

<b>Name of the Game</b>	Waterfront Clothespins Buddy-Tag Grab
<b>Summary</b>	A group of Scouts gather together, each with an equal number of clothespins attached to his clothing. Within a given interval, the Scouts attempt to detach clothespins from their mates to clip them to themselves instead. The winner has the most clothespins when time has elapsed and when the lifeguard calls "Buddies!".
<b>Number of Players</b>	The game works for teams of two (as buddies) or one-on-one standoffs as well as small groups of three to five players (larger groups tend to break into sub-clusters anyway). Feel free to run several games simultaneously to increase the mayhem. Two lifeguards serve as referees.
<b>Equipment</b>	Stopwatch, 10-15 clothespins per Scout, colored markers (optional)
<b>Duration</b>	You can experiment with different durations, but this game is intended to be quick and crazy. Sixty seconds is probably a good guideline for a one-on-one match, perhaps longer for a larger group.
<b>Rules</b>	<p>Prepare for each match by giving each Scout his compliment of clothespins. He then attaches these in standard fashion to his clothes. He may put them wherever he likes (lapel, collar, neckerchief, etc.) as long as they are visible. The team of two can work as individuals and when time is called, they reassemble to raise joined hands above their heads (just like at the waterfront). They have ten seconds to get back together, the penalty for missing buddy call is one point from each Scout.</p> <p>Once the game begins, a Scout tries to take the clothespins of his opponent(s) and clip them onto his own clothing. He will use just one hand; the other is behind his back. He may not touch the other Scouts, just the clothespins. He may try to dodge the attempts of his peers but should not try to knock pins out of their hands.</p> <p>The lifeguard announces the end of the game when the agreed-upon interval has expired. Each Scout receives one point for each clothespin clipped to his clothing. Pins in hands or on the ground do not count. The Scout with the most points wins the game.</p>
<b>Variants</b>	<p>Experiment with special clothespins by coloring or marking them. These marks can be obvious or subtle. Specially marked pins can be worth extra points (e.g., three points instead of one). You can also mark special "triplet" pins that are worth five points if you have all three, but worth -2 points each if you only have two or one.</p> <p>The teams of two can each link one arm throughout game and work as buddies. (They can face the same way or face the opposite way. They just need to keep their arms linked, and each still use only one hand for grabbing)</p>

Feel free to have the lifeguards can distract the swimmers by shooting them with a squirt gun when they play outside 😊.

### **Youth Leadership**

Once an SPL is coached on the game and the rules beforehand, he may run the event with little intervention from the Scoutmaster. The SPL or his helpers should explain the rules, police good behavior, resolve disputes, keep time, congratulate winners, and decide when the group has had enough...

With small groups, rotate the lifeguard into the game so each set of buddies has a chance to be lifeguards for a match. For example, with 4 sets of buddies 4 rounds of 60 second matches should be played.