

Name of the Game Oooga Booga

Summary

Number of Players It works best with a group of 8 to 15. Odd numbers will give you one winner.

Equipment None needed

Duration Very short – great for a quick distraction

Rules Have everyone stand in a circle, looking at their own feet. Say "ooga booga ooga booga oooo!" Then instantly look at someone—if they are looking at you, you're out. Continue until one or two are left.

Variants

Youth Leadership Have a patrol leader or designee serve as caller and/or judge

Name of the Game Stomp

Summary Have everyone put a foot in the middle and on the count of 3 everyone says "stomp!" and everyone jumps. The object of the game is to step on the other person's foot to get them out.

Number of Players As many as you like. 15-20 is probably a maximum.

Equipment None needed

Duration Games will usually last less than 5 minutes.

Rules Choose someone to go first. You move by jumping with both feet or just moving just one. You can only jump on your turn, or when someone else jumps. It goes in order around the circle the way you were circled up at the beginning, but if someone is jumping on their turn you may also jump. The order of play stays the same throughout the game. If they do not try to jump on someone else's foot after five jumps they are out. Another way to get people out is to pretend to jump on your turn (by pretending to jump you move your body without your feet leaving the ground, if you do move it counts as your turn). If someone else jumps on your turn, and you don't move then they are out. Last one standing is the winner.

Youth Leadership The SPL or a patrol leader or designee is the game referee. If the game is new to the group, a youth can describe the game and take the troop through the first few rounds...