

## 200 GAMES FOR SCOUTS AND OTHER GROUPS

**Introduction:** This compilation of games arose from my need to fill in space in Troop meetings where, a) a game was needed to teach the skill the troop had recently learned, b) the rest of the program appeared complete but did not fill the allotted meeting time, c) the meeting unraveled for some unexpected reason, or d) I needed to do something fun and organized in an unexpected lull at camp. The games which follow have largely been borrowed from compilations of others which were posted on the internet and elsewhere. There are a few original games, linear football for example.

**Variations:** While over two hundred games follow there are many more than that when they are varied. Variations are listed for some of the games. Once a Troop or Pack has played a game several times the game will often vary itself. For example, though it is a very prevalent game, almost no two troops play capture the flag using exactly the same rules. Scouts will suggest variations and leaders will also find ways to adapt a game better to the situation including the number of Scouts playing, the physical facilities available and, most importantly, the needs of the individual Scouts in the Troop or Pack. While the rules need to be the same for everyone as a game is being played, the fact that the rules are written a particular way here doesn't mean that any other way to play the game is wrong.

**Location:** Each game is listed with a location. The fact that most games are listed to be played indoors does not mean that they can only be played indoors. Most are listed as indoor games because Troop meetings are the most common type of Scout meeting and most Troop meetings are held indoors. Most of the games which are listed as indoors may also be played outdoors. The reverse is not true. If a game is shown here as an outdoors game it generally does not adapt well to indoor play.

**Equipment:** Required equipment is listed at the beginning of each game description. This is because one of the intended uses of this publication is as an emergency kit for the harried Scout leader who finds that a presumably well planned meeting has unraveled for some reason. The theory is the Scout leader should be able to look in this publication and quickly find a game which requires no equipment, read the directions to the Scouts and retrieve the meeting as the game is being played. Alternatively, a Scout leader assisting in planning an upcoming meeting should be able to refer to games listed here in the Patrol Leaders Council, or other planning meeting, assemble the required equipment, and effectively include a game in the meeting's agenda.

**Number of Scouts:** The number of Scouts listed at the beginning of each game is largely arbitrary. The number is listed for the same reason "equipment" is listed, to allow the harried Scout leader to select a game in the middle of a floundering meeting and feel safe that the game selected in that emergent situation will be one the group at hand will be able to play.

**Organizing teams:** The patrol method is one of the most important methods of scouting. Rather than just count off by twos or have a two randomly selected captains choose up sides, like

the do at school, Scouts should play games by patrols. If a game only requires two teams and the Troop has an odd number of patrols divide the odd patrol but the nucleus of each team should be as many complete patrols as possible.

**Categories:** The games are categorized to make them easier to find. That doesn't mean that a particular game could not easily fit into a category other than the one listed here. For instance, Anagrams is listed as a paper and pencil game but it is also a quiet game.

**Lessons learned from games:** This publication is not intended to serve as an alternative to well planned Scout meetings or to avoid the application of Scout methods or principals. At the conclusion of the game or meeting the Scout leader should draw the Scouts' attention to the lessons learned from the game or games they have played. These may include distilling points like, a) teamwork is essential, b) we succeed when we follow our leader, c) everyone has skills and talents and different people succeed at different things, or d) rules help us succeed.

### Tag

1. Time Bomb  
Location: Indoors  
Equipment: A timer & small box to put the timer in  
Scouts: 4-30

The box with a loud alarm in it is passed around the circle. The person holding the box when the alarm goes off is out.

2. Find the Bell  
Location: Indoors  
Equipment: A small bell which rings easily  
Scouts: 6-50

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

3. Whomp'em  
Location: Indoors  
Equipment: A Newspaper or Stuffed Sock  
Scouts: 8-50

Scouts get in a circle facing in, with both hands, palms up, behind their backs. Scouts must be looking into the circle. One scout, with a rolled up newspaper, walks around the outside of the circle. When he chooses, he puts the newspaper into the hands of a scout, who then proceeds to "whomp" the scout to his right. The scout being "whomped" runs as fast as he can (unless he enjoys being whomped) around the circle back to his starting position. The scout now holding the newspaper walks around the outside of the circle, looking for a scout to whomp the person to his right, as above.

4. The Flying Doughnut  
Location: Indoors  
Equipment: A Rope and a "Donut"  
Scouts: 4-20

A 'doughnut' tied to one end of the rope to act as a weight. An old Scout cap or rolled-up hiking sock is ideal. The Scouts

stand in a circle with the leader in the middle. The leader swings the rope and doughnut around in a large circle at around foot height. The Scouts must jump over the rope and doughnut each revolution to avoid being hit. If they are hit (or hit several times) they are out of the game. The last person standing is the winner.

#### 5. Telegraph

Location: Indoors  
Equipment: A Coin & a Rag  
Scouts: 10-30

Telegraph is best played with at least 10 people. The more the better. Two teams are formed of equal numbers. They sit facing each other in two lines, each team holding hands. The rag is placed at one end, between the two opposing teammates. The leader sits at the other end between the two opposing teammates. One member from each team (the ones closest to the leader) looks on as the Scout leader flips a coin. The rest of the teams (except the one member closest to the Leader) must close their eyes. The leader continues to flip the coin until "heads" is displayed. Once the members at the end of the line see Heads they squeeze the hand of the next in line and so on down the line. Once the last member feels the squeeze he/she grabs the rag. The team that gets the rag first advances. Advancing is all the members shifting. The first member goes to the end of the line and everyone else moves up one. A team wins by going through all its members.

#### 6. Tadpoles

Location: Indoors  
Equipment: A Ball  
Scouts: 6-30

Split the Troop evenly in two and

assemble one team in a circle and the other team in a line. A leader positioned in the middle of the circle throws a ball to each Scout in turn and counts the number of consecutive catches made. If anyone drops the ball counting starts again from zero. Meanwhile the team in a line runs 'relay fashion' around the circle and back to the line to tag the next Scout. This acts as a timer. Once all the Scouts have run, the teams swap over. The team with the highest number of consecutive catches wins.

Variation: Mark the teams by their final score when the running team has finished. This is more exciting since fortunes can change quickly.

#### 7. Tail Grab

Location: Indoors  
Equipment: A Flag for Each Patrol  
Scouts: 8-50

Each patrol stands in a line behind their patrol leader. Each man holds the belt or waist of the man in front. The last man has a tail tucked into his trousers. On the word 'GO' the patrol leaders have to move around the room and try to get as many of the other patrols tails as possible. Any patrols that break their chain are disqualified. The winning patrol is the one with the most tails.

#### 8. Submarines and Minefields

Location: Indoors  
Equipment: Blindfolds for half the troop  
Scouts: 8-50

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). 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. When the whole team has gone through or not as the case may be, change sides. At the end of the game, the winning team is the one that managed to get the most ships through the minefield.

#### 9. Steal The Bacon

Location: Indoors  
Equipment: A Hat, Scarf or Other  
"Bacon"  
Scouts: 6-50

Divide the troop into two halves. Number off EACH half separately. If there are 30 Scouts in the troop, then you would have two groups, each numbered from 1-15. Line them up facing each other, about 30-40 feet apart. In numerical order. Place your 'bacon' between the lines. The idea is for a scout to go out and retrieve the object when his number is called. The Scoutmaster calls out a number, and each scout with that number runs out and tries to get the object and go back behind his line. If the scout with the bacon is tagged the bacon is dropped where he is tagged and the scouts return to their lines. A new number is called and these scouts attempt to retrieve the bacon from its new location.

Variations: There are two ways to win a round: Either get the object and bring it behind your line without being tagged, or tag the other scout after he grabs the object and before he makes it past the line.

Variation: Tell a story instead of just calling out numbers: "Once, THREE scouts went on a hike. They saw TWO deer and FIVE trees...".

Variation: Call out more than one number: It usually ends up with two scouts circling the object, waiting for an opening, with the other scouts shouting, etc. If nobody makes a move, call out another number so there will be four scouts instead of two out there. As for physical builds, strength is NOT a factor in this game, but speed and planning is.

Variation: Put 2 'Bacon' out of different colors. Then read out True/False questions (often on First Aid, or from the Tenderfoot or Second Class rank requirements). When we call out a number, the Scouts have to make a choice - one Bacon is True, the other is False. If you grab the wrong color and take it across your line, you lose. Naturally, if you grab the wrong color and your opponent tags you, HE loses!

Variation: Instead of calling numbers, ask questions that result in a number like: How many leaves on poison ivy? How many scouts are there in the Buddy system? How many first aid hurry cases are there? How many minutes can someone survive without oxygen?

Variation: Do math problems (2 plus 4 divided by 3 or some such).

Variation: The scout with the bacon is tackled instead of tagged.

#### 10. Blind man's Bacon

Location: Outdoors  
Equipment: 2 blindfolds & a water pistol  
Scouts: 4-30

This is a variation of the 'Steal The Bacon' game which plays best in a circle shape with each team forming half a circle. The two teams are of equal size so that there is a Scout on each team with the same number. When a number is called, the corresponding Scout for each team puts on a blindfold. After hearing the signal, the two

blindfolded Scouts move toward the center where a squirt gun is located. The object is to reach the squirt gun and squirt the other guy before he came make it back behind the protection of his team. Teams are allowed to shout instructions to the blindfolded Scouts.

#### 11. Sardines

Location: Indoors  
Equipment: None  
Scouts: 6-50

The 'opposite' of hide and seek. A few Scouts go and hide in separate locations. After a delay everyone else sets off to find the hidden scouts. When one scout finds another he must hide in the same place, until all the Scouts are hidden.

#### 12. Lighthouse (Shipwreck)

Location: Indoors  
Equipment: Blindfolds (neckerchief) for half the group.  
Scouts: 8-30

The Leader is the lighthouse. Half the troop 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. The winning team is the one finishing in the shortest time.

#### 13. Marauders

Location: Indoors  
Equipment: A small object for each member of one team (e.g. a woggle or pen etc.)  
Scouts: 8-30

Divide into two teams. One team to stand with legs apart in a straight line (feet touching those of the next Scout). In between each Scouts legs is a small object. The other team are the raiders and have to try to steal the objects, without being caught. They can take them from any direction. The defender is not allowed to move his feet, tries to tag the raider with his hands.

#### 14. Kabady

Location: Indoors  
Equipment: None  
Scouts: 8-50

Get two equal teams, one on each side of the line. The teams link arms, one person is sent over the and has to touch one of the pairs of the people on the other side of the line. The other team can stop them by bringing them down to the ground. When a person is out they sit down at the side. Carry on until one of the teams are all out.

#### 15. Hot Potato

Location: Indoors  
Equipment: Handkerchief  
Scouts: 6-20

A scout is chosen as the IT. He stands in the center, while the others sit in a circle. The Scouts toss a handkerchief to one another; making many false moves and gestures. IT must touch the handkerchief while in the air. If he does so, the last to throw becomes IT.

16. In The Pond

Location: Indoors  
Equipment: Chalk or Tape  
Scouts: 4-20

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But... sometimes he will try and trick you by saying "On the Pond" or "In the Bank." When he does this, nobody should obey. Anyone who moves, on a wrong order, is out of the game or may pay a forfeit and get back in.

17. Hide & Seek

Location: Indoors  
Equipment: None  
Scouts: 4-30

Turn all the lights off in the entire building (including those intended to be left on permanently). One scout stays in the meeting room and counts to twenty, the rest of the scouts hide anywhere (except for pre-set off limits areas) in the building. "It" begins looking for the scouts. Once a scout is found, he joins "it" in the hunt. The last scout found is the winner.

18. Crabs, Crows and Cranes

Location: Indoors  
Equipment: None  
Scouts: 6-50

This is a running about game which is good if you are in a large hall or outside with a lot of Scouts. Split them into two teams, in two lines across the hall. There should be a gap of a few feet between them. Near each end of the hall should be a home line. One team are the crows, the other the

cranes. If you shout cranes, the cranes team must run to their home line without getting tagged by the crows team. Any member of the cranes that gets tagged has to join the crows team. If you shout crows, the crows team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team.

If you shout crabs they must all stand still. Anyone that moves must join the opposing team. You start off each time with both teams lined up across the hall facing each other. The game ends when one team has all the Scouts. You can have a lot of fun rolling your RRRRR'S with this.

CRRRRRRRRABS, CRRRRRRROWS,  
CRRRRRRANES.

19. Cat and Mouse

Location: Indoors  
Equipment: None  
Scouts: 12-60

Organize the Scouts into a rectangular grid, or maze, spaced so that they stand two arms lengths away from their partners in all 4 directions. If you have an awkward number of Scouts you may leave out up to 2 Scouts - they will be given roles later in the game. Before the game starts it is best to rehearse changing the maze: Start with all the Scouts facing in the same direction with their arms spread to their sides - this should create a number of rows. On the command 'Turn' everyone should turn round 90° - don't be too worried which way just as long as it is a quarter turn. This changes the maze from rows to columns. Two Scouts a 'cat' and a 'mouse' will run around the maze, the cat trying to catch and tag the mouse. They may run around the maze and along the lines of arms but must not pass or stretch across them. You can

shout 'Turn' at any point during the game to change the maze. Thus you may suddenly prevent the mouse getting caught or put the mouse very close to the cat. When the mouse is caught start again with another pair or start with a new mouse and allow the old mouse to 'grow' to a cat.

20. Fish in the Sea

Location: Outdoors  
Equipment: None  
Scouts: 6-30

All Scouts but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Scouts who are tagged join "IT" and help catch others.

21. Count to Ten

Location: Outdoors  
Equipment: None  
Scouts: 6-30

All Scouts stand on one line except one Scout who is it. "It" stands with his back to the other Scouts on a goal line about 30 to 35 feet from the starting line. "It" counts to ten as fast and as clearly as he can. While he is counting, the other Scouts advance as fast as they can by putting one foot directly in front of the other (heel, toe, heel, toe). At the count of ten, "It" turns around. Everyone freezes. If someone moves he starts all over again. The first Scout across the goal line wins and becomes the next "it".

22. The Wolf

Location: Indoors  
Equipment: None  
Scouts: 6-50

The Scouts stand in a circle with the "Wolf" in the center. Scouts call "Wolf, Wolf, are you ready?" Wolf answers "No, I'm putting on my shoe" and pantomimes putting on his shoes. The other imitate him. Again they ask "Wolf, Wolf, are you ready" and he replies that he is putting on his coat, tie, hat, etc. each time pantomiming putting on the item, while all follow suit. Whenever he wishes, the Wolf answers with "Yes, I'm ready, and here I come". The Scouts rush to a goal line and the Wolf tries to tag them. If any Scout is tagged, he becomes the Wolf.

23. Sentry Post

Location: Indoors  
Equipment: Two Chairs  
Scouts: 6-20

The point of this game is to be the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded Scouts are seated in them, facing each other. The other Scouts divide into two teams. At signal from the leader, the first Scout in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he's right, the Scout is "captured" and out of the game. If he points in the wrong direction, the Scout sneaks ahead. Each team goes through just once. The winner is the team that gets the most Scouts past the sentries.

24. Sleeping Pirate

Location: Indoors  
Equipment: A Bell or Whistle  
Scouts: 4-30

The object of the game is to ring the ship's bell without being caught by the

"sleeping pirate". One Scout is blindfolded and sits cross-legged in the center of the room or playing area. A bell (or other suitable alarm-raising object such as a whistle, rattle etc) is placed on the floor in front of the blindfolded Scout, and the other Scouts form a seated circle around him or her. The Leader stands outside of the circle and points to a Scout, who must then creep forward and ring the bell without being detected by the blindfolded pirate. The pirate listens for attackers and points at them to eliminate them from the game. The Leader states whether the point is a hit or miss. "Ghost" noises from Scouts not actually attacking are prohibited. If an attacking Scout is caught, he returns to the circle and a new Scout is chosen. If an attacking Scout successfully rings the bell, he becomes the pirate, and his predecessor joins the circle.

Variation: An alternative version is for the Pirate to be sat on a chair at one end of the hall with a set of keys beneath the chair. The Scouts have to get the keys and return them to the start. This can be played with multiple pirates.

#### 25. Black and White

Location: Outdoors  
Equipment: Board 12" by 12" painted white one side and black on the other  
Scouts: 6-30

Two teams line up 30 feet apart. One team is called "Blacks," the other "Whites." A board, white on one side and black on the other, is tossed in the air. If board 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.

#### 26. Japanese Tag

Location: Inside  
Equipment: None  
Scouts: 6-50

A Scout tagged by "It" must hold his hand on the spot on his body where he was tagged while attempting to tag another.

#### 27. "Dizzy Izzy" Tag

Location: Indoors  
Equipment: None  
Scouts: 6-50

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

#### 28. Ball Tag

Location: Indoors  
Equipment: Foam ball  
Scouts: 6-50

This game is played the same as an ordinary game of tag, except that a Scout must be tagged with a thrown ball.

#### 29. Snatch Tag

Location: Outdoors  
Equipment: Ball  
Scouts: 6-20

Two teams are formed at distance of 30 or 40 feet apart. A ball is placed half way between the teams. A Scout from each team runs to snatch the ball. If the Scout with the ball is tagged by his opponent before he can run back to his starting line, he is eliminated from the game. This continues until all Scouts from one of the teams are eliminated.

30. Off Ground Tag  
Location: Outdoors  
Equipment: None  
Scouts: 6-50

Played like regular tag except that Scouts may prevent being tagged by jumping on any object so that neither foot touches ground.

31. Ostrich Tag  
Location: Inside  
Equipment: None  
Scouts: 6-50

A Scouts may prevent being tagged by raising one knee and placing one arm underneath the other and grasping his nose.

32. Pull Into Circle  
Location: Indoors  
Equipment: None  
Scouts: 6-20

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

33. Change Place Tag  
Location:  
Equipment:  
Scouts:

Each Scout in the circle is numbered. "It" is in center of the circle and calls the number of two of the Scouts, who immediately must change places. "It" attempts to get into the place of one of the two Scouts. The Scout replaced becomes "It."

34. Chain Tag  
Location: Indoors  
Equipment: None  
Scouts: 6-20

"It" is selected. The first Scout he tags joins hands with "It." They continue joining hands with each person caught, forming a chain, until all are caught.

35. Channel Tag  
Location: Indoors  
Equipment: Basketball  
Scouts: 10-30

Scouts form in a circle and face to the right in a standing straddle position. The ball is passed between legs from Scout to Scout, either forward or backward to keep it away from "It," who is in the center the circle. If "it" gets the ball the last member of the circle to touch it becomes the new "it."

36. Bear In a Pit  
Location: Indoors  
Equipment: None  
Scouts: 6-20

A circle is formed with the Scouts joining hands. "It" is in the center of circle and attempts to climb over or under clasped hands of those forming circle.

37. Lock Arm Tag  
Location: Indoors  
Equipment: None  
Scouts: 6-30

The Scouts form a circle two to four Scouts deep, each two locking arms. An extra Scout starts as the runner, another is "It." The runner escapes the "it" by locking arms with one of the couples. When he does

the third Scout of that group becomes the runner.

### 38. Bronco Tag

Form a circle two to four Scouts deep. Rear the second, third and fourth Scouts place their hands on the waist of the Scout in front of them. The runner and "It" are on the outside of the circle. Runner attempts to catch on to the rear of any Bronco. When he does the front Scout of that Bronco becomes the runner. The name of this game comes from the fact that the Scouts turn and twist away, attempting to prevent runner from attaching to rear .

### 39. Basketball Tag

Location: Indoors  
Equipment: Ball  
Scouts: 6-30

From a circle of Scouts. One "It" is in the center. The Scouts in the circle pass the ball around in any direction, preventing the Scout in center from tagging the ball. If ball is tagged, last Scout to touch ball is "It" and goes in center of circle.

### 40. Knights

Location: Outdoors  
Equipment: None  
Scouts: 4-30

Play this game only on soft grass or sand. Each knight mounts another Scout piggy 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.

### 41. Snatch the Hat

Location: Indoors  
Equipment: Scout Hat

Scouts: 6-30

Scouts form in 2 lines facing each other across the room or open space. Tall Scouts are opposite each other, tapering down to the shortest 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 a Scout has the hat and is tagged he is out of the game. Or if your opponent gets away with the hat you are out also. Eliminate until one team is wiped out.

### 42. Chain Tag

Location: Indoors  
Equipment: None  
Scouts: 6-30

In this tag game the first man tagged joins hands with the man who is "it," and later as each man 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 is amusing.

### 43. Handkerchief Tag

Location: Indoors  
Equipment: Handkerchief or scout neckerchief  
Scouts: 5-20

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.

44. Three Deep Tag  
Location: Indoors  
Equipment: None  
Scouts: 8-35

The Scouts form a double circle, that is, each Scout has another in back of him. There is a single Scout who is "it" and another who is "it" is chasing, 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 man of that unit becomes the runner. The Scout who is "it" has to chase several runners before he is lucky enough to tag one, and make him "it."

45. Circle Tag  
Location: Indoors  
Equipment: None  
Scouts: 8-35

A circle of Scouts 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. The members of the circle try to keep the runner out of the circle. If "it" catches the runner the runner becomes "it".

46. Blindman's Buff  
Location: Indoors  
Equipment: Blindfold  
Scouts: 5-20

The Scouts form a circle around "it" and then run round and round until he calls

"Halt." He then tries to identify the Scouts by sense of feeling. The Scouts can move their bodies to avoid the blindman, but not their feet.

47. Poison  
Location: Indoors  
Equipment: Empty gallon milk jugs  
Scouts: 8-20

Three empty gallon milk bottle are arranged on the floor at the corners of an imaginary equilateral triangle with 18 inch sides. The Scouts form a circle around these, each Scout grasps his neighbor on the right by the left wrist with his own right hand. If the circle breaks the director can instantly tell who let go. The object of the game is to pull and crowd onto the clubs so they will be knocked over. The Scout who lets go or knocks down a bottle 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.

### Races

48. The Limbo  
Location: Indoors  
Equipment: A Scout stave  
Scouts: 3-30

Use the Scout stave as a limbo bar. The Scouts must pass under the bar, face up without touching the floor with their hands or falling.

49. Mouse-Trap Fishing Game  
Location: Indoors  
Equipment:

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.

Scouts: 4-20

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. Show the scouts how to cock the mouse traps safely or you may have to do some first aid on bruised fingers.

#### 50. Cracker Race

Location: Indoors

Equipment: Box of soda crackers, balloons (optional)

Scouts: 4-50

Give each Scout two soda crackers. The Scout who can eat them all and whistle, or blow up a balloon wins.

#### 51. Blackout Musical Chairs

Location: Indoors

Equipment: 1 Tape recorder and music, 1 chair per Scout, chairs

Scouts: 6-30

A new twist to musical chairs. Arrange the chairs in a circle facing outward with the Scouts forming a circle around the outside of the chairs. The Scouts must keep their hands behind their backs. When the music is on, the lights are out, and when the music is off the lights are on, otherwise; it is played like musical chairs.

Variation: You can divide the group into two, one going clockwise and the other

going counterclockwise.

#### 52. Balloon Baseball

Location: Indoors

Equipment: Balloons, bases

Scouts: 6-30

Scouts are divided into two teams. Each team's pitcher 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. When everyone on the batting team has been 'up to bat' the inning is over and teams switch places. The game continues for a specified number of innings.

#### 53. Tilt

Location: Outdoors

Equipment: A one gallon can for each patrol, An aluminum foil cake container per team, An Alka-Seltzer tablet per team

Scouts: 6-30

For each patrol, put an Alka-Seltzer tablets in each foil cake dish and then float one cake dish in each patrol's can. The patrols must now transport the can through an obstacle course without the tablet getting wet or falling into the water. They are not allowed to touch the foil disk or the tablet. The patrols could either carry the cans by their handles between two poles.

#### 54. Potato Jump Race

Location: Indoors

Equipment: A Small Ball Per Team

Scouts: 4-30

Establish a start and a finish line. Line the Scouts up on the starting line. Give

each Scout a potato (ping-pong ball, balloon, etc.) to put between his knees. On 'GO' see who can jump to the finish line first without dropping the potato.

55. Potato Race

Location: Indoors  
Equipment: Fork per team, Potato per team  
Scouts: 8-50

Divide each patrol into two groups, one at each end of the hall. Each team member tosses the potato into the air and catches it on the fork, then runs with it to the other end of the hall where he takes it off and hands them to the next Scout who does the same and runs it back to the starting group.

56. Round the Moon

Location: Indoors  
Equipment: A Chair Per Team  
Scouts:

All the Patrols line up at the end of the room. Each Scout places his hands on the waist of the Scout in front so the Patrols form a 'rocket'. One chair is placed at the far end of the room. These are the 'moons'. When the leader calls 'Go', the Patrols run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Scouts sit down there one by one, until finally the 'nose cone' returns home. The first team to be sitting down is the winner.

57. Island Race

Location: Indoors  
Equipment: Four Chairs per Team  
Scouts: 6-30

Each team must cross the hall

without touching the floor. This can be done if the team stands on all but one chair which is passed to the front of the 'island'. The team can then move forward so that the chair at the back is free, this can be passed to the front etc. To increase difficulty reduce the number of chairs.

58. Newsprint Race

Location: Indoors  
Equipment: Enough Newspaper That Each Scout Has Two Sheets.  
Scouts: 4-30

Each scout is provided with two sheets of newspaper which he uses to run the race. He can only step on the newspapers; this is done by: stepping on one, lay the other in front of him, steps on it, retrieves the paper behind him, which he places in front of him moving forward in this fashion.

59. Heel Race

Location: Indoors  
Equipment: None  
Scouts: 4-30

Each runner runs on his heels. Scouts are not allowed to touch the toes to the floor.

60. Highwayman

Location: Indoors  
Equipment: A short rope per team, A chair per team  
Scouts: 8-30

Teams stand in lines at one end of the hall. There is a wooden chair with a bar back at the other end of the hall opposite each team. The front Scout of each team has a length of rope in one hand. On the command 'GO' the second Scout jumps onto the back of the front Scout and they race

piggy back style to the chair at the other end of the hall. The Scout riding jumps down and ties one end of the rope around the top bar of the chair. He then jumps back on the other Scouts back, pulls the end of the rope to free it and they then race back to their team. The Scout who was the horse goes to the back of the team and the Scout who was the rider now becomes the horse or front Scout.

#### 61. Human Boat Race

Location:

Equipment:

Scouts:

Each boat is made up of eight to ten Scouts each in full knees-bent position. Each Scout has his hands on the shoulders of the man in front. Facing the line of Scouts in each boat is a Captain. The Captain holds the hands of the front Scout in the boat. When the race starts, the boats move forwards by all Scouts in a boat springing together off both feet. The Captain for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

#### 62. Feather Race

Location: Indoors

Equipment: A Long Feather per Patrol

Scouts: 4-30

Each Scout throws a long feather javelin style, toward the finish line. As soon as it lands, he picks it up and throws it again, and continues until it crosses the finish line. He then picks it up and runs back to his team to give the feather to the next Scout.

Variation: Replace feather with a

paper airplane (each team can make it) for outdoors.

#### 63. File Race

Location: Indoors

Equipment: None

Scouts: 6-50

Teams of 6 to 12 (or 3 to 8) each race, one behind the other. No scout is permitted to pass his teammate ahead of him.

#### 64. Cross the River

Location: Indoors

Equipment: 4 Card or carpet tile stepping stones per team, 3 Awkward pieces of equipment per team eg. rucksack, football or hoop

Scouts: 6-30

Line up patrols with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Scout 1 carries Scout 2 on his back across the river using the stepping stones. Scout 2 comes back and picks up Scout 3 plus a piece of equipment. Scout 3 comes back and picks up Scout 4 plus a piece of equipment and so on until all the Scouts have crossed the river. Those Scouts on the bank should be encouraged to cheer their team on.

#### 65. Donkey Race

Location: Indoors

Equipment: Scout Stave or Broom per Patrol

Scouts: 4-20

Two Scouts straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward

becomes backward runner) then the next two team members go.

66. Clodhopper Race

Location: Indoors  
Equipment: Newspaper  
Scouts: 6-30

A series of pieces of paper are placed in a circle after a team member is blindfolded. The team member must step on each piece of paper following directions from team mates. They cannot touch him or move him themselves.

67. Bat the Balloon

Location: Indoors  
Equipment: Pack of Ballons  
Scouts: 6-30

Teams line up with members standing side by side, separated by the distance obtained when Scouts stretch their arms sideways. Fingertips should touch between Scouts. The first Scout in line takes an inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again. The only rule is this: once the Scouts have taken their stance, they may not move their feet. If a balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Variation: Add more than one balloon per line, going in both directions.

68. Blind men's Race

Location: Indoors  
Equipment: Blindfolds for 2/3s of the Scouts  
Scouts: 6-30

This is raced by teams of three. Two are blindfolded, and clasp hands. The one not blindfolded holds their outside hands and guides them through the course.

69. Backward Trip Race

Location: Indoors  
Equipment: None  
Scouts: 6-30

This is run in teams of three, the central Scout facing forward; the other two, with arms linked, facing backwards. The first team to finish intact wins.

70. Y is for Yale

Location: Indoors  
Equipment: None  
Scouts: 10-30

The Scoutmaster calls out a letter and what it stands for. Each team must rearrange itself to form that letter.

**Relays**

71. Floating Bomb

Location: Indoors  
Equipment: A feather or balloon  
Scouts: 4-50

Divide the room into four quadrants. Patrol defends a quarter of the room and a feather is released at the center by Leader. The Scouts have to blow to keep the feather or balloon in the air, but if it lands in their portion they have been hit.

72. Seed Planting Relay

Location: Indoors  
Equipment: 6 cups, or jars per team, One bag of seeds, or pasta shells, or dried peas  
Scouts: 6-30

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet) and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and taps the next Scout on the team.

73. Stacking the Cans

Location: Indoors  
Equipment: 6 cans per team  
Scouts: 4-30

Patrols stand in lines. They run to the end of the hall in relay fashion, one at a time, and each one add a can to the stack. The winning team is the first one back with a completed stack and all their team standing to attention.

Variation: Teams work against each other in pairs - One team stands at the side throwing bean bags or dusters at the piles of cans, the other team attempts to build up the pile. After swapping over the team with the fastest time wins.

74. Water Relay Race

Location: Outdoors  
Equipment: A Pitcher of Water, Paper Cups, a Nail  
Scouts: 6-30

Each Patrol member must transport water from the starting point to the ending point holding the water cup above his head. The water cup has small nail holes in bottom edge resulting in a shower effect on the carrier. Team that has the most water average per Patrol wins.

Variation: Carry the cup of water on a foot.

75. Paper Hoops

Location: Indoors

Equipment: Several Newspapers  
Scouts: 4-30

This is a relay race between patrols. A pile of newspapers for each patrol is placed at one end of the room with the patrols lined up at the other end. When the whistle blows they race up to the newspapers. The object is to cut the newspaper sheet in the middle and then step through the paper without ripping it right through to the edge. If that happens they have to start again. When they have stepped through they race back so that the next team member can go. The winners are those who are all sitting down with their arms folded. Use newspapers that are not too big.

76. Ping Pong Ball Relay

Location: Indoors  
Equipment: A party blower per team (the type that unrolls when you blow it) , A ping pong ball per team  
Scouts: 4-30

Each Scout gets a party blower which he uses to push the ping pong ball across the floor. He can only use the party blower, nothing else, he can't blow directly on the ball himself, or touch it in any way except for blowing with the blower.

77. Nail Driving Relay

Location: Indoors  
Equipment: A Hammer per team, A Wooden block per team, Bag of nails  
Scouts: 4-30

Stand one 2x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting

line and put a hammer next to each of the blocks. On "GO!" one Scout from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next Scout in the relay. The race continues, with each Scout in turn going as many times as it takes for one team to drive all of its nails flush into the block. Be ready to straighten bent nails.

Variation: Drive tent pegs into the ground with a mallet.

#### 78. Fireman, Save My Child

Location: Indoors

Equipment: Drinking straw per Scout,  
Paper cut-out of a child,  
about 1.5 to 2" tall.

Scouts: 4-30

Each team has a pile of the cut-out Scouts on a table and a drinking straw for each Scout. Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, or whatever. At the call of "Fireman, save my child", the first Scout on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they run to their respective pail and deposit the figure. The next team member then goes. If they drop the figure en-route, they must stop and pick up their child, again, by sucking it up with the straw.

Variation: Use dried peas instead of paper cut outs.

#### 79. Flapping Fish Relay

Location: Indoors

Equipment: A paper fish per team, A  
newspaper per team

Scouts: 4-30

Scouts must waft a paper cut-out of a fish (1' length) across the hall and back using the newspaper as a fan. Best approach: fan the fish using flat slightly unfolded newspaper standing a couple of feet back. Worst Approach: Whack the fish as hard as you can with a rolled-up newspaper.

#### 80. Bucket Relay

Location: Outside

Equipment: Two Buckets per Team

Scouts: Water

Fill one of the buckets half-full with water, and leave the other empty. On 'Go', the first Scout runs to the other end of the playing area where the buckets have been placed, pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next Scout in line. The second Scout takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back. The relay is finished when all have had a turn. The winner is the team with their water intact.

#### 81. Clothes Pin Relay

Location: Indoors

Equipment: A Bottle for Each Team

Scouts: Clothes Pins or Pencils

Divide into teams. Each team member must run from the starting line to a team bottle placed a distance away, attempt to drop a wooden clothes pin into the bottle (Each Scout has only one attempt to get the clothes pin in the bottle) and run back to tag the next team member, who then repeats the action. The rules are to hold the clothes pin with a straight arm at shoulder height or with a bent arm at waist height (as long as all do it the same way. When all the teams

are done the team with the most clothes pins in their bottle wins the game.

82. Back-to-Back Relay

Location: Indoors  
Equipment: None  
Scouts: 6-30

Pairs of Scouts stand back to back with their backs touching. They must run together to a goal and back with one running forward and the other running backward. If they separate, they must start over again.

83. Animal Relay

Location: Indoors  
Equipment: None  
Scouts: 4-20

Each member of a team is allocated a different animal. He must then move across the hall in the style of that animal.

Donkey - Traveling on all fours to the goal and imitating the donkey's bray.

Duck - Walking on two feet in squat position squawking without stopping..

Lame Dog - Walking on two hands and one foot and barking..

Bear - Bent over standing on their hands and feet, moves right and left foot together, and then left hand and right foot together..

Duck - Squatting down low, with knees spread, arms stretched out with their hands clasped in front of their legs below their knees..

Crab - Back toward the floor, supported on hands and feet, the feet facing forward..

Elephant - On hands and feet, with legs and arms absolutely rigid..

Frog - Feet spread with his knees outside his hands, which are together. Advancing by frog-like jumps, landing on

hands at each leap, then bringing the feet up..

84. Chinese Ladders

Location: Indoors  
Equipment: None  
Scouts: 8-50

The Scouts remove their shoes and sit down the length of the hall facing their partners, with their feet touching those of their partners. Starting at one end of the hall, upon command, the first Scout jumps up, and runs down the hall over the legs of his teammates (who may not move their legs!) and then touches the end of the hall. He then takes his place at the far end of the line. The team which has all Scouts run and then sit first wins.

85. Fumble Fingers Relay

Location: Indoors  
Equipment: 2 jars with screw lids, 10 toothpicks, 2 pair large mittens  
Scouts: 6-20

Each team has a pair of large mittens. At a goal line is a jar, one for each team, containing five toothpicks. On signal, the first person from each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks and puts them back in the jar and screws on the lid. He takes off the mittens and races back to hand them to the next Scout, who repeats the action.

86. Lame Chicken

Location: Indoors  
Equipment: 10 10 inch sticks per team  
Scouts: 6-30

Divide the Scouts into two teams and give each team 10 sticks about 10 inches long. The sticks are placed about 10 inches apart like the rungs of a ladder. On signal the first Scout in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10th stick and hops back to the beginning over the other 9 sticks to his team placing the stick he removed from the end at the beginning of the sticks on the ground. The second Scout then begins, hopping over the sticks, picking up the last and returning. Continue until all have raced. The first team through wins.

87. 007  
 Location: Indoors  
 Equipment: None  
 Scouts: 4-30

The teams are lined up as for a relay and told that they are looking for a new James Bond. This is a trial to see whether anyone would be good enough to take the part. Each Scout in turn has to go to the top secret establishment at the opposite end of the hall and retrieve the secret plans which they get by just touching the wall. There are a number of hazards en-route. They have to crawl under the barbed wire and then jump over the stream filled with pirana fish which have not been fed this week! They must creep through the minefield. They must climb over the high voltage wire and then under the lower laser beam and over the higher one. Of course they mustn't make any noise or they will wake up the guard with his machine gun in the observation tower.

None of the objects actually exist. They all have to be remembered with their location and the appropriate action taken. If help is needed they can signal to their team who can mime the next action. Each team member has to go through all the hazards to

the wall and back again without 'dying' in the attempt. The team which successfully navigates all the obstacles with the fewest members dying wins.

88. Three-legged Race  
 Location: Indoors  
 Equipment: Rope  
 Scouts: 4-30

This race is normally run by tying two scouts legs together. It can be run with two Scouts placing arms about on another's waists and starting forward with inside foot. If they do not keep step they are disqualified.

89. Lock-arm Relay Race--(Chariot Race)

The first set of Scouts of a team lock arms and run abreast, rounding an object and returning. Subsequent sets do the same.

90. Angle Worm Race  
 Location: Inside  
 Equipment: Pole or rope for each team  
 Scouts: 6-30

Each teams runs with a long rope or pole between the legs of each member.

Variation: half the Scouts on each team face forward while the other half face backward.

91. Medley Relay Race  
 Location: Indoors  
 Equipment: None  
 Scouts: 6-30

A relay race; first Scout 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.)

92. Dizzy Izzy

Location: Indoors  
Equipment: Baseball Bat or Stick  
Scouts: 4-20

First Scout begins with a baseball bat or stick of about the same length and runs from the starting line to a mark on the floor. There he stops and places one end of the bat on the floor and his forehead on the other end of the bat. He then makes five revolutions quickly around bat and then runs back to the start passing bat to next Scout in line.

93. Human Obstacle Race

Location: Indoors  
Equipment: None  
Scouts: 6-30

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

94. Centipede Race--Three Methods

Location: Indoors  
Equipment: None  
Scouts: 10-50

For a column of five to eight Scouts. Columns should be formed close together, with the arm of each Scout around the waist of Scout in front. The columns race from a starting line to an ending line or from the starting line around a marker and back to the

start.

Variation: Scout 1 of the team runs up hall and back, he puts one hand between his legs for the Scout 2 to hold. They run up hall and back together, Scout 3 joins chain etc. Team penalized if chain breaks - must start again.

95. Medic Race

Location: Indoors  
Equipment: None  
Scouts: 6-20

Teams line up behind the starting line. The first Scout is carried by the second Scout in line by placing him over his shoulder as a wounded soldier would be carried on the back, with one arm over the shoulder and crotch hold. The medic carries the wounded soldier around a marker and back to the starting line. There the medic becomes the wounded soldier and is carried. Continue until all remaining team members have a chance to carry. Hint: line up in order of increasing weight.

96. Caterpillar Race

Location: Indoors  
Equipment: None  
Scouts: 6-50

Each Scout in line stoops forward, grasping the Scout in front by the ankles. Race from a starting line to an ending line or around a marker and back to the start.

97. Skin the Snake

Location: Outdoors  
Equipment: None  
Scouts: 4-50

Each Scout stands in line and stoops over, grasping the left hand of the Scout in back of him with his right between his legs.

The last Scout lies down. The line backs up until all Scouts are lying down. Then the line returns to the starting position with all Scouts standing. Variation: form two lines with equal numbers of scouts and see who can do this the quickest.

98. Human Wheelbarrow Race

Location: Indoors  
Equipment: None  
Scouts: 4-30

One Scout in the team of two grasps the legs of his teammate by the ankles. The teams run forward on their hands, forming a human wheelbarrow from a starting line to an ending line or from the starting line around a marker and back to the start.

99. Variations on Relays

Location: Indoors  
Equipment: Large Ball  
Scouts: 6-50

Line up the Scouts as in the two preceding relays. Pass the ball between the legs, alternate over the head of the first Scout to between the legs of the next and then over the head of the next. While running the ball back to the front run in between the team members on the way to the front or place the ball between the knees and hop like a kangaroo or crawl and push the ball with the head.

100. Leap Frog Race

Location: Indoors  
Equipment: Large Ball  
Scouts: 6-50

The Scouts stand in a stopping position. The first Scout straddle vaults over the backs of the others. When he gets to the end of line the second man begins to

leap frog jump over line. This continue until all Scouts have had their turn to jump over the backs of others.

101. Over the Top Relay

Location: Indoors  
Equipment: Large Ball  
Scouts: 6-50

Use a basketball or other large ball. Line up the teams in lines all facing the same direction. Pass the ball over the head of the Scouts from front to back. Last Scout receiving ball runs to the front of the line becoming the first in line. The game continues until all Scouts in the line have run from the back to the front and the original front Scout is in the front of the line again.

102. Through the Tunnel Relay

Location: Indoors  
Equipment: Large Ball  
Scouts: 6-50

Use a basketball or other large ball. Line up the teams in lines all facing the same direction. Pass the ball over the head of the Scouts from front to back. Last Scout receiving ball crawls through the spread out legs of his team to the front of the line pushing the ball in front of him becoming the first in line. The game continues until all Scouts in the line have crawled from the back to the front and the original front Scout is in the front of the line again.

103. Cracker Relay

Location: Indoors  
Equipment: Box of Crackers  
Scouts: 4-20

The teams form in column of twos. A saltine cracker is given to each Scout. At

the word "Go" the first two have to eat their cracker and whistle. As soon as a Scout whistles the next member of his team may eat his cracker and then whistle. The team that finishes first, including the last whistle, wins.

## Ball Games

### 104. Richmond Hill Hand Ball

Location: Outdoors  
Equipment: Soccer or volleyball  
Scouts: 6-50

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. Scouts throw the ball to their teammates, or run with the ball. Scouts 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 but may not be run into the end zone.

### 105. Random Hockey

Location: Indoors  
Equipment: 6 hockey sticks and a block of sponge rubber as the puck  
Scouts: 6-30

The troop is split into two teams, and each team numbers off from 1 to 15, or however many scouts there are. One hockey stick is placed in each goal mouth, the other four are placed, two each side of the center line. Instead of a ball, use a small sponge

rubber block. A plastic kitchen scourer pad is about the right size. The "puck" is placed in the center at the start of each game. No sticks may be raised above ankle height during play to reduce accidents, any Scout doing so has committed a foul. The scout leader calls out three numbers, e.g. 1, 4 and 8. The first number called is the goalkeeper. The second number is the defender, and the third number called is the attacker. The scouts from each team with those numbers, run and pick up their sticks and try to get the sponge into the opposite teams goal. The goal keepers are not allowed out of their goal areas, but they are allowed to pick up the sponge or kick the ball. Any scouts committing a foul of any sort, is out for 30 seconds and may not be replaced. The game continues until a goal is scored. The sticks and the sponge puck, are then replaced in their starting positions, and three new numbers are called. Play until each scout has played in all three positions.

Variation: Have rush goalies, where the goalie can come out of his area.

### 106. Blind Volleyball

Location:  
Equipment: 1 blanket, 1 volleyball or beachball, 1 rope  
Scouts:

Have a blanket hung over a volleyball net or rope forming a solid divider so the Scouts see over, under or around it. Play as in regular volleyball but use something like a big, light, plastic bag, balloon, or beach ball.

### 107. Balloon Baseball

Location: Indoors  
Equipment: Balloons, bases  
Scouts: 6-30

Scouts are divided into two teams. Each team's pitcher 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.

#### 108. Zone Dodge Ball

Location: Indoors  
Equipment: A Ball  
Scouts: 8-50

Split the troop into 2 or 4 teams and allocate each a zone. The teams should throw the ball at Scouts in an opposition team, trying to hit them under the knee. When a Scout is hit he joins the team which threw the ball at him. The team who has the most Scouts (or all the Scouts) at the end wins. We use a hall with badminton court lines marked on it. Each of the 4 teams are allocated a corner each. The area in the middle is a no-mans land. Once only two teams remain we re-allocate the zones so more space is used.

Variation: Use more than 1 ball.

#### 109. Spud

Location: Outside  
Equipment: A Ball  
Scouts: 6-50

Each scout is assigned a number between one and x, x being the number of scouts. In a circle outside (we circle around a flagpole) one person throws a ball (tennis, racquet, or similar) as high as he can, straight up, and calls out a number. The scout whose number is called catches the

ball as the rest of the scouts run away from him as fast as possible. Once the called scout catches the ball, he yells "STOP!" at which time all retreating scouts stop dead in their tracks. The scout with the ball is allowed to take three really long steps (more like standing long jumps) so that he can get as close to the nearest scout as possible. He then attempts to hit the nearest scout with the ball below the knees. The scout being shot at may not move his feet. If the scout is hit, he gets to retrieve the ball while the rest of the scouts get back in a circle. He is also given a 'spud' or a point. If the scout is missed, the throwing scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The scout with the least number of spuds at the end of the game wins.

#### 110. Snake Dodge Ball

Location: Indoors  
Equipment: A Ball  
Scouts: 8-50

This is a continuous game with no winners or losers. Five or six Scouts stand in a line in the center of a circle formed by the rest of the troop. Each Scout in the line puts his arms around the waist of the Scout in front. The object of the game is for the Scouts around the circle to hit the Scout at the end of the line or snake, below the knees with the ball. The snake can move around inside the circle to make this more difficult. When the Scout at the back of the snake is struck by the ball, he leaves the snake and moves into the circle of throwers and the Scout who threw the ball, joins on as the front man of the snake. The game carries on for as long as you wish.

Variation: One patrol is in the middle of the circle at a time and the patrols

compete to stay in the circle for the longest time.

#### 111. Row Ball

Location: Indoors  
Equipment: A Large Ball  
Scouts: 6-30

The Troop is divided into two teams, who sit in parallel lines about four feet apart, but facing in opposite directions. The feet of each Scout should just touch the seat of the Scout in front. A mark is made halfway down the aisle between the two teams. The ball is placed on this mark. When the Leader calls "row" the Scouts use their inner hands only and try to drive the ball to the front of their respective teams. If this is done a goal is scored. The ball must stay on the ground.

#### 112. Sin-bin Dodge Ball

Location: Indoors  
Equipment: A Ball  
Scouts: Six Chairs

This is yet another adaptation of the dodge ball game. A Scout tries to hit another Scout under knee level with the ball. Once a Scout is hit he goes into the sin-bin for a short time. Scouts may move anywhere in the hall to avoid the ball, but may not travel with the ball. The sin-bin is a row of 6 chairs which the scouts stand (or sit) on. At the start of the game the sin-bin is empty. When the first Scout is hit he sits on the foremost chair, the next Scout out sits in the next chair and so on until the sin-bin is full. When a Scout enters a full sin-bin he pushes everyone along a chair. The Scout at the front of the 'queue' is pushed out and goes back into the game. Thus 6 Scouts need to hit before a Scout who has just entered the sin-bin can return to the game.

Variations: Use more than 1 ball.

Play in patrols. Have scouts remember how many times they were hit and award points to the patrol with the smallest total number.

#### 113. Push Catch

Location: Indoors  
Equipment: Ball  
Scouts: 6-50

Everyone is in a circle except for one person in the middle (usually a leader to start). The person in the middle has a ball which the leader throws to those in the circle. The leader must shout out either PUSH or CATCH. The person to whom the ball is thrown must DO THE OPPOSITE ACTION that was shouted out. That is if the leader shouts PUSH, the Scout must CATCH the ball. If the leader shouts CATCH the Scout PUSHES the ball. If an error is committed by either not doing the opposite or stumbling with the ball, The Scout must sit down or step back and is eliminated from play. To start, it is wise to give one practice shot each to each Scout, then randomly select Scouts, shooting the ball at them more than once. The game may sound simple but if the Thrower is cunning it can be quite difficult. The last one standing in the circle is the winner. You can then proceed to find out how many throws this person can handle before he/she is eliminated, and keep a record.

Variation: If the group gets really good at the game, is that the shouter must shout out 3 words (such as PUSH CATCH PUSH) and the Scout must do the opposite of the middle one (or the first or last).

#### 114. Crab Soccer

Location: Indoors  
Equipment: Soccer Ball and Four Chairs  
Scouts: 6-30

This is a version of soccer which can be played indoors using chairs as goal posts. The rules are much the same as normal soccer with the exception that Scouts must be in the crab position. That is on hands and feet with back towards the ground.

#### 115. Chair Basketball

Location: Indoors  
Equipment: A Basketball and Two Chairs  
Scouts: 10-30

Each team has a Scout standing on a chair at the opposite end of the room, the object of the game is for the team to score a goal by having their team member catch the ball that is tossed to him while on the chair. The ball must be dribbled to within throwing distance. The catcher must catch the ball while on the chair. It's best to have teams of around 6-8 Scouts.

#### 116. Bomb the Bridges

Location: Indoors  
Equipment: Two to Four Tennis Balls  
Scouts: 6-50

The Scouts stand scattered around the hall with their legs around 2 feet apart. Each player's legs form a 'bridge' which may be bombed. To bomb a bridge, a tennis ball must be thrown between the player's legs (hitting a player's legs is not enough). Once bombed the Scout is out and must sit down. However, they may still take part by continuing to throw the tennis balls to bomb other Scouts. The last Scout standing is the winner. To prevent being bombed a Scout may protect himself using his hands to catch or deflect the tennis ball. Scouts may not move their feet or crouch to prevent being 'hit'. Balls which are out of reach may be retrieved quickly by the nearest Scouts so that play can continue. The greater the

number of balls the harder and faster the game becomes.

#### 117. Capture The Fort

Location: Indoors  
Equipment: Soccer Ball  
Scouts: 12-50

Divide Scouts into two sides: Attackers and Defenders. Defenders form a circle, holding hands and facing outward, with their captain in the center. Attackers surround the fort at about eight or ten paces distant. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over their heads, the captain may catch it and throw it out. But if it touches the ground inside the circle, the fort is captured and the Scouts change sides.

#### 118. Australian Circle Game

Location: Indoors  
Equipment: Two Tennis Balls  
Scouts: 8-30

A Scout stands in the center of a circle, holding a tennis ball. He tries to throw this ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one Scout to another. The Scout in the center may throw his ball to anyone, but he usually throws it to the Scout about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the Scout in the center.

#### 119. Bash the Leader

Location: Indoors  
Equipment: Six Tennis Balls  
Scouts: 8-50

Divide the scouts into 4 teams. The

object of the games is to hit the leaders with the soft balls. Leaders are situated in each of four corners of the hall. The Scouts are in 4 teams, each assigned to a different leader. Scouts place themselves strategically in their quadrant to protect their assigned leader. Once placed, Scouts are not allowed move their feet (they can twist and turn to intercept and throw balls). Leaders count each time they are struck by ball. Winner is leader with least amount of hits.

#### 120. Ping Pong Bounce

Location: Indoors  
Equipment: Pans, Ping Pong Balls  
Scouts: 2-20

Use pans or bowls of varying heights. Place the pans or bowls at the end of the table. Stand at the end of the table and bounce the balls into the pans or bowls at the far end of the table. Assign varying points to the pans or bowls depending on depth. The highest score wins.

#### 121. Jumble Ball

Location: A large field about size of football field.  
Equipment: Three soccer balls, three rugby footballs, three basketballs, and three volley balls  
Scouts: 6-30

The object of the game is to get the majority of the balls over the 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. The game starts with the balls being piled up in the center of the field. The teams line up behind their respective goal lines. All Scouts start towards the pile when a signal is

given. Interfering with opponents in possession of ball is allowed.

#### 122. Scrimmage Ball

Location: Inside  
Equipment: Soccer ball  
Scouts: 10-30

This game is played like either soccer or football except that each Scout must keep one hand behind his back and may use only the other hand on the ball.

#### 123. Mounted Keep Away

Location: Outside on the grass  
Equipment: Basketball  
Scouts: 6-30

Form teams of a horse and a rider. Teams in each patrol keep the ball away from teams of other patrols.

#### 124. Dodge Ball

Location: Indoors  
Equipment: Volleyball  
Scouts: 10-50

One team forms a large circle. The other team gathers inside of the circle. The outside team attempts to hit each Scout in center with ball until all are hit, Scouts in center attempt to dodge the ball. When all are hit, teams change positions. The winning is decided by the length of time taken to tag all Scouts on the inside.

#### 125. Ball Croquet

Location: Indoors  
Equipment: Basketball  
Scouts: 8-30

The Scouts form a circle in straddle position. The Scout in the center of circle attempts to throw the ball between the legs

of the scouts.

126. Black Hole Football

Location: Indoors  
Equipment: Foam Football or Substitute,  
two plastic garbage cans  
Scouts: 4-30

Remove all chairs or other obstacles from a completely dark room. Place the two garbage cans in opposite corners of the room. The leader holds the ball and then turns off the light. After the light is off the leader quietly tosses the ball somewhere in the room. The teams attempt to locate the ball and move it to their garbage can goal. Scouts are not allowed to speak, other than to announce a score. If any Scout speaks the leader turns on the light and that Scout leaves the room until the next goal is scored. At random times the leader may turn on the light. Any Scout who is on two feet and not in crawling position when the light goes on leaves the room until the next goal is scored. When a team scores the team yells goal and the light is turned on to confirm the goal. Play to a previously announced score. Variation: the winning team must win by two goals.

127. Linear Football

Location: Indoors  
Equipment: Ball, Flags  
Scouts: 4-50

The teams are selected. All Scouts from both teams line up at the common starting line wearing a cloth flag approximately 2" X 12". The ball is placed on the floor at the far end of the room. On the signal from the leader both teams attempt to retrieve the ball and return it to the starting line without the flag of the Scout who has the ball being pulled. The Scouts

may run or pass the ball. If the flag of the Scout who has the ball is pulled the play is dead and the ball and the Scouts are returned to the starting positions.

Variations: Play this game outside on the grass using tackle rules instead of flags. Play it in sand dunes with the ball placed at the top of the hill so the Scouts have to run to the top of the hill to retrieve it and take across the goal line at the bottom of the hill.

128. Fire

Location: Indoors  
Equipment: Chalk or tape for lines, ball  
Scouts: 6-50

Two parallel chalk lines are drawn about 20 yards apart. The Scouts form two teams on the 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.

129. Free Shot

Location: Indoors  
Equipment: Foam ball  
Scouts: 8-35

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 Scout who is "it" tries to guess who threw. If he guesses the right Scout that Scout is "it."

130. Shooting Gallery

Location: Indoors  
Equipment: Foam ball  
Scouts: 8-35

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 throws 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.

Memory games

131. Ruba Dub Dub

Location: Indoors  
Equipment: 20 35 mm opaque film canisters, 10 marbles  
Scouts: 4-30

Put a marble in half of the film canisters. The Scouts sit in a circle, with the canisters in the middle, and take it in turn to pick up two canisters at a time and give them a shake. If they both rattle then a point is given to the Scout who picked them. These canisters are then removed from the game and the next Scout has his turn. If both canisters do not rattle then they are both put back in the middle of the circle 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 can make it more difficult by having a larger number of

containers to begin with.

Variation: You can use this as a team game, the winning team being the one with most points or as individuals against all the rest.

132. Kim's Game

Location: Indoors  
Equipment: A selection of objects  
Scouts: 4-30

The Scoutmaster collects, on a tray, a number of articles; knives, spoons, pencil, pen, stones, book and so on, and covers the tray and the objects with a cloth. He then allows the scouts to sit where they can see the tray, and uncovers it for one minute. Each Scout makes a mental list of all the articles he can remember. The Scout who remembers most wins the game.

133. Memory Testing

Location: Indoors  
Equipment: None  
Scouts: 4-30

Patrols are lined up. The leader tells them they must not move until he says "Move." He then gives a number of orders, i.e. left-turn, about-turn, right-turn, about-turn. This brings them back to the original front, but can be varied. He then gives the word "Move." The winning group is the one who has the most Scouts facing in the right direction at the end of the turns.

Variation: This can be varied by substituting the (?) paces forward and (?) paces backward.

134. Mimed Kim's Game

Location: Indoors  
Equipment: A sheet of paper and a pen or pencil for each Scout  
Scouts: 4-30

The Scouts sit in a circle with paper and pen in front of them on the floor. The leader sits in the circle and takes imaginary objects out of a sack in front of him and mimes the object. The Scouts can either write the objects down as they are mimed, or wait until the end and then write them all down. Suggested items to mime: Hammer and nails, Necklace, Telephone, Powder compact, Soap and wash clothe, Shoes, Watch, Hoola-hoop, Paper clip, Earrings, Hair spray.

135. Colored Circles

Location: Indoors  
Equipment: Different colored pieces of chalk, Red, Blue, Green, Yellow and Brown.  
Scouts: 6-50

Have the patrols number themselves. Then draw a number of colored circles on the floor, several of each color. The leader now calls out an object and a number e.g. "GRASS 2", the number two in each team now has to run and stand in a circle that matches the color of the object. The first person standing in the correct colored circle wins a point for his team. Color Suggestions: Red: Blood, Cherries, Ruby. Blue: Violet, Sapphire, Electric. Green: Grass, Emerald, Cucumber. Yellow: Lemon, Primrose, Sulphur. Brown: Earth, Potato, Leather.

136. Spots

Location: Indoors  
Equipment: 1 Felt-tip pen (non-permanent!)  
Scouts: 4-50

The Troop sits in a circle and are given a number from 1 to n. (n=total number of Scouts). It is easier for the Scouts if the

numbers are in sequence and not random. One Scout (number 5) starts by saying 'I am 5 spot and I have no spots, how many spots does number 8 have?'. Scout number 8 replies in the same manner and nominates another Scout. If one of the Scouts takes too long or makes a mistake he is awarded a spot which is painted on his chin or cheek. He will then have 1 spot. This game is particularly good at Scout camps since you can tell which Scouts have washed.

Variation: Use lip-stick instead of felt-tip pen - it gives an extra incentive for the Scouts to get things right.

137. Multiples (Buzz)

Location: Indoors  
Equipment: None  
Scouts: 4-30

This is a game from Taiwan. Scouts sit in a circle and start counting round the circle from "one." If the agreed figure for the game is seven, each time the number being called includes the figure seven or is a multiple of seven, the Scout keeps quiet and clasps his hands together. If anyone makes a mistake the leader records a point against him. When the Scouts become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught with numbers four, six and eight going on at once. For one number the Scout clasps hands. For the second number he will put both hands above his head. For the third number he can nod his head. Most Scouts will find thinking of two numbers at once difficult enough.

138. One, Two, Three

Location: Indoors  
Equipment: None  
Scouts: 4-50

Start with all the Scouts in one corner. When 'One' is called the Scouts must run across the width of the hall. When 'Two' is called they must run across the length. When 'Three' is called Scouts must go to the diagonally opposite corner. Allow the Scouts a little practice before you start to send off Scouts who are the last into the correct corner and who are standing in the wrong corner.

To make the game more complex shout strings of numbers. For example 'One, One' and 'Two, Two' brings Scouts to the same corner they started in. 'Three, One, Two, Two' in the end brings Scouts along the length of the hall. The brighter Scouts will try to work this out to avoid running all the way.

#### 139. Pioneer Went to Sleep

Location: Indoors  
Equipment: None  
Scouts: 6-30

All Scouts stand in a circle. The first Scout begins by saying "Pioneer went to sleep." The rest of the group answers "How did Pioneer go to sleep?" The leader then says "Pioneer went to sleep like this, like this," repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers "like this, like this." When the entire group has repeated the gesture in turn the next Scout says "Pioneer went to sleep," and creates a new gesture. Now there are two gestures to be performed consecutively. The game continues around the circle, each Scout adding a gesture. By the end of the game, the entire group should be a foot-wiggling, eye-blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten

gestures at once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

#### 140. Animal Clapping Game

Location: Indoors  
Equipment: None  
Scouts: 6-20

Sit everyone in a circle. The one teaching the game is the elephant and has to know the game very well. To start to give every position in the circle the name of an animal. The animal to the elephants right is the second highest in rank and so on down. The one to the left is the Loser and it's gesture is to put an "L" sign on the forehead. Find gestures appropriate for every animal. The object is to get to the elephants position. The elephants starts by doing an elephant gesture (pinching nose and sticking the other arm through by elbow), and then does another gesture of another animal. The gestures should all be done in rhythm. After the Leader makes the elephant gesture and the other gesture all the other Scouts repeat, all in rhythm

The Scouts slap their knees and make their own animals gesture afterwards and then clap their hands and repeat the second gesture made by the Leader. As soon as a Scout either misses the rhythm or forgets the gesture for the position occupied they go down to the losers position and everyone moves up. When a Scout moves up to another animal seat the Scout must use that animal's gesture for the knee slaps.

#### 141. Attention

Location: Indoors  
Equipment: None  
Scouts: 6-30

Form into teams of equal numbers then number each Scout. The leader calls a number and gives a sharp military command. Any Scout who makes a mistake or is slow to execute the command has a point scored against his team.

142. Simon Says  
Location: Indoors  
Equipment: None  
Scouts: 6-30

The Scouts form in teams. A leader says, "Simon says 'Arms forward--raise,'" etc. Occasionally command is given without being preceded with words "Simon says." If any Scout fails to follow a command preceded by Simon or follows a command not preceded by Simon that Scout is eliminated.

### Scout Skill Games

143. Sixteen Point Compass Game  
Location: Indoors  
Equipment: Sixteen cards with compass points marked  
Scouts: 8-16

A circle is marked on the floor and sixteen cards are prepared each giving one of the sixteen compass points. These cards are placed face down on a table. Each of the sixteen Scouts takes one of the cards at random. The leader finds the Scout who has picked up the North card and places him anywhere on the circle. On the words, "This is North - Fall in," the others take up their appropriate places in the circle. After the Scouts have become thoroughly proficient the leader should take any Scout (say ESE) place him anywhere in the circle and say, "This is ESE-Fall in."

144. Knotty  
Location: Indoors  
Equipment: A length of rope for each Scout  
Scouts: 6-20

This is a game which is played by the American Indians of Pueblo.

1) Each scout is provided with a thin rope that is a foot and a half long.

2) Two Scouts sit face to face with about 8 feet between them. One Scout holds his rope in front of him and the other scout is the guesser. When the scout who is the guesser says "Ready!" the other scout puts his cord behind him and makes any number of simple, single knots on it, from one to four. The knots are made as fast as possible and when done, the Scout brings his empty hand out in front of him. His opponent guesses how many knots there are on the cord. The guesser only has one chance.

3) Immediately upon the guess the rope is held out in front of the Scout who made the knots, in order to prove the guess right or wrong. The scout making the knots tries to fool his opponent by only making one knot, none, or several knots in the time it should take to make one, in order to fool his opponent. His face can give the expression that his hands are idle when they are actually busy or vice versa.

4) When playing this game as a Patrol competition, each Scout on each team has a turn at knotting and guessing before the winning side can count coup. A team can have a brief conference before guessing the number of knots made by the opposing Patrol. In Patrol competition it is best to have a referee such as the adult leader to keep track of the score made by each team.

145. Knotting Baseball  
Location: Inside

Equipment: Two Pieces of Rope  
Scouts: 8-30

Use teams as in baseball, but with no bat or ball. The pitcher and batter each have a piece of rope. Pitcher calls name of knot and throws his rope to anyone in the field. If batter reaches first with knot tied correctly, he is safe. If knot tied (correctly) by fielder, reaches first before batter, he is out. If the batter cannot tie the knot called, he is out. If the fielder cannot tie the knot called, the batting side scores one run whatever else happens. Fielders can then return ropes to second, third or home to "force" base runners. Make sure pitcher throws rope to all fielders and not too frequently to first base.

#### 146. Hop Knot

Location: Indoors  
Equipment: One Rope  
Scouts: 6-30

All the Scouts sit in a circle. With the exception of one who has the rope. On "go" he drops the rope at the feet of one of the Scouts, at the same time calling out the name of a knot. He then commences to hop round the circle, while the knot is being tied. If tied correctly the tier becomes the hopper.

#### 147. Compass Game

Location: Indoors  
Equipment: None  
Scouts: 4-50

Everyone stands spread out around the room is told to orient themselves to North. Everyone except for the leader closes his eyes. The caller then calls out a direction, like 'east' and then everyone turns (eyes still closed) and points in the direction of east. The referee the goes around and taps

the shoulder of anyone not pointing in the right direction. They are out. The game continues until one Scout is left. It gets interesting when you start calling headings and bearings.

#### 148. Blind Man's Knot

Location: Indoors  
Equipment: A Length of Rope and a Blindfold for Each Scout  
Scouts: 4-20

The patrol is blindfolded. The leader passes down the line, holding a piece of rope knotted in one of the familiar knots. Each Scout may finger it for ten seconds to discover which knot it is. The squad is then provided with a cord. At the word "Go" each blind Scout makes the knot he considers the right one. The quickest (if correct) wins.

#### 149. Nature Study

Location: Outdoors  
Equipment: None  
Scouts: 2-30

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.

#### 150. Scout Spelling Bee

Location: Indoors  
Equipment: Scout Handbook  
Scouts: 3-35

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 Scout of the other team of the same rank, and the Scout who failed is "spelled down."

Variations: This game may be played with knots. Each Scout is given a small piece of rope, and required to tie certain knots. Another variation is to give each Scout instructions to apply a triangular bandage to his right or left-hand neighbor.

151. Scout Baseball  
Location: Indoors  
Equipment: 4 chairs  
Scouts: 8-20

A list of questions are made up beforehand and are 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 Scouts' 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 to the baseman. These questions to basemen start at first and go right around the diamond in order as different Scouts come up, but start at the first baseman every inning. If the baseman "muffs" the Scout goes to the 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 leader 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 leader.

## Combat Games

152. Zorch  
Location: Outdoors  
Equipment: 1 flashlight, 1 pot  
Scouts: 6-30

This game has to be played on a rather dark night. Playing this game on a hill is preferable. One Scout sits at the top of the hill with the flashlight, the rest of the people start at the bottom of the hill. The object of the game is to advance up the hill and touch the pot with out being "zapped" by the person with the flashlight. If a person is zapped they have to go back down to the bottom of the hill and has to start over. The first person to get the pot is the winner. He then becomes the person with the flashlight and the game starts over.

153. Mouse-Trap Attack  
Location: Indoors  
Equipment: two spring loaded mouse traps per patrol  
Scouts: 4-30

Patrols are spaced at equal distances down the length of the hall. Each patrol has its 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 attacking Scouts from each of the other patrols. These attacking Scouts are armed with rolled up balls of paper. Each patrol is allowed to determine how many attackers and how many defenders for its mouse traps

it will have the 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 but may not pass the defenders. The winning patrol is the one that has the last loaded mouse trap.

154. Lamp Chicane  
Location: Outdoors  
Equipment: Four lanterns  
Scouts: 8-50

The game is played in the dark between two teams. Two lamps are placed about 100 yards apart. These are the home bases. Another two lamps are placed about 40 yards 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 yards apart lamps. For each member who reaches the other home base, their team wins a point.

155. Capture The Flag  
Location: Outdoors  
Equipment: Two flags  
Scouts: 6-50

Pick out two even teams. Set boundaries for the game for a large rectangle or square. Draw a line through the middle of your playing zone which 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. Each team then goes to their own side of the playing field. Once the game begins, the teams are free to go steal the other's flag. If a team member is caught on the other teams side, (To be caught you must be "tagged" by a Scout on the opposite side on his own territory), he will be sent to jail. This Scout 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 Scout gets a free walk to his own side of the playing field. The person freeing the Scout 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 with out being captured. It is up to the team on how they want to place their members. When we play, we usually have two Scouts guard the flag and one Scout be the jail guard. Two or more Scouts stick around and help provide the defense. The rest go for the flag.

Variation: Use lanterns for night play. Use glow sticks for night play. Guards must remain at least 15 feet 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, do away with the jail. Instead, 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.

156. Three Coins at the Fountain  
Location: Indoors  
Equipment: 7 Coins & 4 Chairs  
Scouts: 8-20

Divide the troop into 4 teams, and number each member of the team. Position 4 chairs in a square roughly 15 feet apart for the teams to wait behind. Place the 6 coins (of low values in case any get lost) in the middle of the square. When you call a number, a Scout with that number from each team must try to get 3 coins onto the seat of their chair. They may only carry one coin at a time and must place the coins they retrieve on their chair to be easily visible. Once all the coins have disappeared from the center they may steal coins from other Scouts.

Variation: Call two numbers at the same time. You may need to reduce the total number of coins to 5 if the game becomes too easy.

157. Submarines  
Location: Indoors  
Equipment: None  
Scouts: 8-50

In a large, pitch black room, with light switches on each end, the troop is split in half. Each half gets on their hands and knees near the light switch that they are protecting. On the Scoutmaster's signal, the scouts, staying on their hands and knees, attempt to turn on the light on the other end of the room while protecting their own.

158. Running the Blockade  
Location: Outdoors  
Equipment: None  
Scouts: 10-50

This is camp game should be played where there is plenty of good cover, and yet not too thick undergrowth for moving rapidly. Two messengers have to deliver an imaginary message to the leader. The rest of the group acts as soldiers and do all they can to prevent either messenger from getting

through.

The messengers take up a position several hundred yards away and do not start until the leader gives the signal. The soldiers spread out in a long line about half way between the messengers and the leader. The soldiers may not come any nearer the leader but start for the messengers if they wish when the signal is given. To win, the soldiers must catch and hold both messengers. New messengers are appointed-each time, or they may be those who do most to capture the previous messengers. With two leaders real messages may be transmitted.

159. Hunt the Scout  
Location: Outdoors  
Equipment: None  
Scouts: 10-50

One Scout is given 5 minutes to hide himself in a certain clearly defined territory. The Scout who finds him hides next time, unless the hider cannot be found, in which case he hides again. The leader establishes a time limit for finding the hider and signals the start and end of the time for finding the hider.

160. Trench Attack  
Location: Indoors  
Equipment: Tape of chalk  
Scouts: 6-30

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

preventing opponents from crossing their line.)

161. Cavalry Charge

Location: Outside on grass  
Equipment: None  
Scouts: 8-50

Two teams form as horses and riders. The teams attack each other, attempting to dismount as many riders as possible of opposing team. After a time limit, the team which has had the most riders eliminated loses. A rider unmounted cannot remount, but is eliminated from the game.

Variation: This game may also be played with one team attacking the other in a bounded territory. As soon as riders are dismounted, they and their horses must retreat a distance of 30 feet outside of bounded territory before being able to return to the game. Whichever team has greater number of mounted Scouts in bounded territory when the game ends wins.

162. Rope Rush

Location: Outdoors  
Equipment: Tug of war rope  
Scouts: 8-50

Tug of war except that the rope is placed an equal distance between the two teams. On a signal the opposing teams rush to the rope and attempt to carry as much of rope over the line as possible. After a time limit, whichever team has greater length of rope wins.

163. Line Wrestling

Location: Indoors  
Equipment: None  
Scouts: 6-20

Two teams each form lines facing

each other on opposite sides of a marked chalk line. Scouts pair off, and attempt to pull or force his opponent over to his side of line, thereby making him a prisoner. Continue until one team is eliminated.

Variation: This may be played with a time limit and the team having the greater number of prisoners at the end of the set time is the winner.

164. Scout Hunt

Location: Outdoors  
Equipment: None  
Scouts: 3-30

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.

165. Man Hunt

Location: Outdoors  
Equipment: None  
Scouts: 6-30

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's men wins. A captured man is out of the game.

166. Running the Blockade

Location: Outdoors  
Equipment: None  
Scouts: 6-30

This is an outdoor camp 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 guerillas and do all they can to prevent either Scout getting through. The "Scouts" take up a position several hundred yards away and do not start until the Scoutmaster blows a whistle or otherwise signals. The guerillas 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 guerillas 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.

167. Scout Meets Scout  
 Location: Outdoors  
 Equipment: None  
 Scouts: 6-30

Two groups are sent far enough apart in the woods that they are unable to see each other. They then proceed to work toward each other, the side which first sees the other wins.

### **Paper & Pencil Games**

168. Long Distance Chinese Whispers  
 Location: Outdoors  
 Equipment: Paper & pencil for each patrol  
 Scouts: 6-30

Distribute members of a patrol some distance away from one another. Give the

patrol leader a scrap of paper with a message (around 30 words for Scouts). The patrol leader must remember the message and relay it to his assistant patrol leader 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.

169. Battleship Kim's Game  
 Location: Indoors  
 Equipment: A sheet of paper & a pencil per patrol  
 Scouts: 4-30

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. They fold their paper in an 8X8 grid, and mark horizontal axis A to G and vertical axis 1 to 7. They then draw a submarine (1 space), a destroyer (2 spaces), a battleship (3 spaces) and an aircraft carrier (4 spaces) on their paper. The patrols are then 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. The opponents ship is sunk when all boxes have been named. Each patrol starts with 4 shots per round. When a ship is sunk they lose a shot. Note that this is a memory game, no pencils and paper allowed.

170. Time-Tables  
 Location: Indoors

Equipment: Airline time schedules, one more than you have patrols  
Scouts: 4-30

Make a list of destinations and times that you would like to arrive there. Put in some interesting ones that will need flight changes and different airports. The patrol to give you the flight number which gets you there on time wins.

#### 171. Word Puzzle

Location: Indoors  
Equipment: A sheet of paper & a pencil for each Scout.  
Scouts: 4-30

Each of the Scouts is given a piece of paper on which he draws nine squares, 3 x 3. They take turns at calling out a letter, and each Scout must put the letter in any one of his nine squares. As the letter is called, it can be put down only once, but the same letter may be called more than once. The object of the game is to place the letters so they will make as many three-letter words vertically and horizontally as possible.

#### 172. Anagrams

Location: Indoors  
Equipment: A sheet of paper & a pencil for each patrol  
Scouts: 4-50

Write a word or phrase on a sheet of paper or on a chalk board. Give the Scouts 10 minutes to write as many words as they can using the letters in the word or phrase only once. Remind the scouts that if they speak too loudly among themselves the other patrols will overhear their words.

#### 173. Art Consequences

Location: Indoors

Equipment: A sheet of paper fanfolded into 6 sections per team, A pen or pencil per team  
Scouts: 6-30

The Scouts sit in a circle in their patrol. The patrol leader is given the fan folded sheet of paper and a pen. The rest of the patrol close their eyes while the first Scout draws. The first Scout then draws on the first section, a hat suitable to be worn by a scout in the 21st century. Paper is passed onto the next Scout who draws the head on the second section. This is continued with the shoulders body legs and feet. Open out the paper at the end to see the strange 21st century Scout that they have drawn.

### Obstacle Courses

#### 174. Obstacle Course In The Dark

Location: Indoors  
Equipment: Obstacles which will fall over in the dark  
Scouts: 6-20

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 have them 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 should be the leader for his team. At the finish end of the hall, one of the leaders may flash a flashlight 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.

175. The Other Guy's Obstacle Course

Location: Outdoors  
Equipment: Various obstacles  
Scouts: 6-30

Standard set-up, but small: tire to go through, chest-high rope to go over, 'creek' to cross, bell suspended out-of-reach to ring. Those going through the course may not do anything to maneuver yourself through any obstacle themselves - the other people in the Patrol have to push/pull/carry/ lift/etc. them through. The first Scout lies down, and is stuffed through the tire, then he may help pull other Scouts thru. At the over-the-rope obstacle, each Scout must be lifted over by the others & deposited on the other side (getting the last one over can take ingenuity!). To go over the 'creek', the Scout whose turn it is may not 'get wet', but everyone else may.

176. Blind Tom Obstacle Race

Location: Indoors  
Equipment: Multiple Obstacles  
Scouts: 8-20

Select a patrol which is lined up at one end of the room. Place obstacles on the floor: a pile of books, an overturned chair, bottles, a lamp etc. Instruct the Scouts to memorize the position of each object. The scouts who are the Scouts then face the wall and are blindfolded. While this being done, the obstacles are quietly being removed. The Scouts are then turned around and told to walk to the opposite wall without colliding with any obstacles. Clever suggestions can be offered by the scout leader to make it more interesting.

177. Human Obstacle Course

Location: Indoors  
Equipment: None  
Scouts: 6-20

One patrol is lined up at the starting line. Another patrol is used as an obstacle course: a standing pole to go around, a leg tunnel to go under, kneels on all fours to leap over, sitters with legs outstretched to step in and among, another standing pole to circle around and return to the starting line.

**Strength Games**

178. Turn Turtle

Location: Indoors  
Equipment: None  
Scouts: 4-30

One Scout in each pair lies on his back on the ground. On the word go the other scout has to try and turn him over onto his stomach. The scout on the floor tries to prevent this by spreading out his arms and legs and moving around on the floor. No tickling or foul play is allowed.

179. Ankle Grasp

Location: Indoors  
Equipment: Chalk or tape  
Scouts: 4-20

Draw a ring 6' in diameter. The contestants enter the ring, stoop over and grasp their ankles. The object of the game is to push your opponent over or to make him let go of his ankles. The Scout is automatically disqualified if he steps out of the circle.

180. Hand Wrestling

Location: Indoors  
Equipment: None

Scouts: 2-30

Opponents place right feet together, clasp hands, and attempt to pull each other off balance.

181. Cock Fight

Location: Indoors  
Equipment: Stick or pole for each Scout  
Scouts: 2-20

Place a stick between the elbows and under knees of each Scout. Hands are clasped in front of lower legs. The competitors then try to shove their opponents off balance. Without stick, place the hands under knees and clasp the ankles.

182. Hand Push

Location: Indoors  
Equipment: None  
Scouts: 2-20

Scouts push each other with the flat of the hands against their opponent and attempt to push him backward off balance.

183. Indian Leg Wrestle

Location: Indoors  
Equipment: None  
Scouts: 2-20

Two Scouts lie flat on their backs with arms clasped at the elbows, facing opposite directions. The inner legs are raised and hooked and each Scout attempts to pull over his opponent.

184. Twist Stick

Location: Indoors  
Equipment: Pole or Scout staff  
Scouts: 2-20

Two opponents hold stick at full

height over head. The stick is lowered in an attempt to twist it in the grasp of the opponent. With pencil or chalk upper edge of stick can be marked so that the judge can tell in which direction the stick is twisted.

185. Pull Stick

Location: Indoors  
Equipment: Pole or Scout staff  
Scouts: 2-20

Two opponents sit on the floor with the bottoms of their feet touching. The stick is grasped between them. The object is to pull and raise the opponent from sitting position.

186. Stick Wrestle

Location: Indoors  
Equipment: Pole or Scout staff  
Scouts: 2-20

Opponents grasp stick with both hands and attempt to wrestle, pull or twist stick out of opponent's grasp.

187. Dog Fight

Location: Indoors  
Equipment: Strap, towel or belt  
Scouts: 2-20

Opponents face each other on their hands and knees. A strap or towel tied together are placed behind rear of head of Scouts or a belt may be used. The object is to pull the opponent across a line by backing up and moving opponent forward by strength of the neck.

188. Rooster Fight

Location: Indoors  
Equipment: None  
Scouts: 2-20

Scouts stand on one foot with arms folded and push each other with their shoulders in an attempt to make the other place the raised foot on the floor.

189. Slapping Cheek  
Location: Indoors  
Equipment: None  
Scouts: 2-20

Opponents box with open hands in an attempt to slap their opponent's cheek. The first Scout receiving three slaps on cheek loses the match.

190. Knock Your Socks Off  
Location: Indoors  
Equipment: None  
Scouts: 6-30

All Scouts sit on the floor in a circle facing in with their feet together and touching the feet of the Scout on either side. The leader gives the signal to begin. The last person to be wearing a shoe or a sock is the winner.

### Quiet Games

191. Direction Finder  
Location: Indoors  
Equipment: Chalk or masking or duct tape, blind fold  
Scouts: 4-30

A "road" is marked on the floor with sharp bends and level-crossings. Each Scout is allowed to stand at the start and study the road before being blindfolded. He then walks blindfolded as far as he can between the lines, taking the corners correctly, until he thinks he is at the end of the road. He then stops and takes off the blindfold and the next Scout starts. The Scout closest to

the actual end of the road wins.

192. Minutes Notice  
Location: Indoors  
Equipment: One watch  
Scouts: 2-50

The Scouts stand in positions where they can't see a clock or anything else that may help them time a minute. (Take watches off them as well). The aim of the game is to accurately time one minute without the aid of a watch. The time starts when the Leader says go. When each Scout thinks a minute has passed he sits down. All Scouts must remain silent. If they speak they disqualified (a rule Scoutmasters love). The one who sits down nearest to the minute is the winner.

193. Pointing Circle  
Location: Indoors  
Equipment: None  
Scouts: 8-30

The Scouts stand in a circle with the leader in the center. The leader points directly at one person, who must then raise both arms above his head. The Scouts on either side immediately raise whichever of their arms is nearest to the person who has both arms raised. The last of the two neighbors to raise the correct arm sits down and is out. The game continues with the leader pointing at random around the circle at different people until there are only two people left. The Scouts must remain quiet while playing. Anyone speaking is eliminated.

194. Blind Murder  
Location: Indoors  
Equipment: A Piece of Paper for Each Scout

Scouts: 4-20

The Scouts sit in a circle and a piece of paper is given to each of them. One of the pieces has an "X" marked on it. The person who has the "X" is the killer. For the killer to murder someone he must blink at his victim. When the killer blinks at the victim the victim must shout out "I'm dead" and fall to the floor. Only the Scout with the "X" may blink at the other Scouts. After three kills the other Scouts may raise their hands to guess the identify of the killer. If the killer is still unknown the game continues for three more kills after which the Scouts guess again. When the killer is found out the pieces of paper are passed around again this time with a different killer.

Variation: Everyone closes their eyes, and the leader picks one or more Scouts to be killers. When everyone opens their eyes, the killers try to kill the other Scouts by winking at them. The non-killers try to expose the killers before everyone is dead. If a non-killer announces that someone is a killer, then 1) if they are right, the killer is "dead", or 2) if they are wrong, the guesser is "dead". Killers can kill other killers. Keep going until all the killers are dead (or until only one killer is left, but this is pretty rare).

Variation: This is the same as the last variation, except that 1) everyone in the circle holds hands, and 2) the method of "killing" other Scouts is different. The killer will lightly squeeze the hand of one of the Scouts next to him "n" times. That Scout will squeeze the hand of the Scout on the other side n-1 times. That Scout will squeeze the hand of the Scout on the other side of them n-2 times. And so on. When the Scout on one side squeezes your hand n times, you squeeze the hand of the next Scout n-1 times. If someone squeezes your

hand once, you are "dead".

## Guessing Games

195. Animal Snap

Location: Indoors

Equipment: Several packs of animal snap type picture cards - Make sure you have the same number of each animal card

Scouts: 6-30

Distribute the cards one to each person but tell them not to look at the picture. On the command go they must look at their card and by making the noise of that animal they must find all the other people in the hall with that card.

196. Who Are You

Location: Indoors

Equipment: None

Scouts: 4-40

A Scout is chosen to stand in the middle of the circle and a number is called at random. The person with that number gets up from the seat goes to the person in the center and says "Who are you?". The Scout makes up an identity e.g a football player. The person whose number was called then has to go around the circle pretending to be a football player. The other Scouts attempt to guess his identity. When he is finished he then calls a number and makes up an identity for the next person. A person playing basketball would go around the circle pretending to bounce a ball, a comedian would have to tell a joke, a bricklayer would pretend he was building something. The game continues till everyone has had a turn.

197. My Friend

Location: Indoors  
Equipment: None  
Scouts: 6-30

The Scouts form a circle and to begin one person stands up and says "My name is Sean and this is my friend" turns to the person to the right of him " ...Brian" . Brian then stands up and say "My name is Brian and these are my friends Sean and turning to the person on his right ...Martin." Martin then stands up and say "My name is Martin and these are my friends Sean, Brian" The game continues around the circle until the last person has to name everyone in the group. To make sure everyone knows everyone's name a second time around the circle is a good idea.

### Brain Games

#### 198. Trader

Location: Indoors  
Equipment: 4 plastic chips per Scout  
Scouts: 4-20

When the game starts the Scouts are given a set time 5 to 10 minutes in which they are allowed to trade. They trade in the following manner. A Scout approaches another Scout with a chip in his left fist, he does not show the other Scout what color he is holding. If they agree to trade then they give each other a chip taking care that they do not show the color they are swapping (All trades are final). Any Scouts 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 Scouts the stock market chart shown below and get the Scouts to add up their scores.

Stock Market Chart - Trading Chip Values  
4 Red chips 100 points

4 Blue chips 80 points  
4 Green chips 60 points  
4 Yellow chips 50 points  
3 of any color 40 points  
2 of any color 15 points  
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 chips 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 chips. You place some of these on the table and the Scouts 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 chip they have or minus 10 for each White chip 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.

Variation:

Alternative points chart  
Red Chip 20 points  
1 Green Chip 30 points  
1 Blue Chip 40 points  
1 Yellow Chip 30 points  
1 White Chip 20 points  
4 Red Chips 90 points  
4 Green Chips 80 points  
4 Blue Chips 50 points  
4 Yellow Chips 60 points  
2 White Chips 50 points  
3 Any Color 40 points  
2 Any Color 20 points

Trading Post

•• Sell Price list (1 per team + 1 per leader)

- Buy Price list (1 per team + 1 per leader)
- Raw materials
- Paper Currency

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.

For example the team should buy poles and a blanket to build a simple stretcher or pen, paper and compass to produce a map of the locality, triangular bandage to demonstrate an arm sling.

From experience, the best method to organize leaders is to allocate each leader a different theme such as pioneering, first aid, navigation, etc. These leaders can then award money, or even refuse the item, fairly depending on the quality.

Variation: Sell some items cheaply for a limited period, or buy back some items more expensively to encourage the teams in some areas.

Variation: Make the tasks fairly difficult and sell training to the teams. You could ask the Patrol leaders to do the training while the leaders run the trading post and the Assistant Patrol leaders led the teams.

Refinement: Organize a trading post in which a computer acts as a bank. The teams started by registering their company and getting a small loan to cover the registration fee and raw materials to start. The loan was charged a high rate of interest and so the teams had to repay it as quickly as possible. To prevent the teams spiraling into debt for ever we did advise them not to ask for too big a loan and we could reduce the amount of interest charged to help some

teams catch up. Once the loan was paid off a team could invest the money with the bank and earn a small amount of interest on it. The theme of running a company really helped the teams stay enthusiastic. Even if you don't have access to a computer you could do the registration and book keeping by hand and advertise a very small amount of interest (which will amount to nothing).

#### 199. Sound Effects

Location: Indoors

Equipment: Tape records with sounds you have taped

Scouts: 4-50

Borrow some sound effects records from your local library. Record different sounds onto a tape leaving short breaks between each sound. Put in some easy ones such as a dog barking and chickens clucking, but put in some hard ones as well, such as submarine noises and music boxes. Tell the Scouts, that you are going to play them sounds from the television and the cinema. The first person with their hand up, will get the prize if they can say what the sound is. Tell them not to put their hand up until they are certain what the sound is.

Variation: Use the first few notes of popular songs.

#### 200. Stop

Location: Indoors

Equipment: Large sets of cards, four cards in each set and the letters on the cards spell STOP.

Scouts: 8-20

Get eight Scouts and stand four on each side of you. Give each team member one of the cards from their set of STOP cards. To start with they should spell out STOP as viewed from the audience. The

idea is that they have to rearrange themselves to spell out the word that you tell them. The first team to finish each word are the winners. The words you can have are STOP, TOPS, POST and SPOT. There is lots of room for fun here, try telling them to spell a word they are already lined up spelling and see what happens.

#### 201. Confusion

Location: Indoors  
Equipment: None  
Scouts: 6-50

Each team sends a person to challenge a member of another team. The person challenging says something like 'I AM PATTING MY HEAD' but in fact they are rubbing their tummy. The person being challenged has to say in reply 'I AM RUBBING MY TUMMY' and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

#### 202. Keep Talking

Location: Inside  
Equipment: None  
Scouts: 4-30

Pair a Scout from each patrol. Each Scout has to keep talking at the other. It doesn't matter what they are talking about, but there must be no repetition or pauses. Each pair has a referee to decide the winner. The pauses may last no more than 2 seconds, 'common strings', like letters, numbers, months, etc. may only be a maximum of 12 in a row, you may not touch your competitor, and ONLY the (adult) leader may call a Scout out for repetition.

#### 203. City, Town, Country

Location: Indoors  
Equipment: None  
Scouts: 6-30

Scouts sit in two lines teams facing each other. The end Scout of one team says to the opposing Scout from the other team the name of a city, town or country. The opposing Scout must then say to the next Scout on the first team the name of another city, town or country which starts with the last letter of the place just mentioned. For example, if the first Scout says 'GERMANY' the next Scout must name a place whose name begins with "Y," the last letter of Germany. Suppose that Scout says "YORK". The next Scout has to say a city, town or country beginning with the letter K. This goes on all the way down the line. When Scout gives an incorrect answer or duplicates a previous answer, then a point is awarded to the other team. When the end of the line is reached play begins at the first Scout again.

#### 204. Newspaper Speed Quiz

Location: Indoors  
Equipment: Three identical newspapers  
Scouts: 4-30

Give each team a copy of the same newspaper, keeping one for yourself. Call out questions from the paper and where the answer is located in the newspaper (a headline, the price of a car from a certain garage, what time a certain TV program is on, a telephone number for an advertiser, etc. The first team to get the answer wins a point, the team with the most points wins. This is a good filler game, so keep a few newspapers handy. A tip for the teams is to split the papers up and spread them out - and then the first team to get it back into order get an extra points (a good way to get them

to tidy up afterwards!)

205. Logomachy

Location: Indoors  
Equipment: Cardboard letters  
Scouts: 4-20

This game is played with cardboard letters printed on one side. Boxes containing such letters can be bought, but it is easy to print them, and cut them out. There should be cards for each letter of the alphabet, with varying numbers for each letter. About six for the letters most commonly used, like A, B, C, D, E, M, P, R, S and T, and only one for such letters as J, X, Y and Z. The cards are placed, letters down, on the table. Each Scout draws one. The one who draws the letter nearest to A plays first. Putting all the letters back, the first Scout draws a letter and lays it down, face up, on the table. The Scout to his left does the same. As soon as any Scout can make a word out of one of his own letters, and the letters laid down by the others, he picks up all these cards and places them on the table before him spelling out the word. For example, the first Scout lays down the letter O, and the second Scout draws the letter S, the second makes the word "so". Any word may be taken from any Scout by another Scout who draws a letter which will make a longer word out of it. If the third Scout draws the letter B, he can make "sob" out of "so", and should take these letters to make this word. The one who can make ten words first, wins.

206. Bug

Location: Indoors  
Equipment: Paper, Pencils, Die  
Scouts: 4-10

Each Scout receives paper and pencil. One die is used. Scouts in turn throw

the die. Each side of the die represents one part of the bug. Scouts draw parts of the body as they roll die.

Directions for play:

1 One makes the body. Scout must throw a 1 before he can make other parts of his "bug."

2 Two is the head.

3 Feelers are 3's. Bug has 2.

4 Legs are 4's. Bug has 6 legs.

5 Eyes and mouth are 5's. Bug has 2 eyes, 1 mouth.

6 Tail is 6.

Winner is Scout who finishes his bug first.

### Water Games

207. Dampeners

Location: Outdoors  
Equipment: Two wet sponges, two blindfolds  
Scouts: 4-30

Two Scouts sit about 3 feet apart on chairs. They are blindfolded, face each other and each hold a wet sponge. The rest of the Troop must creep up, as directed by a Leader and pass between the seated Scouts. The seated Scouts can say 'freeze' at any time (within reason) and dab down with the sponge between the chairs. When a Scout is hit he changes places. This can also be played outdoors on a fine day, using larger quantities of water, or water pistols.

208. Water Balloon Toss

Location: Outdoors  
Equipment: An endless supply of balloons one-quarter filled with water  
Scouts: 6-30

Scouts form two lines facing each

other about 2 meters apart. Scouts in line 1 each toss a water balloon to opposite Scouts in line 2. Any Scouts who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of Scouts remain. There are on the market very tiny balloons known as water bombs. If you are going to use vast quantities, then these may be more economical to buy than regular balloons.

Variation: Use eggs.

#### 209. Water Balloon Volley Ball

Location: Outdoors

Equipment: A volleyball net or a rope over which the balloons can be tossed, An endless supply of balloons a quarter filled with water

Scouts: 6-30

This is a very messy game and is therefore ideal for hot days at camp. Your net or rope is stretched between two poles or trees just above head height. You have two teams and one balloon a quarter filled with water. If you put too much water into the balloons then they tend to burst too easily. The object of the game is to lob the balloon over the net and try and soak the opposing team. There is a lot of strategy in this game on such things as catching the balloon without bursting it and ways of lobbing the balloon to make it difficult to catch. When the balloon bursts on one side then a point is awarded to the other side, and a new balloon is brought into play.

#### 210. Water Pistol Fight

Location: Outdoors

Equipment: Water pistols or squirt bottles, newspaper

Scouts: 4-30

This game should be played out of doors and could be a basis for a wide game. The trouble with shooting type games, is knowing when someone has been hit. This is the object of the newspaper flack jackets. Any hits on the jacket will be easily visible. Any Scouts with wet patches on their flack jackets, are not allowed to fire on an opponent and must return to their home base for a replacement flack jacket. The team that has the most dry flack jackets at the end of the game are the winners.



## 200 GAMES FOR SCOUTS AND OTHER GROUPS

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