


Name of the Game	Tipcat
Summary	A classic campout game, can be played anywhere, anytime, with almost no preparation but a little whittling.
Number of Players	Can be played 1/1 but also in teams, small groups, whatever...
Equipment	<p>Basically, you need the “cat,” which is just a short stick whittled to a point at both ends. You can experiment with different lengths—try sizes between three to six inches. Then you need the “bat,” which is a larger stick that you use to hit the cat. In terms of additional supplies, you can also offer a nice campout reward like a cold soda or a candy bar.</p> 
Rules	The game is simple but addictive. Hit the cat with the bat, on the end so that it flips up into the air. While it’s in the air, hit the cat a second time (requires careful timing and some luck). He who hits the cat farthest wins the round and a point. Five points wins the game.
Variants	Have fun and get creative with this one. Double points if you hit the cat twice in the air. You can pick specific goals for hitting the cat (once the Scouts get the hang of things)—highest hit, hitting the Scoutmaster’s tent, whatever. You can also adjust the difficulty by picking a less-wieldy or awkwardly-shaped bat.
Youth Leadership	The senior patrol leader can explain the rules, give the group some examples, whittle the cat, select the bat, etc.