Name of the Game Ring and Chain

Summary It's a great, goofy, get-active game that challenges kids' collective brain

power. The scouts discover that they need to work together and think

through the problem with everyone giving their input.

Number of Players Any number greater than 3-4. Larger circles are fun, and 2-4 competing circles

of ten or even fifteen people is fun too. Good for competing patrols.

Equipment Hula hoop

Stop watch (optional)

Rules Ask the scouts to stand in a big circle, slip a hula hoop onto one scout's arm,

and have them all join hands. They then must find a way to move the hula hoop all the way around the circle without letting go of each other's hands.

Variants This can be done as one group or multiple groups competing against each

other. If using only one group have the scouts do it two or more times. Using the stop watch time how long it takes them to see if they can complete it

faster the second time.

Youth Leadership A SPL can explain the rules, break the group into competing teams, hold the

stopwatch, announce the winner, distribute prizes, etc.