It can be any small building; a shed, shack, barn or garage. If there isn't a building available, use part of the dining hall or a large tent.

Hang blankets over the windows to darken the room and hang a sheet or blanket just inside the doorway to keep things secret from the boys lined up outside. You can use flashlights or lanterns to light up parts of the room, but avoid candles because they are a fire hazard.

Have campers strip to swim trunks (no shirts or shoes), blindfold them, and let them enter one at a time.

Doubtless, the boys who prepare the "house" will have lots of gruesome ideas, but here are a few to set imaginations rolling. Hang a web made from string and cotton batten from the ceiling. As "victims" pass through it, the older boys in charge add scary sound effects by banging on pots and pans, drums or gongs; giving loud yells, whistles, shrieks and moans; playing a record of eerie music; blowing along the top of a pop bottle; or shaking and rattling a large sheet of tin. To add further to the terror, flash lights on and off.

Hang water-filled balloons from the ceiling, just high enough that they will touch the victims' faces as they pass by.

Force each victim to stand on a large board, door or plank while two strong boys or leaders lift it. The blindfolded victim puts his arms on the shoulders of the lifters. Although the lifters only raise the board about a foot from the ground, they wiggle it and lower themselves as they do, so that they give the victim the sensation of being lifted high. Then they order him to jump off. To avoid possible bruises, you can place a gym mat or mattress under the board.

Keep cubes of ice in a freezer and use as needed. "Brand" blindfolded victims with "hot coals" by rubbing ice across their backs and chest. Have victims crawl through overturned chairs or barrels, over mattresses, bedsprings or sponge-rubber mats, and finally step into a pan of ice water.

You may "force" blindfolded victims to touch a "vampire" constructed from articles like a kitchen mop (hair), onions (eyes), chalk pieces (teeth), and feathers (body). Have them walk through hanging plastic bats or spiders and plunge hands into a "pail of worms" (cooked spaghetti and porridge in a bucket).

Later, remove the victim's blindfold. Shine a flashlight into the mouth of a leader dressed in a white sheet who utters moans and ghostly laughs and serves a "magic brew" of fruit drink mixed with baking soda.

Just before he exits, the victim watches a "guillotine blade" chop a paper mashie head off a hanging skeleton. Then, douse the victim with water and swear him to secrecy so that he won't reveal anything to those who still wait. If possible, have him leave by a back door.

End a busy day with a "monk's meal" during which anyone who talks or laughs loses one utensil. Those who break the silence too often will find themselves on their knees, eating with no hands from a plate on the ground. Mushy meals like sloppy joes, spaghetti and meatballs, or pork and beans are excellent for this purpose. Watermelon makes a good dessert and gives everyone ammunition for the grand finale--the watermelon yell!

You can expect silence to descend over the tents very shortly after clean-up and lights out!

## Evening Games and Wide Games

### Capture the Flag

Evening game, outdoors

Equipment: 2 handmade flags on staffs 2' long; 2 different colored sets of arm or headbands made of crepe paper.

Formation: teams.

Divide the group into two teams. Identify each by a set of arm or headbands.

Set up a jail area (3-4 square yards) and a separate hiding spot for each flag. Jails are set up at opposite ends of a 5-20 acre area.

The object of the game is to penetrate the other team's area and capture their flag. A flag is 'captured' after it has been returned to the captor's jail area.

Prisoners are taken by having their arm or headbands removed by an opponent. Prisoners are taken to the jail of their captor's; then they wait there quietly until they are released. Prisoners can only be released when a member of their team (with arm or headband intact) runs through the jail in which they are being held captive.

After their release, prisoners are given free escort back to a central spot near their end of the area. Here, they are issued a new arm or headband.

The game continues until a flag is captured, or time is up.

Note: Supervision at the jails and 'new arm or headband area' is important. Encourage teams to plan elaborate strategies of defense and offense.

Variation: try playing the game with three or four teams, each with its own jail area and hiding spot for their flag.

**Another Description:**

2 flags or For night play 2+ lanterns

First you pick out two even teams. Once you have the teams you set boundaries for the game. The boundaries can be wherever you want them. What you should end up with is a large rectangle or square. Once you have decided on the boundaries, you should draw a line through the middle of your playing zone. This line is divides the two sides. Each team should be able to choose where they want their flag and jail but they have to show the other team where they are and both teams have to agree on the placement of the flags and jails. Once this is done, each team goes to their own side of the playing field. Once the game begins, the teams are free to go at the others flag. If a team member is caught on the other teams side, (To be caught you must be "tagged" by a player on the opposite side on his own territory), he will be sent to jail. This player must sit in jail until either the game ends or he is freed by a

member of his own team. To be freed, you have to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own, he may still be tagged and put in jail. To win the game you must capture the other teams flag and return it to your own side without being captured. It is up to the team on how they want to place their members. When we play, we usually have two players guard the flag and one player be the jail guard. Two or more players stick around and help provide the defense. The rest go for the flag.

#### **Variation From Mike Stolz:**

Our troop plays this on every overnight campout. For night play, we use 2 or 4 lanterns. Two are used to mark the center line, while the other two can be used to show the 'approximate' area where the team's flag is. Our flag guards **MUST** remain at least 15 feet (5 meters) from their own flag unless chasing someone, and the flags must be completely exposed (no stuffing them into holes in the ground, or tying them to trees). When the teams are small, we do away with the jail. Instead, we create 'Check Point Charlie' at the centerline. Captured prisoners can be exchanged for a point. In case of a tie (equal games won, or no winner at all), the team that earned the most points is declared the winner.

#### **Variation:**

From Doug: This game, played at night, is a variant of Capture the Flag that we just call "The Candle Game". Two small pots are placed at opposite ends of a field (with trees or bush down the sides of the field) and lids for the pots are placed on the ground, just beside the pots; a small, lighted candle is placed in each pot. Each team tries to put out the other team's candle by sneaking up on their opponent's candle and putting the lid on the pot without being caught. The rest of the rules are pretty much the same as Capture the Flag.

## **Smugglers and Spies**

Evening game, outdoors

Equipment: Tiny pieces of paper with the following smuggled items and point values written on each:

Chocolate - 50 points. Quantity: 10

Sugar - 75 points. Quantity: 8

Animal pelts - 100 points. Quantity: 8

Gunpowder - 150 points. Quantity: 6

Designs for new secret weapon - 300 points. Quantity: 3

Map to buried treasure - 500 points. Quantity: 1

Formation: teams

Divide the group into two teams. Have each team put on its armbands. One team becomes the smugglers - the other the spies. After the rules of the game are given, each team retreats to separate ends of the playing area (3-20 acres with open woods is ideal for the game.)

The smugglers each receive the tiny pieces of paper, which they are going to try to carry into enemy (spy) headquarters. The spies set up their headquarters inside a 10' by 10' square area that has its definite boundaries. The scorekeeper sits inside spy headquarters.

After each team has been given the opportunity to devise a strategy, play begins. The spies fan out away from their headquarters and try to intercept smugglers as they attempt to take their goods inside.

When a smuggler gets caught (tagged), he must stand still and permit a one minute search of his person by the spy who caught

him. If the spy cannot find the piece of paper within one minute (paper has to be hidden in external clothing layers), the smuggler is free to try to advance again into the headquarters. If the spy does find the 'loot', he takes the piece of paper into spy headquarters and gives it to the scorekeeper, while the smuggler returns to his headquarters to receive another piece of paper. If a smuggler penetrates inside the spy headquarters, he gives his goods to the scorekeeper, and is escorted back to his own headquarters by a staff person or leader supervising the game. The game continues for a set period of time. When it ends, goods (points) are totaled, and a winner is declared.

## **Whistle tag**

Evening game, outdoors

Equipment: one whistle for each 'hunted' leader or staff member.

Formation: teams.

The group is divided into teams of 6-8 players. The leaders or staff members who are to be 'hunted' are given a two-minute head start into the playing area (5 acre wooded area is ideal).

Teams have to stay together during the entire game. Each team begins to 'hunt' the staff members, who are required to blow their whistles at one minute intervals (or variations which you may want to work out). Leaders may remain mobile, or seek a hiding place. Teams try to touch as many staff members as possible within the time limit of the game. Captured staff are immediately freed to run and whistle again.

The team who tags the most wins.

Variation: as a night game, using flashlights instead of whistles.

Same rules apply.

## **Light - No light**

Evening game, outdoors

Equipment: flashlight

Formation: scatter

The game is best in a large open wooded area.

Players line up at one end of the playing area, while one player, holding a flashlight, stands at the other end.

The object of the game is to move from one end of the playing area to the other, past the person holding the flashlight.

The player with the flashlight stands with his back to the other players. Every five seconds, he turns around, turns on the light and scans the area for three seconds. If a moving player gets caught by the flashlight beam, he has to return to the starting end.

Stationary players may remain where they are.

The first person to successfully move past the 'flasher' becomes the light for the next round.

Variation: The player with the flashlight keeps the flashlight on, and continuously scans the playing area. Stalking players dress in dark clothes. If stalking players are caught, they must return to the starting end.

## **Find the Bell**

Evening game, outdoors/indoors.

Equipment: a little bell that rings easily.

Formation: circle.

Have the group sit in a circle. Choose one person to sit in the center of the circle.

The leader gives the bell to one of the players, who begins to pass it around the circle.

The object of the game is to pass the bell quietly so that the person in the middle cannot guess who is holding the bell. Players



may not silence the bell by holding the clapper - they have to try to pass it carefully enough so that it does not ring.

### Triad

Evening game, outdoors.

Equipment: 3 soccer balls painted white; 6 markers with reflectors attached (to make 3 goals).

Formation: teams.

Divide the players into three teams. On the playing field, set up three goals in the shape of a triangle.

The game begins with a jump ball in the center of the field. All three balls are put into circulation at once and players try to move the ball through either of their opponents goals.

The balls may be rolled, kicked or thrown to teammates. No player may hold a ball longer than five seconds.

Teams devise strategies to protect their own goal, while trying to advance to score goals.

### Frontiers Game

Our troop often plays a game similar to Stratego called Frontiers. You divide the boys into teams. Each team is given a small "home base". In the "home base" each team is given 10 - 15 tokens (flags).

The playing field is divided into parts with a home base on each. (The game is best played in a area with trees and bushes).

The goal of the game is to sneak into the other teams area and capture a token. If someone from the other team is being able to tag you on their side of the field you are taken as a prisoner to their "home base".

Now when a member of your own team reaches the "homes base" he is able to free you instead of taking a token.

If you have a token or a "free" prisoner you are free to go back to your own home base.

The game last for a specified time and the team with the most tokens wins.

I hope this description is understandable, if not feel free to mail me any questions.

-- Thanks to Carl Persson, Troop Leader, SKOGSLOPARNA Utby NSF Gothenburg Sweden.

### Brass Rubbing Race

Materials: Heavy duty paper or brown wrapping paper, and a thick wax crayon per team

On the command go, each patrol leaves the hut in search of road signs to rub. They have to make up the phrase "BE PREPARED" on the sheet of paper. They have to brass rub the letters onto the sheet of paper with the wax crayon, from the road signs. The first patrol back with the completed phrase are the winners. This is an excellent game as it makes the scouts think of all the road names in their locality that might contain the letters they need. You can of course use other phrases for repeated use. It is also a good idea to supply each patrol with a damp cloth, this is to clean the road sign of wax crayon should the paper split.

### Double Your Money

Materials: Set of monopoly/trading post money

This is a game similar to 'Mixed Up Names' and 'Merchants'. Each player is given a \$1 note at the start of the game. The players must then find the very generous leader with the \$5 note who will swap a \$1 for \$5. The players can then go on to find and swap their

currency with other generous leaders going from \$5 to \$10, \$50, \$100. \$500 up to about \$1000. You can award points to the first players with a \$1000 note, or total the money held by a team after a certain time limit. It is easier to have one leader give one type of note but it is workable to have a leader give out 2 different notes as long as there is a few steps between them e.g. \$5 and \$100, or \$50 and \$1000. It requires much agility from the leaders who need to deal with several handfuls of notes coming and going but it is well worth while. The cubs who have played this game really love it. The idea of being handed large sums of cash for nothing really got them running around, even when the money wasn't real. A few cubs asked 'Why don't you use real money?' - obvious really, you wouldn't see the leaders for dust.

### Elephant Hunt

Materials: Colored wool to match up with six's colors, 1 Tin Talcum powder, Plastic plant identification labels

Tell story to the pack about the elephants who have escaped from the local circus, who have asked for the cubs help in getting the elephants back. The circus tell us that each elephant is wearing a colored mat on it's back, each mat matches one of the sixes colors. So each six can look for the elephant wearing their sixes color on it's back. The cubs then follow a trail of wool, picking up their colors as they go. They must not pick up any other colors.

You could tell them how many pieces they should find. The trail divides and finally the colored wool disappears. All that can be seen is large (talcum powder) elephants footprints on the ground.

These all lead to one place where the elephants can clearly be seen, wearing tatty mats on their backs, (parents or leaders). But the elephants have been caught by a gang of thieves who will sell them back to the cubs for 200 no more, no less. The cubs are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money.

Each six must only take labels to exactly 200 and pay the thieves for their elephant. They then take their elephant back to the circus where there is sure to be a reward.

### Face Paint

Materials: 1 Pack of face paints

The cubs are looking for a job in the circus, but the make-up artists have gone mad! The cubs must catch the mad artists (leaders) who will add a little face paint before running away to hide. At the end of the game you can hold an audition for the best face and clown. Ideal for a cub camp - you can tell from 100ft which cubs haven't washed the next morning!

### Game Of Life

All the scouts save one (or a couple) start out side of the woods. They are considered the prey of the forest (deer, antelope, small game). In the forest you place a large number of objects (hats, chips, scarves, etc.) which represent food. The prey must go into the forest and gather three items of food (and return them to the safety zone) or risk starvation during the winter. The one scout who is not prey is considered a predator (wolf, grizzly, eagle, etc.). The predators job is to capture the prey. he does this by simply touching the prey. The prey has three methods of defense.

**Run:** Deer use it, (Be careful if you allow running at your camp.)

**Freeze:** A prey that is totally immobile is considered to be camouflaged, and cannot be touched until he moves (looks around, etc.)

**Hide:** Touch a tree to symbolize hiding in the tree. Each prey carries one object to symbolize themselves. If they are "eaten" by the predator, they must give their chip to the predator that got them. They then become a predator for the next year. If the predator doesn't get three prey, he starves for the winter. Any predator that starves becomes prey for the next year. Note, you should start with only a small number of food in the forest the first year (maybe 2 x number of prey) (remember they need three to survive). The game is fun and shows how there must be a balance between the prey and the predators. I'm sure you can adapt this game to many environments and change the rules where needed to make it more fun and or educational.

### Haggis Hunt

Materials: 200 Small colored cards or similar, 1 Big ball of aluminum foil

A few days ago the queen haggis came into season as she does every 5 years. Last night the queen haggis laid her first brood of eggs (the colored cards) which are a delicacy akin to truffles and caviar. The teams must collect as many eggs from around the wide game area as possible before the wee haggis hatch (despite the better environmental instincts of cubs) for points! A special reward is made for the team who catches the queen haggis who looks uncannily like some scrunpled aluminum foil!

### Hunt & Chase

Materials: Many different colored 'flashes' or 'flags'  
We play a game called Hunt and Chase. We divide into an 5 teams. All the members on each team have personal flags of the same color they tuck into their belts. Each team can catch team members of one other team, and can be caught by the team members of a different team. When you are caught, you surrender your flag and are given the flag of the capturing team. There is no natural ending unless one team catches everyone else. We usually play it for an hour or so, and then see which team is the largest. For "flags" we use things like pieces of twine, clothesline, manila rope, green garbage bags and brown garbage bags. Then the "twines" chase the "clotheslines," the "clotheslines" chase the "manila ropes," the etc. Some teams usually try to get other teams to help them. For example, the manila ropes could conspire with the twines to entrap the clotheslines. It is much more fun in that respect if you have 5 teams rather than 4 or fewer.

### Jail Break

There are two "cops" and one "jailer". The rest of the people are "robbers". The number of "cops" and "jailers" can vary depending on the number of players. A fairly central location is designated as "jail", The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table). All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop. The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail

(not being caught by the jailer), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailer must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game. Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailer.

### Kim's Wide Game

Materials: Selection of common 'outdoor' objects  
Before the game pick up a few 10+ objects which the players may find lying about in the area e.g. beech nuts, holly leaves, berries, sweet wrappers and lay them out. The teams or individuals must find as close matches to the objects you have collected. You can either display or hide your collection so that the players can or cannot come back and refresh their memories. The team with the display best matching the original wins.

### Lamp Chicane

Materials: 4 Lamps such as hurricane lamps  
The game is played in the dark between two teams. Two lamps are placed about 100 meters apart. These are the home bases. Another two lamps are placed about 40 meters apart, and at right angles to the first two lamps. They should be about halfway between the first two lamps. One team is split into two, one half going to each home base lamp. Their object is to get to the other home base lamp, without being caught. They must go between the other two lamps to get there. There is no restriction on how far out they go to either side to get to the other home lamp, but they must go between the two 40 meters apart lamps. For each member who reaches the other home base, their team wins a point.

### Long Distance Chinese Whispers

Materials: Long message written on piece of paper per team, Pen and paper per team  
Distribute members of a patrol or six some distance away from one another. Give the patrol leader a scrap of paper with a message (around 30 words for Scouts). The PL must remember the message and relay it to his APL who in turn relays it down the line to the final scout. The final scout writes down the message when he returns back at the starting point. The team with the message most resembling the starting message wins. The longer the distance the more breathless (and less articulate) and more forgetful the scouts become.

### Merchants

Materials: 1 Bag pasta shapes or macaroni, 1 Bag dried peas or soy beans  
Split the pack or troop into 2 teams and give one team 6 macaroni (Gold) and the other team 6 dried peas (Silver). Explain that the teams should try to make as much money as possible in the time available. They may do this by trading with the 2 merchants (leaders) who will be roaming around. One merchant will give you 2 gold for 1 silver, the other will give you 2 silver for every 1 gold. The team with the most money by the end of the game wins (count silver and gold as equal value).

**Refinement:**

The merchants may swap their bags to confuse the players

**Refinement:**

Player and/or other leaders may steal from other players using tagging or lives.

**Refinement:**

Introduce another trading stage and merchant (and possibly another team) e.g. bronze or platinum. Merchants only trade bronze for silver, silver for gold, gold for bronze.

### Mixed Up Names

Materials: 1 Name card for each activity base leader and an activity for them to look after at that base

Each of the leaders or the people manning the bases is given a card similar to the ones described below:

1. You are 'Thunder Fist'.  
Tell them they must find 'The Kraken'.
2. You are 'The Kraken'.  
Tell them they must find 'Thorin'.
3. You are 'Thorin'.  
Tell them they must find 'The Hulk'.
4. You are 'The Hulk'.  
Tell them they must find 'Robin Hood'.
5. You are 'Robin Hood'.  
Tell them they must find 'Thunder Fist'.

You can of course vary the number of bases that you have. Each person manning a base is also given an activity that the cubs or scouts have to complete at that base. The base men are sent out and hide within a given area. The patrols are then sent out, each having been given a different 'NAME' to find. When a baseman is found, the scouts or cubs have to ask him if he is the name they are looking for. If he is not then they have to keep looking. If he is then he asks them to complete a simple scouting exercise such as tying a bowline. He then gives them the name of the next person they have to find. A point is given for completion of an exercise to the satisfaction of the baseman. The winning patrol is the one that finds all the basemen and completes the most tasks.

### Naval Battle

#### Nigel's Navy

Materials: Colored wool for lives, 6 Cards bearing the name "DESTROYER", 4 Cards bearing the name "SUBMARINE", 2 Cards bearing the name "BATTLESHIP"

Instead of cards you could use colored counters or plastic clothes pegs.

This is best played with three or more teams. Each team is given a base which is their naval shipyard. Each player is allowed to take one card from their shipyard to take part in the combat. When they take a card, they also take a length of their teams colored wool to tie round one arm. A combat area is marked off in the center of the field and combat may only take place within this area. Combat takes place in the following manner, a player will tag a player from an opposing team. Both players then compare their cards as follows: A battleship takes a destroyer, a destroyer takes a submarine and a submarine takes a battleship. The losing boy hands over his piece of wool to the winner and returns to his shipyard for a new piece of wool. Combat can only take place between two players who are each wearing a piece of wool. If both players have craft of equal status such as two submarines then it is an even match and there is no victor, they then have to go and challenge somebody else. A boy can exchange ships only at his shipyard when he is getting a new piece of wool. The winning team

is the one which has collected the most pieces of wool at the end of the game.

### Postman Game

Materials: 3 plastic bags, 2 sets of differently colored cards (2" squared is big enough)

Three leaders are required for this game. The first leader is the postbox, the other two give out the different postcards. The troop or pack is split into two teams. One team collects and posts one color of card, the second team posts the other color. Players can only hold one postcard at a time - they must post one card before collecting another. The postbox and distributors can roam and hide to evade the players. The team who has posted the most postcards wins.

**Refinement:**

Leaders can swap jobs so that players do not always know who to go to

**Refinement:**

Spare leaders can rob players of their cards

### Rockets And Interceptors

Materials: 1 Bucket or large tin, Large number of colored balls or plastic clothes pegs all the same color, Skittles or rope to mark off the target area

This is played by two teams. The attacking team are called the rockets and the defending team are called the interceptors. The target area is marked off and the bucket or large tin is placed in the center. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads. Each rocket can carry only one warhead to the target area. If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base. 20 warhead units in the bucket or tin destroy the interceptor target area. All the colored balls count for 1 warhead unit. The five white balls are special multi warheads and count as 5 warhead units for each white ball. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

### Scout-Staff Treasure Hunt

A wide game that is popular in our scouts is to distribute various items of a Trangia around our local village, on the Scout Leaders doorstep, and the Exec.'s etc., and send the scouts off on a kind of a treasure hunt, with the aim to make a cup of tea for the S.L. and the A.S.L. at the end. The hunt started with a note telling them where to find the next item of the Trangia, and then the next note was on the next item, etc. It also helped the scouts to learn who their Exec. were, as the notes told them it was in the Secretary's garden, and it helped immensely if they knew who the secretary was... Trangia: Swedish outdoor cooker, I'm not at all sure if it's known at all in the US, but it is very popular over here. It's light weight, and uses methane to run, but Butane attachments are available now. Mine splits up into several pieces, and so was ideal for this exercise.

## Strategy Games

From the Scouts-L Games FAQ

## Mouse Trap Attack

You will need:

4 spring loaded mouse traps per team

An endless supply of rolled up paper balls

We will suppose that there are four teams or patrols of six boys.

They are spaced at equal distances down the length of the hall.

Each team or patrol has it's mouse traps cocked at one side of the hall on the floor. At the other side of the hall opposite each group

of mouse traps are three attacking boys from each of the other

patrols. These attacking boys are armed with rolled up balls of

paper. Each patrol is allowed up to three defenders for their mouse

traps. These defenders must sit on the floor half way between their

mouse traps and the defenders. The attackers must lob the paper

balls over the heads of the defenders and set off the mouse traps.

The winning patrol is the one that has the last loaded mouse trap.

## Mouse Trap Fishing Game

You will need:

1 spring loaded mouse trap

3 bamboo canes

3 lengths of string

Some objects such as plastic bottles to be picked up, for each team.

You will have to bore a hole or fit a screw eye in one end of each

mouse trap so that it can be attached to a length of string. Each

team stands at one side of the hall and the objects they have to

collect such as plastic bottles are on the other side of the river

(hall). The only way that they can get the objects, is to lash the

three bamboo poles together to form a fishing pole and attach the

string with the mouse trap attached to the end. You will have to

show the scouts how to cock the mouse traps safely or you may

have to do some first aid on bruised fingers.

## Submarines And Minefields

You will need:

Blindfolds for each member of the minefield

You split into two teams, one forms a line across the playing field.

They are blindfolded and standing close enough together to touch

hands. Each hand is a mine that will 'destroy' a ship (a member of

the other team.) that team quietly tries to sneak along the line

weaving in and out of the mines, (i.e. between their feet, or

between two scouts). we once had someone go fetch a utility

ladder and climb over the minefield. After a minefield team

member uses one hand and hits a ship, that hand is out of play for

the round. Thus later ships may go through an unprotected area.

Smaller scouts usually win this one. When the whole team has

gone through or not as the case may be, change over. At the end

of the game, the winning team is the one that managed to get the most ships through the minefield.

## Trader

You will need:

4 counters for each boy, red, blue green and yellow one of each color.

When the game starts the boys are given a set time 5 to 10

minutes in which they are allowed to trade. They trade in the

following manner. A boy approaches another boy with a counter in

his left fist , he does not show the other boy what color he is

holding. If they agree to trade then they give each other a counter

taking care that they do not show the color they are swapping. Any

boys who do not wish to trade simply cross their arms, this indicates that they are not open for trading. After the trading period is ended you show the lads the stock market chart shown below and get the lads to add up their scores.

Print out the following table and make copies.

4 Red counters 100 points 4 Blue counters 80 points

4 Green counters 60 points 4 Yellow counters 50 points

3 of any color 40 points 2 of any color 15

Single Red 1 point Single Blue 2 points,

Single Green 4 points Single yellow 5 points.

After they have added up their scores and you have found out which scouts have the highest scores, collect the counters in and hand out one of each color again to the scouts. Now play it again with the scouts knowing the values and see the difference in tactics. From time to time you could introduce jokers these are White counters. You place some of these on the table and the boys are told they can take them if they wish. The value of these is unknown until they add up the scores. You then tell them that they either get 10 extra points for each White counter they have or minus 10 for each White counter they hold, much like Bulls and Bears in the stock market. You can decide if it is going to be a plus or a minus by either tossing a coin or rolling a dice.

## The Trader Game - Altered Slightly

By Mike Stolz

Equipment:

4 chips for each boy, all of different colors (red, green, blue, yellow)

1 chip for each adult - white

(I made my chips by cutting 1 inch squares from colored cardboard)

Rules:

The boys are given a chip of each color. the adults each have one white chip. The boys get 7 to 10 minutes to 'trade' chips with each other or an adult. To trade, each boy holds a chip HIDDEN in one hand. When they agree on the trade, the chips are exchanged.

ALL TRADES ARE FINAL! Boys who do not wish to trade should fold their arms to signal that they don't wish to trade. All trades are 1 chip at a time. Boys can also trade with adults if they want to.

After the trading is over, show the boys the stock market list below and have them add up their scores.

Now that they know the value of the chips, let the boys play the game again. Collect and redistribute the chips, and see how trading tactics change. After the second trading period is over, add up the scores again and see how the boys did this time.

### Stock Market Chart - Trading Chip Values

4 RED -	90 POINTS	1 (SINGLE) BLUE -
4 GREEN -	0 POINTS	1 (SINGLE) YELLOW -
4 YELLOW -	60 POINTS	1 (SINGLE) GREEN -
4 BLUE -	50 POINTS	1 (SINGLE) RED -
2 WHITE -	50 POINTS	1 (SINGLE) WHITE -
3 OF ANY COLOR -	40 POINTS	

## Trading Post

You will need:

Two price lists, one of things that you are selling and one of things that you are prepared to buy back.

Various things for the teams to buy

You will also need some form of currency such as colored cards, paper or even beads.

At the start of the game, each team is given the same amount of currency. They then have to decide what they are going to buy from you in order to make something to sell back to you for a profit. Most things that you buy back should result in a profit, but you should put in some items that produce no profit or even a loss. As an example of the sort of things on your to buy list would be a cup of hot tea for the scout leaders. To do this they will have to purchase from you matches, tea bags, milk and sugar, a cooking stove, fuel for the cooking stove, water pot and water.

## Lighthouse

From: Lynne Axel Fitzsimmons

This game comes from a Games book published by the Bharat Scouts and Guides (India). It is attributed to the Catholic Boy Scouts of Ireland.

You will need:

Enough blindfolds for half your group, and a reasonably large room.

The Leader is the lighthouse. Half the troop (pack, company) are ships, and put on the blindfolds at one end of the room. The other half are rocks, and distribute themselves on the floor between the ships and the lighthouse. Please ask the rocks to keep their hands and feet in to minimize tripping. The rocks also should not clump up.

The lighthouse goes "woo woo" to guide the ships. The rocks go "swish, swish" quietly to warn the ships of their presence. On go, the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and go "swish, swish" also). When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places.

## Memory Games

From the Scouts-L Archive

### Silhouette Kim's Game

You will need:

About twelve different shaped items, a sheet or back projection screen and a slide projector or strong light (Note: clear bulbs are better than pearl)

A number of objects are held, one after the other, behind the screen, e.g. scissors, bulldog clip, flower. After all the objects have been seen, a short time is given for the lads to write down or tell to the leader, the objects that they saw in the correct order of viewing.

### Battleship Kim's Game

You will need: (for each six or patrol) A table, a piece of chalk and ten items

Each patrol gets a table set up on it's side in their corner as a barrier, so that the other patrols can't see behind it. On the floor they draw a 747 grid, and mark horizontal axis A to G and vertical axis 1 to 7. They then take ten items and place them at random on their grid. The patrols are now given five minutes to look at each others grids and try and memorize the locations of as many items as they can. After five minutes they each retire behind their barricades. Each patrol in turn fires three shots. For a shot they must say the name of the patrol they are firing at, the grid reference and what item is at that grid reference. If they are correct then they capture that item. Each patrol only gets 3 shots per

round. After a set number of rounds, the patrol that has captured the most items are the winners. Please note that this is a memory game, no pencils and paper allowed.

## Kims Game Variant

You will need: (for each six or patrol): Two bowls or buckets on chairs,  
Ten mixed items

Teams or patrols stand in single file facing the front of the hall. At the front of the hall facing each team is a bucket or bowl on a chair. In each bowl there are ten items (the same items for each team). At the back of the hall opposite each team is an empty bucket or bowl. The scout leader calls out an item and the first man in each team has to run to the front, get that item place it into the other bucket at the back of the hall and then run back to the back of his team. The first team with their man back get a point. As you continue playing this the objects will be distributed between the front and the back buckets. If the scouts have good memories they will remember what items are in what buckets. This will save them time. If an object is called by the leader and it is in the back bucket then it has to be placed in the front bucket and vice versa. The reason for the bucket being on a chair is so that the scouts can't look in to see what is in the bucket.

## Patience

You will need: (for each six or patrol) A suit of cards Ace to ten (one pack of cards will supply four teams)

The ten cards for each team are laid out at random, face down on a table in front of them. One at a time the boys run up and turn over a card. If it is not the Ace then they turn it face down again and run back to their team and the next player has a go. When the ace is turned up they can lay it face up at the front of the table. The next card needed is the two and so on. Play continues until one team has all its cards turned face up in the correct order.

## Compass Skills Patience

You will need: Sets of cards having the compass points printed on them

This game is played the same way as the previous game, but this time the boys have to place the cards at the correct compass position for that card. Suggested order for laying down cards: North, South, East, West, North East, South East, South West, North West. NNE, SSW, NNW, SSE, ENE, WSW, ESE, WNW

## It's Under A Cup

You will need: A number of plastic cups and objects to fit under them (e.g. a ball, a ring, a key etc.)

Two teams one each side of the hall. Each team is numbered 1 to N with boys with the same number on each team of similar size. The object are placed in the center of the hall in a row and the plastic cups placed over them. The leader now calls out an object and a number. The two boys with that number have to rush to the row of plastic cups, find the correct cup and take the object to the leader. The lad who gets the object to the leader wins a point for his team.

## Ruba Dub Dub

You will need: Twenty four 35mm film canisters, these should be opaque and all look the same. Into twelve of these you place a marble, fishing bell or anything that will make a noise when the canister is shaken.

The boys sit in a circle and take it in turn to pick up two canisters at a time and give them a shake. If they both rattle then a prize or point is given to the boy who picked them. These canisters are then removed from the game and the next boy has his turn. If both canisters do not rattle then they are both replaced where they were picked up from and the game continues. The game gets more difficult as more are removed as there are then more empty ones left in the game than ones that rattle. You could make it more difficult by having a larger number of containers to begin with. You could also guild the Lilly by putting numbers on the canisters but I have not found this to be necessary. You can use this as a team game, the winning team being the one with most points or as individuals against all the rest.

### **Post Office**

You will need: (for each six or patrol)

2 chairs

Coins adding up to 50 pence

The boys stand in their patrols or sixes, in straight lines across the middle of the hall. In front of each patrol is a chair, this chair is the post office. On this chair at the beginning of the game is an assortment of coins. We use coins that add up to 50 pence. Each teams post office, has the same number and value of coins. Behind each patrol is placed another chair, this chair is the 'BUREAU DE CHANGE'. The leader calls out a sum of money, say 20 pence. The front man in each team then runs to the post office and has to leave 20 pence on the post office chair. Any extra coins must be taken and placed on the BUREAU DE CHANGE chair. On finishing his move the player runs back and joins the back of his team. The first man back gets a point for his team. If a value is called which is higher than the value on the post office chair, the boys must run to the BUREAU DE CHANGE to collect the coins they need. Great fun can be had by calling out 49, a lot of them will start counting the coins out, but the smart ones soon realize that they only have to leave one coin at the BUREAU DE CHANGE to get 49 at the post office. Calling out the value that is already at the post office also causes a laugh.

### **Obstacle Course In The Dark**

You will need:

Various items that will fall over easily such as skittles

Plastic bottles and short lengths of wood or plastic tube

Give each team the same type and number of objects. Allocate each team a lane down the length of the hall across which they must lay out the obstacles. You could mark these lanes with chairs if you wished. When the teams have completed their task, line them up at one end of the hall and then get them to swap lanes with one of the other teams. This way if they have made the obstacle too easy then they will give this advantage away to another team. After allowing them a minute or two to look at the lane they are in, turn out the light and get them to walk down the lane to the other end. The patrol leader or Sixer should be the leader for his team. At the finish end of the hall, one of the leaders could flash a torch on and off at random to give them a bearing. Points are deducted from each team for the number of obstacles they have knocked over.

## **Team Building Games**

### **Caber Toss**

2 sizes of caber will be used. (Small for Scouts under 14 and large for those 14 and over)

### **Over The Log**

A log is lashed, 6 ft. high, between two trees. The entire Patrol must get over it. Assistance can only be given by those that have not crossed over yet. Scoring is by the percent of the Patrol that get over.

### **Amazon**

A #10 can, with wire bale, is placed on an "island" 10 ft. into the Amazon. The Patrol has to get the can without anyone stepping into the river, or spilling the contents of the can. Equipment: 6 ft. of 1/4" rope, pole or tree limb long enough to reach the "island", a stick 2 ft. long, 2x6x12 board. Scoring is by cooperation, spirit, and success or failure.

### **The Electric Fence**

A "Yard" is enclosed by and "Electric Fence" (twine) 36" high. Inside the "Yard" is a 2x4 with steps or log to assist. The Patrol must get as many members over the fence as possible. Anyone touched by the "fence" is zapped and eliminated. Scoring is by cooperation, spirit, and success.

### **Kim's Game Campsite**

Setup a Kim's Game with 20-30 normal campsite items and 20-30 special items (total of 50). Each Patrol is allowed 30 seconds to observe and then must write down all that they can remember. Scoring is by the number that they get correct.

### **Shoe Hunt**

This game takes place on a clear grassy area. A 50 ft. circle is marked on the grass with a 10 ft. circle in the center. All Scouts remove their shoes, place them in the center, and move out of the 50 ft. circle. The judge mixes the shoes and then gives the go signal. Patrol members must find their own shoes, put them on, tie them, and get back to the outer circle standing in a line. Scoring is by time (the number of seconds it takes subtracted from 180) a 10 point penalty is charged for any shoes not properly tied or buckled.

### **How Many Bears Can Live In The Woods**

Scouts become "bears" and must collect food. (colored paper squares) When all food is collected the judge checks to see how many have collected a balanced menu. "Bears" without balanced menus do not survive. Scoring is by the percentage of the bears that survive.

### **Nature Hunt**

Patrols are given a list of items to "collect" during the day. By the end of the competition they must go to the station and show their collection. Scoring is by the number of correct items.

### **Order Out Of Chaos**

Each Scout s assigned a number. (1,2,3 etc.) The Patrol is then blindfolded and is instructed to get themselves in numerical order, without speaking. Scoring is by subtracting the number of seconds used from 120. Time allowed: 2 minutes maximum.

### **Name It**

A collection of 15 "nature" items is displayed. Each boy is given 5 minutes to list the items he can identify without speaking or helping

each other. Scoring: Sheets are graded and the total points divided by the number in the patrol times 10, determines the score.

### **Bowline-Sheet Bend Draw**

Each participant needs a 6 ft. rope. Patrols form into pairs facing each other. On "go" each Scout ties a bowline around his own waist, the first one done then ties his rope to his partner's with a sheet bend. The two partners then lean back and raise their hands. Scoring: the number of seconds used subtracted from 120. Add a bonus of 5 points for each correct knot.

### **All Aboard**

The entire group must stand on a 2' x 2' platform at the same time, for 10 seconds. Scoring: 10 points for each Scout on the platform.

### **Giant Clove Hitch**

With a 50 ft. rope, the Patrol ties a clove hitch around a tree. No one is allowed to go closer than 15 feet to the tree. Scoring is by the number of seconds used, subtracted from 240. 4 minutes maximum allowed.

### **Traffic Jam**

The patrol divides into two groups. They line up as shown, facing each other with one empty space in the center.

### **A A A A B B B B**

The two groups must now switch positions on the line. The A's move to the B's space and vice versa. They must follow this procedure:

1. Step only into an adjacent empty square.
  2. Step around a person facing the opposite direction.
- Players cannot move backwards. Players may not step around someone facing the same direction. Only one player can move at a time. Scoring is by the number seconds used subtracted from 300.

### **Bowline Stroll**

Everyone in the Patrol needs a 6 ft. rope. Each person ties a bowline around their waist. They then tie the other end of their rope to a central loop (about 1 ft. in diameter, supplied by the judge.) They then must travel a set course as fast as possible.

1. No one may be dragged.
2. Proceed safely.

Scoring is by the number of seconds used subtracted from 240.

### **The Monster**

The Patrol must form a monster that moves 50 ft. and makes a sound.

1. The Monster must have only one more leg than the number of Scouts in the Patrol;
2. The Monster must have one less arm than the number of Scouts in the patrol;
3. The Monster must make a single sound, not just a group shout.

Scoring: Judges prerogative. 0-50 for the Monster 0-50 for the sound.

## **Other Team Games**

From Jim Speirs

### **Richmond Hill Hand Ball**

Active, outdoors

Equipment: soccer or volleyball.

Formation: teams.

Divide the group into two equal teams. Find a suitable playing field about the size of a soccer field, with an area to be used as an end zone.

The play starts with a jump ball. The object is to move the ball down the field to score points. Players throw the ball to their teammates, or run with the ball. Players may not take more than five steps while carrying the ball. If they do, the ball is handed to the other team, who throws it in from the sidelines.

Points are scored when the ball is thrown to a teammate in the opposing team's end zone, and caught. The ball must be thrown from outside the end zone into the end zone and caught by a teammate. If the ball is missed or dropped, the opposing team gets a chance to move it out of their end zone. One point is scored for each catch.

The team with the most points after a given amount of time is declared the winner.

### **Metro Medley**

Active, outdoors/indoors

Equipment: Per team: 1 conductor hat; 1 whistle

Formation: shuttle

Divide the group into two or more teams; line them up in shuttle formation, with half the team at one end of the playing area and the other half at the other end. The first member of each team is the conductor.

On 'Go', the conductor dons the hat, hangs the whistle around his neck and runs to the far end of the playing area, where one half of his team waits. Here, he picks up his first 'car' by bending down and placing his right hand between his legs, to join the left hand of the next player. Having attached the first car, the conductor blows his whistle and the two players run to the other end to pick up another car.

The relay continues until all players on the team are part of the 'metro'. The conductor signifies a complete train by blowing his whistle four times.

### **Tight Rope Walk**

Semi-active, outdoors/indoors

Equipment: Per team: 20' rope, sweatpants, long underwear or large tights,

mustache, derby hat, stool, 6' stick.

Formation: shuttle.

Line up the teams in shuttle formation at either end of their 20' rope. The first player on each team, on 'Go', puts on the mustache, tights and hat, picks up his balancing pole and walks along the rope.

Halfway across, he meets a stool; the player climbs over the stool and continues on his way to the other end of the rope where he exchanges his outfit with the next player.

The relay ends when all players have completed the walk TWICE - once walking forward and the second time backward.

### **Balloon Baseball**

Active, outdoors/indoors.

Equipment: Balloons, balloon baseball markers.

Formation: teams.

Players are divided into two teams. Each team designates a pitcher who pitches to his own team.

Each batter gets two pitches to hit a balloon with his fist. If the balloon is hit, the fielding team tries to blow the balloon to the ground before the batter runs around the bases. If they do not, a

run is scored. Play continues until everyone on the batting team has been 'up to bat'. Then the inning is over and teams switch places.

The game continues for a specified number of innings.

Note: Depending on the age of the players, the distance between the bases may be altered.

## Nuclear Reactor Game

From: Bob Condon

Good game and I have used a couple varieties of this at Team meetings with software engineers... Pretty interesting results.

Object Of Exercise: having a group discuss the problem, have the natural leaders take control, plan and execute. Do a final discussion about what occurred... moderator TAKE NOTES.

Object Of Game: Take a 3/4 filled can of water, and pour its contents WITHOUT SPILLING IT, into a second can 10 feet away.

### RULES:

1. There is a transport device (see below) which they will be provided to transport the can containing the material.
2. No one can touch a can.. You will be dead if you do leaving the team short one member (leaving one rope on the transport device un-manned).
3. No one can be within a 4 foot of the can. There will be a ribbon one each rope of the transport device marking this location.
4. The can must be transported with the transport device, AND Poured into the other can.
5. Ropes on the transport device can not be exchanged with another team member INSTEAD, you are assigned a rope and you must always hold onto it. You can move yourself with the rope to another position (crossing ropes etc) [needed when pouring can into second can].
6. No fighting. Work as a team.

### SETUP:

You tell everyone that there is a radioactive materials in the can. They can transport the material using the transport device to a safe location and save the world.

If they touch the can, they are dead.

If they should come within 4 feet of the can, then they are blinded and must be blind folded.

They have [xxx ] minutes to plan and then will be timed on the execution of transporting the material.

### Materials:

6 - 10 foot pieces of nylon rope (1/4 ")

1 bungie cord which is larger than the circumference of the #10 can.

2- number 10 cans.

You put down plastic if inside!!

### Assembly of Transport Device:

Take the clips OFF the bungie cord.

Fasten the bungie cord to make a circle larger than the can...

I recommend about a 1/2 inch larger in diameter. I usually make an S out of a coat hanger (SMALL) and pinch the two ends of the cord with the s to hold it (probably not clear!)..Some bungies come with an S which is used to hold on the big clips on the end ... send me mail if you need further clarification..

Now tie the 6 pieces of rope to the bungle cord making it look like a wheel hub (bungie cord) and spokes (rope)



Tie a black ribbon on each rope 4 feet out.. If any hand hits the black ribbon, then they are blinded.

Results I have seen:

People in customer oriented environments plan this fairly quickly (30 minutes) and execute in 6 minutes. They worked together to see how they could solve the problem, they tended to take more planning ideas up front, came up with one solution and then did it. People in R&D environments where they tend to work more independent of each other tend to take longer to plan (up to 1 hour), spilled the contents because everyone fights over the leadership position, and execution can take up to 20 minutes. Biased.. Well I worked in the R&D environment and saw this happen and then executed in the CS environment with different results. The real problem was that the engineers refused to yield the leadership to each other, so they could not come to a consensus. Next, when they executed the task, one engineer would decide that he was going to do to it HIS way and disrupted the team.

### Hints:

The bungie cord is LARGER than the can so two people have to always be constantly be pulling on the ropes (attached to the bungie cord otherwise the can falls through the bungle. If a third person inadvertently pulls on a rope, this may make the can slip (because they are making close to a circle with the bungie cord)... Its one of the best team games I know of...

A second way to do this is to make the same transport device, take 4 inch drain pipe with 2 capes on the end and put 10 pounds of sand inside.

You need one setup for each patrol if you want to make it a race. Next you put physical barriers in place (ropes waist high to climb over, tables to climb under) in the path where they will transport the nuclear canister (of course painted yellow and fluorescent orange). They are given 20 minutes to plan how they will carry this canister, then set up at the start line and then it is run. The winning team is the team that does not drop the canister and is first over the finish line.

If they all drop the canister, then you start it again...

## Hoot Hoot Hoot

This is not so much a Camporee competitive event, although this game could be used as a fun side-activity. It is, however, an excellent game that is much enjoyed by both Cub and Scout age kids. Maybe we could all put our heads together and come up with some more games we have seen in one place or another, eh? Let's toss this Czech game into the equation today...



For lack of a better name, the Czechs call this one "Hoot, Hoot, Hoot". The reason for this will become clear shortly. This can either be an indoor or outdoor game, though it's better for outside, since some tackling can be involved on occasion, unless specifically prohibited. I suppose that you could term this an active, but very quiet game (except for the cheers that can be generated as a result of a "catch").

You need a well-marked playing field, divided into two sections, about 50 meters deep (smaller sizes OK if you are indoors, but the playing size should equate to at least a basketball court sized area, with well-defined playing area borders, since stepping out-of-bounds means being called "out").

The two teams assemble in their respective ends of the play area. Teams choose which side is going to go first. One member of the selected team takes the deepest breath possible, and ventures into the other team's territory. If this player runs out of air while in the other team's territory, the player is "out" and has to sit out the rest of the game.

Since breath-holding is a quiet endeavor, it would be far too easy to "make a mistake" unless there were some way of telling whether a player remains on just one breath while in "enemy territory". So, just to avoid confusion, the player has to continuously say, "Hoot, hoot, hoot..." rapidly and without pause the entire time he or she is in the opposition's side of the play area. The "H" sound takes more air than most, and so limits the time available quite dramatically. Any pause indicates the player is taking another breath. If this happens, he or she is "out". Since you lose less air when you are doing this quietly, everyone else has to be absolutely silent. If the player's team makes noise in order to cover for the player, both the player and the noise-makers are "out".

Stepping out-of-bounds at any time is another way to be called "out". People who are "out" have to observe the remainder of the go from the sidelines.

"It" attempts to tag as many of the opposition's players as possible. All who are tagged by "It" are "out" UNLESS "It" runs out of air before crossing to his or her own territory.

There is a very slight possibility that "It" will run out of air through poor planning. However, the best way of ensuring "It" runs out of air on the wrong side of the line is for "It" to be prevented from returning. Therefore, the side being invaded needs to capture "It" for long enough to ensure he or she runs out of air. (Tackling "It" to the ground and knocking the breath out of "It" is not encouraged.) Capturing "It" is not, however, risk-free. If "It" cannot be held until running out of air, and he or she manages to get back across to home side, every player who touched "It" in the failed capture effort is "out". A wee but squirmy "It" can take out several of the opposition's mooses this way...

Team strategy is fairly important in this game, since you want to preserve a few of your stronger and fleetier players till the end, if at all possible. Everyone has to take a turn at being "It" - no exceptions allowed. Each player takes this in turn until the entire team has gone across and returned (or been captured). After everyone has had a turn, the team circulates the responsibility again. You do not have to use the same sequence each time, however, so you can "target" opponents you need to get "out" as quickly as possible, using specific players from your side. The team that runs out of players is NOT the winning team. After a team wins, the game can be played again.

So, give this one a try to see how it plays with the Scouts where you are, and let me know how it goes.

## Knot Games

### A Knot Tying Contest

The Burrito wrote:

"In my troop we have recently been attempting to get the scouts to learn their knots. We don't have any experienced boys to assist in teaching as we have a new troop. The problem we are having is that the scouts aren't paying attention when the knot is being demonstrated, and also when they are supposed to be practicing. I was wondering if anyone had any games or other ideas that could be used to help them learn these important skills."

My scout troop used to hold a competition for the quickest tying of knots--it certainly got \*most\* of them learning the knots - I know I did! We were tying the 6 basic knots :

- reef knot
- clove hitch
- round turn & 2 half hitches
- sheepshank
- bowline

...and another one which I can never remember the name of (anyone?)

The \*world\* record (in Guinness book of records) is something like 7 seconds!! However, in my troop, I was fastest with (I think) about 22 seconds, followed by our leader with about 30 seconds. It sure as hell helped me \*learn\* the knots, and experiment with the many different ways of tying each. It's just a pity I can't remember the \*name\* of 1 of them :)

### A Knot Relay

From Phil Dennis

This takes me back about 20 years or so, but we did the following...

Take some cheap plywood and cut it into 3' x 2' sections. Then take some rope and cut it into 4' pieces. Drill two holes in each piece of plywood that are just large enough for the ropes to fit through. Put a piece of rope through each hole and tie a knot in the end to it won't pull through.

Then you have the patrols line up for a type of relay-race. When the first group of boys reaches the front, the SPL calls out the name of a knot that the boys must tie. Knots are inspected by the SPL, and when correctly tied, the boy runs back to his patrol and the next one comes up to tie another knot. First patrol to complete all knots correctly wins.

#### Another version from R.P. May

I have had surprising success with running a simple relay game after the teaching session, and explaining beforehand what will happen.

The game simply involves each member of the team running across the hall, where they are told a knot to tie, and they must tie that before returning to their team and the next person running up to do their knot. Each player will be given a knot in a predetermined sequence and the sequence will be the same for all teams. Therefore the Scouts know that if they do not pay attention during the learning phase of the evening they will let their team down during the game phase. This is often sufficient incentive for them to make every effort to learn. You will need to decide in

advance how to handle a competitor who, after making several attempts, still fails to tie the required knot, one possibility is for the next person in the team to come up (after the previous has been there for a set period of time), then the next person must tie the knot that the previous person failed at and one more person must come up at the end of the race so that the required number of knots get tied.

Whilst this game may not seem very exciting, in my experience simple games often succeed the best.

When you get on to teaching the square lashing I have an alternative game, the sedan chair race. The Troop is divided into teams (of a fairly small number) and each team is given a chair and two staves. They then have a fixed period (say fifteen minutes) to build a sedan chair which simply involves square lashing each of the staves to either side of the chair so that they extend equally in front and behind of the chair. Warn them that it is vital that the lashings are very tight.

Then set up a race track, if space is limited then you will probably have to have each team running one at a time and time each, however if you can hold the race in a larger space it is possible for all teams to race together. One member of each team sits on the chair and the other team members must carry the chair by the staves only and run around the course. In running with the chair, any bad lashings will be disclosed since they will work undone. A suitable penalty should be imposed for any team that drops their passenger.

This game always proves to be most entertaining, both for the members and for the leaders!

### **Bowline/Sheet-bend Draw**

Have the troop divide into pairs. Each pair lines up across from each other. Each Scout is given a piece of rope long enough to tie around his/her waist and leave a couple of extra feet. These ropes should be on the ground by the scout's feet.

At the GO signal, each scout picks up his/her rope and ties a bowline around their waist. Then they join the rope with their partners rope using a sheet-bend. They then back up until the ropes become taught, lean back and hold their hands in the air. As a Patrol competition, the first patrol to have all of their pairs done, wins. As an individual competition, each team competes independently. Check the knots, if they are wrong, have them start over, with time running.

### **Knot Relay (timed variation)**

Have the patrols line up behind a starting line. A leader stands opposite each patrol and has one or two ropes, and a pole (if desired).

At the GO signal, each patrol send one scout forward. The leader gives them a randomly selected knot. The scout then must successfully tie that knot before returning to their patrol. When each scout returns to the patrol, the next scout is sent forward. Have each leader count the number of knots successful tied. Keep moving until the game period has nearly expired. The patrol with the most successfully tied knots wins.

By running this relay for a fixed time, there is no need to adjust for different sized groups. Each scout should get the opportunity to tie 2 or 3 different knots (at least).

In this game, the leaders should be willing to help scouts who have problems with specific knots.

## **Games for Older Scouts**

From The Leader, August/September 1984

### **Blind Compass Walk**

For each patrol, set an appropriate number of small marked stakes in the ground about 1.5 meters apart in a north/south line. Give each Scout an orienteering compass and a paper bag, and stand him beside one of his patrol's stakes. Scouts from one patrol set their compasses between 45 degrees and 135 degrees, while those from the opposing patrol set theirs between 225 degrees and 315 degrees. The boys then put the bags over their heads so that all they can see is the ground and their compasses.

On signal, Scouts spin around three times then follow the bearings on their compasses for 100 steps. They turn and follow a back bearing (arrow pointing towards instead of away from them) for 95 steps. Only Scouts who finish within 10 steps of their marker score. The winning patrol has the highest score.

### **Remote Knotting**

Stake out a 3 meter radius circle around a tree for each patrol, and give them a 15 meter rope. Two Scouts from each patrol hold the rope at either end.

Without letting go and without entering the circle, they must tie a clove hitch around their tree. Also outside the circle, the other patrol members can give advice and raise the rope if necessary. Fastest patrol wins.

### **Snapper Fishing**

Give each patrol four 1.5 meter poles, several lengths of cord and a mousetrap. Mark out "river banks" 5 meters apart. Each patrol places its mousetrap on one river bank and cocks it, then lines up opposite it on the other side of the river. On signal, the Scouts lash together their poles to make a "fishing pole" and start angling. The first patrol to catch its snapper wins.

### **Tripod Lashing**

Give each patrol three saplings of about the same size, one rope 2.5 meters long and another 1.8 meters long. On signal, Scouts lash the saplings into a tripod. When done, they set up the tripod, tie a bowline in one end of the rope and place the loop over the top of the tripod so that the free end hangs down the center of the tripod. Then they tie a bowline in the free end - high enough that the loop is off the ground. Finally, one Scout stands in the free bowline loop and balances by hanging onto the line. The winning patrol is the first with a Scout standing in the bowline loop while the tripod supports his weight.

### **The Foreigner**

You need a leader to play the Foreigner and a place where there are two trees with enough space between them that you can mark out a very deep, fast-flowing river, too wide to jump. Hand each patrol a long rope, and stand them at one tree across the river from the other tree and the Foreigner. The Foreigner doesn't speak or understand a word of English. Patrols must somehow direct him to catch the end of the rope they throw to him and tie it around his tree with a round turn and two half hitches at a height that will enable them to cross the river safely once they've attached their end of the rope to their tree. The first patrol to communicate successfully and cross the river wins.

## Careless Camp Observation Game

Set up a tent and simple fireplace and scatter mistakes on site: a carelessly dropped ax; a glass jar next to the fireplace; poorly set tent pegs and badly tied guylines; etc. Include, as well, some personal items like sleeping bags, patrol scarves, shirts with identification on them, name tags, etc.

Give patrols five minutes to study the site. They are not to talk, but they can touch what they see as long as they leave an item exactly as they found it. Patrols then huddle to prepare a list of all the things they found wrong in the camp. Best list wins. As patrols hand in their lists, add to the contest by giving each a card of questions asking, for example, How many boys were camping? What troops or patrols do they belong to? etc.

### Knotty Trail

Tie together several pieces of rope of various thicknesses using several different knots. Use a clove hitch to tie one end of the rope to a tree and another knot to tie the other end to a second tree. Give patrols about 2 minutes to walk along the rope from tree to tree and back again. Silently they observe the different knots and try to remember what they are, before huddling to list the knots in the correct order, including the knots used around the trees. Give extra points to the patrol which can tell you how many ropes were used.

### What Happened?

Prepare a tracking pit by raking a sandy area about 3 by 4.5 m. Stage three simple scenes: a blind man with a cane enters the pit and is joined by someone who takes his arm and escorts him away; four men carry a picnic table into the pit, set it down, sit on the benches, get up, pick up the table and carry it off; a heavily-burdened person stumbles into the pit and collapses before two others enter, pick him up and carry him off. Patrols study tracks for 5 minutes, discuss them, then relate their deductions to Scouter. Give no indication of their accuracy. When all have reported, rake pit and have track-makers repeat their actions for the troop.

### Flip a Coin

Here's an idea for the city. Give each patrol a map of the area around the troop room, a pencil and a coin. Take them to the first intersection and have them flip the coin to decide the next direction. Heads they go right, tails they go left. They mark the route on their map and continue to the next intersection where they again flip the coin to determine their next direction, and so on. Remind them to mark the route carefully. They continue for half an hour, after which they consult the map and take the quickest route they can back to headquarters. Don't tell them, but the first back may be the losers. Winning patrol is the one to cover the greatest distance in the time allowed.

## Games for Boy Scouts

Compiled by G. S. Ripley

### INDOOR GAMES

#### Choosing-Up Sides

Give the command BY HEIGHT-FALL IN! The tall boys should always fall in at the right. Count twos and execute "twos right." This will bring the troop into column of twos, and the No. 1 boys will constitute one team and the No. 2 boys the other. If the troop

does not know "twos right" have the No. 2 boys step 1 pace to the front, thus forming the teams.

### Fire

Two parallel chalk lines are drawn about 30 yards apart, the two teams forming on these lines facing each other. The idea is to throw a tennis ball, indoor baseball or basketball at the opponents. If a Scout is hit he is out of the game. If he catches the ball, however, the thrower is out. The Scouts throw in turn, each team alternating, beginning with the tallest Scout of each team, who is the captain of that team. It is the duty of this captain to shout "Fire!" This is the signal for his team to dodge as far back of the line as they wish, and for the other team to throw the ball. After each throw the team that has been dodging re-forms on the line. No one may throw or dodge before the captain shouts "Fire!" The best distance varies greatly with the sort of ball used.

### Poison

Three large Indian clubs are arranged on the floor at the corners of an imaginary equilateral triangle with 15 inch sides. The Scouts form a circle around these, each Scout gripping his right hand neighbor's left wrist with his right hand. Thus it will be seen that if the circle breaks the director can instantly tell who let go. The object of the game is to pull and crowd some one onto the clubs so they will be knocked over. The Scout who lets go or knocks down a club is out of the game. When only three or four are left the game becomes quite interesting. There are many variations of this game, one of the best being a chalk circle on the floor.

### Blindman's Buff

We were surprised at the popularity of this old game at a Scout camp one summer. The variation used was as follows: the players formed a circle around the blind man and ran round and round until he called "Halt." He then tried to identify the players by sense of feeling. The Scouts could move their bodies to avoid the blind man, but could not move their feet. This game despite its age is a remarkable developer of observation.

### One Pin

The two teams are formed in column of twos. An Indian club, book, match box or any other object that can easily be tipped over is set up about 15 yards from the head of the column. The front Scout of one team steps up to a starting line and rolls a ball at the Indian club. After his turn he goes to the rear of his line. The leading Scout of the other team does the same and so on. The Scouts rolling in turn, each team alternating. If the club is knocked down, the rear Scout of the other team is out of the game.

### Prisoner's Base

This adaptation is an excellent game when something strenuous is needed to let off surplus steam.

A line is drawn and the two teams are drawn up in line facing each other across this. The idea is to pull the other fellow across the line. When so captured he is out of the game. Several Scouts can attack one and it is not an unusual spectacle to see the biggest Scout in the troop hoisted bodily over the line. Care must be taken not to step over the line. The game is very popular, probably because it is death on clean clothes and shirt sleeves.

### Indoor Duck on a Rock

This is played with cheap (5¢) baseballs. One is placed in a small chalk circle by the Scout who is "It." The others roll the balls and try to knock it out. If they succeed, the "duck is off" and the ball

must be replaced before the players can be tagged on their way back with their ducks to the line. Or an Indian club can be knocked over by balls or beanbags.

### **Hot Hand**

In the past this has not been very popular because the poor chap that was "down" didn't have a fair chance. He had to pick out the man who had slapped him from a grinning crowd of 15 or 20 -- a task that would stagger Mr. Holmes himself. The following variation will appeal to lovers of a square deal: The players form in single file and the first one bends forward with his head against the wall. The next two step up and one of these slaps him. He tries to guess the guilty man. If he guesses right the slapper is "down," but if he guesses wrong the slapper goes to the rear of the line, another Scout steps forward, and he has to be slapped again.

### **Brooklyn Bridge**

The two teams face each other on parallel lines as in "Fire" and each Scout spreads his feet about 18 inches apart. Each Scout rolls a basketball at the other team in turn, the teams alternating. If the ball goes between a Scout's legs, that Scout is out of the game. He can do nothing to stop the ball as it goes "under the bridge."

### **Hat Ball, or Roley Poley**

All Scouts taking part place hats or caps in a row. A throwing line is drawn or is marked 15 or 20 feet from the hats. A soft ball and a supply of marbles, pebbles, or small sticks are provided. These latter are called "babies."

One Scout is chosen "it"; the others line up each behind his own hat. "It" throws the ball at the hats. Each time he throws and misses, a "baby" is placed in his hat. When the ball lands in a hat, the owner of the hat takes the ball, while all the other Scouts run away. As quickly as possible he throws the ball at one of them. If it hits the Scout, a "baby" is placed in that Scout's hat and he becomes "it" for the next game. If he misses, a "baby" is placed in his own hat and he becomes "it" for the next game.

As soon as any Scout has five "babies" in his hat he is "put through the mill," that is, he must stand with his back to the players and each player is allowed a certain number of throws at him with the soft ball. This number may vary from one to five according to the number of Scouts playing.

Where hats are not available, small holes are dug in the ground and the ball is rolled into them. The game then continues as above. This version is called Roley Poley.

### **Leg Wrestling**

This is a trial of skill between two Scouts. They lie on their backs side by side with elbows locked and heads pointing in opposite directions. Together they count three. On the first and second count they bring each inside leg up to a vertical position. On the third count they vigorously lock legs and attempt to roll the other fellow up onto his shoulders and thence completely over. It isn't always the heaviest Scout that wins.

### **Swat the Fly**

Two boys are blindfolded and given swatters made by rolling newspapers into the shape of a bat. The boys lie on the ground and each boy places his free hand on a base about five inches square, from which base they must not take the hand during the game. The aim is for the boy to hit an opponent, preferably on the head, but being blindfolded he must judge his whereabouts by

hearing his movements. The one who makes the greatest number of hits in a given time wins.

### **Circle Ball**

The players form a circle with the Scout who is "It" in the middle. A basketball is thrown from one to the other around the circle and the Scout in the center tries to touch it. If he is successful, the last Scout to touch it is now "It." If the ball goes outside the circle the director is to get it. No Scout may move his feet or break the circle.

### **Tug of War**

The two teams form in single file, the leading (and tallest) Scouts of each team face to face, the others behind them according to height. Each Scout clasps his hands across the Scout ahead of him. The two leaders lock wrists. The team that pulls the other furthest in a given time wins.

### **Scout Baseball**

This idea has been developed in various ways. The following rules have worked out very well wherever they have been played: A list of questions is made up beforehand and divided into three columns for the three ranks in Scouting. Four chairs are placed to represent four bases, also a chair for a pitcher's box if desired. Of course the players' benches must not be forgotten. The fielders are placed as in baseball and a Scout comes up to bat. The pitcher asks him a question according to his rank. If he fails and the catcher answers it, it is a strike. If the catcher fails also, it is a ball. If he answers correctly he is allowed to ask a question of the baseman. These questions to basemen start at first and go right around the diamond in order as different men come up, but start at the first baseman every inning. If the baseman "muffs" the Scout goes to first. If he answers correctly it constitutes a put out. Scouts advance around the bases by being forced, but if a man wants to steal he can obtain permission from the umpire to put a question to the next baseman. If the baseman fails the runner takes one base, but if he answers correctly the runner is out. In like manner if a baseman wants to try a put out on a runner who has an imaginary "lead" he can put a question to the runner. If the runner answers correctly he advances one base, if not he is out. The Scoutmaster will act as umpire.

### **Cracker Eating Relay**

The teams form in column of twos. A milk cracker is given each Scout. At the word "Go" the first two have to eat their crackers and whistle. As soon as a Scout whistles the next one on his team may eat his cracker. The team that finishes first, including the last whistle, wins. A suitable prize has been found to be a glass of water.

### **Knot Tag**

A circle is formed, and the Scout who is "It" is given a handkerchief with a knot in one corner. The others place their hands behind them and look up at the ceiling as he passes behind them around the circle. He places the handkerchief in the hands of some Scout who immediately chases his left hand neighbor completely around the ring, beating him over the head with the knotted end of the handkerchief. Then the one with the handkerchief gives it to someone else, and so on. Making a large hard knot, soaking same in water or enclosing in its folds a marble or two should be gently but firmly discouraged.

## Three Deep

The Scouts form in a double circle, that is, each Scout has another fellow back of him. There is also a Scout who is "It" and one that he is chasing whom we will call the runner. If the runner can get in front of any of the "two deep" units forming the circle he is safe and the third or rear boy of that unit becomes the runner. Thus it will be seen that the boy who is "It" has to chase several runners before he is lucky enough to tag one, thus making him "It."

## Scout Tag

This is similar to knot tag. A circle is formed, a Scout is chosen to be "It" and one to be the runner for him to chase. When the runner succeeds in stepping into the circle at any point the Scout to his left instantly becomes the runner. This game also reminds one of three deep.

## Free Shot

One Scout faces the wall with his head bent down. The others take turns throwing a soft ball at him. If a Scout misses he is "It." If he hits, the boy who is "It" tries to guess who threw. If he hits on the right boy that boy is "It." The Scoutmaster should tell who is to throw, trying to give each one an even chance. If the ball is thrown in order it will be easy to determine who threw.

## Shooting Gallery

The teams line up as in "fire." One team about faces and may or may not bend over as agreed upon. The other team tries to hit one of them in the back with a soft ball thrown underhand. Scouts who get hit or who miss their throw are out. After each throw both teams about face and the other team throws the ball, the Scouts throwing in turn, the teams alternating. The object is to eliminate all the Scouts in the opposing team.

## Scout Spelling Bee

Line the teams up as for an old fashioned spelling bee. The Scoutmaster puts Scouting questions to the Scouts according to their rank. If a Scout fails, the question goes to the next man of the other team of the same rank, and the Scout who failed is "spelled down." This game may be played with knots, each Scout having a small piece of rope, and being required to tie a certain knot. And still another is good -- give each Scout instructions to apply a triangular bandage to his right or left-hand neighbor. using the above rules to eliminate the ones that fail.

## Snatch the Hat

Scouts form in 2 lines facing each other across the room or open space. Tall Scouts are opposite each other, grading down to the little chaps on the far end of the lines. A Scout hat is placed in the center of the field or room. and at the word "go" a Scout from each team runs out to the hat. Turns are taken by starting at the "tall" end of the line and so on to the end then begin again.

The object is to get away with the hat and bring it across your own line without being tagged by the opponent. If you touch the hat you may be tagged and are out of the game. If your opponent gets away with the hat you are out also. Eliminate players until one team is wiped out.

This one of the very best Scout games, either for indoor or outdoor work.

# OUTDOOR GAMES

## Chain Tag

In this tag game the first man tagged joins hands with the boy who is "It" and later as each boy is tagged he is added to the chain. Soon only a few remain who are not caught and the awkward efforts of the unwieldy "chain" to capture these causes much amusement.

## Lion Hunting

A lion is represented by one Scout, who goes out with tracking irons on his feet, and a pocketful of corn or peas, and six lawn-tennis balls or rag balls. He is allowed half an hour's start, and then the Patrol go after him, following his spoor, each armed with one tennis ball with which to shoot him when they find him. The lion may hide or creep about or run, just as he feels inclined, but whenever the ground is hard or very grassy he must drop a few grains of corn every few yards to show the trail.

If the hunters fail to come up to him neither wins the game. When they come near to his lair the lion fires at them with his tennis balls, and the moment a hunter is hit he must fall out dead and cannot throw his tennis ball. If the lion gets hit by a hunter's tennis ball he is wounded and if he gets wounded three times he is killed. Tennis balls may be fired only once; they cannot be picked up and fired again in the same fight. Bean bags are a good substitute for tennis balls. Made up in bright colors they are hard to lose. Each Scout must collect and hand in his tennis balls after the game. In winter, if there is snow, this game can be played without tracking irons. and using snowballs instead of tennis balls.

## Duck on a Rock

The rules for this game are too well known to need repetition. The game is listed as a reminder to Scoutmasters. In one summer camp the leader found that the boys were liable to become careless in throwing the stones and some were hurt. He finally hit on the plan of using tins cans, the sort that are opened by prying off the top. All sharp edges were removed, and because of the convenience in standing them on end they served very well.

## Quoits

No camp of any permanence can afford to be without this game. Old horseshoes make a good substitute for the regulation quoits.

## Scout Meets Scout

This is one of the popular Scout outdoor games. Two groups are sent some distance apart and proceed to work toward each other, the side which first sees the other being the winner.

## Nature Study

While on a hike the Scoutmaster announces that he will give points for the identification of trees, flowers, birds, ferns and animals. The number given will be decided by the Scoutmaster and will depend upon how difficult he considers the identification to be. The season will also govern this. For instance, a tree is harder to identify without the leaves. and a flower out of season might be difficult to place. At the end of a certain time, say 15 minutes, the Scout with the most points wins. This game will show up the ones that don't know how to use their eyes.

## Scouts and Indians

Two lines are drawn about 10 yards apart, the space back of one being the stockade and the space back of the other being the

Indian 'village'. The neutral space between the two is dangerous to both, but of course each is "safe" in his own territory. Each party makes raids into the neutral territory and captures members of the other team, bringing them bodily into their headquarters. At the end of 5 minutes the team that has captured the most of the other boys wins. A captured boy is out of the game.

### **Running the Blockade**

This is another Indian game, and should be played where there is plenty of good cover, and yet not too thick undergrowth for moving rapidly. Two good Scouts have to deliver an imaginary message to the Scoutmaster, and all the rest of the troop act as the Indian, and do all they can to prevent either Scout coming through.

The "Scouts" take up a position several hundred yards away and do not start until the Scoutmaster blows a whistle. The Indians spread out in a long line about half way between the "Scouts" and the Scoutmaster, and may not come any nearer the Scoutmaster, but start for the Scouts if they wish when the whistle is blown. To win, the Indians must catch and hold both Scouts. "Scouts" are appointed each time, or may be those who do most to capture the previous "Scouts." With two Scoutmasters on the ground real messages may be transmitted.

### **Cross Country Signal Race**

This is a patrol contest, and may be elaborated ad lib. There should be two cross country runners, a reader, sender, receiver and writer on each team. A runner of each team is posted with the Scoutmaster. The signal readers and senders of both teams are posted about 1/8 of a mile, say, north of the Scoutmaster. The receiver, writer and runner of one team are located 1/8 of a mile to the west of the sending station and in plain sight of it. The corresponding Scouts of the other team take up a corresponding position, to the east.

The Scoutmaster gives the same written message to each runner, and these run to the readers of their team. The message is read, sent, received and written down, turned over to the other runner and brought back to the Scoutmaster, thus making a sort of triangular journey. More runners, or even another signal team may be added if desired.

### **Hunt the Scout**

This excellent game may be briefly described. One Scout is given 5 minutes to hide himself in a certain clearly defined territory. The Scout who finds him is to hide next time, unless the hider cannot be found, in which case he hides again.

### **Knights**

A good game for soft turf, but dangerous on hard ground. Each knight mounts another Scout pick-a-back and all try to unseat the other knights by pulling and pushing. The one maintaining his position the longest is the winner of the Tournament.

### **Poison (Outdoors)**

Instead of using Indian Clubs as described under "Indoor Games" take a stick about three feet high and sharpen one end. Stick this into the ground very lightly so that the least touch will send it over. To prevent accidents the stick should be too long to lump over. The game is played just the same as poison.

## **LINE GAMES**

These games are included through the courtesy of the Seminar Press, Springfield, Mass., and were collected for Cantonment use

by Professors Elmer Berry, O. L. Fritch and G. B. Affleck of the Y.M.C.A. College.

## **RELAY GAMES**

### **Over the Top**

Play with a medicine ball or basketball. Boys in line in straddle position. Ball passed over head from boy to boy. Last boy receiving ball vaults over the line as they stand in stooped position. Others continue until first boy finishes.

### **Through the Tunnel**

Boys in same position. Ball is passed between legs and last boy crawls through, pushing ball ahead with head and hands. Others continue.

### **In and Out**

Same formation. Ball is passed either between legs or over head. Last boy runs in and out through the line. and others continue.

### **Over and Under**

Same formation except that balls are alternately passed over head and between the legs. Last boy vaults over one and crawls between legs of next boy. Others continue

### **Kangaroo**

Same position. Ball is passed through line between legs. Last boy tucks ball between knees, jumping on side of line to front, and others continue.

### **Goat**

Same as above, except that last boy butts ball along side of line with head, not being allowed to use hands.

### **Medicine Ball Roll**

Same position. Ball is passed between legs, last boy running to front of line. Others continue same.

### **Leap Frog Race**

Players stand in stoop-stand position as first boy straddle vaults over backs, he getting down on end of line and second boy beginning to leap frog jump over line, so continuing until all boys have had their turn jumping over backs of others.

### **Flag Race**

Various combinations can be used.

### **Skin the Snake**

All boys in line stoop over, grasping the left hand of player in back with his right between legs. Last boy lies down. Line continues backing until all are lying. Return to starting position, all standing. (This should be executed as quickly as possible.)

### **Human Wheelbarrow Race**

Grasp leg of team mate by the ankles. He runs forward on hands, forming a human wheelbarrow.

### **Centipede Race -- Three Methods**

a -- Column of six or eight boys, or even more, may be used. Line forms closely together, with arms about waist of boy in front.

b -- A long pole between legs of all boys.

c -- A rope between legs of all boys.

## Caterpillar Race

Each boy in line stoops forward, grasping the boy in front around ankles. Continue to race, keeping time same as in Centipede Race. Six or eight boys are usually used on a team.

## Dizzy Izzy

First player with a baseball bat or stick of about the same length runs a distance behind a line; there he stops and places his chin on the end of the bat or puts finger on chalk mark on floor making five revolutions quickly around bat; he then runs back passing bat to next player in line.

## Human Obstacle Race

Three boys are placed as human obstacles in line with team, at intervals of ten yards; the first in position of attention, the second in leap-frog position and the third in straddle position. Players are required to run around the first boy, leap over the second and crawl between the legs of the third; then run around an object, returning and tagging the next player, who repeats. For variety include a somersault.

## CIRCLE GAMES

### Lock Arm Tag

Boys form circle two deep, each two locking arms. An extra boy starts as runner, another being "It." The runner locks arms with one of the couples, making it necessary for the third boy to become the runner

### Broncho Tag

Form circle, two deep. Rear boy places arms around waist of Scout in front. Runner and player "It" on outside. Runner attempts to catch on to rear player, making front boy of the two the runner. The name of this game comes from the fact that the players turn and twist away, attempting to prevent runner from attaching to rear boy.

### Basketball Tag

The circle of boys is formed, "It" in the center. Boys in the circle pass the ball round in any direction, preventing "It" from tagging the ball. If ball is tagged, last boy to touch same is "It" and goes in center of circle. (Game can be played with indoor baseball, volley ball, soccer or medicine ball.)

### Medicine Ball

(Can be played with basketball)

Boys form circle in straddle position. Boy in center of circle attempts to throw balls between legs.

### Swat Tag

Boys form circle, with hands held open behind back. A knotted towel, old boxing glove or Swat Club can be used for this game. "It" places club in hand of someone in the circle, who proceeds to hit Scout to the right of him until player has run around circle, returning to his position. (Players are not allowed to look around but must have eyes straight ahead.)

### Circle Jump

Scouts form circle, spreading out. "It" lies on ground in center spinning a rope with a weight attached to end at about 12 inches height. Scouts in circle must jump this rope as it comes in their direction. Boy missing replaces "It."

## Medicine Ball Pass

Same game as basketball tag, with exception that ball must be passed to boy next, either right or left.

## Medicine Ball Bound

(Can be played with basketball)

Ball bounced back and forth to any Scout in circle in attempt to prevent boy in center from recovering ball.

## Medicine Ball Run-around

Each boy in circle is numbered. Number 1 runs around circle to right, tossing ball to second Scout, and others continue until all have run around circle.

This game is for a competitive race between two teams of equal numbers, forming separate circles. (Other combinations of this game can be used, such as ball tucked between legs, butting ball with head around circle, etc.)

## Mount Ball

Players form two deep; heavier boys act as horses, lighter boys as riders, run around circle, returning to place, the rider passing ball that he has carried to the next rider, so continuing.

## Dodge Ball

Competition between two teams. One team forms large circle. Other team gathers on inside of circle. Outside team attempts to hit each player in center with ball until all are hit, boys in center attempting to dodge ball. When all are hit, teams change positions. Winner is decided on length of time taken to tag all boys on inside.

## Circle Race

At command "Go," every player in circle runs to the right in an attempt to pass the boy in front of him from the outside; if managing to do so he slaps him on the chest and player so slapped is eliminated. Give command suddenly, "To the rear," and all must reverse direction of race,

## Channel Tag

All players in circle face to the right, standing in straddle position. Ball is passed between legs from boy to boy, either forward or backward, in attempt to keep it away from "It," who is in the center of the circle.

## Double Swat Tag

Same rules as in Swat Tag, except that two swatters are used and two boys are "It."

## Bear in a Pit

Circle is formed, players joining hands. Player "It" in center of circle attempts to climb over or under clasped hands of those forming circle.

## Pull Into Circle

Players form in a circle, clasping hands, around a small circle of four feet diameter marked on the ground. An attempt is made to pull those next to them into this marked circle. If one or both feet touch this circle, a player is eliminated.

## Change Place Tag

Each player in the circle is numbered. Player "It" in center of the circle calls the number of two of the players, who immediately must change places. Player who is "It" attempts to get place of one of the two Scouts. Player so replaced is then "It."

## Horse and Rider

Boys form a circle two deep; front boy in circle acts as horse, rear boy as rider. When boys are mounted, ball is passed around or across the circle by riders, horses attempting to make them miss. If a rider fails to catch the ball, any horse can hit a rider with ball. In case rider is hit all players change places, horses thereby becoming riders. If missed, they continue as before.

## INFORMAL GAMES -- Tag Games

Grouped as follows. Can be played with or without boundary lines.

### Chain Tag

One boy takes "It." First boy he tags joins hands, and so continue joining hands, forming a chain, until all are caught.

Game can be varied by having a home base and by boys not as yet having been tagged breaking the chain, thereby forcing boy in chain to run back to home base to be reformed, or suffer being swatted on back.

### Turtle Tag or Drop Tag

Boys to prevent being tagged must drop on back, raising arms and legs from ground. "It" turns around, and if players who have dropped have not instantly returned to feet, "It" may boot same until they jump up and run away. (Note -- This prevents boys from loafing and makes them get up instantly after dropping to prevent being tagged.)

### Number Tag or Spud

All players are numbered, from one up to highest number of players. One of the players tosses ball in air, calling any number when it reaches its greatest height. Boy called must recover the ball and hit one of the players. If he misses, he must run the gauntlet or go through the paddle wheel. Game continues in same way.

### Mount Tag

Player must mount back of another, same as in horse and rider, to avoid being tagged. Player can jump on any other players back, this making both rider and horse safe from being tagged.

### Cross Tag

"It" runs after player. Anyone crossing between the runner and "It" thereby becomes the runner.

### Basketball Tag -- Second Method

Same as ordinary game of tag, except that boy must be tagged with a thrown basketball. (Indoor baseball or volley ball may be used.)

### Snatch Tag

Two teams are formed 30 or 40 feet apart. Between teams at usual distance is placed a club or handkerchief. A player from each team runs forward in attempt to snatch the handkerchief. If the player snatching it is tagged by opponent before he can run back to his starting line, he is eliminated from the game. This continues until all players of one of the teams are eliminated.

### Off Ground Tag

Boys, to prevent being tagged, must jump on any object so that feet do not touch ground.

### Ostrich Tag

Player to prevent being tagged must raise one knee placing arm underneath, grasping nose.

## Mohammedan Tag

Player to prevent being tagged must take the position of a Mohammedan in prayer.

## Japanese Tag

A player tagged while "It" must hold his hand on the spot where tagged while attempting to tag another, for instance, on back, or ankle, or rear of thigh.

## Ankle Tag

In order to prevent being tagged, a player must have hold of a third player's ankle, who in turn must take hold of a third player's ankle, or attempt to get away.

## "Dizzy Izzy" Tag

"It" must point finger to within six inches from ground and turn around three times before attempting to tag another. The other players cannot run, but must hop away in effort to prevent being tagged.

## INFORMAL GAMES -- Miscellaneous

### Line wrestling

Two teams form in line facing each other on opposite sides of marked chalk line. Boys pair off, each attempting to pull or force opponent over to his side of line, thereby making him a prisoner. Continue until one team is eliminated, or the game can be played on a time limit, team having greater number of prisoners declared winner.

### Mounted Wrestling

Two couples mount as horse and rider. One rider attempts to dislodge other by pulling or pushing, horse assisting rider.

### Cavalry Charge

Two teams formed as horses and riders; one team attacking the other, attempting to dismount as many riders as possible of opposing team. After a time limit, whichever team has had the more riders eliminated loses. A rider unmounted cannot remount, but is eliminated from the game.

### Attacking the Fort

Above game may also be played on a time limit, with one attacking the other in a bounded territory. As soon as riders are dismounted, they and their horses must retreat a distance of 80 feet outside of bounded territory before being able to return to the game.

Whichever team has greater number of mounted players in bounded territory wins the game.

### Battle Ball

Two teams form lines short distance apart. A heavy medicine ball is tossed back and forth in attempt to make catcher of other team miss the ball. Every boy missing is eliminated from the game until one of the teams is declared winner.

### Scrimmage Ball

Played with soccer ball, basketball, or light medicine ball. Players must keep one hand behind back, and can use but one hand on the ball. Rules otherwise the same as in soccer football. Playing area adapted to number on a team.

### Rope Rush

A long rope, hundred feet or more, is placed an equal distance between two teams. Opponents rush, attempting to carry as much



of rope over opponents' line as possible. After a time limit, whichever team has greater length over opponents' line wins.

### **Black and White**

Two teams are formed a distance of 80 feet apart. One team is called "Blacks"; the other "Whites." A stick, white on one side and black on the other, is tossed in the air. If stick comes up white, the "Whites" try to tag "Blacks" before they can run back of their starting line. All "Blacks" caught are taken prisoners and then proceed to become "Whites," or vice versa.

### **Tug of War**

Best with rope 1 1/2 inches in diameter and 20 feet long. Variations of Tug of War can be used. For instance. Scouts run to their half of the rope from behind a boundary line. etc.

### **Trench Attack**

Two lines of scouts form two feet apart. Behind each line a chalk line is marked about a distance of three feet. One line attacks, attempting to break through opponents and cross line behind them. (Boys may hold tackle, or use any method, besides blows, of preventing opponents from crossing their line.)

### **Angle Worm Race**

Team of eight or more players take position in line with long rope or pole between legs, alternately half the players facing forward, the other half backward.

### **Medley Relay Race**

A relay race; first player runs fifty yards forward the next backward, the third sideward, the fourth walks "heel and toe," others continuing in order. (Other combinations can be used.)

### **Three-legged Race**

Can be run with two men placing arms about one another's waists and starting forward with inside foot. If they do not keep step they are disqualified. Or the two runners can have cords fastening the thighs and ankles together.

### **Lock-arm Relay Race**

(Chariot Race)

The first four players of a team lock arms and must run abreast, rounding an object and returning. Others continue the same way.

### **Jumble Bail**

Field; Large, about size of football field.

Equipment; Three soccer balls, three rugby footballs, three basketballs, and three volley balls.

Object of game to get majority of balls over opponents' goal line. Soccer balls can only be dribbled, footballs can only be punted, basketballs can only be thrown, and volley balls can only be batted. None of the balls may be carried.

Game starts with balls being piled up in center field. All teams line up behind their respective goal line. All start with a rush when signal is given. Interfering with opponents in possession of ball is allowed.

### **Attention**

Company or class forms in open order. All players in rows are numbered, or the numbers of Scouts according to number in patrol can be used. The instructor calls a number and gives a sharp military command. Player who makes a mistake or is slow to execute command has a point scored against his team or patrol, whichever it happens to be.

## **"Kelly Says"**

Class forms in open order. Leader says, "Kelly says 'Arms forward-raise,' etc. Occasionally command is given without being preceded with words "Kelly says." If any obey command in that instance they are eliminated. Competition can be between teams or patrols.

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