Name of the Game	Scout Meets Scout
Summary	A very traditional Scout game, many decades old. This game requires a large outside area, some cover (buildings, trees, brush, tall grass, etc.) and patience.
Number of Players	The game works well when played as an inter-patrol competition or a game involving the whole troop. You can also divide Scouts up into pairs. In a pinch you can pit the adults Scouters against Boy Scouts. An umpire is needed to rule the winning team.
Equipment	No equipment needed.
Rules	Give one team a home base – the other team gets another, some distance away. The two teams then proceed towards one another, quietly, stealthily, carefully. The team which sees the other team first, wins. This is signified by the patrol leader holding up a flag and sounding a whistle. Once the whistle is sounded all participants must freeze—the umpire then determines that the sighting was legitimate and the game can start over with teams switching bases, reformulating, or whatever. Scouts may employ any ruse they like—climbing into trees, finding hiding places, etc.
Variants	The game can be played at night time as well. It can be played in urban environments as well as out in the countryside. A long-distance version of this game can work very well as long as you give widely-distanced teams some landmark (a steep hill or big tree) to work towards.
Youth Leadership	The senior patrol leader can explain the rules, create teams, and either serve as umpire or create an ump by appointment.