

Fun & Games 2



FUN AND GAMES — 2

Games for Kea Scouts, Cub Scouts, Scouts and Venturer Scouts.

Other people might like to play them too.

Edited by Diana Balham
Illustrated by Ron Johnson

ISBN 0-908680-18-X

Published by Scouting New Zealand

PRINTED BY FISHER PRINT LTD, FEILDING
Typesetting and layout by Computype Creative Typography, Wellington

© Copyright 1987.

CONTENTS

	pages
RACE, ROMP AND REMAINDER GAMES	1 – 4
TAG GAMES	4 – 8
TUG GAMES	9 – 12
BALL GAMES	12 – 33
RELAYS	33 – 60
TEAM GAMES	60 – 68
WIDE GAMES	68 – 86
NIGHT GAMES	87 – 94
CIRCLE GAMES	95 – 106
FIELD GAMES	106 – 111
OBSERVATION GAMES	111 – 115
QUIET GAMES	116 – 119
INDIVIDUAL CHALLENGES	120 – 127
INTER-PATROL GAMES	127 – 132
THINK GAMES	132 – 137
GAMES FOR LIGHTER MOMENTS	137 – 142
INTERNATIONAL GAMES	142 – 147

GAMES LEADERSHIP — HOW TO USE AND LEAD GAMES

Games with surprise, adventure, chase, fun and energy have a magic attraction for children and young people. Fast energetic activities permit the free release of emotional and physical tensions. To the developing child, games provide a natural socialising medium where he or she can meet others and learn how to cope in give-and-take situations.

Games can teach new things and improve skills. It is through play that children and young people are most demonstrative, revealing their true spontaneous and unaffected nature. Games are one of the most valuable activities in Scouting. Boys and girls who are enjoying themselves are far easier to control, and when the time comes, more willing to work.

Through games, Leaders understand their Keas, Cubs, Scouts and Venturers better by (1) seeing domination, lack of skills, etc . . . (2) discovering clues to other interests, and (3) observing group structure — indigenous leadership, sub-groupings, group values, cultural patterns and sportsmanship. Games provide an opportunity for the development of leadership and creativity among the individuals. They should be allowed to choose games, invent new games and even lead the games.

HOW TO LEAD GAMES

SELECTION

Consider place, number of players, time, climatic conditions, type of game desired etc . . . (See Hints on Games). Popular games should be used at suitable intervals but don't overwork any one game. Use this games book as a check to suitability of any game.

PREPARATION

Preparation for games requires almost as much thought and planning as preparing programmes or giving a talk at a parents' meeting.

Determine equipment, floor or ground marking, whether additional judges are required, formation etc . . . and have these things available and ready.

INTRODUCE THE GAME PROPERLY

1. Name the game. Cubs, Scouts etc . . . will remember the name and will know it the next time it is played.
2. Formation. Get the players in the proper formation, whether it be lines, relay, circle, pairs etc . . .
3. Explain the rules. Make them short and clear. Stand where you can be seen and heard by everybody. Secure the undivided attention of the players before beginning an explanation. A visual sign is the best way, avoid the use of a whistle.
4. Demonstrate the game, use volunteers to go through the motions.
5. Any questions? Give players a chance to get an explanation of any points that may not be clear to them.
6. Run the game.

HINTS ON GAMES

- * Know the game thoroughly — don't read instructions from a book.
- * Be prepared to adapt or modify rules to suit immediate situations.
- * Change the name of the game to suit the theme — it should suggest adventure, peril, challenge etc . . . A slight change or twist will make a known game more appealing.
- * Use games that practise and help acquire skills in the Achievement Awards.
- * Sometimes for special occasions weave a story round a game. The majority of games are traditional, and are only modifications of games that have been played for centuries.
- * The leading of games will bolster your own confidence and build up your image as a person in the eyes of the Keas, Cubs, Scouts and Venturers.
- * Show genuine enthusiasm in both your manner and your voice in order to motivate the group.
- * Allow noise and shouting during the game, but be sure you can get the players' attention and maintain control.
- * Insist on rules being followed. Deal kindly but firmly with cheating. Remember, it may be due to eagerness and enthusiasm.

- * Never forget the safety and wellbeing of each player.
- * Stop the game if it is going poorly. Re-explain and replay.
- * Don't wear a game out — quit while everyone is having fun and the interest level is high. It is not necessary for every player to have a turn in certain types of games, eg: chasing.
- * Avoid games that require expensive equipment — be prepared to improvise. The most expensive item might be a soccer ball.
- * Define boundary lines clearly and see that players keep within those limits.
- * Start with simple games and work towards the more complex ones.
- * Be fair and absolutely impartial in all your decisions.
- * Use a variety of games from the categories outlined throughout this book at every meeting.
- * Participate yourself from time to time.
- * When numbers have to be evened up in line or team games, have one or two players double up rather than drop a player.
- * Stress **FUN** and **ENJOYMENT**.

Games are a fun aspect of Scouting. Running, jumping, sliding, climbing, lifting, balancing, creeping, crawling, bending, yelling and hiding quietly are food for the muscles of growing boys and girls.

To the child, a game is one of the serious things of life. In selecting games we should consider their physical, mental and educational values.

A good game must provide an element of excitement, competition and accomplishment. Games begin to develop quick thinking, mental alertness and sometimes even strategy.

Ask yourself —

Are they having fun?

Are they getting a chance to learn?

Are they getting a chance to lead?

If you can say yes to any or all of these questions then the game is worthwhile. Happy hunting.

Editor's note. The term "Scout" used to refer to a player in a game, is a general term that refers to all sections of the Scout Movement. The non-sexist he/she is used, as girls are now being admitted into Scout Troops, and have been present in Venturer Units for a number of years.

501 — MARBLE SCRAMBLE GAME

TYPE: Race, Romp and Remainder Game

EQUIPMENT: A container holding one fewer marble than there are players in the Troop.

METHOD: The players sit in a large circle. The Leader is in the centre with the container of marbles. The Leader turns the container upside down, and it is the job of each player to try to get one marble. The one player who doesn't succeed in getting one is out of the game. The game goes on with one marble being removed after each round, so that eventually there will be only one left. The winner is the one who catches the last marble.

502 — HORSE OF THE YEAR

TYPE: Race, Romp and Remainder Game

EQUIPMENT: Nil.

METHOD: The players form a circle. Each person is given a partner roughly his or her own size, who stands behind in the circle, thus forming 2 rings. On the order "mount", the player at the rear of the pairs jumps onto the partner's back. On the order "go", the Jockey jumps off again, goes through the Horse's legs, runs across the circle to the opposite player, goes through this Horse's legs, runs back to his/her partner, goes through these legs again and jumps back onto his/her back. The first pair to do this correctly wins. On the command "change", the Horse becomes the Jockey, and the Jockey, the Horse. The game is played as before. There are 1 or 2 variations which can be played, one of these being that the game starts as before, but this time, on the word "go", the Jockey jumps down and goes through the Horse's legs, runs around the outside of the circle until he/she gets back to the right Horse, goes back through these legs and jumps onto his/her back. Once again, the first pair correctly mounted are the winners.

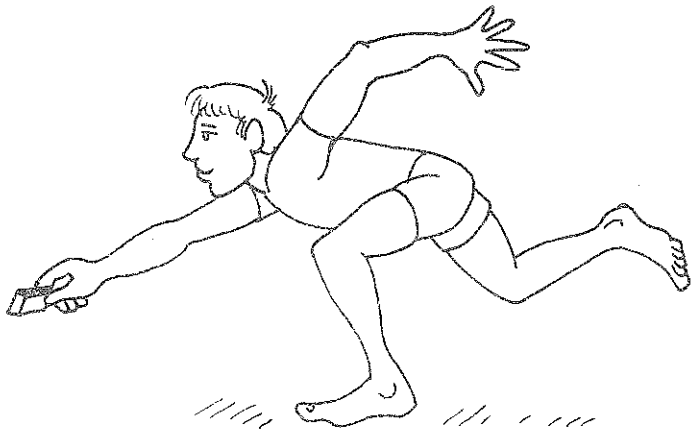
Once they are proficient at the game, instead of making a separate game out of changing partners, as soon as the partner comes back and is mounted, they change round and carry on straight away. The 2 variations can be mixed, with the first player going across the circle and the second going around it.

503 — MATCHBOX RACES

TYPE: Race, Romp and Remainder Game

EQUIPMENT: A matchbox for each Patrol.

METHOD: Patrols form teams. The first Scout in each team stands with feet astride and heels against a base line. Then, without losing his or her balance, the player attempts to place a matchbox as far away as possible on the ground behind through his or her legs. The player then picks it up again. Knee-bending is permissible. Continue until all Scouts in a team have had a turn. The first Patrol to complete is the winner.



A variation involves Scouts standing on one leg and attempting to place a matchbox as far away in front of them as possible without losing their balance, and then picking it up again. Have a series of parallel lines marked on the floor at 7.5cm (3 inch) intervals to make judging easier.

504 — TOSS UP

TYPE: Romp, Race and Remainder Game

EQUIPMENT: Chalk to mark a line, coin for tossing.

METHOD: Two teams line up along a chalk line midway across the hall facing one another. The starter tosses a coin. If it comes down "heads", team A have to catch team B before the latter team can reach home (its end of the hall.) If the coin comes down "tails", team B try to catch team A. All Scouts who are caught have to drop out and the game continues until only one Scout remains.

505 — WATERLOO

TYPE: Race Romp and Remainder Game

EQUIPMENT: Chalk for marking.

METHOD: Draw 4 or 5 circles around the hall; one circle about 1.5 metres (5 feet) in diameter, numbered 1, another 1.2 metres (4 feet) in diameter numbered 2, a third circle 1 metre (3 feet) in diameter, numbered 3, a fourth circle 0.5 metres (2 feet) in diameter, numbered 4 and a fifth circle 0.3 metres (1 foot) in diameter, numbered 5. Divide the Troop into 2 teams and number them off so that Scouts are evenly matched in size. When a number is called, the 2 Scouts of that number hop out on one leg with their arms folded and try to barge each other into a circle. The value of that circle is awarded to the opponent's team, and the team with the highest score at the end of the game wins. If you have a large Troop or hall more circles may be needed.



506 — STAR DASH

TYPE: Race, Romp and Remainder Game

EQUIPMENT: Nil.

METHOD: The Patrols sit in relay formation arranged like spokes of a wheel, all facing centre with the Patrol Leader in front of each. This is done so that there is at least a 2 metre diameter circle in the centre of the spokes. Each Patrol numbers off, from the Patrol Leader backwards. There are 3 commands: Change, Cross and Around — each of which is followed by a number. When "Change" is called, that number runs across the centre and sits in the space vacated by the Scout with the same number in the Patrol opposite. When "Across" is called, the number runs across the centre around the Patrol opposite and back to his place. When "Around" is called, he or she runs clockwise right round the outside spokes and back to his or her place. Another order may be given to another number before the first order has been completed, thus getting most of the Troop running round at the same time. The first Scout to complete the order wins a point for his or her Patrol.

507 — FLOTSAM SCRAMBLE

TYPE: Race, Romp and Remainder Game

EQUIPMENT: Objects such as balls, bean bags, socks and scarves.

METHOD: Scatter the objects haphazardly on the floor. Players line up at one end of the hall, and on the word "go", they race to touch the 2 side walls, then gather up an object (1 only), then touch the 2 side walls again, pick up another object, and so on. The player who collects the most objects when the time is up is the winner, or alternatively, the Patrol with the most objects wins.

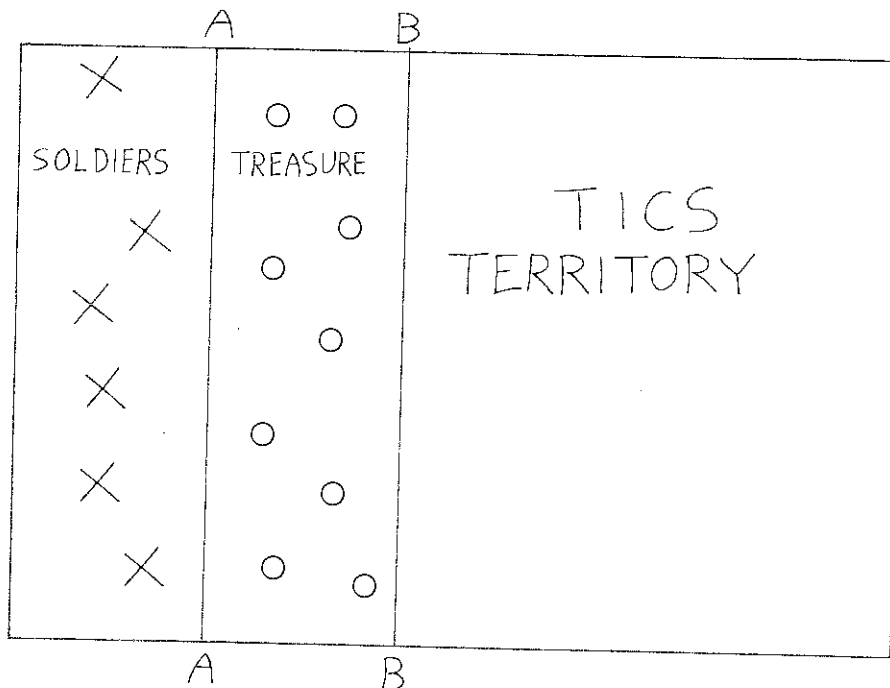
508 — SOLDIERS AND ROBBERS

TYPE: Race, Romp and Remainder Game

EQUIPMENT: 20 or 30 objects — the Treasure.

METHOD: One team comprises the PL's and APL's — the Soldiers, and the other team is the rest of the Troop — the "Tics". Divide the hall as in the diagram.

The treasure is 20 or 30 objects. The "Tics" must try and grab the treasure one item at a time without being tagged by the soldiers, who cannot go any further than line BB. If a "tic" is captured he or she has to return the item of treasure and go to prison, which is the territory between line AA and the back of the hall. A "tic" (No. 1) can be released by another "tic" (No. 2) tagging him or her without No. 2 being tagged in the process by a soldier. No. 1 or No. 2 can be tagged on their way out and become prisoners, but once over line BB, they are safe. The game ends when all the treasure is captured or all the "tics" have been put in prison.



509 — LAST OBJECT

TYPE: Race, Romp and Remainder Game

EQUIPMENT: Objects which are portable, whistle.

METHOD: Place one fewer object in the centre of the playing area than there are Scouts. Have half of the Scouts at each end of the playing area. Blow a whistle and each Scout has to dash into the centre and grab one object. The Scout without an object is out. Replace objects, removing one more and so on until there is one object and 2 Scouts.

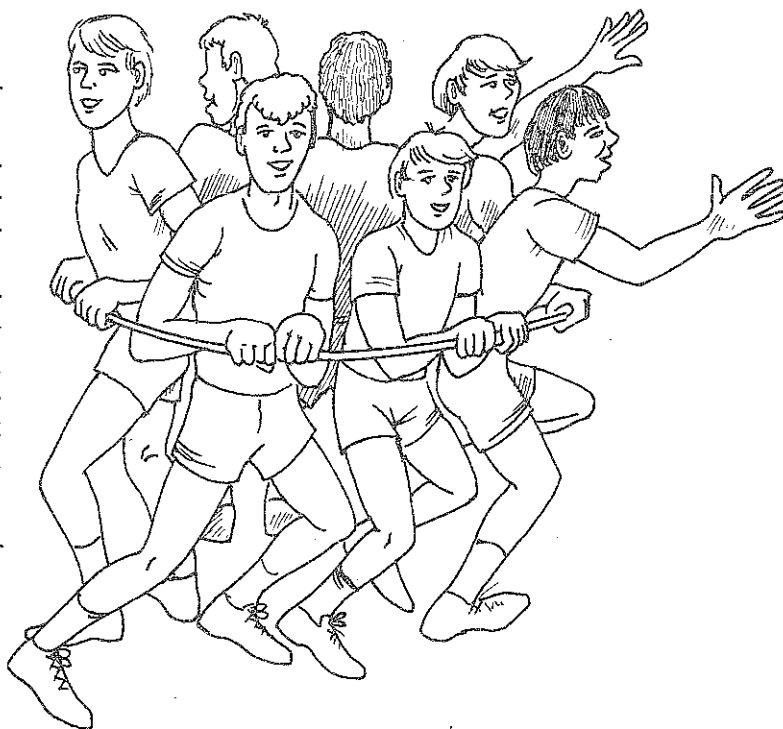
510 — BUNDLES

TYPE: Race, Romp and Remainder Game

EQUIPMENT: Hula-hoops or knotted loops of rope, approximately hula-hoops size.

METHOD: This is a race using 2 or more hula-hoops. The idea is to see how many players can be squeezed into each hoop so that it "bundles" them together around their waists. They must then race from and to a given point, and the first bundle home wins. This is made much more difficult if the players in each bundle are facing in a variety of directions.

If space is limited, they could race around 4 sides of the hall, touching a marker player or collecting a small object at each corner so that no short cuts are taken.



511 — SKYLARK

TYPE: Tag Game

EQUIPMENT: A tennis ball.

METHOD: Divide the Troop into 2 teams. Mark out 2 lines 18 metres (20 yards) apart. One team throws the ball towards their opponents, who catch or retrieve it and run to tag the throwers. The throwing team have to cross the enemy base line before being tagged by the catchers, who cannot start tagging until the ball is caught and held. Sides then change baselines, all the tagged players joining up with the enemy. Throws are taken by each team alternately.

512 — BODYGUARD (OR ROUGH-HOUSE TAG)

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: Appoint someone as It. This player is pursued instead of being the pursuer, but is allowed a bodyguard of 3 players, who attempt to prevent the Troop from tagging It. If It is tagged, the successful assailant takes his/her place and recruits more bodyguards.

513 — LAPS

TYPE: Tag Game

EQUIPMENT: 4 chairs or similar objects.

METHOD: Space the Patrols at equal distance around the hall with the chairs forming a large square in the centre. At a given signal the Scouts (one from each Patrol) race around the chairs in relay formation. When a Scout is tagged by a Scout from behind, that is the end of that round and the next set of Scouts, at the given signal, set off. You can reverse the direction from time to time. The game continues until one Patrol runs out of Scouts. A Scout is out if tagged.

514 — ARTFUL DODGER

TYPE: Tag Game

EQUIPMENT: Nil.

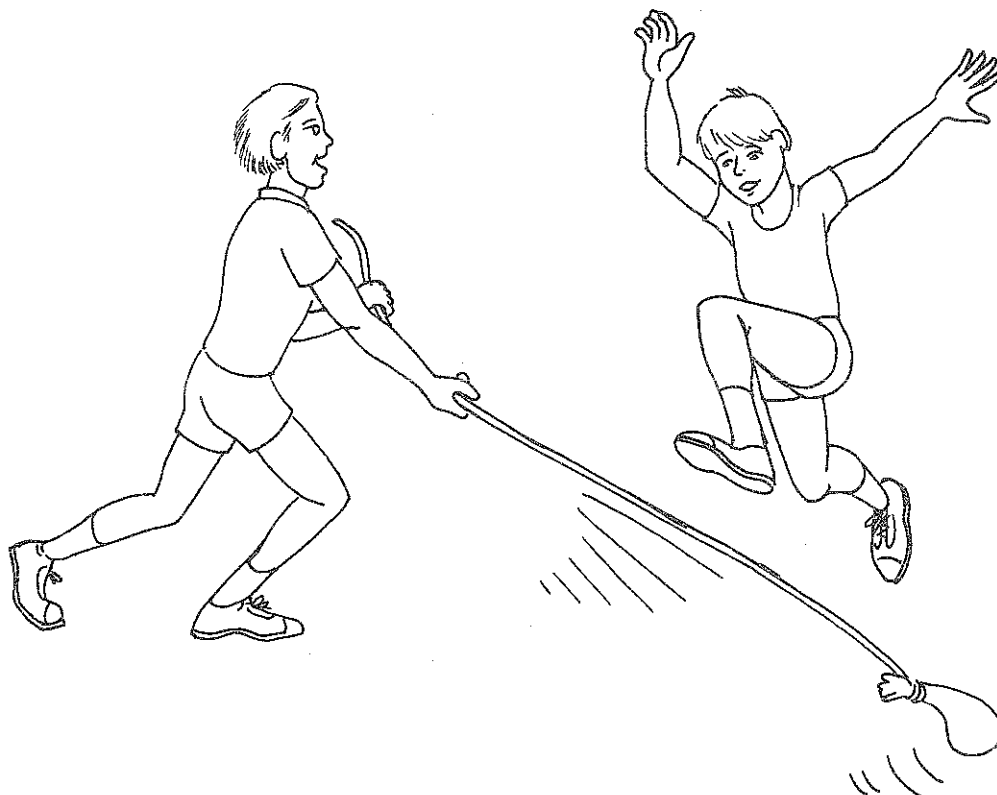
METHOD: The Scouts are spaced in a circle with Odd inside and 2 Guards outside. Odd tries to rush around a Scout and back into the circle before being tagged by a guard. When he/she succeeds, a point is scored. When Odd is tagged, he/she changes place with another member of his/her Patrol and the Patrol which scores the most points is the winner. You will need a time limit per Patrol so that Odds are reasonably active.

515 — SWINGERS

TYPE: Tag Game

EQUIPMENT: Ropes, soft weights.

METHOD: Two Scouts (the Swingers) are in the centre of the hall, each armed with a rope with a soft weight tied to the end. The Scouts run from one end of the hall as in British Bulldog (see 533), trying to avoid being touched by the swinging ropes. Ropes must hit below the knees and the Swingers must have a circle in which they must stay (i.e. they cannot chase a victim all over the hall.) Each Scout has 2 lives, after which he or she is out of the game or relieves the Swingers.



516 — TWIN TAG

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: Any 2 Scouts join hands and set off to tag other players. When they succeed, the first victim joins hands to make a chain of 3. When a further victim is tagged they split into pairs. This continues until there is only 1 Scout left who is not tagged, and she/he is the winner.

517 — BOX TAG

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: Have a small marked square for each Patrol, one in each corner of the room. Appoint a PL or ASL as Odd. Scouts have to run from one sanctuary (the squares) to another in a clockwise or anti-clockwise direction without being tagged by Odd. Anyone tagged is out, and any Scout who gets around the course (touching every base and getting back to home base safely) gets a point for his or her Patrol. Anyone standing in a base for longer than a minute is out, and the Patrol with the most completed runs is the winner.

518 — DOG AND BONE

TYPE: Tag Game

EQUIPMENT: A skittle, scarf, bean bag, baton etc . . .

METHOD: 2 teams stand at opposite ends of the hall. Halfway between the 2 teams lies the Bone (the skittle etc . . .). The captain of one team names a runner. The 2nd captain matches this player with one of his/her team. They then take it in turns to call first. The named runners dash forward to snatch the bone and return back to their base without being tagged by the other. Players can feint, dodge and dart about, and each success scores a point for the team.

519 — CHAIN TAG

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: One person is It, (No. 1). This player attempts to tag another Scout who, if tagged, joins No. 1 in a chain. No. 1 and No. 2 then try to tag a Scout, and if successful, the person tagged joins hands with the player who tagged him/her. From then on, only those at the end of the chain can tag a player, and a tag is valid only if the chain remains unbroken.

520 — BEAN BAG TOUCH

TYPE: Tag Game

EQUIPMENT: A bean bag or similar.

METHOD: The Scouts are in a circle with Odd in the centre with a bean bag or similar. Odd tosses the bag to any Scout in the circle and runs out of the circle. The receiver catches the bag, places it back in the centre and then chases Odd, who has to get back and touch the bean bag before being tagged. If he/she fails, he/she is out. If he/she succeeds, he/she tosses again from the centre, or takes his/her pursuer's place in the circle. The Patrol with the most members left after a time limit is the winner.

521 — MOUNT TAG

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: Appoint 1 Scout as It. She/he has to pursue the rest, and the only refuge from being tagged is if the Scout is on a back or carrying someone else. A horse can carry as many riders as she/he likes. If tagged, the Scout is out of the game.

522 — CLUB TAG

TYPE: Tag Game

EQUIPMENT: A club, hunk of wood etc . . .

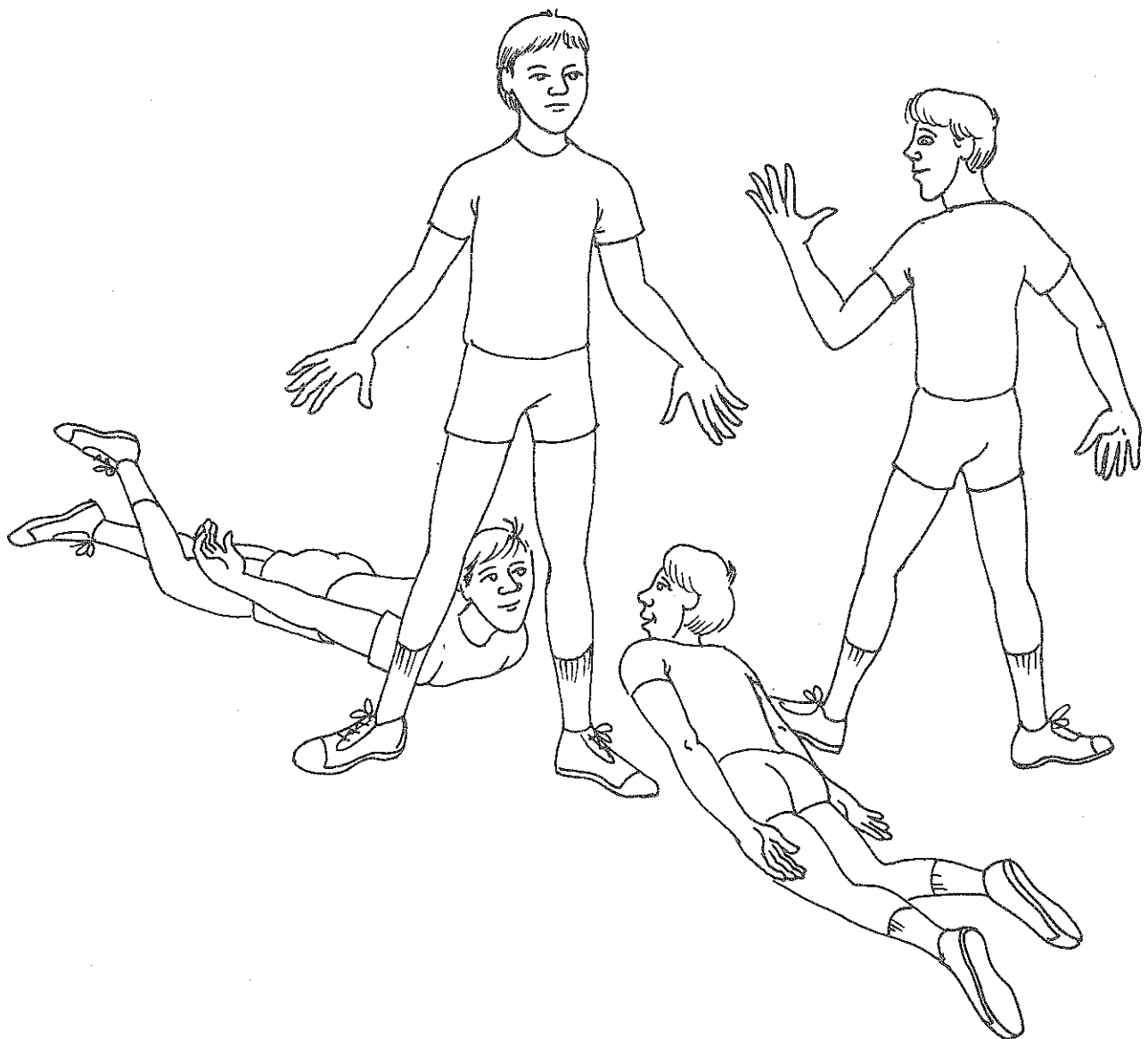
METHOD: Appoint 1 Scout as It. Give a club to another Scout. The pursuer starts after the Scout with the club who, if caught with the club, becomes It. However, the Scout with the club has to try to pass on his/her load, without being tagged, to another Scout so that the pursuer has a new victim to chase.

523 — SNAKE IN THE GRASS

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: An area about 30 metres square is identified as the snake pit. At the signal all players move freely in the snake pit. One player is the snake. At the call "Snake in the grass", all players, except the snake, must freeze. The snake, wriggling on its stomach, touches as many as she/he can before the signal to move is given again. All players touched then become snakes. The game continues until the pit is full of snakes.



524 — RODEO

TYPE: Tag Game

EQUIPMENT: Nil.

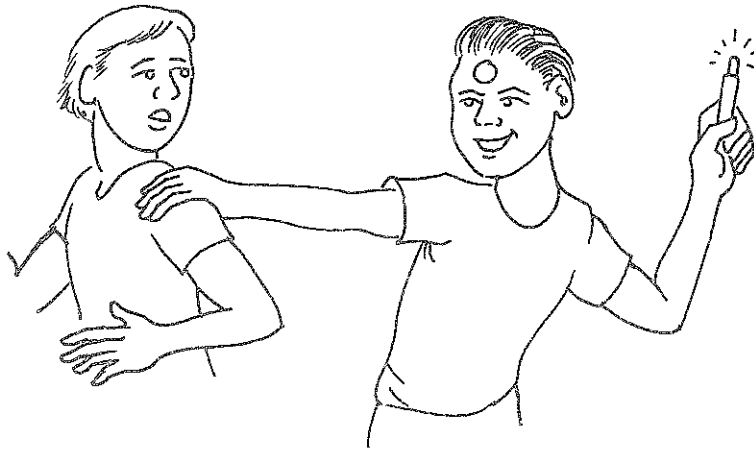
METHOD: Have a "stable" for each Patrol in each corner of the playing area and appoint 1 from each Patrol to be a cowboy. He/she stands in the stable and the rest of the Troop scatters within the boundaries of the playing area. On a signal, each cowboy dashes out and rounds up the horses, not being allowed to capture any of his/her own Patrol. A horse is captured by tagging on its tail, and the tagged horse has to go to the stable of the cowboy. When the cowboy has rounded up a given number, (1/5th of the Troop for instance) she/he follows them home, and the first cowboy home with the given number is the winner.

525 — CROSS AND RING

TYPE: Tag Game

EQUIPMENT: Chalk or pen for marking.

METHOD: Two players have their foreheads marked with a cross and a ring respectively in felt tip pen or something similar. At a given signal, these players must try to catch unmarked players, who will be marked accordingly. The winning group is the one with the most marked players.



526 — TIERCE

TYPE: Tag Game

EQUIPMENT: Nil.

METHOD: Scouts form a double circle, with an equal number in each circle, and each Scout in the inner circle paired with a Scout in the outer circle. One player is appointed It and stands outside one pair. Another is appointed the Devil and stands outside another pair diagonally opposite the pair which It is standing outside. On a signal the Devil takes off after It around the circle. It can keep running or escape being tagged by darting in front of a Scout in the inner circle. That Scout then goes into the outer circle and the Scout she/he replaces now becomes It. As soon as the Devil catches It, the Devil takes his/her place in front of any pair and the person in the outer circle becomes It. The person tagged becomes the Devil.

527 — "BOTTLE-O"

TYPE: Tag Game

EQUIPMENT: A bunch of keys or similar, 2 empty large soft drink bottles.

METHOD: Divide the Troop into 2 numbered teams who stand at each end of the hall. In the centre of the hall in a small chalk circle have a bunch of keys etc . . . Towards each end of the hall stand a bottle. Call out a number and then those 2 players run to the opposite end of the hall, balance the bottle on its narrow end and then try and grab the keys and return to their end of the hall without being tagged by the other player. Once tagged, the other team then wins that turn but they can only tag the other when their own bottle is upturned and balanced.

528 — DRAGON AND SPIDER

TYPE: Tug Game

EQUIPMENT: Nil.

METHOD: One player is the Spider. The rest form a line, each player holding the waist of the player in front. This is the Dragon, which will try to capture the Spider. The head and tail of the Dragon may twist and turn as either end tries to encircle the Spider and capture him/her.

529 — FREE LIFT

TYPE: Tug Game

EQUIPMENT: Nil.

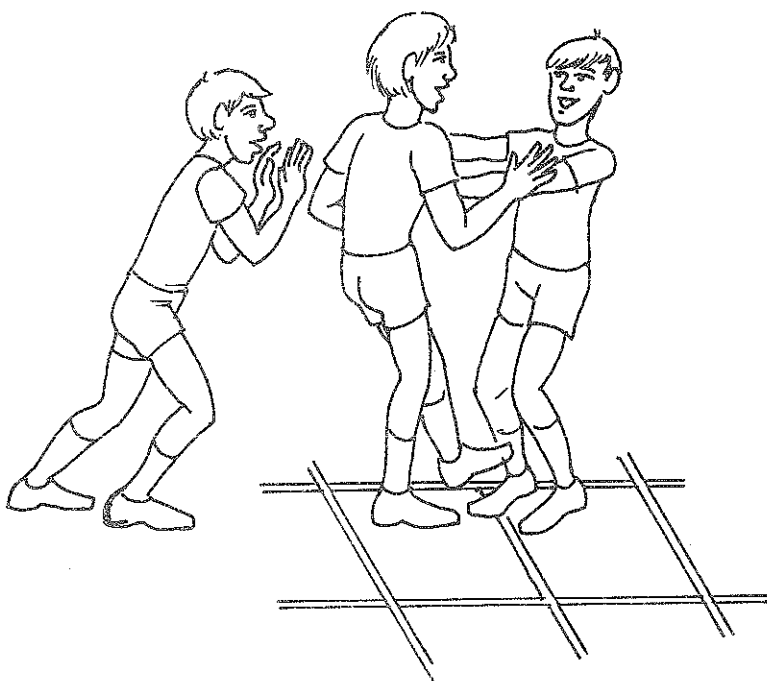
METHOD: Scouts move around at will within a fairly small and specified area. On a signal, each player has to try to lift any other player so that both his/her feet are off the ground. Once lifted, a player is out of the game. The last player left is the winner.

530 — TROOP ROOM DRAUGHTS

TYPE: Tug Game

EQUIPMENT: Nil.

METHOD: Mark out a pitch 6 squares by 6 squares. Each Patrol has a team of 3 draughtsmen. The other members of the Patrol give help and encouragement from the touchline. As the Patrol Leaders call out the moves, each Patrol in turn moves 1 man (black squares only) backwards or forwards. When 2 draughtsmen meet side by side on adjoining squares they try to push each other off. Other draughtsmen and the rest of the Patrol can assist by holding onto their own man, but only the draughtsman who has been challenged can touch his/her opponent. If a draughtsman steps outside his/her square (or a non-player steps over the touchline) she/he is sent off. The game ends when a Patrol has no players left.



531 — TUG OF WAR

TYPE: Tug Game

EQUIPMENT: A knotless rope 32 metres (35 yards) long, chalk for marking.

METHOD: Mark 3 parallel lines 2 metres (6 feet) apart on the ground. Appoint 2 teams of 8 to 10 players. Each end appoints an anchor and a leader. The leaders are equidistant from the central line. On the word "go", the teams try to pull the opposing leader over the centre line, 30 cm (1 foot) being enough.

532 — HORSE AND RIDER

TYPE: Tug Game

EQUIPMENT: A 2 metre (6 foot) long rope.

METHOD: Two equal teams are divided into pairs along 2 opposite sides of the playing area. Give each pair a number using similar numbers for each team. Arrange each team so that one is suitable for a horse (the larger player) and a rider (the younger or smaller player.) Use a tree or similar as a base for each team and place the rope in the centre of the area. When a number is called, the pair form a horse and rider team and charge out, the object being for the rider to get the rope and tie it to his/her tree, the other rider trying to do likewise. The horses try to knock one another over. The horses cannot touch the rope. If a rider falls off, she/he has to drop the rope (if she/he has it) and pick it up when she/he remounts, if the other rider hasn't taken off with it.

533 — BRITISH BULLDOG

TYPE: Tug Game

EQUIPMENT: Nil.

METHOD: Select the biggest toughest Scout as the Bulldog. The Troop is at one end of the hall and the Bulldog is in the centre. The latter calls his/her victim and has to try to reach the other end of the hall without the bulldog getting his/her 2 feet off the ground. If the bulldog succeeds, the victim helps him/her from then on. If she/he fails, the whole Troop races through and the 2 bulldogs take their pick. The 2nd bulldog then has the choice of the next victim, and so on, the winner being the last Scout left.



534 — PENGUIN

TYPE: Tug Game

EQUIPMENT: 2 chairs.

METHOD: The chairs mark the 2 goals at either end of the hall. The Troop divides into 2 teams with a Patrol Leader in the centre as the Penguin. Each team tries to push the Penguin into their opponent's goal. You may need a reserve supply of Penguins.

535 — PRISONER TUG

TYPE: Tug Game

EQUIPMENT: A rope.

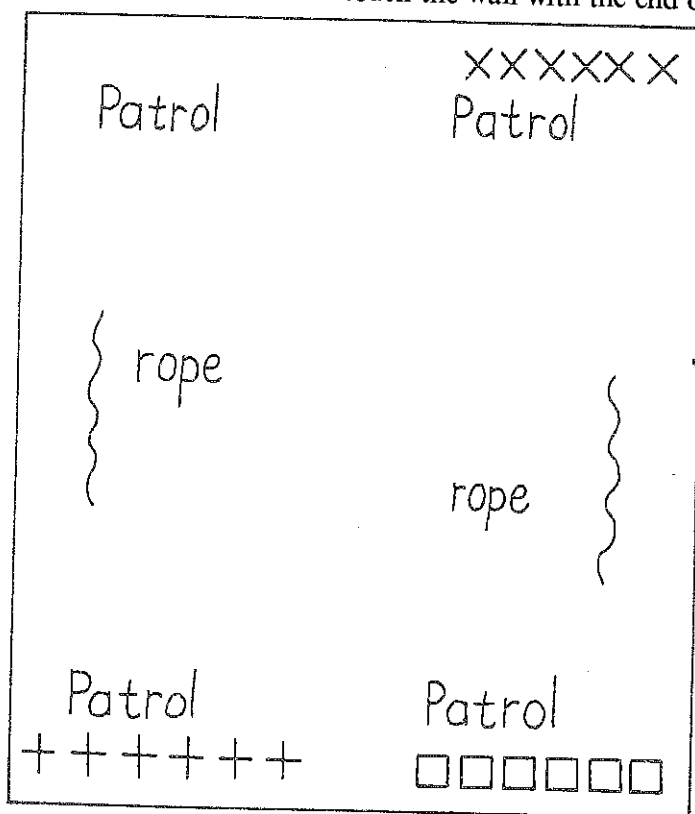
METHOD: This game is Patrol vs. Patrol like an ordinary tug of war except that as soon as the leading player in a team is pulled over the centre line, she/he is out. The tug then restarts with 1 Patrol having a player fewer, and continues until 1 or other side loses a member in the same way, and that Scout is out. The tug goes on until the whole of a Patrol is out. (Over-confidence on the part of the numerically superior Patrol often allows the smaller Patrol to draw level and eventually win.)

536 — SPRINT TUG

TYPE: Tug Game

EQUIPMENT: A rope.

METHOD: Lay a rope between the Patrols who line up at each end of the hall as shown. On the word "go", each Patrol runs for the rope in front of it and the tug begins. The team which gets the rope back to its corner wins. No player may touch the other team's half of the rope, and the rope is deemed to be "home" when a member of the Patrol can touch the wall with the end of the rope.



537 — NORTH AND SOUTH

TYPE: Tug Game

EQUIPMENT: Chalk for marking a line.

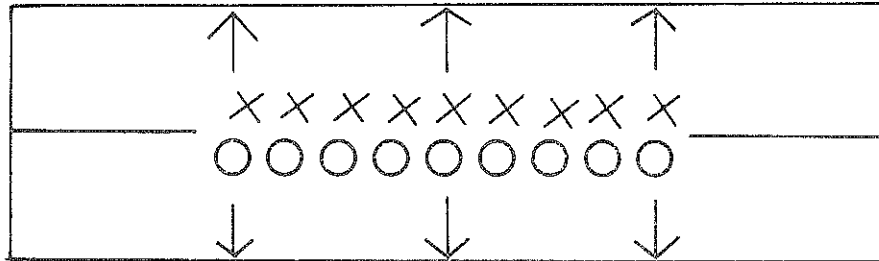
METHOD: Two teams face one another across a chalk line, each with right feet on the line. At a signal each team tries to grab the others and pull them over the line. A player who is hauled over the line is captured and is sent to prison (the end of the hall) and the team which eliminates the other side is the winner.

538 — REVERSE RACE

TYPE: Tug Game

EQUIPMENT: Nil.

METHOD: Two teams face each other along the length of the hall like this;



Each player takes the person opposite as a partner, and each set of partners links arms facing in opposite directions. On the word "go" they stagger off, each trying to pull the other backwards with the aim of reaching his/her own side of the hall. If the grip is broken, the pair has to start again at the position they broke.

539 — SCRAMBLE

TYPE: Tug Game

EQUIPMENT: A long rope.

METHOD: Stretch the rope midway across the hall about 46 cm (18 inches) above the floor so that it is tight. Divide the Troop into 2 teams, or play 1 Patrol against the rest of the Troop. One team or Patrol tries to get under the rope from their side to the "safe" side, while the other team, who are not allowed on the "safe" side, tries to stop them.

540 — QUARTERS

TYPE: Ball Game

EQUIPMENT: A football, a whistle.

METHOD: Divide the hall into 4 quarters and split the Scouts into 4 teams. Each team defends its own quarter. A whistle is blown to start the game and everyone told that it will be blown again in, say, 15 seconds. When the second whistle blast comes, the team with the football in their quarter loses one point.

541 — CIRCLE LINE

TYPE: Ball Game

EQUIPMENT: A tennis ball.

METHOD: One team forms a circle in the centre of the hall. They have the tennis ball, which is thrown from Scout to Scout around the circle, scoring one point for each clean catch. A dropped ball loses all the points, in which case they pick it up and start again. The other team form up in one corner, and each player runs once round the circle, relay style. The number of catches scored when they have finished running is the centre team's score, then swap round. The highest score wins.

542 — SOCCER LINES

TYPE: Ball Game

EQUIPMENT: A soccer or beach ball.

METHOD: Half the Troop forms up on each of 2 lines about 4.5 metres (14½ feet) apart. A Leader puts the ball into play and as they get the chance, the Scouts on each side kick the ball to the opposite team. The aim is to lift the ball over the heads of the opposing team. If either side does so, they score a goal. As in soccer, the ball is not to be touched by the hands but may be touched by any other part of the body. A Leader should be stationed at each end in case the ball goes off limits.

543 — FIVEPASS

TYPE: Ball Game

EQUIPMENT: A volleyball or basketball.

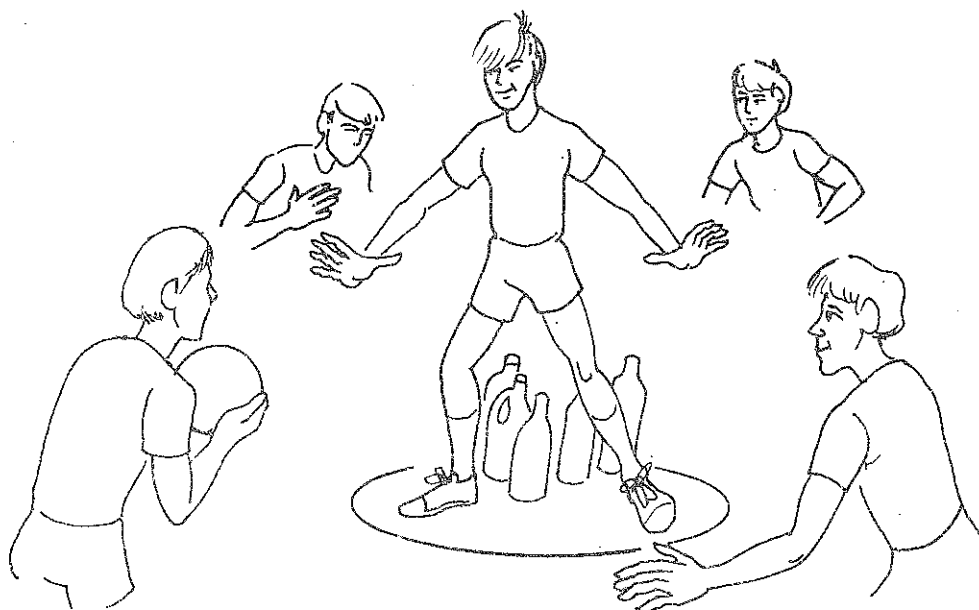
METHOD: The object of this game is for one team to pass the ball among its own members (no running allowed), and if 5 consecutive passes are made, that team scores a point, and must then relinquish the ball. The ball must not be monopolised by pairs of Scouts and must be passed to a different Scout on consecutive passes. A very observant referee is essential.

544 — SKITTLE BALL

TYPE: Ball Game

EQUIPMENT: 5 empty washing-up liquid bottles, a ball.

METHOD: Two large concentric circles are drawn on the floor for each Patrol. Each Scout takes it in turn to stand in the outer circle to defend the skittles. The rest of the Patrol pass the ball around the outside of the outer circle throwing it at random into the smaller circle aiming to knock down the skittles. The Scout inside the circle must try to right any toppled skittles before all can be knocked over.



545 — HURLEY BURLEY

TYPE: Ball Game

EQUIPMENT: A football or a soccer ball.

METHOD: Set up a goal at each end of the playing area. Players form 2 teams and the object of the game is to get the ball through the opponents' goal. Players may kick and handle the ball but must pass it on if touched when in possession.

546 — TWO BALL FOOTBALL

TYPE: Ball Game

EQUIPMENT: 2 footballs or 1 football and 1 soccer ball.

METHOD: Set up a goal at each end of the playing area about the size of a football field. Form 2 teams and play using 2 footballs. The offside rule is ignored and both balls are kept in play (you will need a referee for each ball). If both balls go through the same goal at the same time, 2 goals are scored. Variation — use 1 football and one soccer ball.

547 — DEFEND THE SKITTLE

TYPE: Ball Game

EQUIPMENT: A skittle, a basketball.

METHOD: The Troop is in a circle with the skittle in the centre. Appoint 1 Scout to guard the skittle and give 1 Scout in the circle a basketball. The rest of the Troop passes the ball around amongst themselves and tries to knock over the skittle. The person defending can stop the ball in any way with his/her body. When the skittle is knocked over, the Scout who threw the ball now defends the skittle, and the previous defender takes his/her place in the circle.

548 — CUP BALL

TYPE: Ball Game

EQUIPMENT: One empty paper or plastic cup for each Patrol plus one more, a table tennis ball.

METHOD: Line up the Patrols in relay formation. Each Patrol has a cup in front of it on the floor. At the other end of the room there is another cup containing the table tennis ball. The first player in the Patrol runs down, picks up the ball and runs back to his/her Patrol. She/he goes through the legs of each member of the Patrol and then leapfrogs over the Patrol to the front, where she/he places the ball in the empty cup in front of his/her Patrol. The second member of the Patrol then picks up the ball and repeats this routine but this time returns the ball to the cup at the far end of the hall. The game continues until each team member has completed this routine.

549 — IN THE BASKET

TYPE: Ball Game

EQUIPMENT: A tennis ball, a basket, hoop or similar.

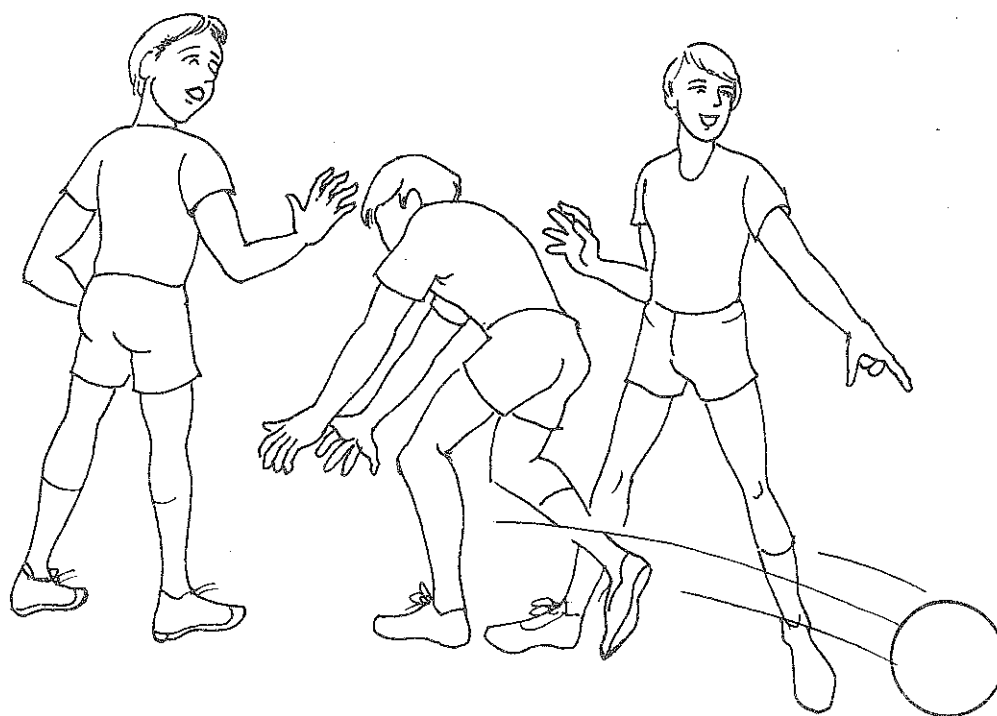
METHOD: Set up the basket or hoop in the centre of the playing area. Make 2 teams which form a single circle round the basket, 1 team being the odd numbers, the other team, the even numbers. Scouts stand in the circle in numerical order. Each player in turn lobs a tennis ball to try and get into the basket or through the hoop. A successful throw scores a point for his/her team. The game is won when 1 side reaches 25 points.

550 — CENTRE STRIDE BALL

TYPE: Ball Game

EQUIPMENT: A soccer ball or similar.

METHOD: Scouts are in a circle in feet astride position, and one player with the ball stands in the centre. The centre player has to try to throw the ball so that it escapes outside the circle between the player's legs. If the ball goes between 2 players or over their shoulders, it doesn't count. It is the job of the players to keep the ball from going outside the circle, and they can use only their hands. If the ball goes between a player's legs, the player responsible moves into the centre.



551 — CAPTAIN BALL

TYPE: Ball Game

EQUIPMENT: A volleyball or basketball, chalk for marking.

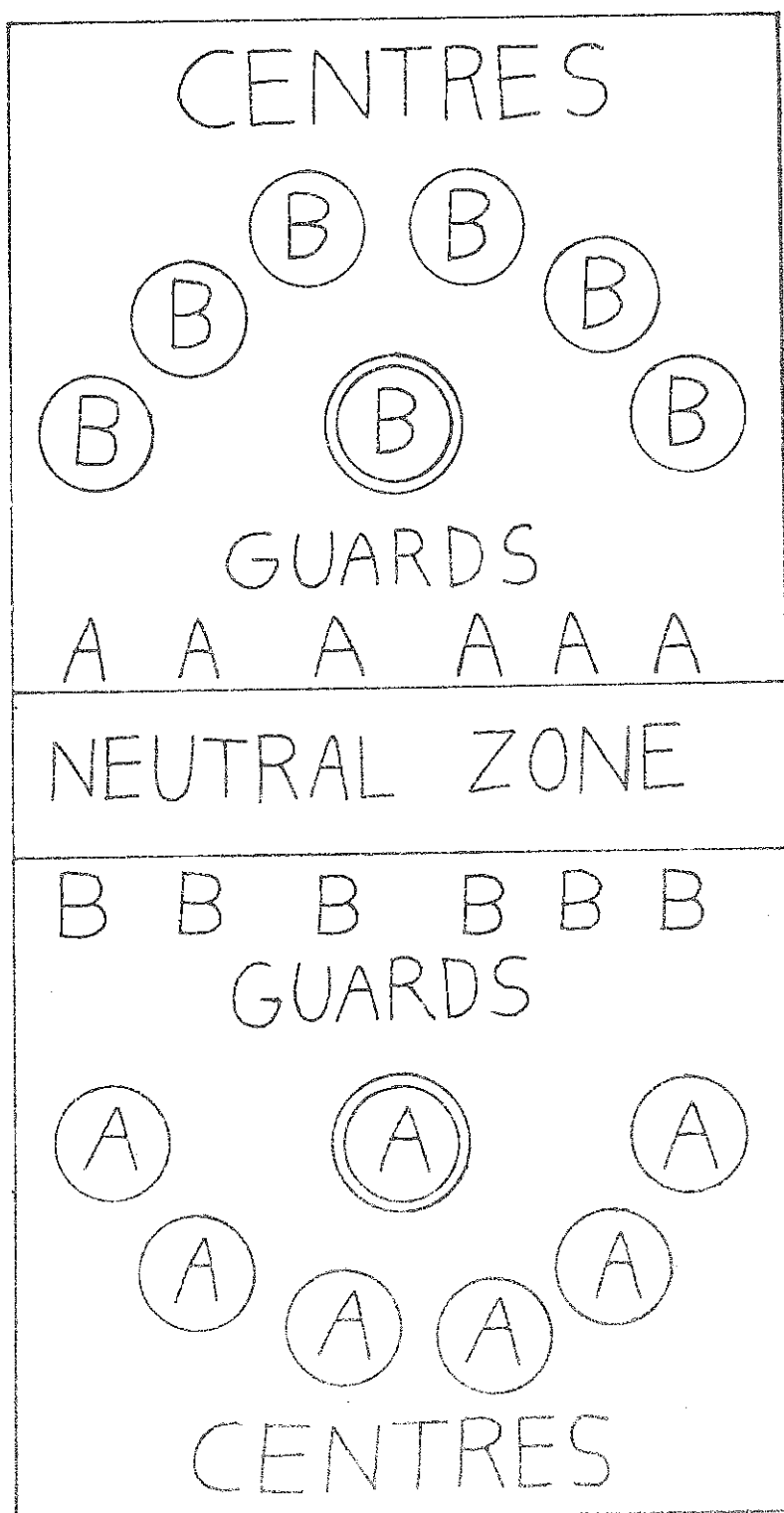
METHOD: Divide into 2 teams, A and B. Half of each team are Centres and half are Guards. Set up a chalk base for each Centre and position the teams as shown. The Scout in the middle behind the guards is the Key Centre and the object of the game is to score one point for any player in a circle who legally throws the ball to his or her Key Centre, or to score 3 points when the ball is passed by any player in a circle to the next circle, and so on, until it completes a circuit and returns to the original thrower. The game starts with a toss up between 2 opposing Guards. A ball out of bounds on either side is given to a Guard on that side to put into play again. Fouls include direct interference, a Guard stepping into a circle to prevent a throw (the ball is then awarded to the offended player), indirect interference, stepping into a circle but not interfering with a player (the penalty is a free throw to the opposing side), Guards holding their arms over the space in a circle, or Centres stepping out of circles (a free throw is given to the Guard.) If a Guard knocks a ball from the hands of a Centre, the ball is given back to the Centre player. Guards can play over the entire court of their opponent but are not allowed in the court of their own Centres. Play the game for 2 halves of 10 minutes each. Teams change sides at half time.

552 — PIGGYBACK POLO

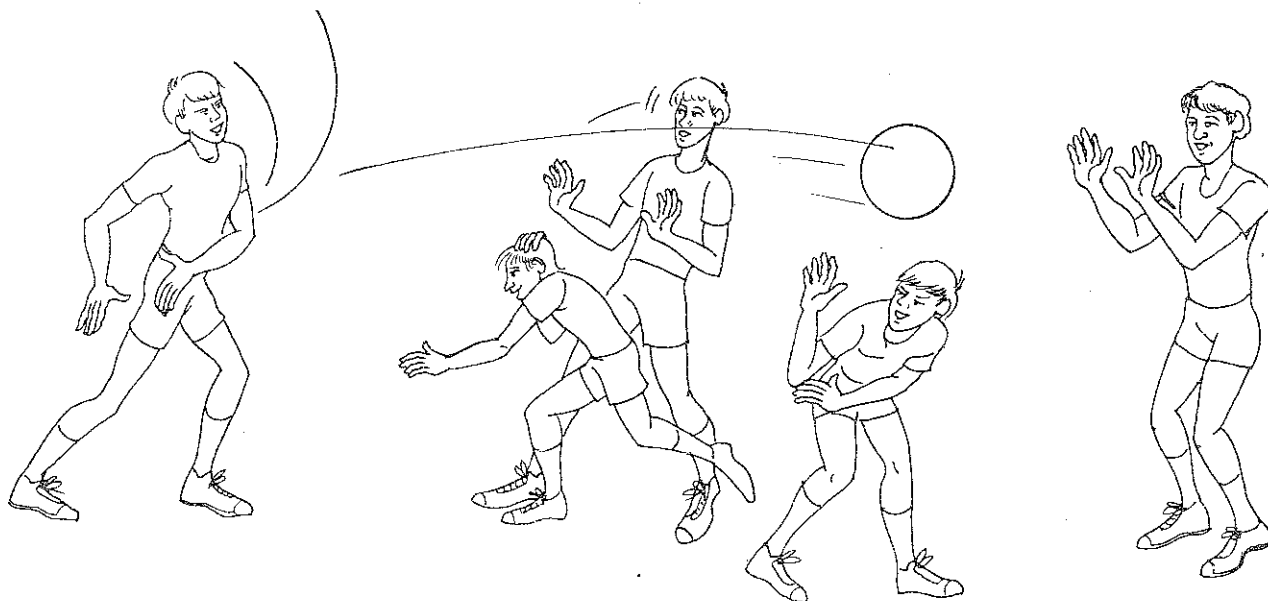
TYPE: Ball Game

EQUIPMENT: A tennis ball, sticks.

METHOD: Set up 2 goals in an area 15 x 24 metres (50 x 80 feet.) Each team pairs off piggyback with the rider waving a stick. The aim is to drive a tennis ball through opposing goals. No holding of another player is allowed but there can be bumping, hooking, barging etc ... Partners may change roles at any time but no one can play dismounted even for an instant. There are no offside rules required.



553 — POISON BALL (STANDARD)



TYPE: Ball Game

EQUIPMENT: A medicine ball.

METHOD: The Troop stands in the centre of the hall with the Leader at one end holding the medicine ball. The Leader throws it to the other end, trying to hit players, who can move. If hit, a player is out. If she/he catches the ball, the first player out then comes in. The game ends when one player is left in the centre.

Variation 1: QUICK POISON BALL

As above, but once out, a player cannot return to the game. This speeds the game up considerably.

Variation 2: THREE-LEGGED POISON BALL

All players in the centre form pairs and tie themselves together at the ankles and above the knee. To be fair, have a three-legged pair at each end of the hall.

Variation 3: REVENGE POISON BALL

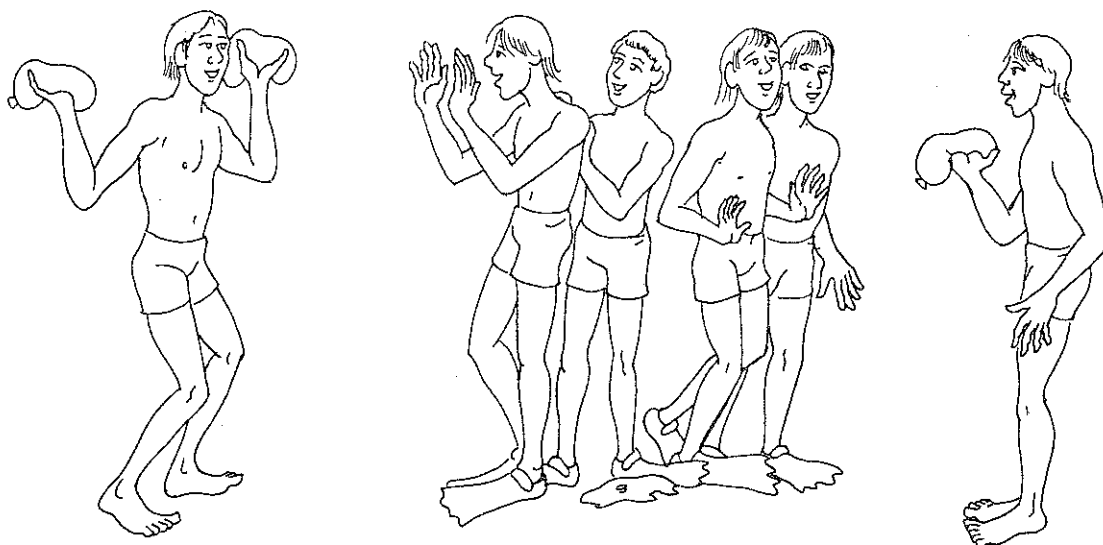
Split the players in the middle of the hall into 2 groups and draw 2 chalk lines dividing the hall into 3. The 2 Leaders or PLs at the end of the hall have to go in the centre and be hit by the rest.

Variation 4: GET IN POISON BALL

All players are out, sitting down in Patrols except for the PLs (or their representatives). The Leaders at either end of the hall have to try and get the PLs out by hitting them, and the PLs have to try and catch the ball. If they catch it, one of their Patrol then joins them. Continue until one complete Patrol is "in". This variation works better if the ball is not allowed to hit the ground.

Variation 5: BLINDFOLDED POISON BALL

Have 2 players at each end of the hall and blindfolded. After about half of the players are out and the game slows, blindfold those in the centre. Have other Scouts shout directions to them. Use a soft ball.



Variation 6: FLIPPER POISON BALL

This version is best played outside. All those in the centre have to wear flippers. The ball is a slightly water-filled balloon. (Have a few blown-up balloons ready.) This variation is best played on a hot night.

Variation 7: CIRCULAR POISON BALL

Have the players run around the perimeter of the hall with each corner being marked by a chair. Those throwing the ball should be restricted to throwing from a chalk circle in the centre of the hall. All the players have to keep moving in the one direction.

Variation 8: SIDEWAYS POISON BALL

Have the Troop on one side of the hall. When one of the Leaders at the end calls out, everyone has to run to the other side without being hit.

Variation 9: TIED UP POISON BALL

Have the Troop in the centre all tied together with a rope around the outside of them. If the ball hits anyone, this person is out. If anyone goes outside the rope, s/he is also out. You will have to tighten the rope progressively.

Variation 10: BIKE POISON BALL

Best played outside. The rules are as normal but played on bikes. If you have a large Troop, play a Patrol at a time and see which has the best time. To give the cyclists a sporting chance, use a soft cardboard carton as the ball.

Variation 11: TEAM POISON BALL

Divide the hall into 3 with chalk, with half the Troop at each end and a "no man's land" in the centre. Each team has to try to get each other out. This is a good variation if lots of players clamour to be the one at the end.

Variation 12: ONE-LEGGED POISON BALL

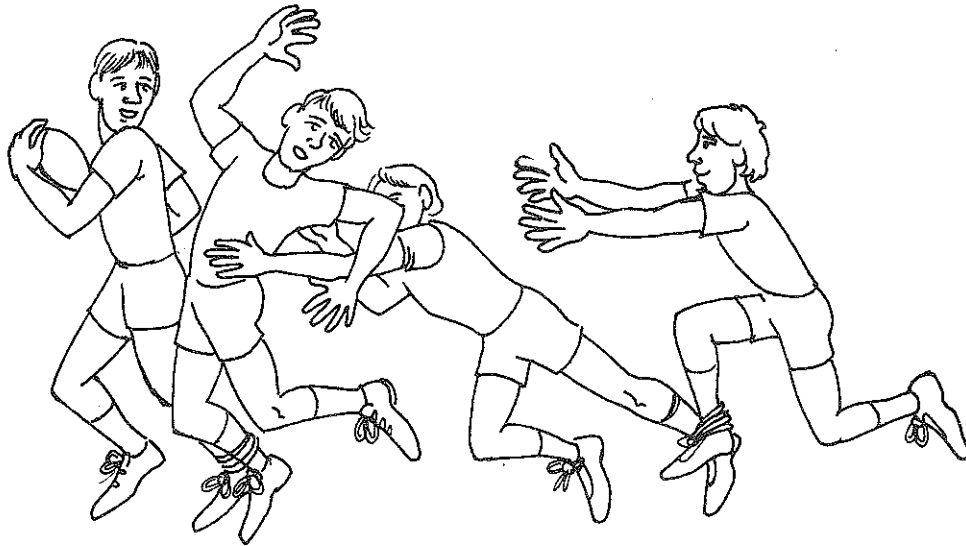
Everybody, including the Leader, has to hop. Change the leg to be hopped on now and then. If both feet go down, that player is out.

554 — THREE-LEGGED FOOTBALL

TYPE: Ball Game

EQUIPMENT: A football.

METHOD: Play football on a small field with the Scouts' ankles tied in pairs as for a three-legged race.



555 — KING PIN

TYPE: Ball Game

EQUIPMENT: A large ball.

METHOD: The Troop circulates around the hall and 1 Scout is given the ball. The object is to throw it to hit another Scout below the knee. Those so kingpinned join in and try to kingpin the rest. The sole survivor becomes the kingpin for the next game. Players are allowed to run with the ball.

Variation: appoint 2 kingpins with no running with the ball allowed.

556 — TAG BALL

TYPE: Ball Game

EQUIPMENT: A football.

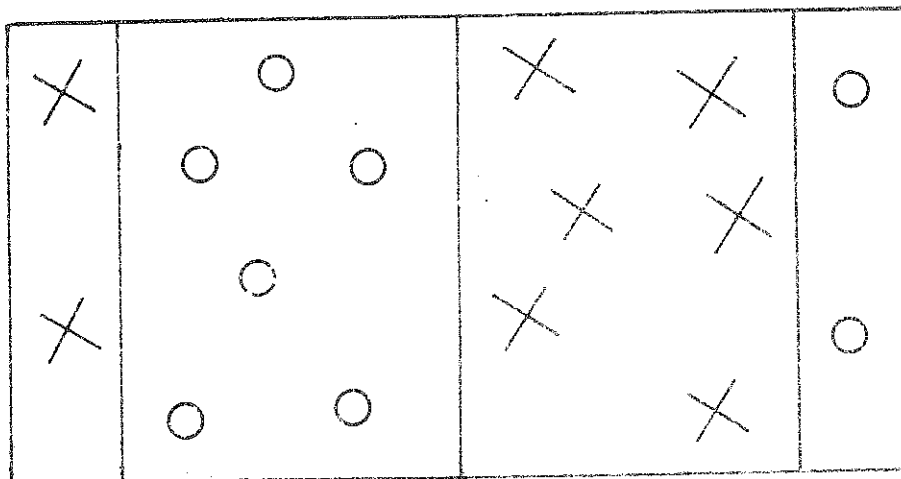
METHOD: One player pursues a football while the others try to keep it from him/her by hitting it into the air or along the ground with their hands. No kicking or throwing is allowed, but heading is permissible. When the pursuer touches the ball, she/he changes places with the person who last played it, who becomes It.

557 — CIRCLE BALL

TYPE: Ball Game

EQUIPMENT: 2 or more large balls, chalk.

METHOD: Circles are drawn on the floor with a piece of chalk. The players all place one foot in a circle and the game proceeds with 2 players from each team standing behind the opposing team, as shown. The balls are thrown into the main area. The players throw over the heads of their opponents to those of their team behind the line. The 2 players try to hit their opponents below the knee. If hit, a player joins his/her team mates behind the line, and tries to get the opponents out. Balls may be interrupted as they are thrown over the opposing team. If any player crosses a line unlawfully, a free pass is awarded to the other team. Scouts may move about but must always keep one foot in the circle. The game continues until everyone is out on one side or the other.



558 — NEWCOMB

TYPE: Ball Game

EQUIPMENT: A net or rope the width of the hall, a volleyball or basketball.

METHOD: The net or rope is strung up 2 metres (6½ feet) off the ground so that it divides the hall into 2 equal parts. Two teams each occupy a court in which each team must stay for the duration of the game. The ball is thrown over the net and must be caught on the full and thrown back. This continues until a point is scored (explained later). The ball cannot be relayed (ie. passed between members in the same court) but it must be returned across the rope by the person who caught it. The team which loses a point starts each fresh rally by throwing the ball over the rope. If a player touches a ball she/he is responsible for catching it and cannot claim it was going out (if you are using an outdoor court).

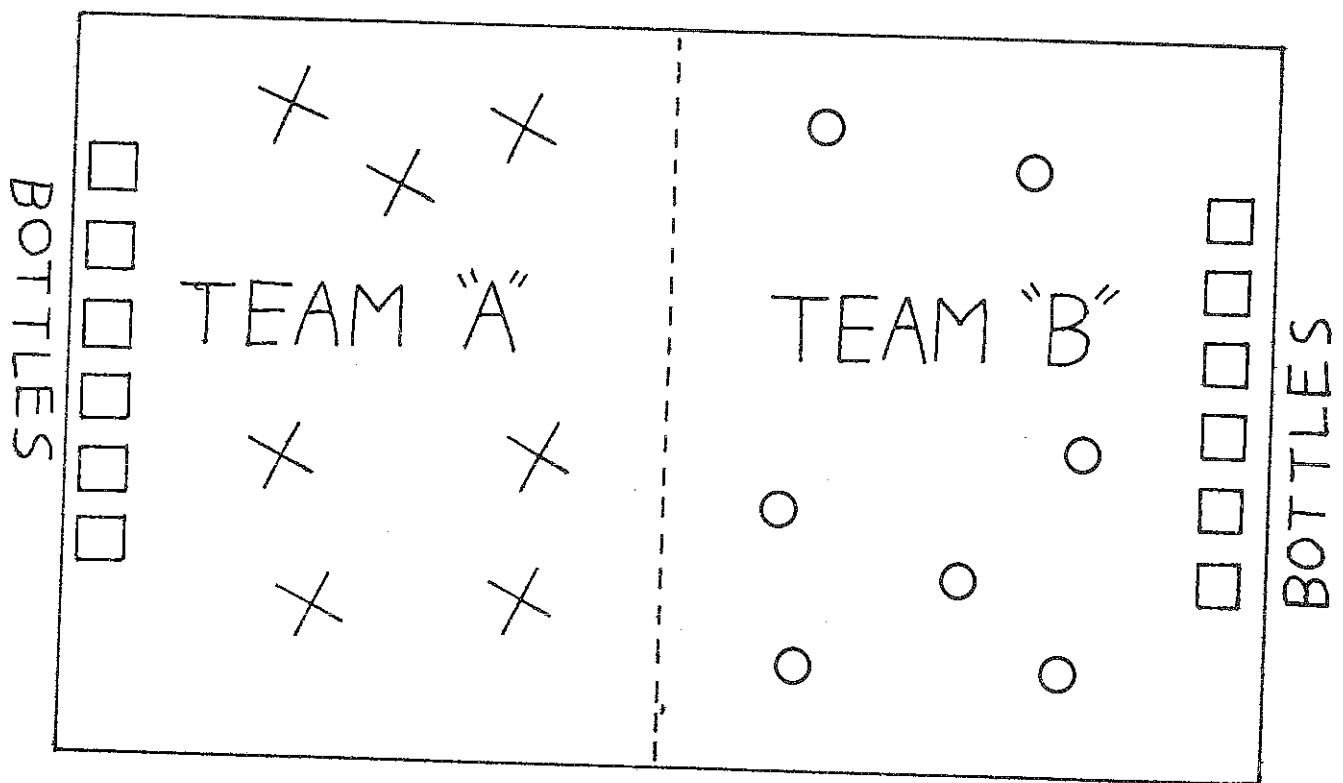
Scoring is as follows: 1 point each time the ball drops to the ground in the opponent's court, and 1 point for a foul (hitting the next with the ball, relaying the ball, having the same players playing the ball in succession, and if playing outdoors, if the ball lands outside the court. If indoors, if the ball hits the wall directly).

* 559 — BOTTLE BALL *

* **TYPE:** Ball Game

EQUIPMENT: 6 bottles or similar, a basketball.

METHOD: Draw a centre line to divide your hall into 2 halves. In the middle of each rear line place the bottles or similar in a row. Each team occupies a court. One team is given a basketball to start the game. Each team endeavours to defend its own bottles and to knock down the opponent's bottles with the ball. A bottle knocked down is removed from the game. The team which knocks down all its opponent's bottles first wins. Teams can play in both courts. When a bottle is knocked down, all return to their own court and the game starts again.



560 — STAND WALL BALL

TYPE: Ball Game

EQUIPMENT: A soft rubber or tennis ball, a high smooth wall or very high board fence.

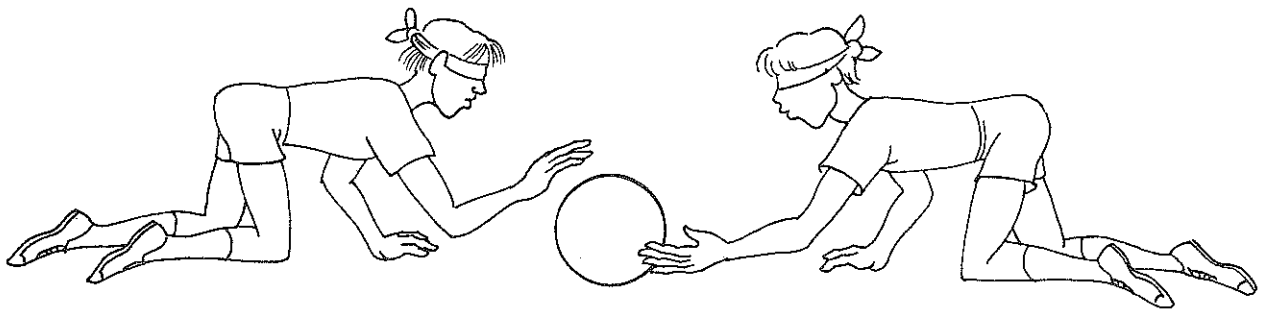
METHOD: Before starting the game, one player is selected as the Thrower. The players stand in front of the wall at any distance from it. The Thrower throws the ball against the wall between 2 real, or imaginary lines parallel to the ground. As she/he throws the ball, the Thrower calls the name or number of one of the players, who must catch the ball either on the full or after 1 bounce. The others try to block him/her just as football players block each other from receiving a forward pass, but they cannot touch the ball. When the player called fails to catch the ball, the others scatter. She/he calls "stand" when she/he picks up the ball, takes aim when they halt and tries to hit a player. If she/he hits one, they exchange places. If she/he fails, she/he continues as Thrower.

561 — BLINDFOLD RETRIEVERS

TYPE: Ball Game

EQUIPMENT: A large ball, blindfolds.

METHOD: Patrols stand in Patrol corners so that they are equidistant from the centre of the hall. Place the ball in the centre of the hall. Allocate numbers to Patrols; PL's are No. 1, APL's are No. 2 and so on. Call a number, and that Scout has to crawl blindfolded on all fours to retrieve the ball and get it back to his/her corner. The other players with that number try to take it off him/her and get it back to their respective corners. There is a time limit. The game is better played in silence, but it can be played with shouted advice (for all the good that will be in the din that is created!).



562 — KING BALL

TYPE: Ball Game

EQUIPMENT: A ball.

METHOD: Scouts line up on the 4 sides of a square about 9 metres (30 feet) wide. The player on the right of each line is the King. The ball must be passed to a player in each line. A player that fumbles the ball or throws an uncatchable throw must recover the ball. While she/he is recovering the ball, the players next in line move one space each to the right, and the player recovering the ball takes the place on the extreme left of the line. The object is to remain as King.

563 — KICK IT HARD

TYPE: Ball Game

EQUIPMENT: A football and 2 boxes.

METHOD: Divide the Troop into 2 teams. One team goes into bat and the other to field. Two bases are made out of the boxes about 7 metres (8 yards) apart. The batting team lines up at one base and the fielders spread out over the playing area. Number one of the batting side drop kicks the football as hard as possible, standing at the batting base. She/he then runs backwards and forwards between the 2 bases. The batsman keeps on running until the fielders manage to hit with the ball. The number of runs she/he makes is the score. The fielders must not run with the ball but must throw it to each other. The batting side which scores the most runs is the winner.

564 — TOUCH DOWN PASS BALL

TYPE: Ball Game

EQUIPMENT: A basketball.

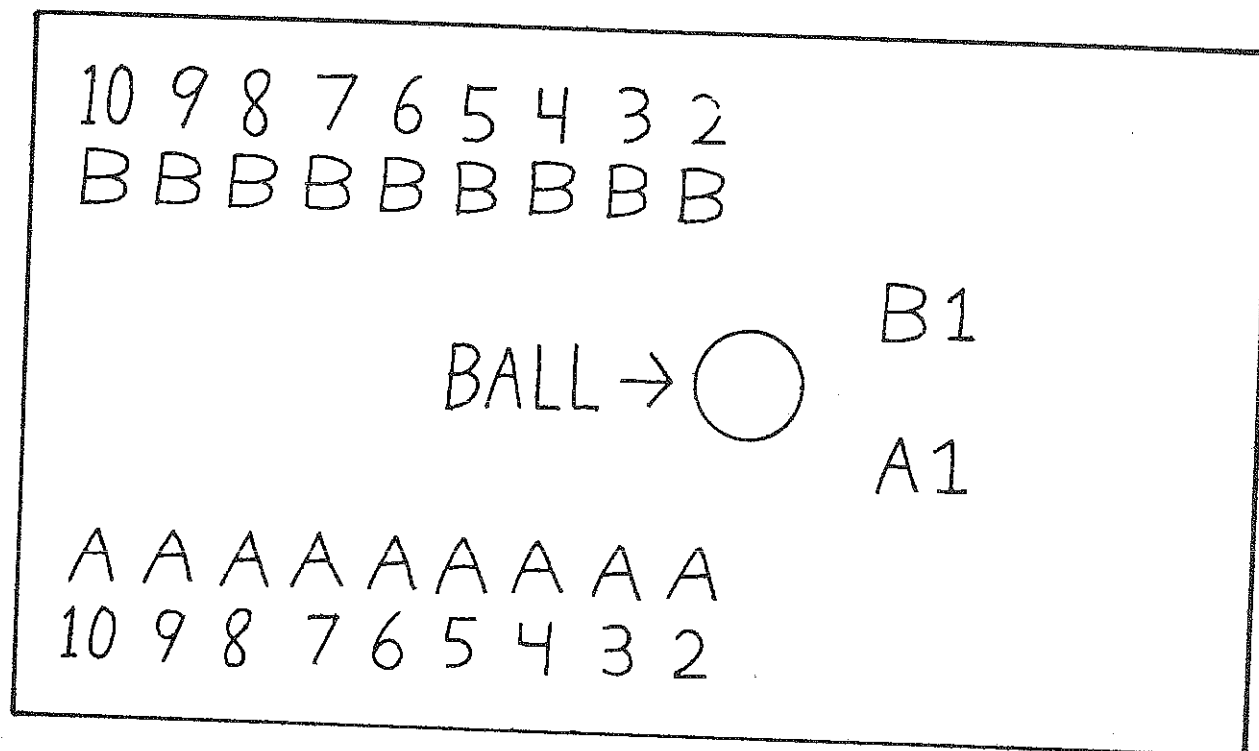
METHOD: Suitable for a smaller Troop or teams of 8-10 Scouts. Two teams are needed. The object of the game is to pass the ball until it can be touched down behind the end line of the opposing team. The rules are as for basketball. A team gets 1 point for a foul. A pass-touch down is worth 2 points. Play for 2 halves of 5 minutes each.

565 — CORNER BALL

TYPE: Ball Game

EQUIPMENT: A basketball.

METHOD: Divide the Troop into 2 teams. Set up the game as shown with team A on one side and team B on the other. The last player in team A (A10 for example) starts off the game by attempting to throw the ball into the circle on the full. If it goes in on the full, the first player in the team ie: A1) may catch the ball on the first bounce and team A has possession. If the thrower misses the circle, team B has possession and B1 gets the ball first. If A1 had missed the ball on the first bounce, B1 would have gained possession. The team with possession of the ball then uses the full court and tries to corner any member of team B and tag him/her with the ball. No one is allowed to run with the ball. When a player is tagged, it must be done by the tagger holding the ball and touching the victim with the ball anywhere on the body. If the ball is dropped at any stage, the other side gains possession. When a point is scored by tagging an opponent, the game recommences, and A2 and B2 take their place in the circle and the team scoring the point throws in.



566 — SLAUGHTER

TYPE: Ball Game

EQUIPMENT: 2 cardboard boxes, 2 medicine balls (basketballs or soccer balls will do.)

METHOD: The arena is a circle about 10 metres (33 feet) in diameter, with a clearly defined boundary. The 2 boxes are put at opposite sides of the circle.

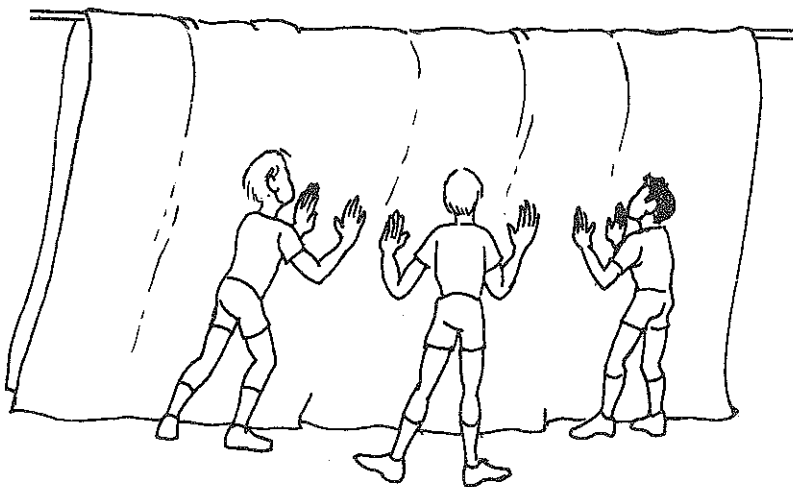
Divide into 2 teams. Everyone takes off their shoes, and 1 team takes off their socks as well, so that teams can be identified. The balls are placed in the boxes and each team forms a huddle around their own ball whilst on their knees. At the signal, both teams try to move their ball to the other team's box. As long as the players are on their knees and within the boundaries, anything goes. It is perfectly legal to monopolise the other team's ball, sit in the box or throw opposing players out of the game.

567 — CURTAIN BALL

TYPE: Ball Game

EQUIPMENT: Curtain or some material for making a solid wall at least 2 metres (7 feet) high. A volleyball or basketball.

METHOD: Rig up a solid wall or curtain and play the game using a basketball or volleyball and 2 teams. It is suitable for small numbers. The principle of NEWCOMB (No. 558) applies. The ball is served from a specially marked base on each side and the team cannot see the ball coming until it is over the curtain or wall. A game is 10 points.

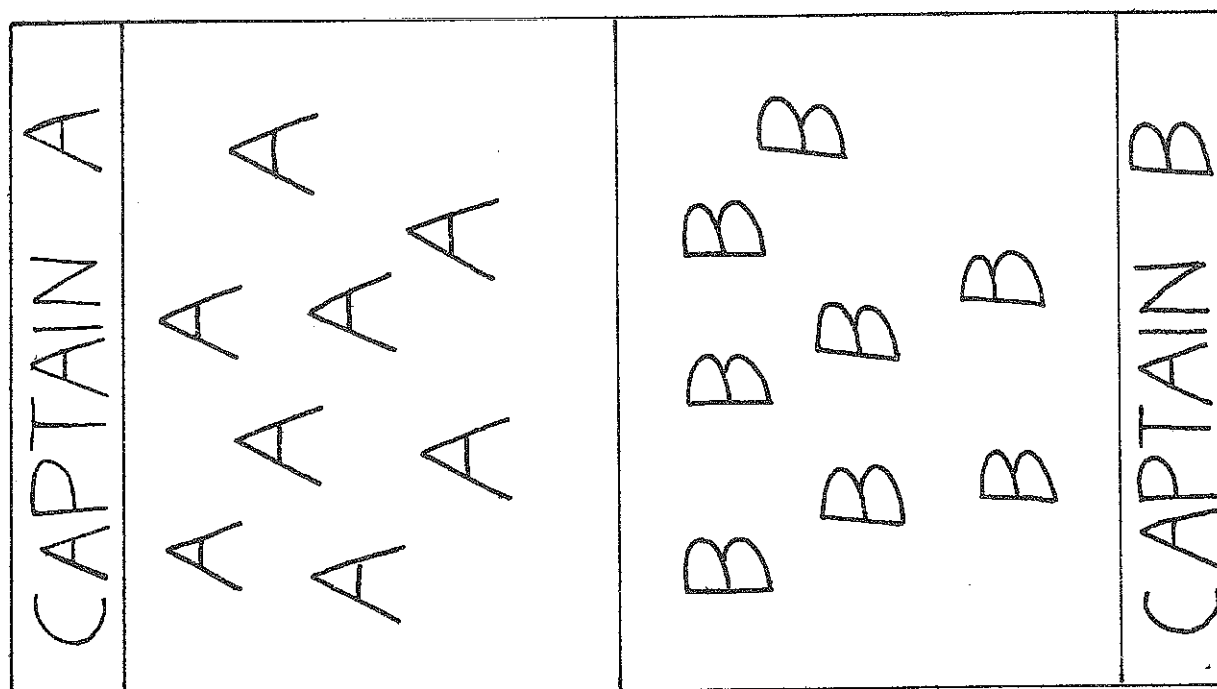


568 — FOUR COURT DODGE BALL

TYPE: Ball Game

EQUIPMENT: A basketball or volleyball.

METHOD: Set up a court as shown, with dimensions to suit your hall. Two teams and team captains plus a ball are needed. The teams are arranged in the centre court. The rules are; no running with the ball and the opposing player must be hit with the ball between the ankle and knees. The captain only takes possession of the ball when it comes into his/her court, and returns it to his/her team, although the opposing players can intercept it. When a player is hit, she/he joins the captain and continues in the game, passing the ball back to his/her remaining team mates.



569 — DODGING ROUNDERS

TYPE: Ball Game

EQUIPMENT: A rounders bat, a soft ball, bottles, sticks etc . . . to mark the pitch.

METHOD: Set up 2 teams, the fielders and the batters. Use a rounders bat and a soft ball and set up a rounders pitch or course marked with bottles, sticks etc . . . The batting side lines up in twos, the fielding side takes the positions as for rounders. The first batter steps into the batting circle and the bowler delivers underarm. The batsman hits the ball and rounds the course while his/her partner runs into the batting circle. The fielders collect the ball and try to hit the player in the batting circle – who is allowed to dodge — below the knee before the runner completes the circuit. If the runner gets round before his/her partner is hit, he/she scores a point. This goes on until all the batting side have had a bat in the batting circle, then the teams change over.

570 — BOUNDARY BALL

TYPE: Ball Game

EQUIPMENT: A cricket ball.

METHOD: Play in a clear area the size of a football field. Mark out 2 end lines and select 2 teams. Each team forms a rank in its own half of the field starting at the half-way position in its own half. One player from Team A throws the ball towards the opposing team's (Team B) goal line. The enemy (B) advances or retreats to wherever the catch is taken or the ball is stopped. The catcher or stopper of the ball in Team B then returns the throw, and anyone in Team A tries to catch or stop the ball. Team A takes up position where the ball is stopped. The teams continue to throw alternately, scoring every time a member sends the ball across the enemy goal line. The game resumes with each team in its original position.

571 — FOUR GOAL FOOTBALL

TYPE: Ball game

EQUIPMENT: A football and 4 goals.

METHOD: Play with a goal on each side of a square pitch with one team defending each goal. The usual rules of football (soccer) apply except that there is no offside, and whenever a ball goes off the field it is thrown back in again. The winners are the Patrol with the fewest number of goals scored against it. It helps if there is one person at each goal to keep the scores.

572 — THUD AND BLUNDER

TYPE: Ball Game

EQUIPMENT: 2 mats or large sacks, a ball.

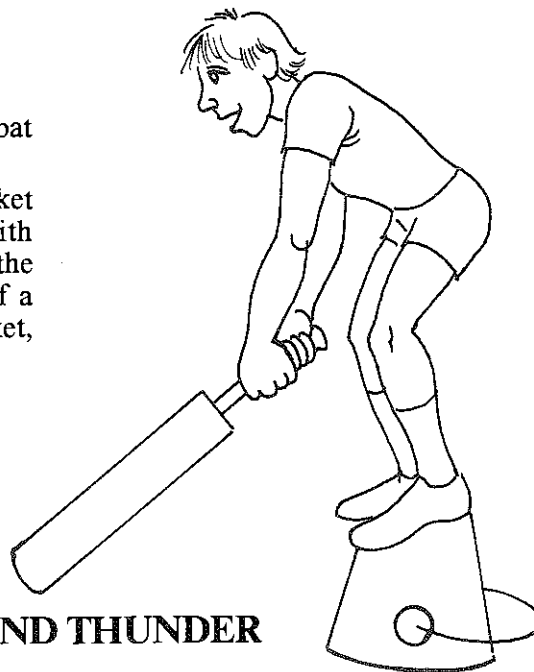
METHOD: The mats or sacks are placed at either end of the hall. The Troop divides into 2 teams. The teams stand at either end of the hall with every member touching the wall behind their mat. Place a ball in the centre of the hall and at a signal, all dash forth with the objective of placing the ball on the opposing team's mat.

573 — HIT THE BUCKET

TYPE: Ball Game

EQUIPMENT: A cricket or tennis ball, a cricket bat or similar, a bucket or similar.

METHOD: One Scout balances on an upturned bucket in the centre of the Troop and defends his/her base with the bat from a thrown cricket or tennis ball. If the bucket is hit, the thrower replaces the batsman. If a batsman loses his/her balance and falls off the bucket, the last thrower becomes batsman.



574 — BLOOD AND THUNDER

TYPE: Ball Game

EQUIPMENT: Mats or large sacks. 1 or 2 balls.

METHOD: Similar to Thud and Blunder (572) except that each Patrol has its own mat in its own corner and the game is played with 1 or 2 balls.

575 — MURDER BALL

TYPE: Ball Game

EQUIPMENT: Mats or large sacks, 2 balls.

METHOD: Another variation of Thud and Blunder (572) where 1 ball is placed on each mat and the goals are scored by placing both balls on a mat simultaneously. You will need rules to suit the Troop as to the handling of the balls, etc . . .

576 — BROKEN BOTTLES

TYPE: Ball Game

EQUIPMENT: A tennis ball.

METHOD: Everyone stands in a circle. Players throw the ball to any other player as swiftly and meanly as possible. Whoever drops the ball has "broken the bottle", and must pay by using only the right hand until she/he makes 2 successful catches. If she/he misses again before achieving 2 catches, she/he may use only the left hand, and if she/he misses again, she/he goes down on 1 knee. On another mis-catch, it is down on both knees, and then the player is out, (ie: 2 good catches are needed to get back to 1 knee, 2 to get back to the right hand and 2 to get back to the left hand).



577 — SPUD

TYPE: Ball Game

EQUIPMENT: A soft rubber ball.

METHOD: Scouts spread out over the playing area. One Scout is stationed in the centre of the area with a rubber ball. On a signal, she/he drops the ball and calls out the name of a player, who has to run to the ball. As soon as she/he touches it, she/he calls out "halt", and all Scouts must freeze. The Scout with the ball tries to hit any of the motionless Scouts from the spot where she/he touched the ball. If a hit is scored, the Scout who is hit must grab the ball, command "halt" and so on. If the thrower misses, a "spud" is scored against him/her and the game recommences by the ball being dropped again in the centre as at the start of the game. When a Scout has 3 spuds against him/her, a harmless penalty of some sort is sentenced.

578 — SCARF TAG

TYPE: Ball Game

EQUIPMENT: A ball.

METHOD: All Scouts wear scarves except the one who is It, and has the ball. It tries to hit anyone with the ball below the knees with a direct hit. If successful, the victim removes his/her scarf and helps It. The game proceeds with more and more becoming It, and fewer and fewer having scarves. The last Scout with a scarf is the winner.

579 — THREE-LEGGED ROUNDERS

TYPE: Ball Game

EQUIPMENT: A rounders bat, a ball, 4 bases, rags.

METHOD: As for ordinary rounders except legs are tied together with the rags as for a 3-legged race. Only the batting team is tied together.

580 — BOP BASEBALL

TYPE: Ball Game

EQUIPMENT: A large soft ball.

METHOD: This game can be played indoors or outdoors with any large soft ball. The rules are the same as for regular baseball except that, instead of using a bat, the ball is hit with the extended arm and closed fist.

581 — FOOL BALL

TYPE: Ball Game

EQUIPMENT: A volleyball.

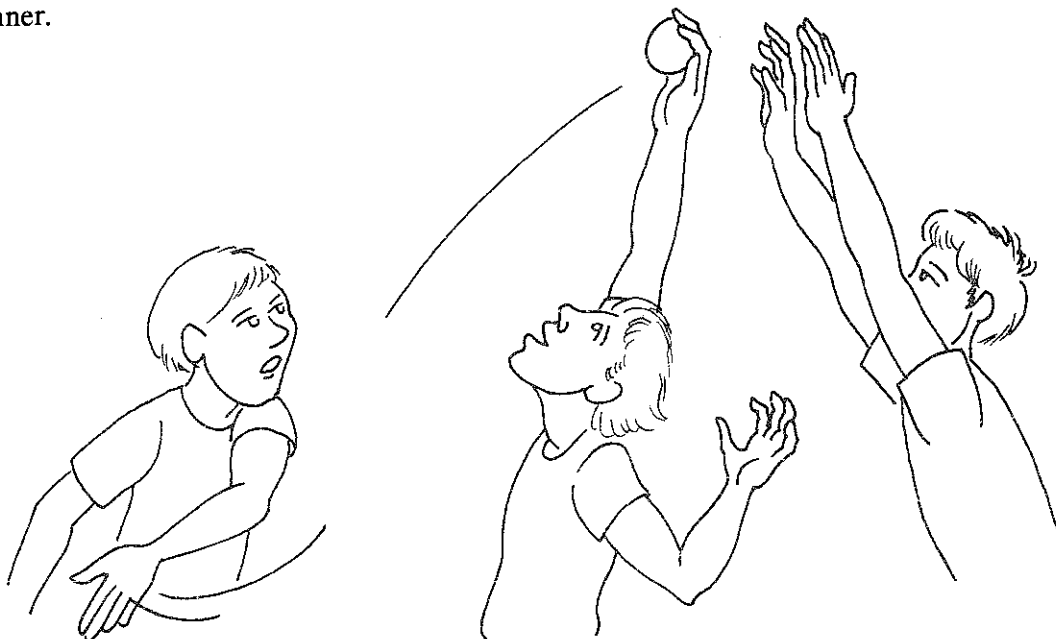
✓ **METHOD:** The Troop forms a circle and clasps their hands behind their backs. One Scout is the Fooler, who stands in the middle of the circle with the ball. The Fooler tries to fool the Scouts in the circle by faking a throw to them. If Scouts move their hands from behind their back on a fake throw, these players are eliminated from the circle. When the ball is thrown to them, they must move their hands to catch it; if they fail to do so, they are eliminated. The winner is the last player standing in the circle, who receives points for his/her side or is the Fooler for the next game.

582 — PIRATES

TYPE: Ball Game

EQUIPMENT: 8 tennis balls.

METHOD: Divide into 2 teams. Team A is given the tennis balls. Without running with them, the Scouts must keep them moving about their team. The team (B) has to capture the balls without interfering with the freedom of team A to throw the balls. If team B intercepts and captures a ball on a direct throw, it takes the ball to the umpire, and that ball is out of the game. If the ball is not caught indirectly, it is still in the game and can be retrieved by team A. After a time, each team changes functions and the team to pirate the most balls in the number of minutes allowed for each round is the winner.



583 — HIT THE LEADER

TYPE: Ball Game

EQUIPMENT: A volleyball, a soft rubber ball or a beanbag for each Patrol.

METHOD: Patrols each form a circle with one player in the centre and the rest of the Patrol stationed around at a distance of at least 4.5 metres (15 feet). The Leader is positioned at an equal distance from each circle. The Scout in the centre of each circle has the ball. On the word "go", she/he passes the ball to a player in the circle, who returns the pass to the centre. The next pass is to the next player, and so on, until a total of 8 complete passes have been made. Patrol members shout out the number of passes as each is completed. As soon as one Patrol finishes its passes, they try to hit the Leader with the ball. The Leader may move from the spot as soon as the first Patrol tries to hit him/her.

584 — BLINDFOLD ANCIENT FOOTBALL

TYPE: Ball Game

EQUIPMENT: A medicine ball, a bucket and a blindfold for each Patrol. A whistle.

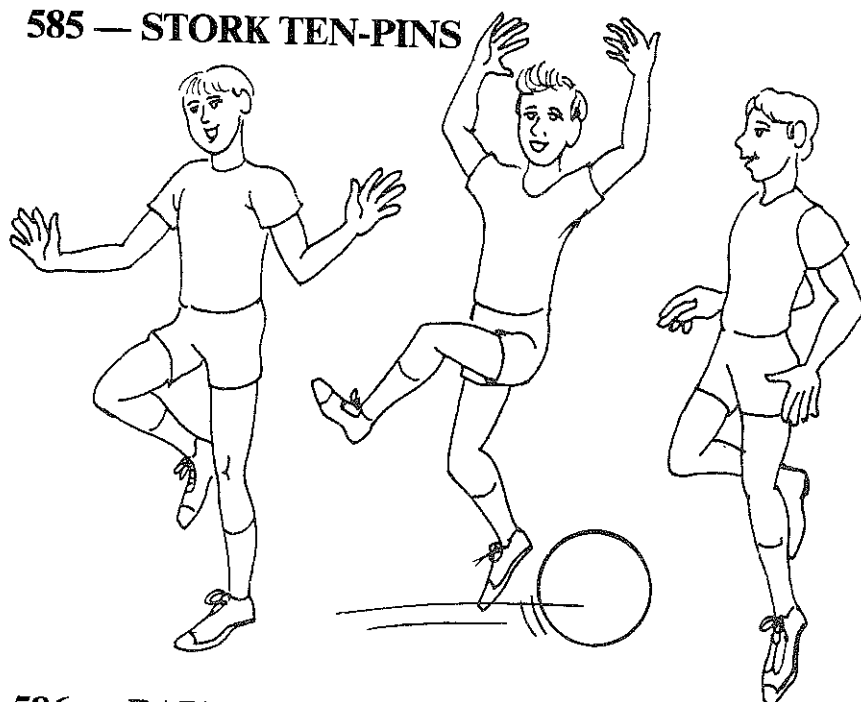
METHOD: Patrols number off in order of height, and form up along each wall. A medicine ball is placed in the centre of the hall, and one player from each team is blindfolded. When the whistle is sounded, the blindfolded players head for the ball, following instructions shouted by their PLs. The winner is the first to return to his/her Patrol and sit on the ball, which she/he has put in the bucket. Play until each Scout has had a turn.

585 — STORK TEN-PINS

TYPE: Ball Game

EQUIPMENT: 3 large rubber balls.

METHOD: Divide 6 or more players into 2 teams; one called Storks and the other, Hunters. The Storks stand in a row on 1 foot while the Hunters take turns rolling the balls and trying to hit a Stork's foot. The Storks dodge by hopping but if both feet touch the ground, the Stork is out. This counts as 1 point. After 1 innings, the players change sides.



586 — BALL AND JACK

TYPE: Ball Game

EQUIPMENT: 10 or 12 empty dishwashing liquid bottles, sand, 3 or 4 tennis balls per team, chalk for marking.

METHOD: Make skittles by weighting down the empty dishwashing liquid bottles with sand. Draw 2 chalk lines at opposite ends of the hall and a reasonable distance out from the wall. Stand each team behind the line and place the skittles on it. Using the tennis balls and staying behind their own line, each team tries to knock their opponent's skittles over. Each team is allowed one "fieldsman" to retrieve their balls.

587 — BUTTER FINGERS

TYPE: Ball Game

EQUIPMENT: 3 or 4 tennis balls for each team.

METHOD: Give each team its tennis balls. Teams face one another in a straight line about 6 — 9 metres (20 — 30 feet) apart. They throw the balls at each other and if a Scout is hit, she/he is out, unless she/he catches the ball, in which case, the thrower is out. Scouts can duck, but are not allowed to permanently crouch.

588 — TOE THE LINE

TYPE: Ball Game

EQUIPMENT: A cricket or wooden ball, chalk for marking.

METHOD: Two sets of parallel lines 30 cm (1 foot) wide and 2 metres (6 feet) apart are drawn down the length of the hall. Two teams face each other, their left feet just touching the rear line. The object is to kick the ball over the opposite team's front line whilst defending the team's own front line, keeping the toe of the inactive foot touching the rear line. After scoring, the ball must be passed before it is in play; this avoids hard direct shots.

589 — HEADING CRICKET

TYPE: Ball Game

EQUIPMENT: A plastic football, chalk for marking.

METHOD: Two teams are required. In one corner of the hall mark a chalk line, and about 9 metres (10 yards) away, chalk a 1 metre (3 foot) square for the wickets. The bowler is about 7 metres (8 yards) away from the chalk crease line, yet not in direct line between the wickets and crease. A wicket keeper stands in the 1 metre square. The bowler bowls the ball underarm, but head high. The batsman tries to head it, and if successful, she/he runs to the chalk square. This constitutes one run. It is a “no ball” if the batsman heads it backwards. The batsman can be got out in 2 ways: (1) by a fielder getting the ball to the wicket keeper, who must catch it whilst standing in the 1 metre square, before the batsman gets there, (2) by a fielder heading the ball after the batsman heads it. If the ball can be headed 3 times in succession, then the whole batting team is out.

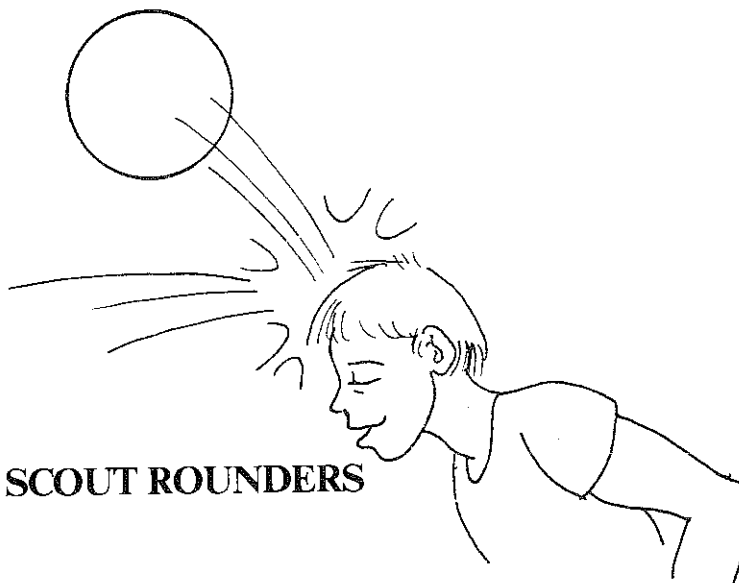
Decide on a number of innings and the team with the highest score wins.

590 — CATCH IT — HEAD IT

TYPE: Ball Game

EQUIPMENT: A football.

METHOD: The Troop stand in a circle with a player in the middle, holding the football. S/he throws the ball to anyone in the circle, shouting “catch it” or “head it”. If the player in the circle catches the ball when the order was to head it, or vice versa, she/he is out.



591 — SCOUT ROUNDERS

TYPE: Ball Game

EQUIPMENT: A bat and a ball.

METHOD: There are 2 teams, one batting and one fielding. The batters queue up behind a home base. Four other bases are arranged about 32 metres (35 yards) apart to form a hexagon. The bowler stands 4.5 metres (15 feet) away from the batter. The ball must be pitched between the knee and shoulder of the batter. Three serves are allowed but the batter must run for any ball hit. If the batter gets around all 4 bases unhit, a rounder is scored. If hit between bases, the batter is out. She/he is safe on a base. Only one batter is allowed on a base at a time, and the last to arrive stays in. No batter can move from his/her base while the ball is in the hands of the bowler, and no batter can move until the next batter has started his/her run from home base. A full catch puts all batters out.

592 — TRIPOD FOOTBALL

TYPE: Ball Game

EQUIPMENT: 3 staves about 1.5 – 2 metres (5 – 6 feet) long, a football.

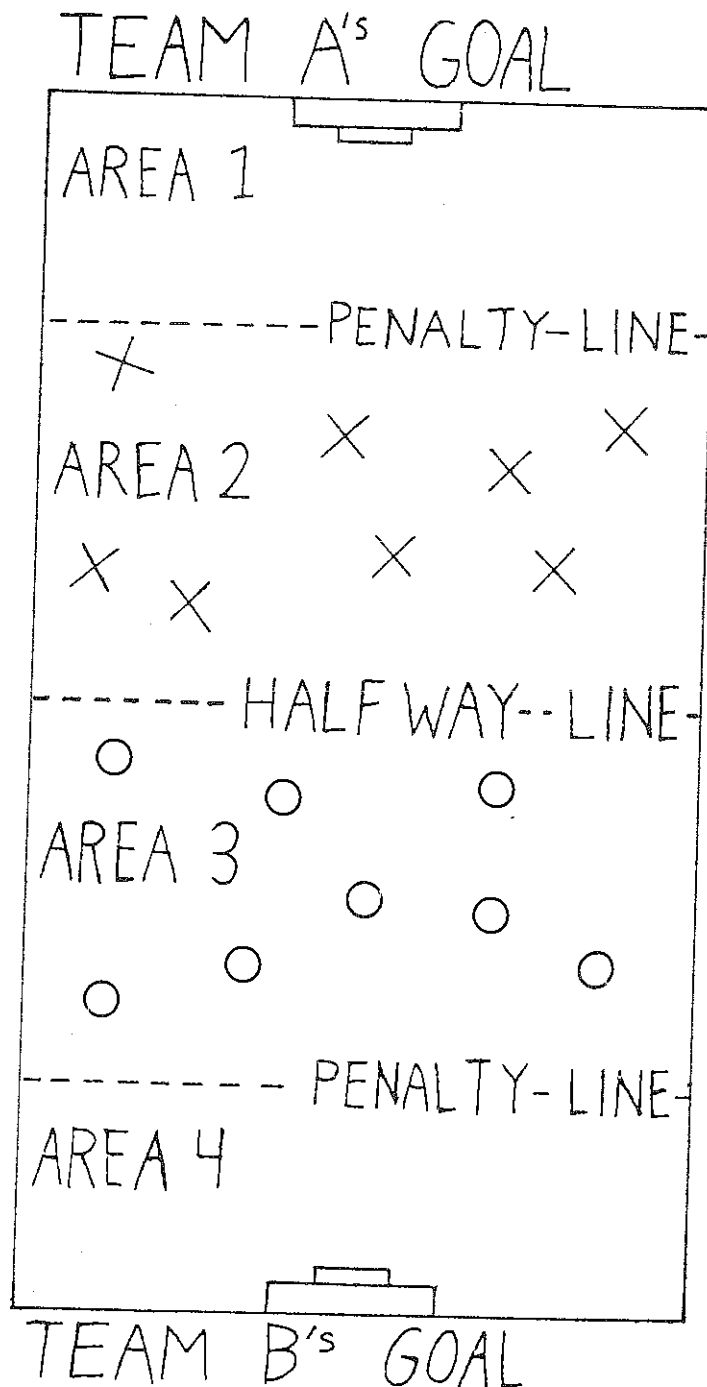
METHOD: Arrange the staves in the form of a tripod or wigwam, propped up against each other so that the slightest touch will knock the structure to the ground. Half the Troop defends the tripod while the other half try to knock it down with the ball. The attackers are not allowed within 3.5 metres (12 feet) of the structure. Draw a circle as a boundary. Defenders can kick the ball out of the way. After a given time, change roles. The winning team is the one with the most “knock-downs” when they were the attackers.

593 — SCRIMMAGE BALL

TYPE: Ball Game

EQUIPMENT: A soccer ball, chalk for marking.

METHOD: Two teams are needed. Divide the hall into 4 courts as follows: half of each team are Defenders and half are Attackers. At the start of the game, both Attackers and Defenders stand behind their penalty line (area 1). The ball is tossed in at the halfway line and the Defenders stay in area 1 while the Attackers dash into the rest of the court. The game's object is to try to push or hit the ball with the open hand below waist level across into the enemy goal. Using both hands or scooping or kicking the ball constitute fouls, and possession is given to the other side. Attackers and Defenders change over after each goal.

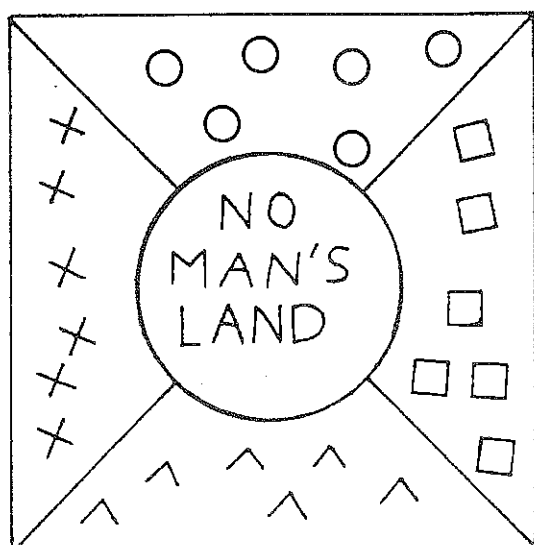


594 — FOUR COURT BOUNDARY BALL

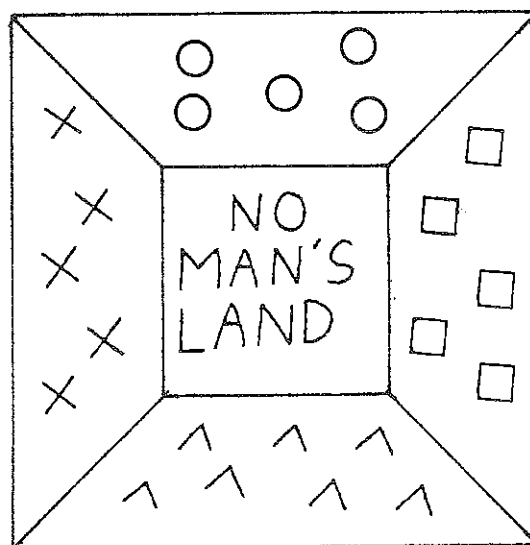
TYPE: Ball Game

EQUIPMENT: 2 basketballs. A tennis ball for every 2 players or so, (ie: 12-15 tennis balls).

METHOD: Four Patrols or teams are used. Set up the court as shown. Teams scatter over their marked area, and they must remain there throughout the game. The basketballs are placed in the "no man's land". Each team is given the same number of tennis balls. At the signal "go", the tennis balls are thrown at the basketballs so as to try and hit them into opponent territory. When a basketball rolls over into a team area, that side gets a penalty point, and after a time period, the side with the fewest penalties is the winner.



METHOD 1



METHOD 2

595 — CATCHBALL ✕

TYPE: Ball Game

EQUIPMENT: 2 chairs, a volleyball or basketball.

METHOD: Place a chair at either end of the hall and have the tallest member of each team stand on it, and at the opposite end to his/her own team. Place the ball in the centre of the hall. Each team lines up at the opposite end to the tallest player. At a signal, the teams dash forth and try to obtain the ball, which has to be passed hand to hand with no running. Interception is allowed. A goal is scored when the player on the chair manages to catch the ball. If the player on the chair falls off or gets off, there is no score. If she/he is pushed off, the game is restarted.

596 — TEAM STRIDE BALL

TYPE: Ball Game

EQUIPMENT: A soccer ball, or similar.

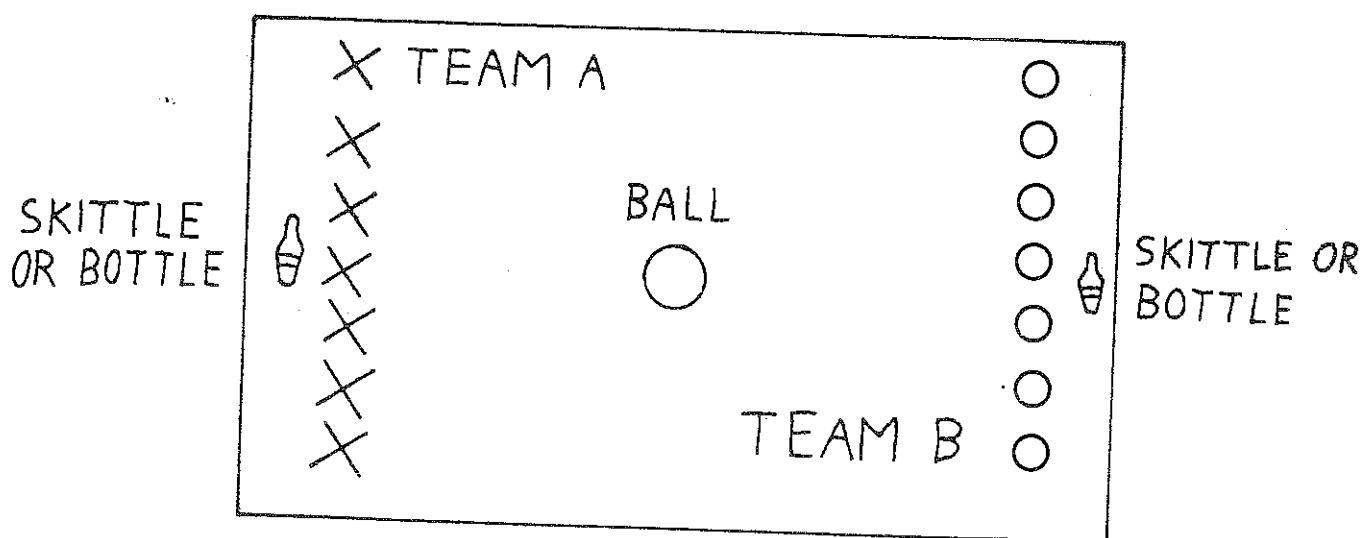
METHOD: This is a variation of the previous game. The players form 2 teams and stand in feet astride position facing each other about 2 metres (6½ feet) apart. Those standing feet astride throw the ball, trying to get it between the legs of the opposing team. A tally of the number of times each is able to do this is kept. Naturally the team with the highest score wins.

597 — HOP HOCKEY

TYPE: Ball Game

EQUIPMENT: A volleyball or basketball. Two skittles or large bottles.

METHOD: Divide the Troop into 2 teams. Place one skittle or bottle at either end of the hall. Put the ball in the centre, and line each team alongside their skittle as shown. Each Scout removes his/her right shoe and holds it in his/her right hand. From then on, players are only allowed to hop about on the left leg. The game commences when the Leader gives the signal. Each team then hops about, belting the ball with their shoe in their right hand with the object of knocking over their opponent's skittle. If they do, this counts as a goal, and all Scouts form up again as at the start (or alternatively as a "bully-off" between the captains of each team). At half time, the right shoe is replaced and the left one becomes the striker, with players hopping about on the right leg and using the left arm. Five minutes each way is about enough.



598 — PITCHBALL

TYPE: Ball Game

EQUIPMENT: A tennis ball and a bat.

METHOD: Mark out a pitch about 11 metres (12 yards) square. The Troop is divided into teams of 8, each fielding in turn. The fielding side stands so that there are 2 of them on each of the sides of the square. The first batsman enters the square. The fielders have the ball and throw it at the batsman, trying to hit him/her. Every time they miss, the batsman scores one point. If she/he hits the ball with his/her bat, 2 points are scored, if she/he knocks it back out of the square the way it came in, 3 points are scored and a powerful shot scores 4, at the umpire's discretion. The batsman is out if the ball is caught, as in cricket. The fielders must not enter the square, except to retrieve the "dead" ball. On no account can they bowl from inside the square.

599 — BENOTTEN

TYPE: Relay

EQUIPMENT: A rope long enough to tie a number of knots for each Patrol.

METHOD: Patrols stand at the end of the hall. At the other end, facing each Patrol, place an identical piece of tightly knotted rope. Each Scout in turn is allowed to untie a knot, and the first Patrol with all its knots untied is the winner.

600 — CANNIBAL RESCUE

TYPE: Relay

EQUIPMENT: 6 ropes for each Patrol.

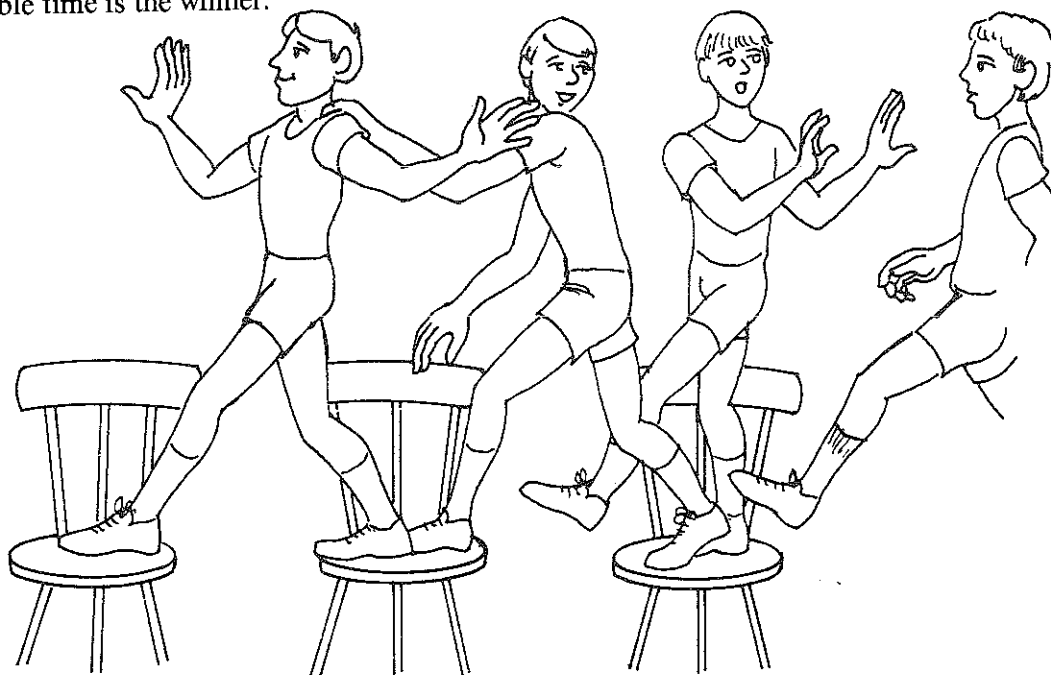
METHOD: Patrols are in relay formation facing a line drawn 6 metres (20 feet) in front of each one. The ropes for each Patrol are beyond this line. The Leader tells this story; "You are fleeing from cannibals and have reached the bank of a river. Only one Scout in each Patrol can swim". On this signal, the Leader "swims" (runs) across the ropes, ties them into one long line, coils the line and throws one end to his or her Patrol. The Scouts to be rescued tie the rope around their waists with a bowline and are pulled across to safety. The bowline is untied, and the rope is thrown back to the next Scout. This continues until all are rescued. If any knots come untied, they must be retied before continuing.

601 — CROSSING THE CREEK

TYPE: Relay

EQUIPMENT: 2 or 3 chairs.

METHOD: Mark out a "creek", which the Patrols have to cross. Place the chairs in the middle of the creek as stepping stones. The Patrols line up in file order on one side of the creek. They may not touch the creek with any part of their bodies, but can use the chairs as stepping stones to get across as quickly as possible. However, if more than 2 Scouts are on any one chair at one time, it will sink into the creek and both Scouts will be lost. The Patrol that assembles itself on the far side of the creek in the quickest possible time is the winner.



602 — POLO

TYPE: Relay

EQUIPMENT: A stave or broomstick and an empty cylindrical container for each Patrol.

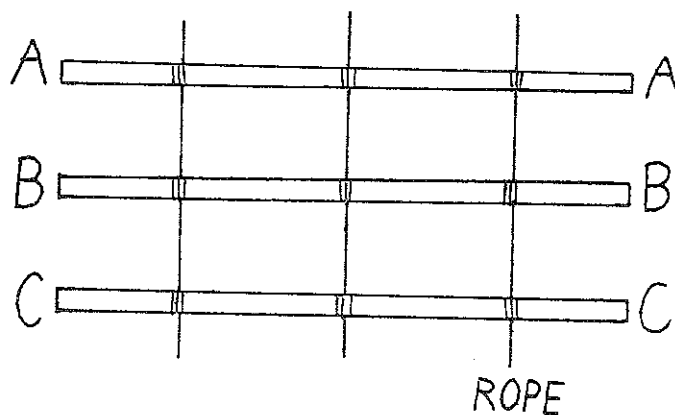
METHOD: Remove one end from each of the containers. The Patrols line up with the PL holding the stave. The container is placed upright at the far end of the hall. The 2nd Scout in the Patrol gets on the PL's back and takes the stave. The container must be picked up on the end of the stave and carried right around the Patrol, then returned to its original position. The rider then acts as the horse for the next Scout, and the pair repeat this process, and so on down the Patrol.

603 — PHARAOH'S CHAIR

TYPE: Relay

EQUIPMENT: 3 staves about 1.5 – 1.8 metres (5 – 6 feet) long and 3 lengths of rope about 2.75 metres (9 feet) long for each Patrol.

METHOD: Patrols line up with their staves and ropes in front of them. At the start signal they tie clove hitches at either end and in the centre of each of the 3 ropes, and slide the staves into the knots so that they are at right angles to the ropes, as shown. The PL stands on the middle stave (BB), and is carried by the rest of the Patrol, who hold the 2 outer staves (AA and CC). Each member of the Patrol is carried in turn on the Pharaoh's Chair to the end of the hall. The first Patrol to finish is the winner.



604 — BUCKET TOSS

TYPE: Relay

EQUIPMENT: A tennis ball, a medium sized billy and a stave for each Patrol.

METHOD: Mark out a "river" about 1 metre (4 feet) wide in front of the lined up Patrols. Place the billys opposite the Patrols, on the other side of the river. The PL has the tennis ball, which she/he tries to lob into the billy. When she/he succeeds, she/he lifts the billy over the river with the stave, retrieves the ball and returns the billy across the river without anything falling into the river. If she/he misses, the ball has to be retrieved and tossed until it lands in the billy. After she/he succeeds, the next Scout carries out the same procedure.

605 — NIPPY RACE

TYPE: Relay

EQUIPMENT: A cup, saucer and spoon for each Patrol.

METHOD: Fill the cups to the brim with water. Players must carry the cups and saucers to the far end of the hall without touching the cup. They must drink the water, and any spilt into the saucer has to be drunk with the spoon. The return journey is made with the cup in the mouth, the spoon in the hand, and the saucer, bowl upwards, on the head.



606 — LIFESAVER AND STRAW RELAY

TYPE: Relay

EQUIPMENT: A straw and a Lifesaver sweet for each player. A piece of waxed paper for each Patrol.

METHOD: Scouts are in relay formation. At the other end of the hall, place a Lifesaver for each player on pieces of waxed paper. On the word "go", the first player in each Patrol runs to the Lifesaver. With one hand behind the back, she/he attempts to put the straw through the hole in the Lifesaver and pick it up. She/he takes it back to the team and the next player runs up to have a try. The game continues until all the players have had a turn and a Lifesaver. The first team to finish wins.

607 — BLACK CAT RELAY

TYPE: Relay

EQUIPMENT: Black construction paper, 2 strings about 3.5 metres (12 feet) long, 2 chairs.

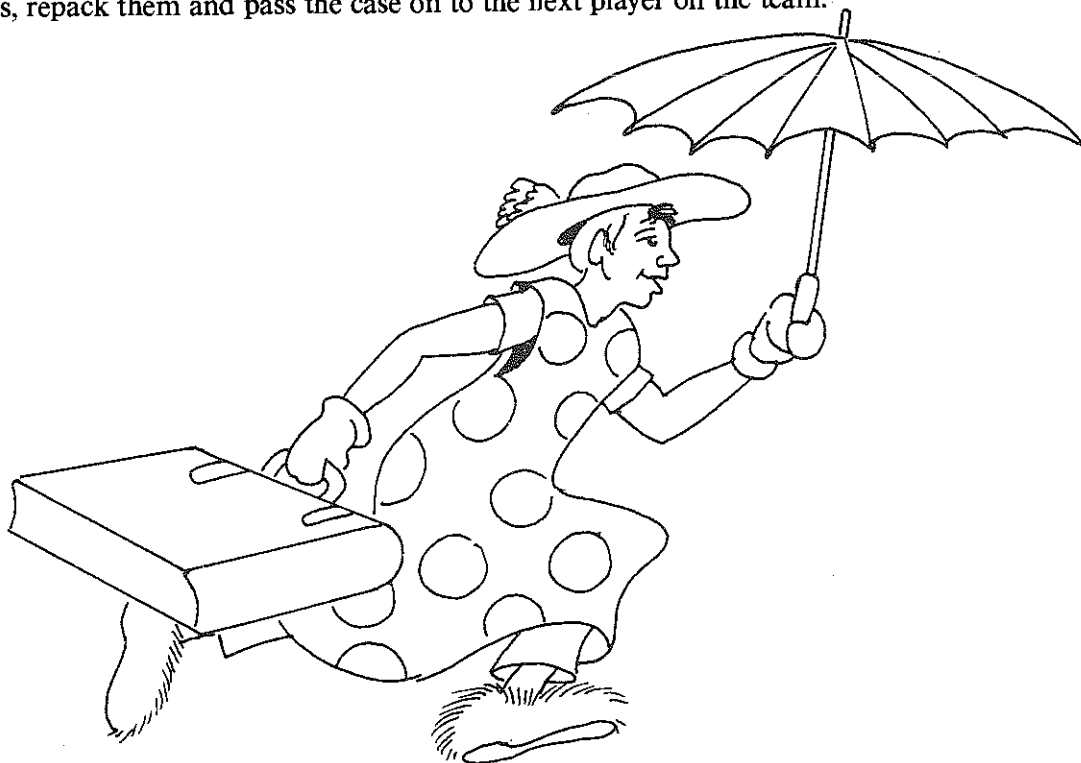
METHOD: Cut out 2 large cardboard cats out of the construction paper. Run a string through the head of each cat. Tie one end of each string to a chair across the room, high enough off the floor so that both cats are standing on their hind legs. Divide the players into 2 teams. Give the captains of each team the loose ends of the strings and tell them to move the cats by jerking the strings across the room and to the operator of the string. The next player in line jerks the cat back up to the chair. The first team through wins.

608 — RAINY DAY RELAY

TYPE: Relay

EQUIPMENT: 2 umbrellas, 2 suitcases and 2 sets of old clothes.

METHOD: The Group is divided into 2 teams. An umbrella and a suitcase filled with old clothes are placed a few paces in front of each team. A skirt or loose trousers, a flower hat and a pair of mittens make a hilarious costume. The object of the game is to have each contestant run to the suitcases, dress up in the clothes, open the umbrella, race to a given goal, return with the suitcase and umbrella, take off the clothes, repack them and pass the case on to the next player on the team.



609 — SACK POP

TYPE: Relay

EQUIPMENT: 2 stacks of small paper bags, one for each player.

METHOD: Players stand in 2 lines. At the head of each line place a stack of bags. At a given signal, the first person in each line picks up a bag, runs to the end of the line, blowing it up as she/he runs, and pops it on the back of the end player as she/he steps into line behind this player. If the bag fails to burst, it must be blown up again by the same person in the same way. As soon as the explosion is heard, the 2nd person in line takes a turn with a bag. The side to finish first wins.

610 — ARM SLING RELAY

TYPE: Relay

EQUIPMENT: A handkerchief for each Scout.

METHOD: Patrols are in relay formation, each facing a seated "patient" and a judge across the hall. The Leader announces the bandage to be tied: hand, head, knee or foot. On the word "go", the first Scout runs up, applies the bandage, is scored by the judge, unties the bandage, runs back and touches off the next Scout, who runs up to apply the next bandage. Continue until 7 runners have tied a bandage. Scoring is for quality not speed; 10 points for a perfect bandage, 8 for a good bandage and 6 for a fair bandage.

611 — STAFF RACING

TYPE: Relay

EQUIPMENT: A staff and a bench for each Patrol.

METHOD: Each Patrol is given its staff, which must be kept absolutely horizontal throughout the game, and, for example, facing north and south. On no account may it be moved from this position. Carrying it like this above his or her head, the first Scout of each Patrol races up and over a bench. He/she has to then turn round, still keeping the staff facing north and south, and race back to his or her Patrol. The next player joins him/her, and they both run up the hall and back, holding the staff together. This continues until the whole Patrol is holding on. The skill in the game is in keeping the staff level and pointing in the same direction even when 8 players are holding it. They must use both hands at all times.

612 — TRIANGULAR BANDAGE RELAY

TYPE: Relay

EQUIPMENT: A handkerchief for each Patrol.

METHOD: Patrols are in relay formation, each facing a seated "patient" and a judge across the hall. The Leader announces the bandage to be tied: hand, head, knee or foot. On the word "go", the first Scout runs up, applies the bandage, is scored by the judge, unties the bandage, runs back and touches off the next Scout, who runs up to apply the next bandage. Continue until 7 runners have tied a bandage. Scoring is for quality not speed; 10 points for a perfect bandage, 8 for a good bandage and 6 for a fair bandage.

613 — EGG RELAY RACE

TYPE: Relay

EQUIPMENT: 2 hard-boiled eggs, a teaspoon for each player.

METHOD: The Group is divided into 2 teams, which form 2 lines, one player directly behind the other. Each player is given a teaspoon and told to hold the handle between his or her teeth. A hard-boiled egg is placed on the bowl of the spoon of each of the 2 leaders. At a given signal, the leaders, with their hands behind them, run to a goal across the hall without dropping the eggs. If a player accomplishes it she/he grabs the spoon in his/her hand and runs back to the line, placing the egg in the spoon of the next player in line. If the player drops the egg in transit, she/he must pick it up and place it back on the spoon before advancing any further. The team that completes the race first is declared the "Eggs-perts"!



614 — CHAIN GANG

TYPE: Relay

EQUIPMENT: A rope at least 4.25 metres (14 feet) long for each Patrol.

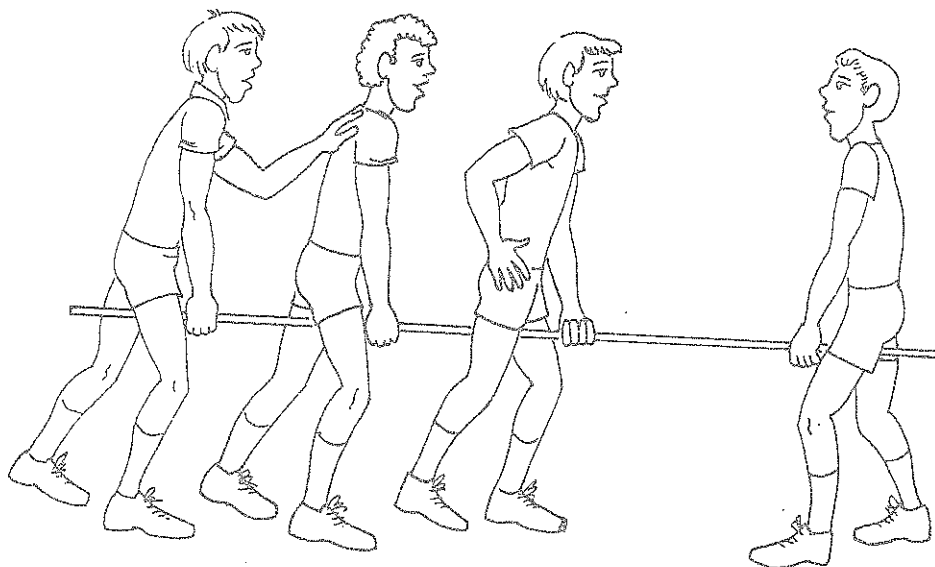
METHOD: Patrols form relays. On the word "go", the first Scout ties a bowline around his/her right ankle, and hands the rope end to the next Scout, who ties a clove hitch around his/her right ankle, and so on until their team is all tied up. The team then races to a finishing line. The winner is the first Patrol to reach the finishing line with all clove hitches and the one bowline tied.

615 — COXED PATROL

TYPE: Relay

EQUIPMENT: A stave for each Patrol.

METHOD: Each Patrol sits astride its stave with the PL facing them as cox. The whole Patrol runs the length of the hall and touches the end wall before returning to the starting point. The Scout who was at the far end of the Patrol now takes the place of the PL as cox as the Patrol takes off again. This proceeds until each Scout has had a turn as cox.



616 — HAMMER AND NAILS

TYPE: Relay

EQUIPMENT: A hammer, 20 tacks and a board for each Patrol.

METHOD: Each member of the Patrol has to run to a given point, drive a tack into the board, return and touch off the next Scout by giving him/her the hammer. Each Patrol has to spell out a word — “Scout” for instance — or knock the tacks in in a certain pattern. Points can be awarded not only for the first Patrol to finish but also the Patrol that has the neatest word or pattern.

617 — TWO MAN CARRY RELAY

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Patrols are in relay formation. Scouts number off from 1 to 8. On the word “go”, Scouts 1 and 2 carry No. 3 using the four-hand carry (the conscious patient carry). They carry the patient 6 metres (20 feet), turn around and return to the starting line. Next, No. 3 and 4 carry No. 5 around the course. Continue until the Patrol has made 4 carries. The first Patrol to complete the 4 carries wins.

618 — BUNDLE RELAY

TYPE: Relay

EQUIPMENT: A ball of string or cord for each Patrol.

METHOD: The object of this relay is for each line to try to be the first to tie themselves into a bundle using the string. The first player in each team is given the string. At the word “go”, she/he passes it to the next in line behind him/her but holds on to the end. The ball is passed from player to player, unrolling as it goes. When it arrives at the end of the line, it is passed up the line again, behind the backs of the players until it reaches the first player. The team that wraps itself into a bundle first is the winner. A followup to this game consists of the players untying the bundle by passing the ball back and winding it as it goes.

619 — HUMAN CATERPILLAR

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Players are in relay formation. The first player in each group stands with feet apart. The next bends over in the leap-frog position. Positions alternate in this way for each group. On the word “go”, the last player in each group crawls under the legs of the player in front, vaults over the next, and so on until she/he has reached the head of the line. This player then runs to the other end, tags the wall and runs back. As soon as she/he is back, the next player at the end of the group starts up the line, going over and under in the same way. However, while a player is running to the far end, the players each change position. This continues until all players have returned to their original places.

620 — TOOTHPICK AND RAISIN RELAY

TYPE: Relay

EQUIPMENT: A toothpick for each player and a bowl of raisins for each team.

METHOD: Players are in relay formation. On the word “go”, the first players in each team run to their bowls at the far end of the hall and, with their hands behind their backs and the toothpicks in their mouths, they try to spear a raisin. When the raisins are firmly speared on the toothpicks, the players return to their respective teams and the next players run to the bowls to repeat the process. Players can eat their raisins on return to the team. The winning team is the first one to empty its bowl of raisins.

626 — OLYMPIC TORCH

TYPE: Relay

EQUIPMENT: A torch for each Patrol.

METHOD: The hall must be in darkness for the whole of the game. Patrols are in relay formation. The first Scout at the head of the Patrol flashes the torch on and off and then passes it to the 2nd Scout, who does the same. This continues down the Patrols to the last Scout. The last one keeps the torch alight and runs to the front of the Patrol, passes it to the player behind him/her, who flashes it on and off, and so on down the Patrol. The first Patrol to finish wins.

627 — SIX MAN RELAY

TYPE: Relay

EQUIPMENT: A small paper cup for each player. One large bottle of soft drink.

METHOD: Players are in teams of 6. Each one in the group has a paper cup. At the other end of the hall stands the bottle of soft drink. On the word "go", the first of each group runs to the other end, opens the bottle and pours some of the drink into the cup, then drinks it. The cup must be emptied so that when it is tipped upside down, nothing drips out. The player then runs back and the next one runs up and does the same. The first group to finish wins. (For this game it is best to have a large and a small bottle of drink).

628 — BOWL AND NUTS GAME

TYPE: Relay

EQUIPMENT: 2 bowls for each Patrol, one containing an unshelled peanut for each player. A table knife for each Patrol.

METHOD: Place the bowl with the peanuts in front of the Patrols, and lay the knife beside it. At the other end have the other bowl, this one empty. On the word "go", the first person of each group picks up a peanut, puts it on the side of the knife, balancing it, and goes to the other end, where s/he drops it into the other bowl. S/he then runs back and the next player goes up and does the same. After the last player has returned to his or her group and put the knife in the bowl, the whole group runs up to the other end and starts to shell the peanuts. After they have shelled all the peanuts, they must all eat them. Then they run back and sit down, one behind the other. The first team finished and sitting down wins.

629 — REVERSE DISCUS THROW

TYPE: Relay

EQUIPMENT: A small hand mirror and a table tennis ball or bean bag for each team, a large hoop.

METHOD: Hang the hoop from a light fixture or ceiling beam. Players are in relay formation. On the word "go", the first player in each team runs to a line about 1 metre (4 feet) from the hoop. With a mirror in one hand and his/her back to the hoop, using the mirror to take aim, the player throws the ball or bean bag over his/her shoulder towards the hoop. A point is given if the ball or bean bag makes it through the hoop. Each player has 3 turns at throwing through the hoop. The team that gains the most points wins.



630 — FOUR-LEGGED RACE

TYPE: Relay

EQUIPMENT: Material for tying ankles together.

METHOD: Number off each Patrol. Scouts compete in teams of 3. Each team stands at the starting line with the ankles of the centre player (No.2) tied to the nearer ankles of the outside players (No.1 and No.3). On the word "go", each team races to the turn line and back again. No.1 then drops out, No.3 becomes the centre, No. 2 is on the left, No. 4 is on the right etc. . . so that each player has 3 turns in the race, as shown.

1 2 3 2 3 4 3 4 5 4 5 6 5 6 1 6 1 2

1st round

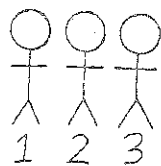
2nd round

3rd round

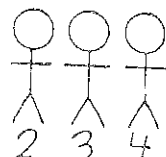
4th round

5th round

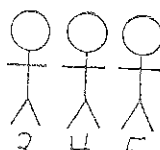
6th round



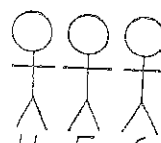
1st ROUND



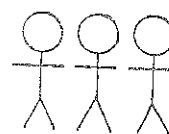
2nd ROUND



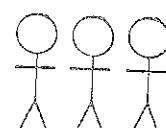
3rd ROUND



4th ROUND



5th ROUND



6th ROUND

631 — HEEL RELAY

TYPE: Relay

EQUIPMENT: Nil.

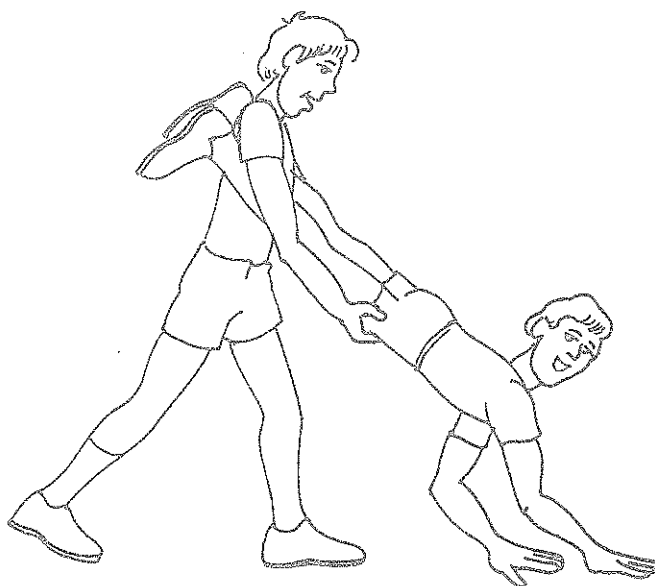
METHOD: Players are in relay formation. On the word "go", the first of each team walks to a line 7.5 metres (25 feet) away on his or her heels. When s/he gets here, s/he turns and comes back the same way, tagging the next player, who does the same. The first team to finish, wins.

632 — WHEELBARROW

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Players form pairs. All the No.1's walk on their hands and the No.2's hold their legs under their arms. Each pair in turn goes to a given point and back.

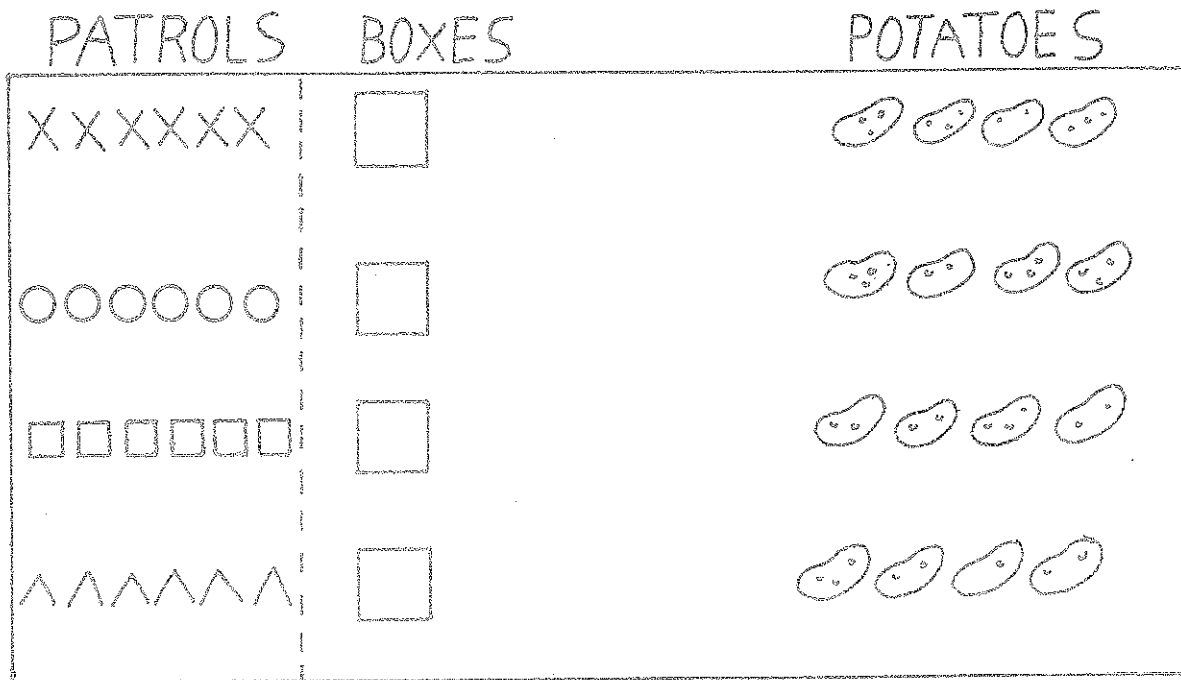


633 — POTATO RACE

TYPE: Relay

EQUIPMENT: 4 potatoes and a small cardboard box for each Patrol.

METHOD: Everyone in the Patrol has a turn to collect all the potatoes one at a time and place them in the Patrol's box, or remove them and set them in a line again. So, No.1 puts them in the box, No.2 sets them in a line etc. . . until all the Patrol have had a turn. The first Patrol through is the winner.



634 — OBJECT TOSS

TYPE: Relay

EQUIPMENT: Chalk for drawing circles and lines, one bean bag, tennis ball etc. . . for each Patrol.

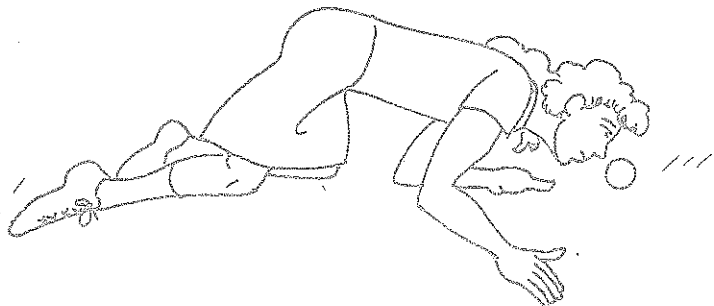
METHOD: Draw a circle about 2 metres (6 feet) away from each Patrol. Draw a line in front of each Patrol. No.1 in each Patrol is given the bean bag, tennis ball or similar and has to toss it into the circle. If s/he misses, s/he recovers it and continues to try until s/he succeeds. When this happens, No.2 has a turn and so on. The first Patrol to finish wins.

635 — NOSE ROLL

TYPE: Relay

EQUIPMENT: A ball for each Patrol.

METHOD: Teams are in relay formation with a ball in front of each. On the word "go", the first Scout in a team rolls the ball with his or her nose to a marked point about 5.5 metres (6 yards) away, and brings it back to the starting point in the same way. The game is continued until all the players have had a turn. Touching the ball with any other part of the body is considered a "foul".



636 — BASIC RELAY

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Scouts line up as Patrol teams. They run in turn to a fixed point, returning to touch off the next player in the Patrol. The first team to have all its players complete the course wins. Each Patrol makes the same number of runs, although some members will have to run twice if the Patrols are not even in numbers.

Here are some variations;

- (a) hopping instead of running
- (b) crawling backwards
- (c) running backwards
- (d) puffing a balloon
- (e) balancing a stave
- (f) dribbling a ball
- (g) bowling a hoop
- (h) crab walking
- (i) grasping ankles with hands
- (j) gripping an object between the knees
- (k) carrying a potato on a spoon
- (l) horse and rider
- (m) three-legged race
- (n) wheelbarrow race
- (o) hands clasped in front of the shins
- (p) balancing a book on the head.

637 — DRAUGHT SLIDE RELAY

TYPE: Relay

EQUIPMENT: A set of draughts, chalk for marking.

METHOD: Teams line up in relay formation. A three-ringed "bullseye" is chalked on the floor about 3 metres (10 feet) in front of each team. The outside ring is marked 5, the next 10 and the inner ring 15. At the word "go", the first player takes a draught and slides it along the floor towards the bullseye, attempting to get it in the highest counting ring. S/he then goes to the back of the line and the next player slides a draught. The game is over when all the draughts have been used, or when everyone has had a turn. The team with the highest score wins.

Variation: Draw only one series of circles. All players slide their draughts at the same circle so that there is the added excitement of possibly knocking someone else's draught out of the circle.

638 — ARCH RELAY

TYPE: Relay

EQUIPMENT: A tennis ball for each Patrol.

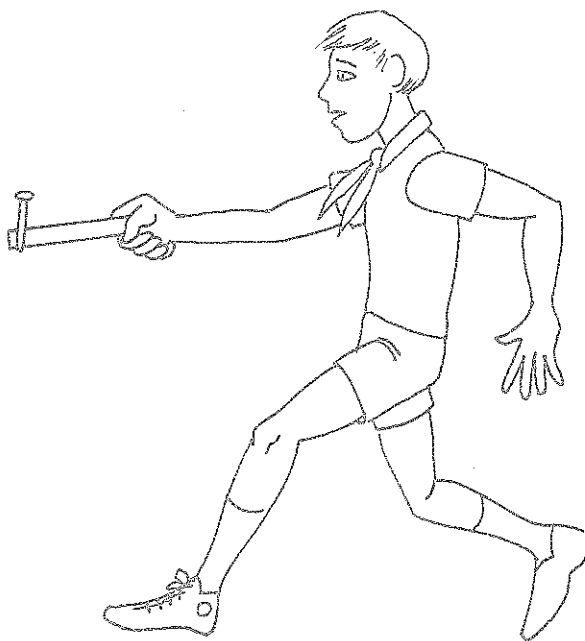
METHOD: Patrols line up at one end of the hall and are given a ball. Each PL runs to the other end of the hall with the ball and touches the wall and returns to the Patrol, passing the tennis ball between his or her legs to No.2. The ball is passed down the line until it reaches the last Scout, who then runs to the front of the hall and touches the wall. This Scout now stands in front of his/her Patrol Leader and passes the ball back down the Patrol through their legs. After all the Scouts have had a turn the PL runs to the front of the Patrol and signals that his/her Patrol has finished.

639 — RULER AND CLOTHESPEG RELAY

TYPE: Relay

EQUIPMENT: A ruler and a wooden clothespeg for each team.

METHOD: Players are in relay formation. The first Scout in each team has the ruler and peg. On the word "go", s/he holds the ruler on its edge and puts the peg on it, with the head of the peg up. The players must balance the peg on the ruler to the far end of the hall. On arrival they tag the wall and then run back to their teams, handing the ruler and peg to the next person in line. If the peg is dropped from the ruler, the player must stop, put it back in position and continue to the end of the hall. The winner is the first team to have all players finish the round-trip.



640 — CHITTY BANG BANG

TYPE: Relay

EQUIPMENT: A large number of small paper bags, at least one per Scout.

METHOD: Line up the Patrols at opposite ends of the hall. Facing each Patrol place a supply of paper bags. At the starting signal, the Scouts, in turn, have to run up, pick up a bag, run back, blow up the bag and burst it. The bang as the bag bursts is the signal for the next player to start. If no bang results, another bag has to be tried. A referee for each Patrol will usually be necessary as it is rather a noisy relay and not all bangs will be easy to assign to the right Patrol unless one is present and within earshot.

641 — PLATE BOWLS

TYPE: Relay

EQUIPMENT: A plastic, enamel or tin plate for each Patrol. Chalk for marking.

METHOD: Line up the Patrols and opposite them at the far end of the hall, make a circle about twice the diameter of the plates. The last member of each Patrol stands at the rear of each circle. The PL has the plate and slides it face downwards along the floor so that it comes to rest inside the circle. The Scout by the circle returns the plate to the PL if the shot is unsuccessful. When a successful shot is made, the PL stands by the circle, and the last Scout returns to the Patrol. No.2 then bowls the plate, and when successful, joins the PL at the circle, and so on. The first Patrol with all its Scouts by its circle is the winner.

642 — SPACE FLIGHT

TYPE: Relay

EQUIPMENT: As many pieces of paper as there are Patrols.

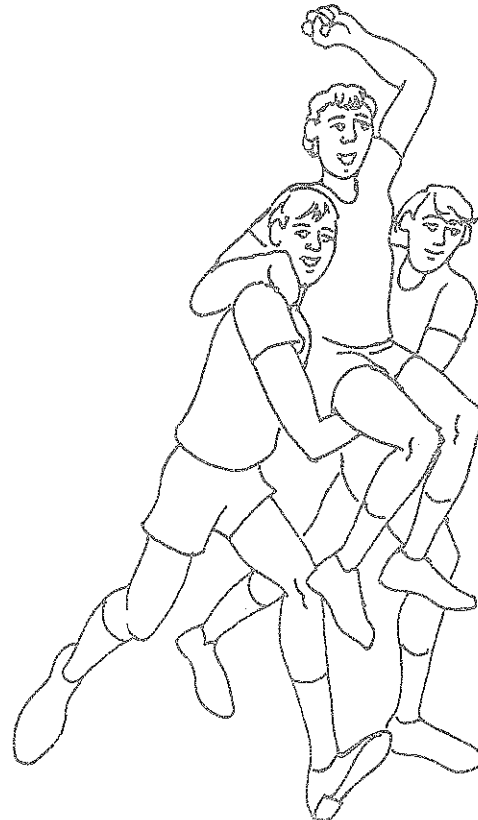
METHOD: During a quiet period each Patrol has to make a paper dart of any design. The race requires some bush or trees. Decide on a starting base and a finishing spot. Then, in relay formation, Patrols start to hurl their dart in the direction of the finish line. When the PL has had his or her throw, the Patrol runs after the dart and No.2 throws from where it lands (even if it lands in a tree!) Continue until a Patrol reaches the finish.

643 — CHARIOTS

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Each member of the Patrol has to be carried up and back by a pair of fellow Scouts, who make a chair for him or her by each pair clasping his or her own left wrist and partner's right wrist.



644 — PIG TO MARKET

TYPE: Relay

EQUIPMENT: A piece of manuka about 1 metre (3 feet) long and a small Coke bottle or similar for each Patrol.

METHOD: Give each Patrol its stick of manuka and bottle. Set up 2 base lines about 6 metres (20 feet) apart. No.1 has to guide the bottle to the far base line and back using the manuka wand, then No.2 takes over, and so on.

645 — DIZZY

TYPE: Relay

EQUIPMENT: The same pieces of manuka as in Pig to Market (644)

METHOD: Using the same piece of manuka as before, No.1 has to run up to the base line, place his or her hand on top of the stick, move about and pivot 3 or 4 times then go as directly as possible back to the Patrol to tag No. 2, who does the same.

646 — CATCH THE TRAIN RACE

TYPE: Relay

EQUIPMENT: A pack, a billy of water, a frying pan and a potato for each Patrol.

METHOD: Each member of the Patrol has to run the course carrying the pack on his or her back, the billy of water in one hand and the pan and potato (in the frying pan) in the other hand. If the potato is dropped, it has to be picked up, and if the water is lost, it has to be topped up from the bucket at the start line. The first Patrol to complete the course with the billy full of water is the winner. The billy must be full at the start of each run.

647 — BACKWARD PICK-UP

TYPE: Relay

EQUIPMENT: A small bottle or similar for each Patrol.

METHOD: Place the bottle or similar about 7.5 metres (25 feet) in front of each Patrol. Scouts, holding their hands behind their backs and running backwards, looking straight ahead, have to pick up the bottle while still holding their hands behind their backs. When they obtain the bottle, they return, running face forward, bottle behind, back to the Patrol. No.2 returns the bottle and goes back in the way as No.1, and so on.



648 — BACKWARDS TEAM RACE

TYPE: Relay

EQUIPMENT: Nil.

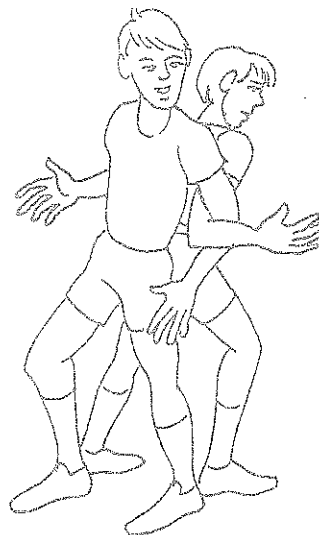
METHOD: Similar to Four-legged race, (630) in teams of 3. Each team stands at the starting line with elbows linked. The centre player faces the turn line and the 2 outside players face the opposite direction. On the word "go", each team takes off with elbows still linked, the centre player guiding the team to the turn line, and outside players guiding the centre player back to the start line. The next team is then formed on the same basis as game 630 so that each Scout has 3 runs.

649 — CRAB RACE

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Players compete in couples. At the starting line each couple stands back to back with elbows linked, side on to the course. On the word "go", each couple runs sideways, with elbows still linked, to the finishing line.



650 — WATER HAZARD For a hot day

TYPE: Relay

EQUIPMENT: A bucket of water, a small bottle and a mug for each Patrol.

METHOD: Place the bucket, bottle and mug about 3 metres (10 feet) in front of each Patrol. No.1 runs out and holds the bottle against his or her chest (or on top of the head) and kneels. No.2 has to fill the bottle using the water in the bucket and the mug. When the bottle is filled, No.1 empties it out and gives it to No.2. No.1 returns to his/her Patrol and No.3 has to fill No.2's bottle, and so on, filling the bottle of the last member of the Patrol.

651 — POST OFFICE RACE

TYPE: Relay

EQUIPMENT: 2 chairs for each Patrol, 1¢, 2¢ and 5¢ pieces.

METHOD: Place a chair in front of each Patrol, and place another at the opposite end of the hall, (or alternatively draw a circle in lieu of a chair). The chair or circle in front of the Patrol is the "change base" and the one at the far end of the hall is the "post office". Place the following in each post office;

5 x 1¢ pieces

4 x 2¢ pieces

2 x 5¢ pieces

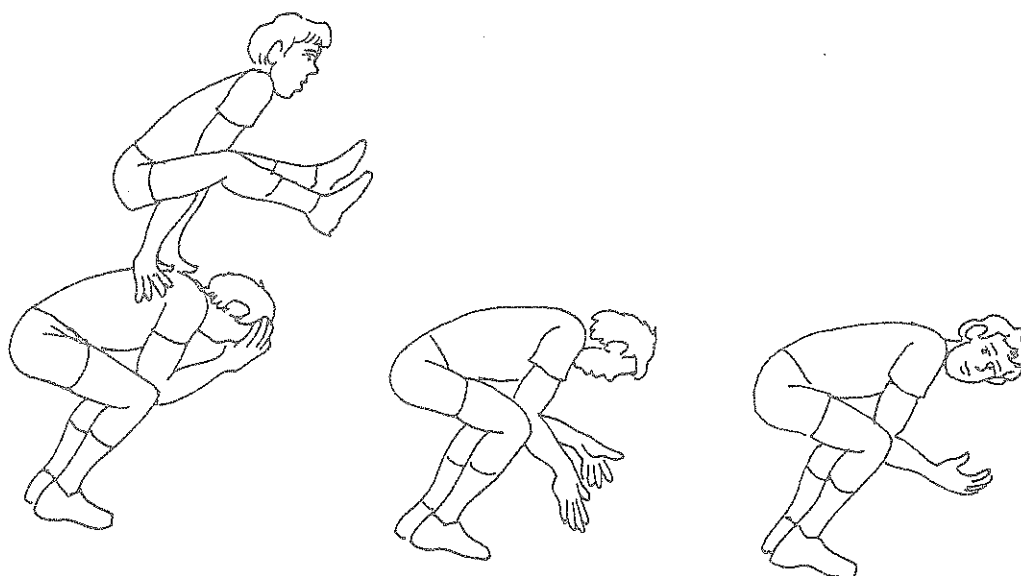
Number off each Patrol. The Leader then calls out an amount, (13 for example) to be in the post office, then the number of a Scout. The Scout from each Patrol with that number then has to dash to the post office and take all but 13 cents back to the change base, being allowed to take only 1 coin at a time. The first to complete this gets a point for his or her Patrol. The Leader then calls a new amount for the post office and another number, and that Scout has to juggle the amount between the change base and the post office to achieve the objective with the minimum of runs.

652 — LEAP FROG RELAY

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Suitable for a large hall or outdoors. Patrols stand in rows with about 2.75 metres (3 yards) between each Scout. The Scouts bend over and the last one in the line leapfrogs over their backs and takes up a position 2.75 metres in front of the last Scout s/he jumped over. The next Scout at the back of the line starts to jump, and so on. The first Patrol to finish leapfrogging is the winner.



653 — BATON BEAT

TYPE: Relay

EQUIPMENT: A baton for each Patrol.

METHOD: Each Scout from each Patrol in turn runs to the other end of the hall, taps 5 times on the floor with his or her baton, counting 1, 2, 3, 4, 5 out loud and runs back, passing on the baton to the next person.

654 — BOTTLE AND BATON

TYPE: Relay

EQUIPMENT: A baton for each Patrol. A plastic bottle.

METHOD: Place the plastic bottle at one end of the hall and the relay teams at the other end. Each Scout in turn has to aim the baton without moving from his or her position at the head of the relay, so that it bowls the bottle over, continuing to fetch the baton until this is achieved. Each Scout must stand behind the relay starting line. When the bottle is bowled over, the Scout responsible runs up and replaces it then passes the baton onto the next Scout in line.

655 — OBSTACLE RACE

TYPE: Relay

EQUIPMENT: Forms, chairs, ropes etc. . .

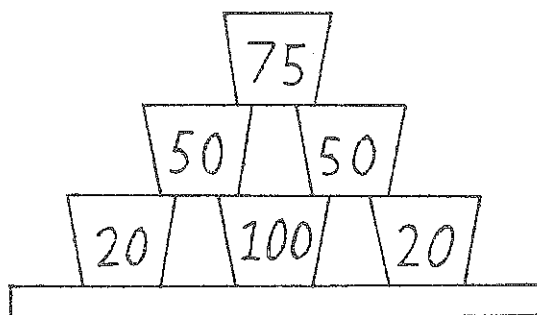
METHOD: Set up 3 or 4 obstacles in front of each Patrol, such as a form to go under, a rope to swing from, a chair to wriggle through and a high rope to get over. Each Scout has to successfully navigate the course before the next Scout is allowed through.

656 — PYRAMID TARGET GAME

TYPE: Relay

EQUIPMENT: 6 paper cups. Bottle tops for each team, pens for marking.

METHOD: Mark the different values on the paper cups as shown. The players are in relay formation. At the other end of a table place the paper cups, with their values facing the players, in a pyramid. The starting line should be about 1.5 metres (5 feet) from the table. Give bottle caps to each team (there should be about one cap per player). On the word "go", one member from each team goes to the starting line to await his/her turn. Each player has one turn to toss one cap and the score is the value of the cup in which it lands. When all players have had a turn, the team with the most points wins.



657 — HYDROBAD

TYPE: Relay

EQUIPMENT: A tray, a plastic tumbler of water and an identical obstacle course for each Patrol.

METHOD: Best played outside unless you have a waterproof hall. Supply each Patrol with the tray and tumbler full of water and set up an identical obstacle course for each. (About 5 obstacles will do.) Each member of the Patrol has to go through the obstacle course holding the tray and tumbler of water. The Patrols finishing are awarded 3 points for first, 2 for second and 1 for third, and the Patrols with the most water left at the finish are also awarded 3, 2 and 1 points. The Patrol with the most overall points wins. Have a runoff if there is a dead heat on overall points.



658 — MOUSETRAP

TYPE: Relay

EQUIPMENT: A mousetrap and a paper or wooden baton or a stave for each Patrol.

METHOD: Put a set mousetrap out in front of each Patrol about 3 – 3.5 metres (10 – 12 feet) away. On the word “go”, No.1 runs up with the baton and sets off the trap, then resets it, runs back and passes the baton to No.2, who goes through the same process. If the trap goes off before No.2 gets to it, No.1 has to reset it.

659 — EXCHANGE — for large Patrols or 2 combined

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Divide the Patrol or teams into 2 — one half (A) at one end of the hall and the other half (B) at the other end. At the word “go”, the first Scouts of A and B teams run towards each other. On meeting, A has to go between B’s legs, then both of them touch the far wall and return to meet again in the centre. This time B goes between A’s legs and returns to the opposite team, sending off No.2. The second pair then meet, and so on through the team. The winning team is the first with both halves all sitting down cross-legged at opposite ends of the room to which they started.

660 — BLIND BULL

TYPE: Relay

EQUIPMENT: A 3.5 metre (12 foot) rope for each Patrol.

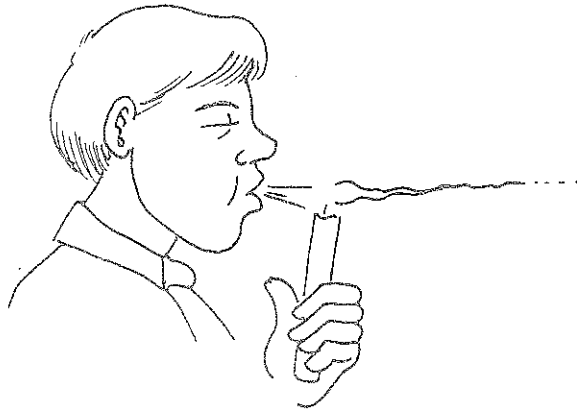
METHOD: PLs stand 3 metres (10 feet) away from the rest of the Patrol. Everyone in the Patrol except the PL is blindfolded. The PL tosses the rope so that No.2 can reach it, grab it and be hauled towards the PL. No.2 then removes the blindfold and tosses the rope to No.3, who is hauled to the PL and No.2, then No.3 removes his or her blindfold and tosses the rope to No.4 etc. . .

661 — OUT BRIEF CANDLE

TYPE: Relay

EQUIPMENT: A candle and a box of 10 matches for each Patrol.

METHOD: Place the candle and matches about 9 metres (10 yards) in front of each Patrol. As soon as the light is switched out, No.1 runs up, finds the candle and matchbox and lights the candle. S/he then blows it out, leaving the matchbox behind, and runs back to tag No.2, who does likewise. If the Patrol uses up its ration of matches before all have had a turn, they are out of the game.



662 — TRAINS

TYPE: Relay

EQUIPMENT: Nil.

METHOD: No.1 runs out to a given point and back to his or her Patrol. No.2 links on behind No.1 and No.2 covers the course, then they pick up No.3 etc. . . The first Patrol to complete the course wins. If a team breaks its chain it has to return to base and start off again.

663 — WALK THE LINE

TYPE: Relay

EQUIPMENT: A length of linen tape for each Patrol.

METHOD: Each Scout in turn must try to walk along a line made out of linen tape. If s/he overbalances or walks off the line, s/he must start again.

664 — BIG BOOTS

TYPE: Relay

EQUIPMENT: 2 pieces of thick cardboard about 20 x 30 cm (8 x 12 inches) for each Patrol.

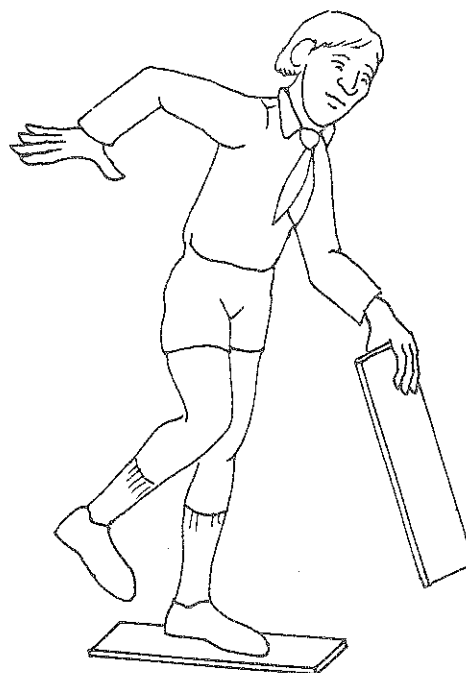
METHOD: Each Scout in turn stands with a foot on each board and shuffles to a given point and back again. The next person follows suit. If s/he steps off the board s/he must start again. The boards can be moved by hand provided neither of his or her feet touch the ground.

665 — FLAGSTONES

TYPE: Relay

EQUIPMENT: 2 flat pieces of wood or similar for each Patrol.

METHOD: Set out 2 base lines about 18 metres (20 yards) apart. Give each Patrol its pieces of wood. Scouts, one at a time, have to use the pieces of wood to cross from one line to another using the wood as stepping stones. When the far base line is reached, the player runs back with the wood and hands it to the next Scout. If any player falls off his or her stepping stone he or she has to start again at the starting base line.



666 — BOTTLE AND BALL

TYPE: Relay

EQUIPMENT: A milk or similar bottle and a tennis ball for each Patrol.

METHOD: Put a bottle in front of each Patrol and place the other one 3 metres (10 feet) away. Give No.1 the tennis ball. No.1 has to run and place the ball on the far bottle, return and tag No.2, who changes the ball to the closer bottle. No.3 then switches it to the furthest bottle, and so on. If the ball falls off, it must be replaced before the next person can start his or her run.

667 — DRIBBLE

TYPE: Relay

EQUIPMENT: A ball and obstacles for each Patrol.

METHOD: Every person in the Patrol dribbles a ball around obstacles or chalked circles. The first Patrol to complete the task is a winner.

668 — STICK RELAY

TYPE: Relay

EQUIPMENT: A baton or newspaper bat and ball for each Patrol.

METHOD: The Patrol uses the baton or bat to propel the ball up to the wall and back. Obstacles can be added on the second round.

669 — SWEEPING RELAY

TYPE: Relay

EQUIPMENT: A broom or thick piece of cardboard and a piece of paper for each Patrol.

METHOD: Scouts must sweep a piece of paper with the broom or cardboard up to the wall and back.

670 — PUSHING THE PIG

TYPE: Relay

EQUIPMENT: A sausage-shaped balloon, a baton and a chair for each Patrol.

METHOD: The object of this relay is to push or pull the balloon up the hall and back using the baton. The turning point could involve getting the balloon around and under a chair.



671 — FROG JUMP

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Each member goes up to the wall and back taking frog jumps as shown;



672 — PACK RELAY

TYPE: Relay

EQUIPMENT: An empty pack and all the things necessary for an overnight camp, including personal gear, camping gear and food, for each Patrol. There should be the same number of items in each Patrol.

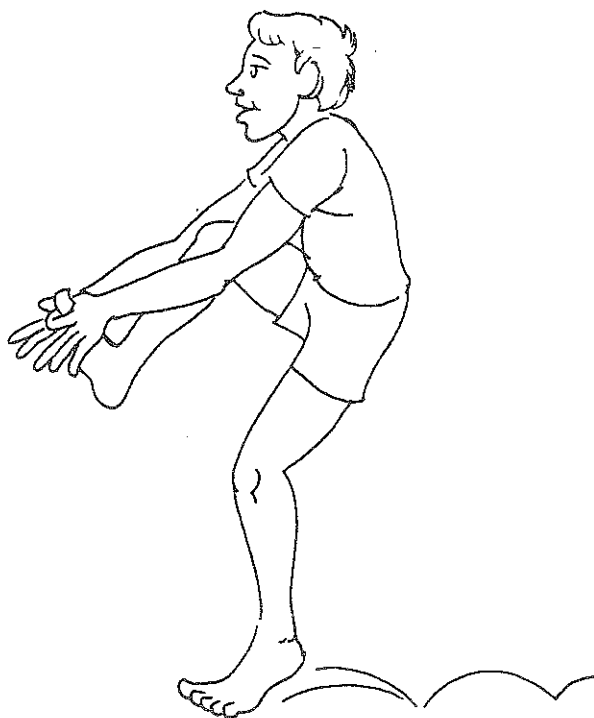
METHOD: Patrols are in relay formation. Place the empty pack 6–9 metres (20–30 feet) in front of each Patrol. Place the camping articles 3–4.5 metres (10–15 feet) further on. On the word “go”, Scout number one in each Patrol runs up, picks up the item of his/her choice, runs back to the Patrol, puts it where s/he considers it should be packed in the pack and then touches off the next Scout. This Scout can either pack another item, or, if s/he thinks a previous article has been incorrectly packed, can put it in the correct place. Scouts can have only one move per run. The Patrol which finishes with the most neatly packed pack and with the items packed in the best order is the winner, not necessarily the Patrol which finishes first.

673 — SORE TOE RELAY

TYPE: Relay

EQUIPMENT: Nil

METHOD: The players raise one foot, grasp the toe with both hands and hop on the other leg to the wall, then swap feet on the way back.



674 — LAPS

TYPE: Relay

EQUIPMENT: 4 chairs, whistle.

METHOD: Arrange the chairs in a large square with a Patrol behind each one. At the starting signal, one member of each Patrol starts to run round the square in a clockwise or anti-clockwise direction, (as indicated by the signal — 2 whistles for clockwise, 1 for anti-clockwise) and when the runner reaches his or her Patrol, No. 2 takes over. Each member of the Patrol runs in turn, and the object of the game is to eliminate a Patrol by another Patrol catching up with its runner.

675 — BLOW THE WIND RELAY

TYPE: Relay

EQUIPMENT: A candle and matches for each Patrol.

METHOD: The Patrols are in relay formation down the length of the hall. On the word "go", the first Scout in each Patrol lights the candle and runs round an opposing Patrol, who try to blow the candle out. If they succeed, the Scout with the candle must return to the head of his/her Patrol, relight the candle and start again. The candle is then passed to the 2nd Scout in each Patrol, and so on.

676 — MINEFIELD

TYPE: Relay

EQUIPMENT: A mousetrap, a large skipping rope and a kerosene lamp for each Patrol. Chalk for marking.

METHOD: Patrols are in relay formation. On the word "go", a player from each Patrol runs up to the far end of the hall and grabs a "mine" (mousetrap) from a circle drawn on the floor. It must be transferred from the circle to another without the trap going off. If it does, s/he must reset it before continuing. Each circle needs to be about 80cm (30 inches) apart. It is a good idea to mark the non-striking end of the traps or bruised fingers might result. The relay can be lengthened by adding further obstacles such as a skipping rope in motion, which the players must negotiate at the start of each run, and the lighting and extinguishing of a kerosene lamp.

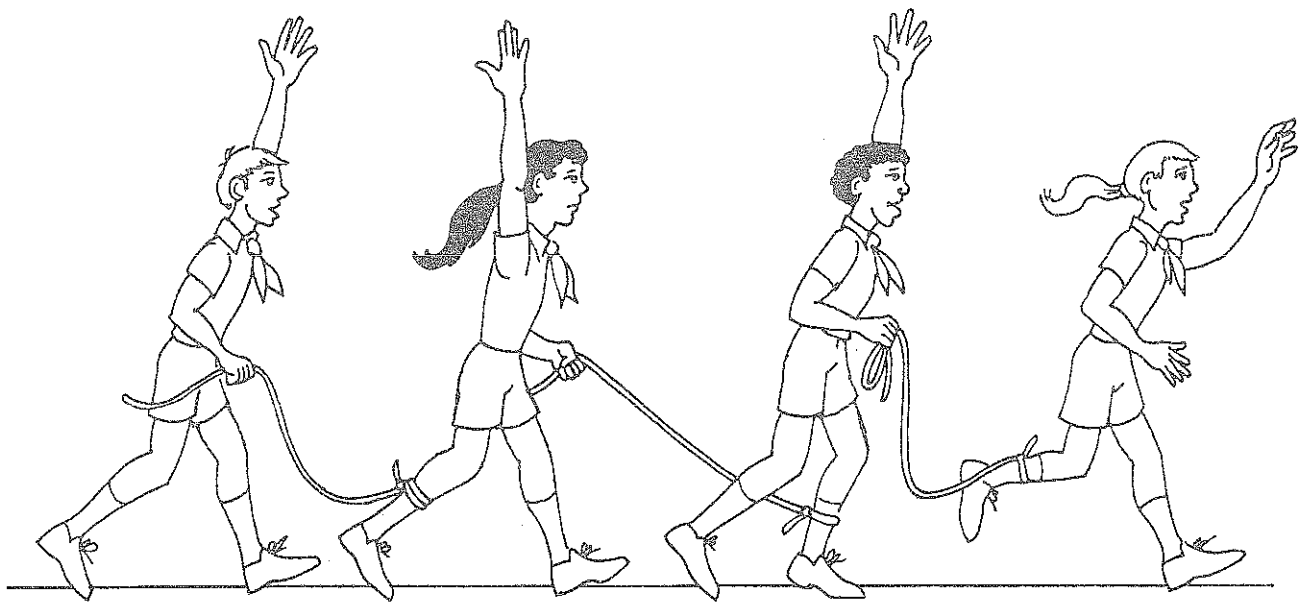
677 — PONY EXPRESS RACE

TYPE: Relay

EQUIPMENT: A 2 metre (6 foot) length of rope for each Scout.

METHOD: Patrols are in relay formation. On the word “go”, every Scout, except the front one, ties a clove hitch around one leg of the player in front, grips the free end of the rope in one hand and raises the other hand. When all hands are up, the Patrol races to the end of the room and back without releasing the grip on ropes, or having knots come untied. The Patrol that crosses the line first wins, provided no one loses his or her grip, and all the knots stay tied.

Variation: Use 2 half hitches around the leg or a bowline around the waist.



678 — ZIG-ZAG RELAY

TYPE: Relay

EQUIPMENT: A bucket or any other cumbersome article for each Patrol.

METHOD: Two teams, A and B, are in relay formation but arranged alternately;

A B A B A B A B A B etc. . .

B A B A B A B A B A etc. . .

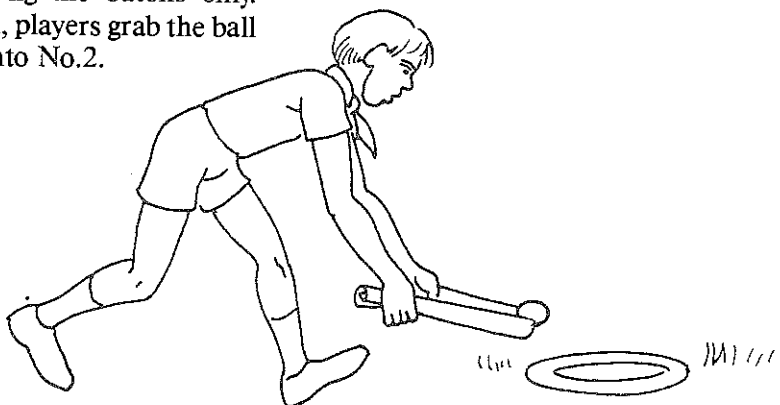
The front player in each team has the bucket or similar. At the word “go”, it is passed back down his/her own team (from A to A or B to B) until it reaches the player at the end of the line, who then runs to the front so that the zig-zag passing may continue until the lines are back in their original position.

679 — CHOPSTICKS

TYPE: Relay

EQUIPMENT: 2 newspaper batons, a plate and a tennis ball for each Patrol.

METHOD: Give each Patrol its batons and ball. Place a plate about 9 metres (10 yards) in front of each Patrol. On the word "go", the ball has to be propelled along the ground to the plate, then lifted and placed onto the plate in some way using the batons only. When this is completed, players grab the ball and batons and pass onto No.2.



680 — BUTTON SNAP

TYPE: Relay

EQUIPMENT: 2 smooth medium-sized buttons for each team.

METHOD: Divide the Group into 2 or more teams, depending on the number of players. Line the teams up in single file on one side of the hall. Set a goal across the room and mark a starting line. Give the Leader of each team the buttons. S/he places the first one on the starting line and "snaps" it towards the goal with the 2nd one. "Snapping" consists of pressing the edge of one button with the other so that the one underneath flies ahead (like tiddly-winks). As soon as the players reach the goal, they race back and hand the buttons to the next player in line. The team to finish first wins.



681 — TWO-HANDED CARRY

TYPE: Relay

EQUIPMENT: Nil.

METHOD: The PL and APL use the two-handed carry and transport each Scout in the Patrol in turn to the far end of the hall. When all the Patrol has been so transported, the 3rd and 4th Scouts carry the Patrol in turn back to their starting place.

682 — STRIP TEASE

TYPE: Relay

EQUIPMENT: Nil.

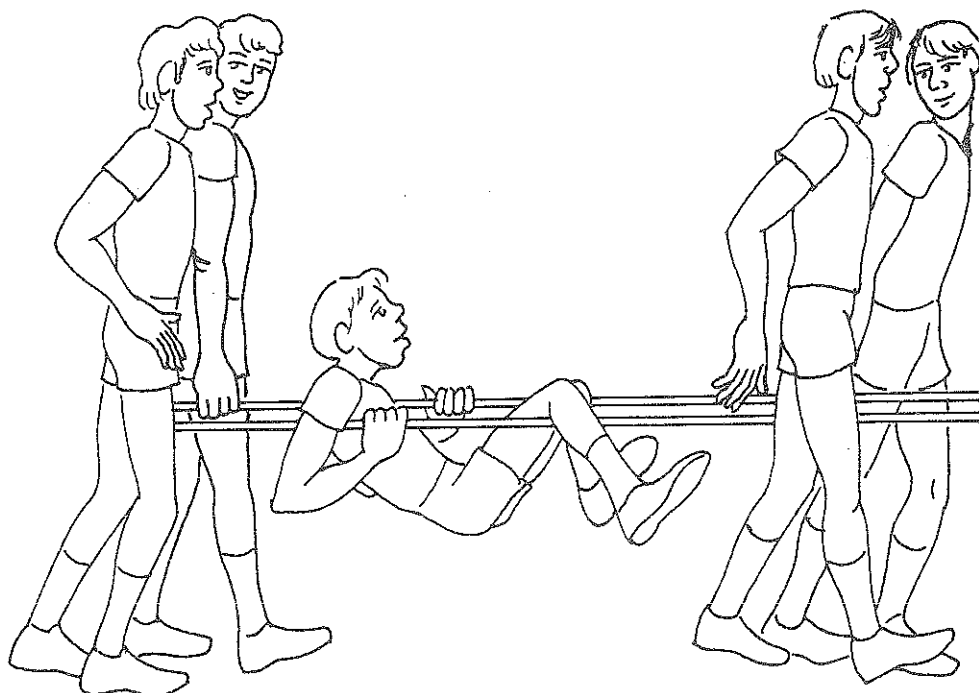
METHOD: The PL runs to the end of the hall and leaves a shoe, then goes to the back of the Patrol. This is repeated until the PL is again at the front. The runs are repeated with as many items of clothing as is convenient and prudent, and the relay then reverses until the Scouts are all correctly (if not tidily) dressed again.

683 — SEDAN CHAIR RELAY

TYPE: Relay

EQUIPMENT: 2 staves for each Patrol.

METHOD: Each Scout in the Patrol is carried by the others, strung between the 2 staves, the length of the hall and back. If the Scout touches the floor in the process, the team has to go back to base and start again.



684 — PING PONG JAR RELAY

TYPE: Relay

EQUIPMENT: A 500g jam jar and 1 table tennis ball per Patrol.

METHOD: The Patrols are at one end of the hall in line, and the jars are at the other end. On the word “go”, No.1 of each team runs to the jars and tries to catch the ball in the jar after one bounce. When he or she succeeds — which isn’t often with the first try — the player runs back, taps No.2, who repeats the process, and so on throughout the team. It takes a good deal of practice to get the right bounce and is a lot of fun to play.

685 — TUNNEL BALL

TYPE: Relay

EQUIPMENT: A tennis ball for each Patrol.

METHOD: Patrols get into relay formation with legs apart. Patrols should be widely spaced. The PL passes the ball down the tunnel to the last Scout, who then runs to the front of the Patrol carrying the ball. The ball goes down the tunnel again, and the relay continues until the PL is at the front of the Patrol, holding the ball.

686 — LAST OVER

TYPE: Relay

EQUIPMENT: A tennis ball for each Patrol.

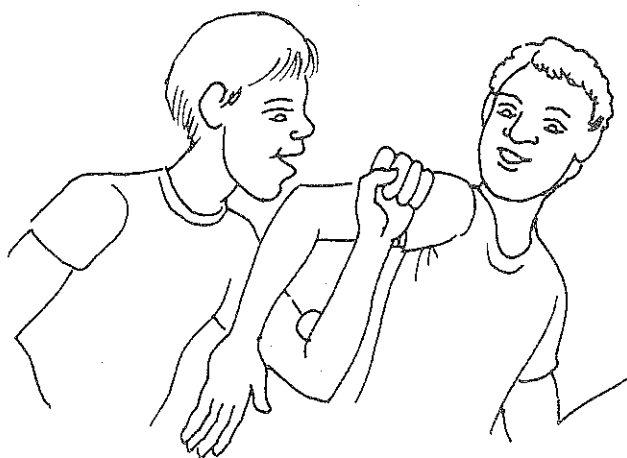
METHOD: Mark a line about 7.5–9 metres (25–30 feet) in front of each Patrol. The first player in each Patrol runs to the line with the ball and throws it to No.2, who is at the front of the team. No.2 then runs to the line and throws the ball to No.3, and so on. If the ball is dropped, that Scout must retrieve it, return it to the thrower and then return to his or her place at the head of the Patrol, continuing to do this until a proper catch is made.

* 687 — NO HAND RELAY

TYPE: Relay

EQUIPMENT: A tennis ball for each Patrol.

METHOD: Give each Patrol its tennis ball. All the No.1's place the balls in the crooks of their elbows, holding them there by forcing their forearms onto them. On the word "go", they run to the end of the hall and back, passing their balls to the No.2's without using their hands (i.e. No.2's have to slip their arms and elbows onto the balls and hold them while the No.1's remove their arms, and then the 2's go through the same process.) If the balls are dropped, they must be put back into position without using hands.



688 — BACKWARD CRAWL

TYPE: Relay

EQUIPMENT: Nil.

METHOD: Each player in turn runs to a given spot and returns to the starting place, crawling backwards. The next player may not start until his or her predecessor is standing up in the correct place in the Patrol.

* 689 — BOB ON THE POINT

TYPE: Relay

EQUIPMENT: A 10¢ piece and a pencil for each Patrol.

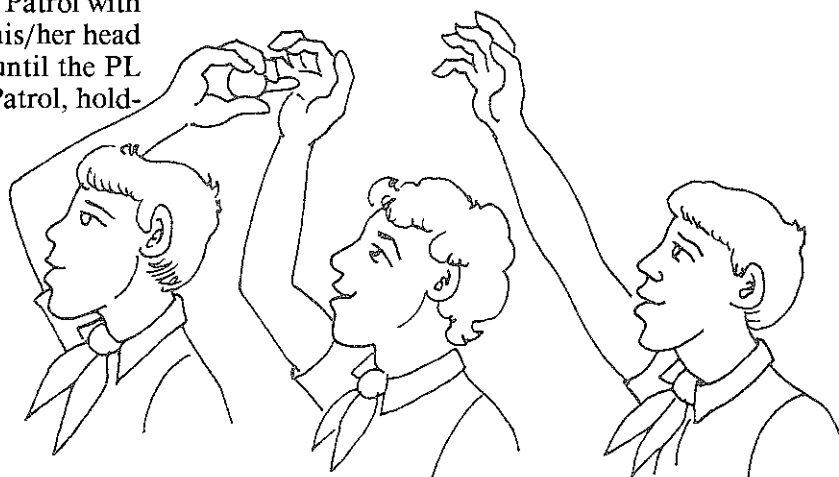
METHOD: Each Patrol is given its coin and pencil, then each member of the Patrol must in turn balance the coin on the flat end of the pencil and run to the end of the hall and back. The first team to finish is the winner. If the coin is dropped, the Scout must start again.

690 — OVERHEAD

TYPE: Relay

EQUIPMENT: A tennis ball, or a larger kind for each Patrol.

METHOD: The PL passes the ball backwards over his/her head to No.2, and so on until it reaches the back of the Patrol. The last Scout runs to the front of the Patrol with the ball and passes it back over his/her head to the PL. The game continues until the PL is once more at the front of the Patrol, holding the ball.



691 — SUBMARINES

TYPE: Team Game

EQUIPMENT: Blindfolds.

METHOD: One team is blindfolded and stands in line across the room with their feet wide apart and touching their neighbours' feet. The other team has to crawl through their legs to reach the other side. Only if s/he feels or hears something may a blindfolded person bend down and touch a Submarine, who is then out of the game.

692 — GAPS

TYPE: Team Game

EQUIPMENT: Nil.

METHOD: Two teams face each other, the members of each holding hands with their arms outstretched. The spaces between the players are numbered 1, 2, 3, 4 etc. . . The referee calls out a number, and the ends of the team run down and through the gap, the rest of the team following. The team must not break hands. The players on each side of the gap turn round as the last one goes through, and the team is back again in a straight line. The quickest team to regain a line without breaking is the winner.

693 — BALLOON PASSING

TYPE: Team Game

EQUIPMENT: A small balloon 15–20 cm (6–8 inches) in diameter when inflated to each team.

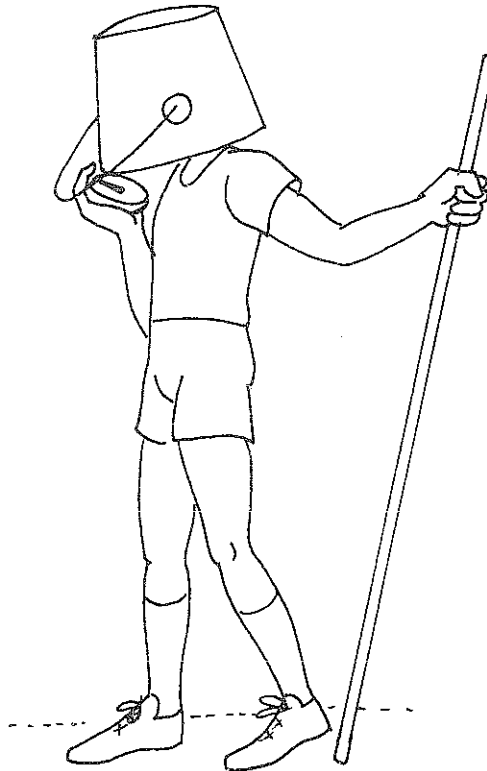
METHOD: Teams stand in file formation. On the word “go”, all the first players in the teams put their balloons under their chins, and, without using their hands, pass them to the second players, who take them under their chins, also without using hands. The balloons are passed down the team lines in this manner. If dropped, a balloon may be retrieved by hand, but it must be placed under the chin of the person who dropped it before the passing continues. The first team to complete passing down the line wins.

694 — GLADIATORS

TYPE: Team Game

EQUIPMENT: 3 plastic buckets, 3 compasses, 3 staves.

METHOD: At the end of the hall stand 3 Gladiators. In front of each, line up the Troop in equal teams. Each Gladiator has a bucket over his or her head, a compass in one hand and a staff in the other. The Scouts in each team are Controllers, and they issue orders to the Gladiators in alternation. The Gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction the pace is to be made in. The orders may vary and the Gladiators could be ordered to lunge with the staff or to crawl forward. A lunge consists of holding the staff vertically, at arm's length and then lowering it gradually so as to strike another Gladiator on the bucket. The first Controller to "knock out" all his/her opponents wins.



695 — FLIP

TYPE: Team Game

EQUIPMENT: Nil.

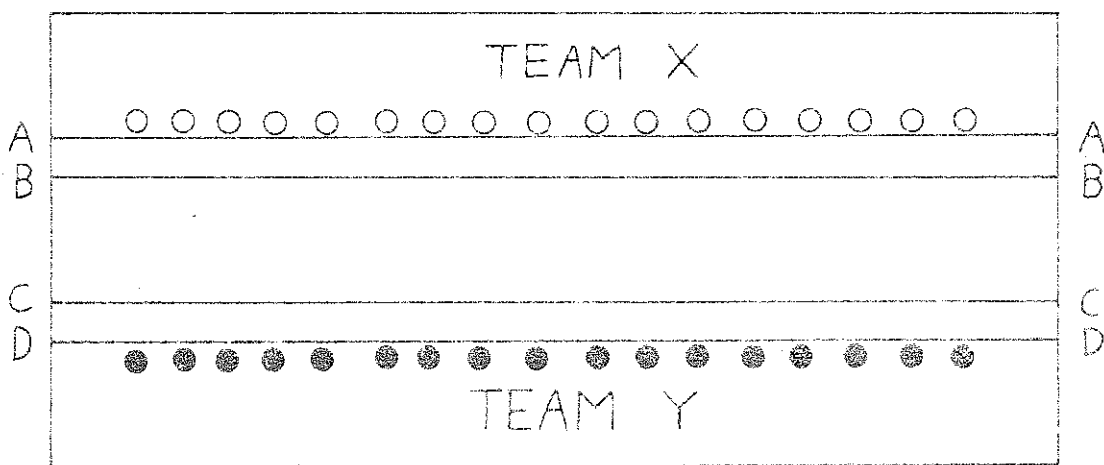
METHOD: Divide the group into 2 teams. Each team lines up facing each other at opposite ends of the hall. One team holds out its hands, palms down, and the other sends a representative who "flips" the palm of one of the other side with his finger, and takes off back to his base, pursued by the Scout who was "flipped". If the representative is tagged before reaching home base, s/he becomes a prisoner of the other side. If not, the person s/he "flipped" becomes a prisoner. The other team then sends a "flipper". The capture of an enemy also releases one prisoner. The first team to take all their opponents, or a certain number, wins. No player may be "flipped" twice till all his/her side have had a turn at being "flipped".

696 — PUCK

TYPE: Team Game

EQUIPMENT: A bean bag, chalk for marking.

METHOD: Mark the hall with chalk as shown. The distance between chalk lines AA-BB and CC-DD should be about 50 cm (20 inches). The distance between BB and CC should be 2 metres (6 feet). One team stands on line AA and the other on DD. The object of the game is for the Scouts to kick the puck over the opposing team's front line (BB and CC), and without passing their back line. Each team member has to keep the left foot on the rear line throughout the game and can defend his/her territory only by using the right foot. The puck is played by number one of each team having the first shot, then after a score is made, restarting the game using number 2 of the scoring team, and so on.



* 697 — BALLOON IN THE BASKET

TYPE: Team Game

EQUIPMENT: 1 wastepaper basket and 4 balloons for each team.

METHOD: Teams line up at one end of the hall, facing a wastepaper basket at the far end of the hall. Four inflated balloons are placed on the floor in front of each team. (Each team should have balloons of a different colour.) On the word "go", the entire team works together to try to move all 4 balloons across the room and into the baskets. The balloons cannot touch any part of the body above the waist. Team members can interfere with the progress of other teams, as long as they do not touch the balloons belonging to them. If a balloon of one team touches a player from another team, this player must drop out of the contest. The winning team is the first to put all 4 of its balloons in its basket.

698 — STAVE TUG

TYPE: Team Game

EQUIPMENT: 2 scarves and a stave.

Method: The 2 teams line up on opposite sides of the hall. Place a scarf in the centre of the other 2 unoccupied walls and the stave in the centre of the hall. Number off each team. When a number is called, the Scout from either team with that number dashes out, grabs one end of the stave, and then tries to get one of the scarves and put it on. If s/he loses contact with the stave, s/he must grasp it again before putting it on.

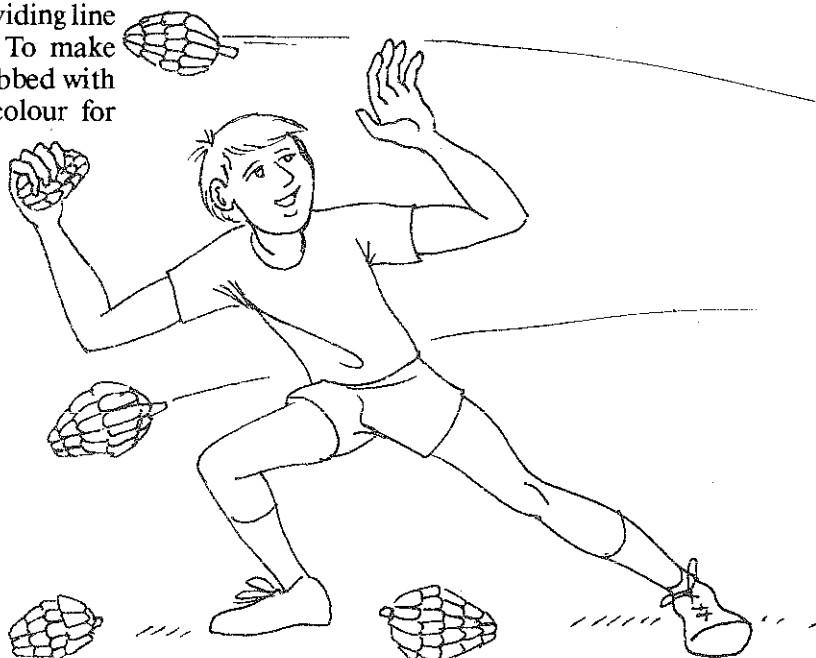
699 — PINE CONE BATTLE

TYPE: Team Game

EQUIPMENT: Twice as many pine cones as there are players.

METHOD: Divide the group into 2 teams, facing each other, each about 20 paces from a dividing line in the centre. Both teams should have equal numbers.

Each player has 2 cones. At the word "go", the battle starts. Each player throws as fast as possible — first the 2 cones in his/her hands and then the others that have come over from the opposite side. On the cease-fire signal the battle stops and cones are counted. Those lying beyond the dividing line score 2 points, others score one. To make scoring easier, the cones can be dabbed with different coloured paint — one colour for each side.



700 — DRAGSTER

TYPE: Team Game

EQUIPMENT: A large rope capable of encircling the whole Troop, 1 scarf per Patrol.

METHOD: Place a scarf in each Patrol's corner. All players stand inside the circle. On a signal the Patrols attempt to reach their corner and retrieve the scarf by all pulling in the same direction. Players must not let go of the rope or move outside the circle.

701 — DROP RUGBY

TYPE: Team Game

EQUIPMENT: Objects such as a small stone, a tennis ball, a rope.

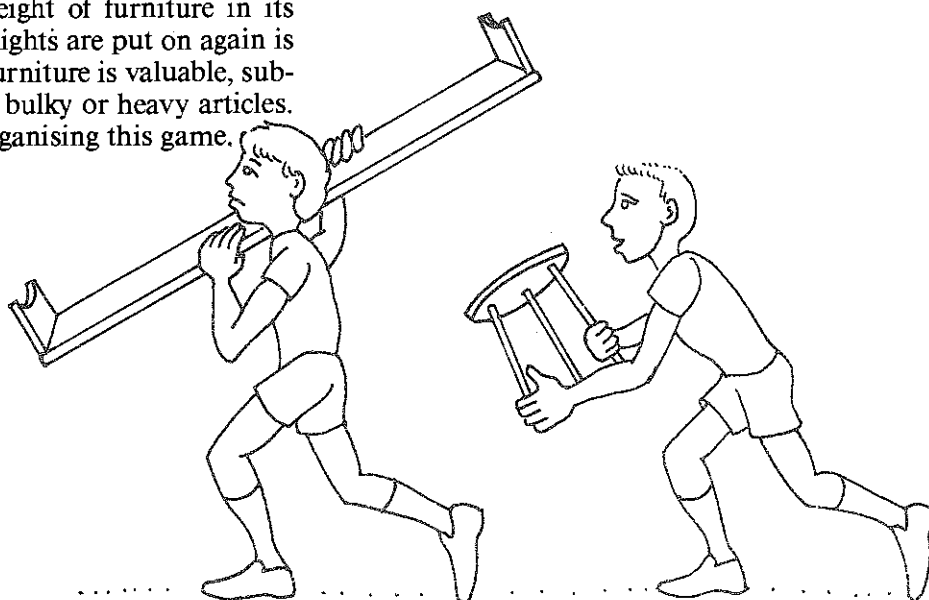
METHOD: Patrols are in their corners facing inwards to the wall. Chalk a small circle in front of each Patrol. There must be dead silence. The Leader drops an article in the centre of the hall. As soon as the object hits the floor Scouts take off from their corners. The object is to "touch down" with the article in their own goal. Vary the object for each round. Penalise any player who gets away before the object hits the floor.

702 — FURNITURE REMOVERS

TYPE: Team Game

EQUIPMENT: Nil.

METHOD: Divide the Troop into 2 teams. Put out the lights for 2 minutes. The team with the greatest weight of furniture in its own base when the lights are put on again is the winner. If your furniture is valuable, substitute logs or other bulky or heavy articles. Use discretion in organising this game.



703 — ROB THE NEST

TYPE: Team Game

EQUIPMENT: About 9 objects, chalk for marking.

METHOD: Position each Patrol the same distance from a chalked circle in the centre of the hall. Number off the Scouts in each Patrol. Place the 9 objects in the centre. Call a number, and the Scout with that number in each Patrol must dash out and remove an object, taking it to his corner, (a chalk circle in front of each Patrol.) The first person to get 3 objects in his or her circle gets a point for the Patrol. When the centre is out of objects, contestants can proceed to rob them from other Patrols, one object at a time. No help is allowed and no resistance is to be made by other than the contestants.

704 — MIND THE MINES

TYPE: Team Game

EQUIPMENT: 6 bottles or skittles, a small ball, chalk for marking.

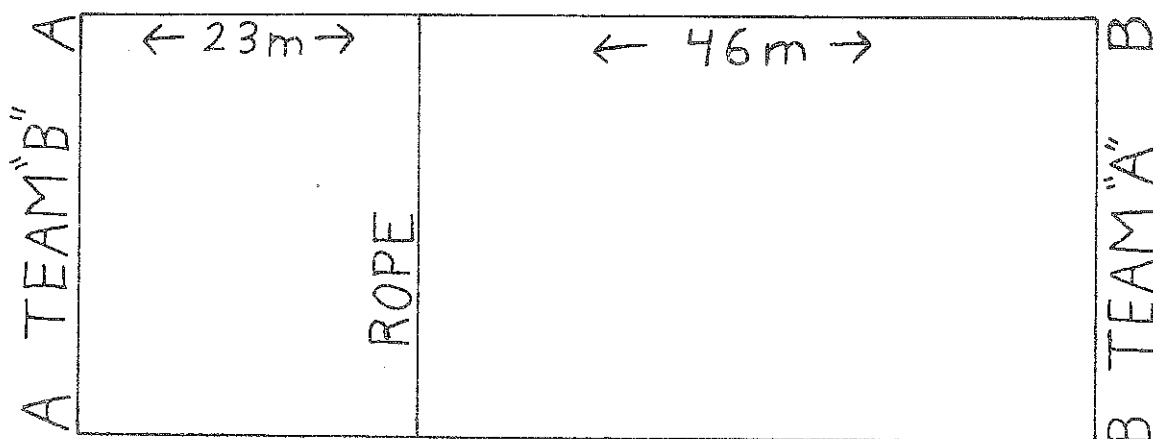
METHOD: Across the centre of the hall mark 2 lines about 1 metre (4 feet) apart. In this area place the 6 bottles or skittles and one Patrol. Put the rest of the Troop at both ends of the hall. Toss a small ball to one end of the hall and the object of the game is for the Scouts at the end of the hall to try and get the Patrol out by hitting them below the knees. When they are hit, they drop out, and they are also out if they knock over a bottle or skittle. Time each Patrol to see who stays in the longest. The object is not to knock down the skittles but to hit those Scouts in the centre court, or to make them dodge into the bottles.

705 — TAUT ROPE

TYPE: Team Game

EQUIPMENT: A long rope.

METHOD: Stretch a rope taut across the playing area using trees or suitable objects if outside, or other attachments if inside. The rope should be 0.5 metre (2 feet) above the ground. Place half of the Troop at the end of the playing area and the other half about halfway from the rope, and on the other side of the rope, as shown. On the word "go", Team A has to dash to line AA, going under the rope, while team B has to run to the rope and try to stop them. Once a Scout gets through the rope s/he is safe and cannot be intercepted on his/her run from the rope to base line AA.



706 — PANDEMONIUM

TYPE: Team Game

EQUIPMENT: A blindfold and a coin for each Patrol.

METHOD: The Patrols are at one end of the room and one member of each Patrol is blindfolded. A coin for each Patrol is placed at the other end. On the word "go", coins have to be retrieved by the blindfolded Scouts, who can be directed or encouraged by shouted advice from their Patrols, which are not allowed to move from their end of the room.



707 — FIELD BASKETBALL

TYPE: Team Game

EQUIPMENT: A basketball.

METHOD: Suitable for 2 teams of 8 to 10 Scouts each. The object of the game is to pass a basketball until it can be touched down behind the end line of the opposing team. Use the same rules as for basketball. A team gets one point for a foul. A pass-touchdown is worth 2 points. Play for 2 halves of 7 minutes each.

708 — STEAL THE BACON

TYPE: Team Game

EQUIPMENT: A scarf or similar object.

METHOD: The Troop is in 2 teams, lined up 9 metres (30 feet) apart facing one another. Number each team from the left in each case, so that each team has a number – 1, 2, 3 etc . . . Place the “bacon” in the centre (the bacon can be a scarf etc . . .). The SL calls a number and the 2 Scouts with that number dash out, each trying to seize the “bacon” and get home before the other Scout tags him/her. Score one point for getting safely home or for tagging a Scout trying to carry the bacon home.

709 — GUARDED CAPTIVE

TYPE: Team Game

EQUIPMENT: A long rope. Blindfolds.

METHOD: One PL is placed in the centre of the playing area, loosely bound with rope. This player is the captive and is guarded by one Patrol, which is blindfolded and placed a short distance out from the “captive”. The rest of the Troop, including the PL’s own Patrol, are the Rescuers, who stand encircling the playing area. The game must be played in silence. On the word “go”, the rescuers try to creep through the guards and untie the prisoner to get him or her out past the cordon. If a guard intercepts a rescuer she/he is out, and interception is by touch only. If a guard intercepts another guard, no penalty is carried out. Rescuers can be caught on their way back with the captive. Guards are not allowed within 3 metres (10 feet) of the captive.

710 — CHARIOTEERS

TYPE: Team Game

EQUIPMENT: Nil.

METHOD: The Scouts are divided into teams of 3. In each team 2 link arms (one being the Driver) and the 3rd (the Charioteer) holds onto their belts and tucks his/her scarf into his/her own belt as a tail. Each Driver then tries to catch the tails of the other charioteers. The team which catches the most tails is the winner.



711 — ROUGH RIDERS

TYPE: Team Game

EQUIPMENT: 2 ropes, 2 groups of 10 similar objects such as 10 scarves and 10 ropes. A whistle.

METHOD: There should be 2 teams, A and B, one at each end of the hall. Bigger Scouts should be the Horses and smaller Scouts, the Riders. Set up 2 bases marked out with rope at each end of the hall. Base C is in front of team A, base D in front of team B. In base C place the first 10 objects and in base D place the other 10. When the whistle blows, the Riders mount and one at a time, each team tries to remove an object from the opposite base to their own base, ie. team A has to get the ropes and team B, the scarves, with each team trying to prevent their base being raided. Scarves and ropes can be captured at any stage. Horses cannot take part in the grabbing. Once a Rider touches the deck, she/he is out of the game. Horses try to upset Horses of the opposing team so that their Riders and Horses are out of the game.

712 — CROSSED CIRCLES

TYPE: Team Game

EQUIPMENT: Different coloured pieces of chalk.

METHOD: Give each Patrol one piece of chalk, (a different colour for each) and on the word "go", they have to put as many crosses as they can in any Patrol corner other than their own. Crosses cannot be rubbed out once drawn and apart from that, there are no rules. Two minutes for each round is sufficient and the Patrol with the most crosses to its credit wins the round. Have 4 to 6 rounds.

713 — FISHER'S NET

TYPE: Team Game

EQUIPMENT: Nil.

METHOD: Divide the Troop into 2 teams and set up 2 bases. Team A clasps hands to form a line and Team B tries to dodge about from base to base while Team A attempts to close around any Scout of Team B who isn't allowed to break his or her way out, although she/he may slip through any gap if Team A unclasps involuntarily. Any Scout caught drops out, and after all have been caught or, preferably after a certain number have been caught, the sides change roles. This goes on until one side is eliminated.

714 — STORM THE CITY GATES

TYPE: Team Game

EQUIPMENT: Nil.

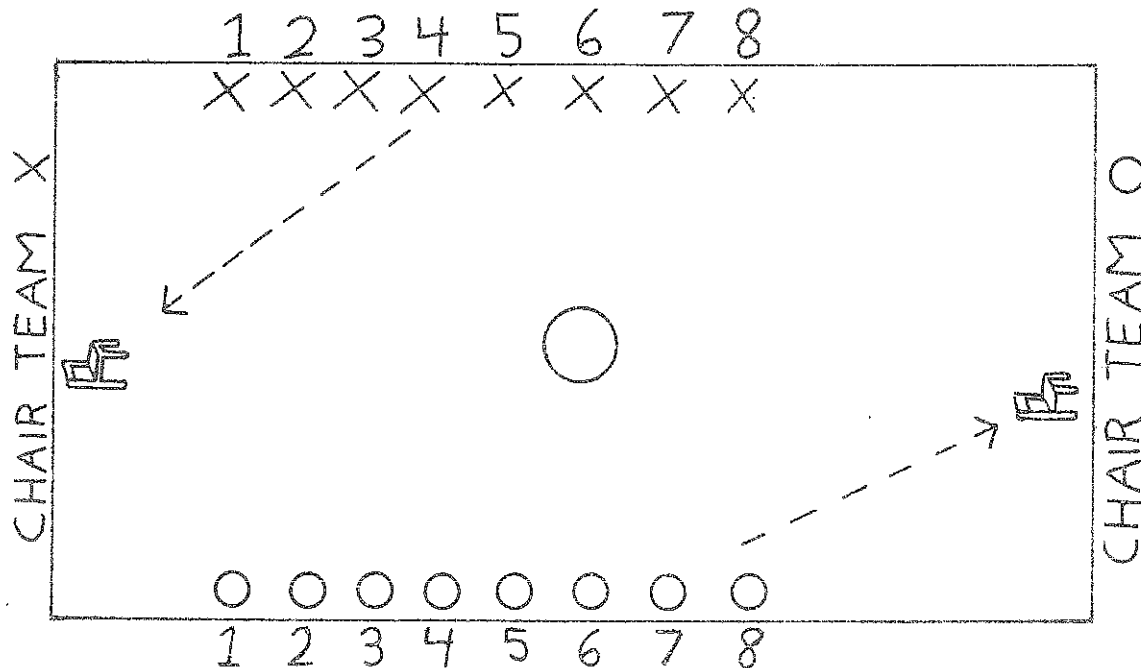
METHOD: Two teams face one another in line with hands clasped. Each captain in turn sends a warrior to break through the enemy lines. The warrior has 3 tries, and a failure means becoming a victim of the enemy, which means sitting down behind the enemy. If he/she succeeds, he/she can take back the 2 players who let him/her through, and they sit down behind their enemy. Only 1 attacker can be sent at a time, and the team with the most members (including the captured ones) when time is called, wins.

715 — LASSO CHAIR

TYPE: Team Game

EQUIPMENT: 2 chairs, a rope long enough to encircle a chair.

METHOD: Two teams, as in the diagram, are numbered off so that the shortest are on the left and the tallest on the right. Each team lines up along the side of the hall. In the centre of the hall is a rope ring just large enough to encircle a chair. There is a chair at each end of the hall. Call out a number and the Scout with that number from each team has to grab the rope ring and try to get it over his or her chair to get a goal for his or her side. A team limit is necessary. You can call 2 numbers at a time to make it more interesting.



716 — BATTLE FOR THE BANNER

TYPE: Team Game

EQUIPMENT: A banner (old shirt, tea towel etc . . . ,) and a pole.

METHOD: Divide the Troop into 2 teams. Team A erects a banner at the top of a pole on a hill or mound and taunts Team B with jeers and gestures to capture the banner. Team B naturally charges forth to capture the banner. Pushing, pulling, tripping, bumping, scrapping, and tackling are O.K. but no boxing, battering or booting, or anything of that kind. Anyone downed is "dead" and must retire from the struggle until one side is all casualties or the attackers gain the banner. After that, teams change places and the whole thing begins again. Subtlety is the thing in this game.

717 — STRING BREAK

TYPE: Wide Game

EQUIPMENT: 2 lengths of string, materials to make fires.

METHOD: Two teams are placed 180 metres (200 yards) apart, each with a fire. 18 metres (20 yards) from each fire stretch a length of string 0.5 metres (20 inches) off the ground. Using their own fire, the aim is for Scouts to light their opponent's string. If the torch goes out, as is highly likely, the Scout must return to his or her fire and relight it. Any defending, attacking or putting out of opponents' torches can be carried out only by a Scout with a lighted torch. As the aim is to burn the opposing side's string before their torch goes out, and as there are no "lives", this is a more peaceful type of game. Anyone who has lit a torch should be busy getting one lit, as she/he can do nothing constructive until she/he has a lighted torch.

718 — RUNNING MATCHES

TYPE: Wide Game

EQUIPMENT: Matches, a whistle, 2 bases.

METHOD: Divide the Troop into 2 teams. An equal number of matches is given to each team. One team's matches have had their heads removed. The game starts with the matches put on 2 bases, which should be at least 200 metres (218 yards) apart. The bases can be 2 chairs, logs, boxes, groundsheets, or something similar. The objective is for each team to capture as many of the opposing team's matches as possible. Captured matches are to be taken back to base. Players may only carry one match at a time. Any player challenged by an opponent, and who is touched by the challenger, must hand over the match that she/he is carrying. A challenger may not take a match off a touched player if she/he is already carrying a match. The winning team is that which has the most matches of either type (with head or without) at the end of the game, which is signified by a blast of the whistle.

719 — FLAG RAID

TYPE: Wide Game

EQUIPMENT: Wool, 2 flags and an area with bush on it.

METHOD: Divide the Troop into 2 teams. Each team chooses a base about 90 metres (100 yards) apart and plants their flag in the ground. The Leader signals the start of the game and the teams must defend their own flags and try to capture the opponent's flag. Each Scout wears a wool "life" on his or her wrist — a Scout who loses this life goes to the Leader and spends 2 minutes resting before rejoining his or her team. When a team captures a flag, they try to carry it to the Leader. The team which gets their opponent's flag to the Leader first wins.

720 — CUSTOMS OFFICERS

TYPE: Wide Game

EQUIPMENT: 3 torches, a block of wood and an area with a fair amount of cover.

METHOD: Must be played on a dark night. Place 3 Customs Officers in hideaways about 23 metres (25 yards) from the "illicit goods" (the piece of wood.) The rest of the Troop scatter, and at a signal, have to creep in and try to get away with the "illicit goods" without being caught in the rays of the Customs Officers' torches, and recognised. If recognised, a Scout joins the Customs Officers, who are not allowed to move from their hideaways, to flash their torches in wide areas or continuously. (This means that the torches must be aimed only when a Scout is strongly suspected to be out of cover and on the way to collect the "illicit goods".) When the goods are taken without the taker being caught, score one point for his or her Patrol and start the game again.



721 — STREET TRAIL

TYPE: Wide Game

EQUIPMENT: Paper and pencils, bicycles (optional.)

METHOD: Two Patrols are sent out to follow a circular route in opposite directions. The first one back wins. This can be done on bicycles if preferred. The clues are written on a sheet of paper in the form of disguised names of streets, public buildings, mapping signs, compass directions, etc . . . All the streets on the route must be included in some form and each Patrol must describe their route on return.

722 — SQUAD CARS

TYPE: Wide Game

EQUIPMENT: 2 x 15 metre (50 foot) ropes, 40 bean bags or similar, an open area with surrounding cover.

METHOD: Divide the Troop into 2 teams, the Fraud Squad and the Mafia. Set up a base with the rope at each end of the playing area. Set inside each area 15 bean bags (or their equivalent.) The object of the game is for each side, both of which are short of cars (bean bags) to carry out their activities, to try to steal those of their opponents. They are not allowed to pinch more than one "car" at a time. Each "car" is deposited in the home base, or passed onto another driver en route, but not hidden in other places. The team to first obtain 21 "cars" is the winner.

723 — MARCONI

TYPE: Wide Game

EQUIPMENT: Plenty of staves and rope for each Patrol, a large clear playing area.

METHOD: Each Patrol is given enough equipment to build a flagpole or wireless mast. They try to do this, and at the same time, have to prevent other Patrols from building their masts. The winning Patrol is the one which either erects a mast or has the best effort after a given time.

724 — FUGITIVES

TYPE: Wide Game

EQUIPMENT: Pins, white cardboard, felt tip pen. Shredded paper, etc . . . for leaving a trail.

METHOD: Each Scout in a Patrol has a round disc of cardboard with a number printed on it, pinned to the back of his or her shirt. One member of the Patrol is chosen as the Fugitive, while the rest act as Hunters. The Fugitive, who leaves some kind of trail, is given a 10 minute start. The rest of the Patrol then start out and try to track the Fugitive down. As soon as a Hunter can get near enough to the Fugitive to take down his/her number without being seen, the Fugitive is caught. If the Fugitive can, by any means, turn the tables and get any of the pursuers' numbers, the latter are out of action. This game requires careful stalking. A sharp Scout in the Patrol should be chosen as the Fugitive, as she/he has not only to elude perhaps 6 or 7 pursuers, but must also endeavour to capture them.

725 — DEVIL TAKE THE HINDMOST

TYPE: Wide Game

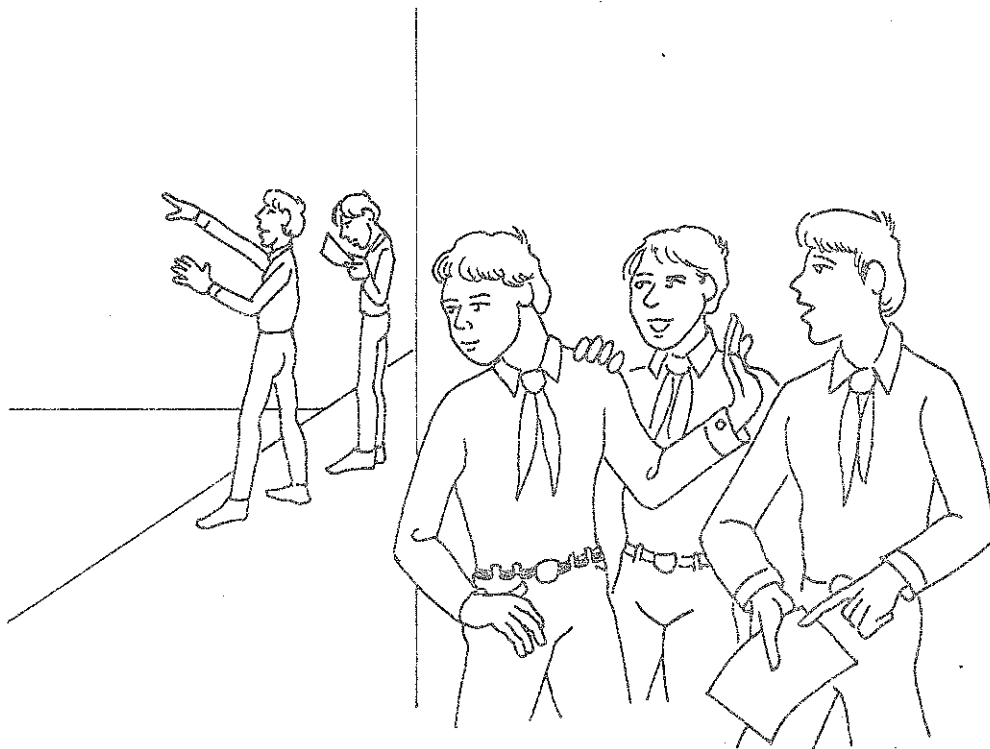
EQUIPMENT: An envelope and piece of paper for each Patrol. A pen.

METHOD: This is a town game involving shadowing and deduction. Each Patrol receives a sealed envelope containing instructions. Each Patrol is given a different task and one hour in which to complete it. The task must be completed as unobtrusively as possible. At the same time, each Patrol has to shadow another Patrol and deduce what their task is.

Eg: Patrol 1 has to map all the postboxes within 0.5 kilometres (0.3 miles) and deduce what the task of Patrol 2 is.

Patrol 2 has to collect as many taxi numbers as possible within the given time, and deduce the task of Patrol 3.

Patrol 3 has to count the number of shops that sell umbrellas, and deduce what the task of Patrol 1 is.



726 — SMUGGLE THE KEG

TYPE: Wide Game

EQUIPMENT: A small object (small piece of wood etc . . .)

METHOD: A home base is marked and a large area set out as the playing area, all other areas being out of bounds. Divide the Troop into 2 teams. One team, the Smugglers, comprises a quarter of the Troop (or one Patrol if you have 4 Patrols), the other team being the Police. The Smugglers are provided with a small object, the Keg, which they slip secretly to one of their number, and go off to hide. The Police start in pursuit, and their aim is to arrest the Smuggler with the Keg. When they catch a Smuggler, one Policeman places a hand on top of the villain's head (whereupon the Smuggler must stop struggling) and the Policeman yells "Deliver up the Keg". If the Smuggler has it, she/he must give it up, and if she/he hasn't, she/he is allowed to go free. If the Smuggler with the Keg can get back to the home base unapprehended, the Smugglers win and go out again for the next game. If she/he is caught, the game stops and new teams are selected, another Patrol becoming the Smugglers.

727 — CROSS-COUNTRY ORIENTEERING

TYPE: Wide Game

EQUIPMENT: A Silva compass, a map of the territory for each Patrol, 5 placards about 0.5 x 1 metre.

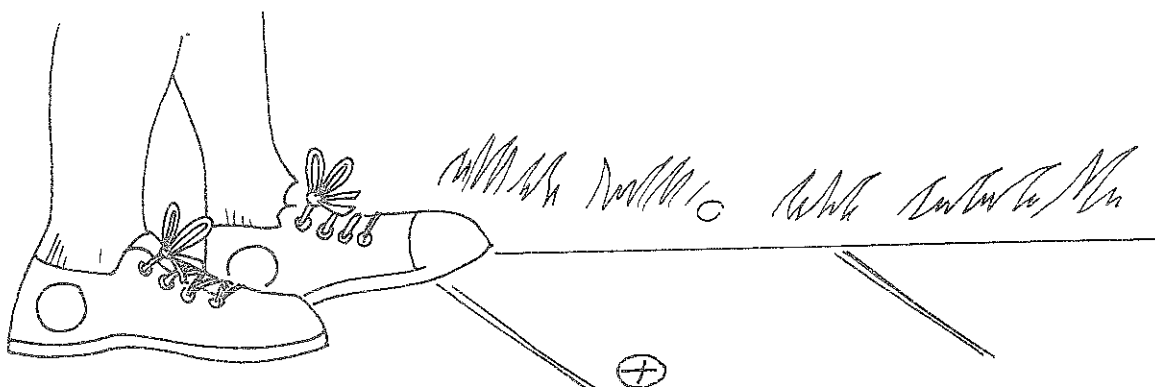
METHOD: The placards are each marked with a different design and are placed around a 4 — 5 kilometre course. Location of these points, as well as the starting and finishing points, are marked on the maps. Patrols are given maps and are started off at 10 minute intervals. After determining the direction to the first control, the team goes off. At the control, the team copies on its map the design of the placard. Then they proceed through the rest of the course in a similar way. The winner is the team with the fastest time and the correct answers.

728 — TRAILS

TYPE: Wide Game

EQUIPMENT: Wool or other natural materials, paper and pen.

METHOD: This game is rather like a paper chase, but use wool or natural signs and hidden clues, with the older Scouts setting the trail.



729 — STREET ATTACK

TYPE: Wide Game

EQUIPMENT: Paper for arm bands.

METHOD: Houses are normally grouped with even numbers on one side of the road and odds on the opposite side. Divide the Troop into 2 teams, the Odds and the Evens. The Odd team has to get to the odd side of a street some distance away with a message for a certain odd numbered house. They are prevented by the Evens, who can only attack when the Odds are on the even side of a street or in the road. The route can be restricted at first, but as local knowledge increases, give free choice of route. Arrange a method of "killing" (such as "lives" from paper arm bands, which are removed for a kill) and for renewal of life. Play to a fixed time limit.

730 — MOVING JEWELS

TYPE: Wide Game

EQUIPMENT: Bean bags or similar.

METHOD: Each Patrol has a number of jewels (the bean bags or similar) to move from one place to another. Other Patrols try to prevent them and still get their own jewels through. Scouts must yield to a search if caught. Each Patrol has a different start and destination to the other Patrols.

731 — AUTOGRAPHS

TYPE: Wide Game

EQUIPMENT: A card and a pencil for each player. Any object, (a Bomb) for each Scout.

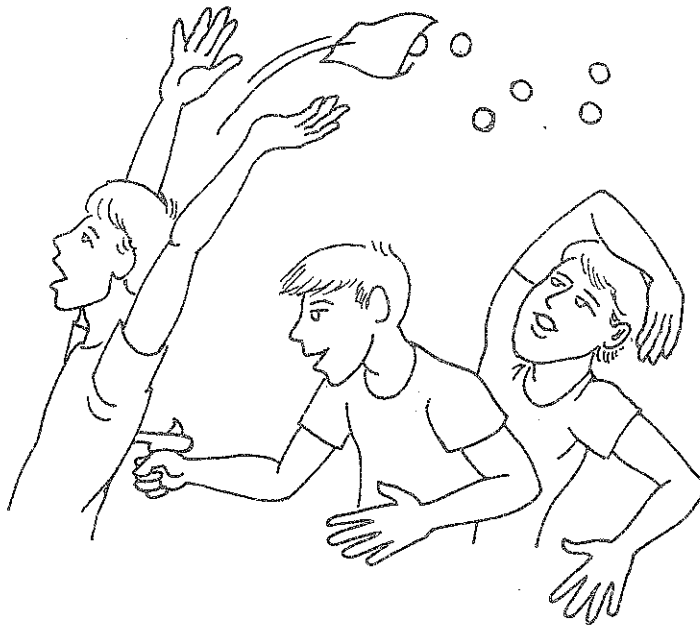
METHOD: Each Patrol starts at a different point and works towards the Scout hall, to reach this at a determined time. Each Patrol is allocated a Bomb. All the players must try to make their way back to HQ using any route they like and collecting as many autographs on their cards as possible. Autographs must be from Scouts of other Patrols, and no duplications are allowed. Any player who comes across a Scout with a Bomb has to surrender his or her autographs and take the Bomb. This also means this player has to hunt for another Scout to pass the Bomb on to and gain back autographs. At the end of the time, the winning Patrol is the one with the most autographs.

732 — DIAMOND SMUGGLERS

TYPE: Wide Game

EQUIPMENT: A bag of marbles, guns for the Border Police.

METHOD: Divide the players into 2 teams; the Smugglers and the Border Police. One of the Smugglers carries a bag of diamonds (marbles) concealed on his/her body. The Border Police each carry a gun (perhaps wooden or cardboard replicas), and chase or creep up on the Smugglers, who are trying to get the diamonds to a pre-arranged spot. If a Policeman manages to catch a Smuggler, by touching his/her back or chest with the gun, the Smuggler must hand over the diamonds if she/he has them. If not, the Smuggler goes free and the Policeman gives up the gun. Diamonds can change hands from one Smuggler to another, and unarmed Police can still give chase, but can't make an actual capture themselves.



733 — HARES AND HOUNDS

TYPE: Wide Game

EQUIPMENT: 2 loud whistles or 2 bells.

METHOD: To be played in bush or scrub. Send off 2 PLs, the Hares, and after 5 minutes, let the Troop loose. They are the Hounds. The Hares have to keep moving, and ringing their bells or blowing their whistles for 30 seconds, avoiding capture by carefully listening for movement on the part of the Hounds. When caught, restart the game with a couple of new Hares.

734 — BREAK THE CORDON

TYPE: Wide Game

EQUIPMENT: Nil.

METHOD: This is a challenge game with one Patrol challenging the rest of the Troop to stop them from getting from point A to point B between certain hours on a certain day or evening.

735 — ESCAPE OF CAPRICORN ONE

TYPE: Wide Game

EQUIPMENT: 2 car or bicycle tyres, a large box or old rubbish bin, a weighted box, 2 pulleys, a garden hose, a large container filled with water, rope, wool.

METHOD: To play this game you need an area of bushed land. Three players are chosen as Astronauts and the rest of the Troop are Assassins. The object of the game is for the Astronauts to collect components of an escape vehicle so that they can escape the Assassins, who are trying to catch and kill them.

Mark off 5 bases; the Astronauts' central base — 30 metres (98 feet) in diameter, the Assassins' base — 30 metres in diameter, and 3 store dump outer bases — 10 metres (33 feet) in diameter.

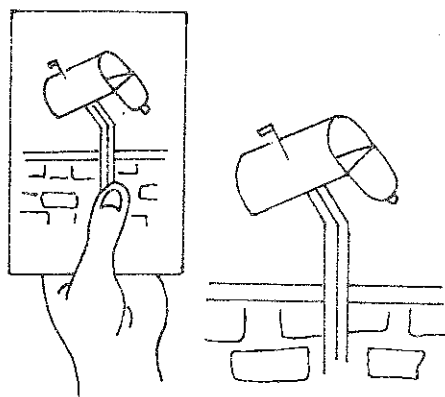
The Astronauts, individually or collectively, have to collect *all* the components to escape. The 6 components are located at the 3 supply dumps (2 components in each). The 2 tyres form the undercarriage, the large box or rubbish bin is the fuselage, the weighted box is the rocket engine, the water-filled container is the rocket fuel, the pulleys are the giros and the hose is piping. Give each player a piece of wool as a "life" to tie around his/her arm. The Assassins may "kill" the Astronauts by removing their "lives" and capturing components, which must be taken to their base. The 3 Astronauts are allowed a total of 2 "lives" each. The Assassins may not enter any base other than their own but the Astronauts can enter any base, including that of the Assassins, to recapture components. The Astronaut or Astronauts with all the escape vehicle components in the central base wins, or, the Assassins win if all the Astronauts are "killed".

736 — PHOTOGRAPH HUNT

TYPE: Wide Game

EQUIPMENT: Camera and film or sketchbook and materials, maps, pens.

METHOD: This game takes rather a lot of preparation but is one of the best wide games, and is ideal for an afternoon. From a 1.5 – 3 kilometre (1 – 2 mile) radius of the hall or campsite take a dozen or so photos of slightly unusual objects, or make sketches of them. Examples are a telegraph pole with various notices on it, an oddly shaped house, a prominent tree, a shop window, a bridge etc . . . Duplicate a set for each Patrol. Patrols then go out armed with maps and write on the back of each photo or sketch the precise 6 figure map reference.



737 — WOUNDED SPY

TYPE: Wide Game

EQUIPMENT: Maize or chicken feed, edible dye, such as red cochineal.

METHOD: The Scout playing the Spy drops a few drops of "blood" made from the dyed chicken feed every few steps. The Spy has a one minute headstart, and must cross the "border" — a stream, path or road — 1 kilometre away before the "F.B.I. agents" (the rest of the Troop) catch him or her. Make sure the dye is edible, otherwise it will harm the birds and animals which will undoubtedly eat the grain.

738 — BOBCAT

TYPE: Wide Game

EQUIPMENT: 2 small cans or 1 large can of pressurised whipped cream.

METHOD: 2 or 3 Bobcats are drawn from the ranks of the more ambitious Leaders, willing Scouts or Venturers. Define the boundaries of the playing area. The area can be up to 0.75 of a kilometre ($\frac{1}{2}$ a mile) square, depending on the age group involved and the density of trees and good hiding spots. However, keep the area small for the first time. Each Bobcat is armed with the whipped cream and each must also have a large white cloth tucked partially into the back of his or her pants. With the Hunters in a group at the starting place, send the Bobcats off into the bush. After 5 minutes, send the Scouts off in pursuit. To bag a Bobcat, the Hunters must grab the white cloth away from him or her. The Bobcat can spray the whipped cream on the Hunters as self-defence to stop them grabbing the cloth. Any Hunter hit with the cream must drop out of the game. Captured Bobcats are at the mercy of the Hunters — within reason of course. Make sure you choose Bobcats with a sense of humour and lots of energy, as they are liable to be dunked in lakes etc . . . It's also important to make sure that the Hunters see the Bobcats frequently during the pursuit. Bobcats who try too hard to stay hidden will make the game boring for the players giving chase. The key is to show yourself and run! This game is ideal for a hot day, when the dirt, sweat and whipped cream can be washed off in a fun-for-all swim.

739 — PLANT THE BOMB

TYPE: Wide Game

EQUIPMENT: An object which is the Bomb.

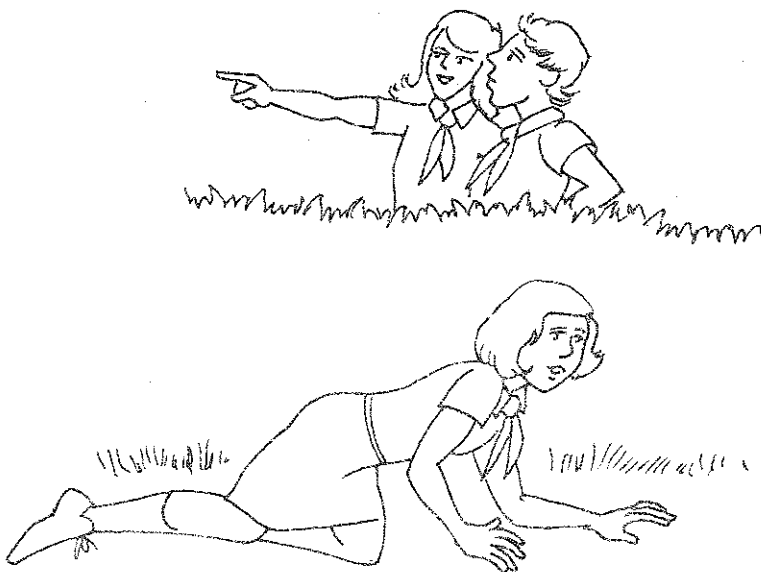
METHOD: Challenge the Patrols to place an object at a nominated spot without being intercepted or observed by the Leaders, the Patrols being allowed to create diversions, kidnap and so on. An independent referee is required to ensure that each side plays the game in the right spirit.

* 740 — ZULUS

TYPE: Wide Game

EQUIPMENT: Nil.

METHOD: This game should be played in an area (bush or town) which offers a variety of routes and plenty of cover. Scouts should be able to move from end of the area to the other. A Patrol is sent out, wearing scarves, to start at a set point at a set time. They must make their way back to base by a certain time by whatever means possible, working individually or in pairs. The other Patrols have the job of lying in wait for, or searching out, the Patrol wearing scarves. (All other Patrols should remove their scarves). A capture is effective if a scarf is taken. The searching Patrols will need to be prohibited from lying in wait too close to the base.



741 — CHECKMATE

TYPE: Wide Game

EQUIPMENT: A pen, a sheet of paper for each player, a whistle.

METHOD: This game should be played in an area with trees or bush, but can be played in the open. Two equal teams are required, with no fewer than 6 players in each. The object is for the opposing King to be captured — the game is based on chess. One team is called Black and the other, White. Each team member represents a chess piece; King, Queen, Rook (Castle), Bishop, Knight and Pawn. Any player over the required number of 6 is a Pawn. Each player is given a sheet of paper with the name of the piece she/he is representing on it; eg: Black Queen. This name may not be changed. Players on both sides must capture as many opposing players as possible, the most important player being the King. When she/he is captured, the game ends and the King is taken to the umpire.

When an opposing player is captured (by touch only), she/he surrenders the sheet of paper to the capturer. She/he may then obtain a second sheet from the umpire with the same team colour and name and rejoin the game.

The King can capture all other pieces except the Queen. The King is captured by the Queen, Rook, Bishop or Knight but the last 3 must be accompanied by a Pawn. Higher ranked pieces can capture pieces with lower rank, and equal ranked pieces cannot take each other. Rank is by points value. At the end of game, the umpire adds up all captured name papers to get the highest score. The side that captures the King does not necessarily win.

King	20 points	Bishop	6 points
Queen	10 points	Knight	4 points
Rook	8 points	Pawn	2 points

742 — UPSTARTS AND DOWNFALLS

TYPE: Wide Game

EQUIPMENT: Suitable ties, a whistle.

METHOD: There are 3 sides in this game — Upstarts, Downfalls and Middlemen. The game is played in a bush area or park. The Upstarts start up at one end and the Downfalls start down at the other end. The Middlemen start in the middle! Before beginning, each of the Upstarts is given a tie. When the whistle goes, the Upstarts and Downfalls start from their opposite ends (anything up to a kilometre apart) and try to contact each other without being caught by a Middleman. As soon as they meet, the pair join themselves together by tying right and left arms with the tie. They are now, provided they remain joined, in the position of being able to catch the Middlemen instead of being caught themselves, as they could before they joined forces. Two points are awarded for each catch made by a Middleman and 4 points (2 for each member of the pair) are given for each catch made by an Upstart-Downfall. Scouts who are caught go back to base and start again. The game finishes with a whistle.





743 — THE INCREDIBLE BULK

TYPE: Wide Game

EQUIPMENT: A large sack or rubbish bag, a length of rope.

METHOD: The Incredible Bulk is lurking in the deepest part of the bush, wearing the sack with holes cut out for the head and arms. Two teams are after him/her — the Goodies, who have the scientific know-how to turn the Bulk back into a normal person, and the Baddies, who want to capture and exploit him/her by putting him/her in a sideshow as a freak.

Send Bulk off to hide in the bush and divide the remaining players into 2 teams. The Goodies must try to find him/her, and remove the sack, thus making the Bulk normal again. The Baddies have a length of rope hidden among them, and their aim is to approach him/her, tie the rope around his/her middle and take him/her back to base. The Bulk doesn't know which players are Goodies and which are Baddies. It's up to each player or small group from either team to first locate their prey and then to creep up on him/her unawares. They might also try staying as a team and surrounding the Bulk. It is then up to them to convince him/her that they only want to help. If the Baddies do manage to rope the Bulk first, the Goodies will have to plan a strategy to overpower the entire gang, untie the rope and remove the bag.

744 — THE HUNTERS HUNTED

TYPE: Wide Game

EQUIPMENT: Paper, a pen.

METHOD: Each Scout's name is printed on a separate slip of paper. The slips are handed out to the players, ensuring that no Scout receives a paper with his or her own name on it. The object of the game is for each player to capture the player whose name she/he has been given, at the same remembering that someone else is also trying to catch him/her. Scouts should be well scattered before the game starts. Ten points are awarded to the first player who makes a capture, 9 to the second, and so on. Impose a time limit, and award points to players who are still free after the time limit is up. A Scout may not be caught while returning to HQ with a prisoner.

In handing out the slips, arrange it so that 2 players do not have to capture each other.

A variation of this game may be played in which each Patrol is given the name of a jungle animal, eg: Tiger, Lion, Leopard, Snake. The Tigers chase the Lions, the Lions chase the Leopards, the Leopards chase the Snakes and the Snakes chase the Tigers.

745 — MATCHBOX CORDON

TYPE: Wide Game

EQUIPMENT: Wool for making "lives", a map of the area.

METHOD: Two Patrols have sealed instructions to go to the local store and to buy 4 boxes of matches and a newspaper, then to return to base, taking care not to be too prominent, and, if possible, to make the trip largely unobserved. They are told a definite route they have to follow, and could be asked to collect or observe certain objects en route to ensure they do not deviate. The rest of the Troop are given a map and supplied with 4 grid references, through each of which the 2 "matchbox collecting" Patrols will pass within 180 metres (200 yards). The searching Patrols leave base 5 minutes after the "matchbox collectors", and are to impede their progress and try to capture the matchboxes and newspaper.

Each Scout in the "matchbox collecting" Patrols has one "life", (a piece of wool) which protects him/her from one capture. If captured, she/he must surrender the "life" but nothing else. On the second capture, she/he has to surrender any matchbox or newspaper. The game can have many variations to suit the particular location and Troop.

752 — HARBOUR BOOM

TYPE: Wide Game

EQUIPMENT: A 3 – 3.5 metre (10 – 12 foot) rope and 6 torches.

METHOD: Two trees wide apart are needed for this game. Tie the rope between the trees — this is the harbour boom. Tie 6 mines (torches) to the rope and switch them off. Three Patrols have the job of defending the boom, and the other Patrol must creep up and set off the mines (by switching on the torches). The defending Patrols are not allowed within 10 metres (11 yards) of the rope.

753 — CAMOUFLAGE

TYPE: Wide Game

EQUIPMENT: Nil.

METHOD: Let a Patrol loose for 15 minutes, in which time they have to individually place themselves in position where they can see a certain amount but be protected by natural or contrived camouflage. The rest of the Troop is then brought into the area, and from the predetermined position, have to locate the hidden Patrol. After a short interval, get the hidden Patrol to stand up and be identified.

754 — RUMPELSTILTSKIN

TYPE: Wide Game

EQUIPMENT: 6 sets of treasure cards, each containing 8 different values.

METHOD: Using the PLs, Leaders or adults as Crooks, set up 6 bases occupied by these Crooks. Each Crook has 8 treasures, each is given a code name and value, ie: Rumpelstiltskin – \$20, Goldilocks – \$15, Hone Heke – \$10 etc . . . arranged in a different order for each Crook. Once the Crooks are in position (they need to be out of earshot of one another), the Patrols are let loose, and they have to relieve the Crooks of their treasure by giving the correct code word for the treasure on the top of the Crook's pile. If they get the right code word, they get the treasure and seek out another Crook, or have another go at the same one. The Patrol with the most treasure at the end of the game is the winner. If they don't get the right code, they have to try another Crook. The Patrol must operate collectively and cannot split up for this game.

755 — TICK TOCK

TYPE: Wide Game

EQUIPMENT: A loud ticking alarm clock.

METHOD: A loud ticking clock is placed in an area where it is within reach but hidden in foliage etc . . . The Troop go off to find it. The alarm is set, and if it goes off before the clock is found, the Troop loses that round.

756 — CHALK TRAIL

TYPE: Wide Game

EQUIPMENT: Different coloured chalk or torn paper.

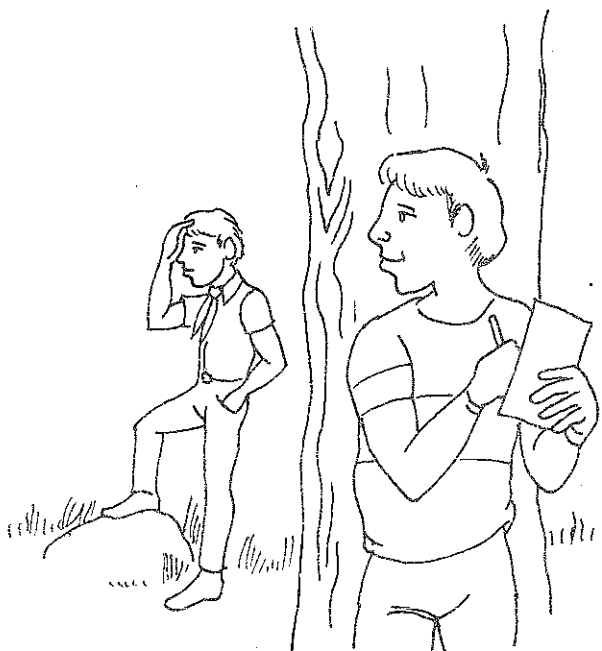
METHOD: Set a trail using chalk or paper or both, making the trail reasonably obvious. Have some hidden clues, hidden treasure or secret codes along the route to sustain interest. Let the Troop loose. Using different coloured chalk for each Patrol enables a separate trail to be laid for each one.

757 — STAG HUNT

TYPE: Wide Game

EQUIPMENT: A bright, distinctive jersey, a sheet of cardboard and a ballpoint pen.

METHOD: One player is the Stag, who puts on the jersey. The Stag is given 5 minutes start, then the rest of the Troop have to catch him or her. When a Scout finds the Stag she/he signs his or her name on the card that the Stag is carrying so that signatures form a consecutive list of those catching the Stag. Alternatively, if the Stag sees a player but that player does not catch him/her, the Stag writes the name on the other side of the cardboard, also in consecutive order. Scouts who catch the Stag score 10, 9, 8 and so on, so that only the first 10 score points, and all players observed by the Stag are fined 3 points. After a given time, points are counted and the Patrol with the best score wins.



758 — ENTERPRISE SHIRT BUTTON

TYPE: Wide Game

EQUIPMENT: A supply of shirt buttons, a postcard and a map for each Patrol.

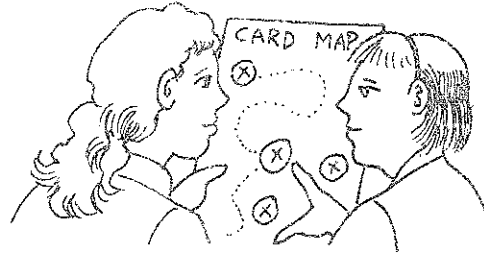
METHOD: Hide the shirt buttons in 2's and 3's in various locations. Write the instructions for each Patrol on a postcard as follows: "The country is undergoing a national crisis and there is a universal shortage of shirt buttons. The Prime Minister has an important conference meeting at 8.00 and a thief has stolen all the buttons off his shirt. It is essential that the P.M. be given 8 shirt buttons at 7.55 outside the conference room. During a similar crisis a few years ago, the Secret Service hid a quantity of shirt buttons at a location near here, in case such a thing happened again. The only clue to the location of the buttons is given below." At the end of the message give 2 map references, which will lead the Scouts to the place where the shirt buttons are hidden. Each Patrol is given a different map reference, all approximately the same distance from your HQ. The identity of the Prime Minister and the location of the conference room must be made clear before the game starts, as the Scouts must rendezvous with him or her carrying the buttons.

759 — FIELD CARD GAME

TYPE: Wide Game

EQUIPMENT: An old pack of cards, maps, paper and pens.

METHOD: Hide an old pack of cards at various points outdoors, a single card at each point. The Troop sets out to find the cards, either working in pairs, or Patrols being given clues which involve local knowledge, or by means of a map and map references, codes etc . . . The winning Patrol is the one either with the most cards or with the highest score, counting by pips.



760 — ORIENTEERING TREASURE HUNT

TYPE: Wide Game

EQUIPMENT: A map of the wide game area, a compass and 3 treasures for each Patrol. (Treasures can be biscuits, sweets etc . . .)

METHOD: The area should be well covered with bush, or with a variety of hiding places, and with lots of paths, lanes or roadways. The map of the area should be on the lines of a topographical map with grid lines correctly placed true N/S and true E/W. Disperse the treasure in the area and write up instructions (different for each place) giving clues to the whereabouts of the treasure by way of map references and compass directions. Give each Patrol its map, compass and instruction sheet. The Patrol receives its reward in discovering its treasure, which should be edible.

761 — QUERY HUNT

TYPE: Wide Game

EQUIPMENT: Cardboard and pens.

METHOD: Draw a sketch map on one piece of card for each Patrol. List instructions on the other card and give to each Patrol, so each one has 2 cards. On the instruction card should be a list of queries such as; when did the last bus leave from the bus stop, who owns the dairy on . . . Street, and what hours is it open during the weekends, what is the telephone number of the public telephone box at map reference . . . ? Devise a circular route so that Patrols start and finish at different points along the route and work independently of one another.

762 — SOLAR SECRETS

TYPE: Wide Game

EQUIPMENT: Several empty egg boxes.

METHOD: A plane has crashed in the area carrying the component parts of a revolutionary new solar energy system that will be cheap to produce and will help to save the earth's dwindling natural resources. But, during the crash, the components (which look rather like ordinary egg cartons) have scattered over a wide area. Two countries have sent their best people to find these components and bring them back to their leaders. The country lucky enough to make use of this secret energy plan will become very rich and powerful, but it must have all the parts before the system will work. Divide the players into 2 teams and hide enough egg cartons for one complete team to find one box each. Send players to search for these and return with them to base. The team with the most egg boxes found may then challenge the other team to a trial of strength to win the remaining components. This could be arm wrestling matches between a player who returned empty-handed from each team. Or the team with the most cartons could choose their champion and pit him or her against one of the players with a box from the other team. If a deadlock occurs, settle it with an all-in tug-of-war.

763 — TASTY SCIENTIST

TYPE: Wide Game

EQUIPMENT: Nil.

METHOD: Should be played in a reasonably bushy area. One Patrol are the Scientists stranded in the centre of an area which is fairly bushy. They are trying to reach safety at a nominated spot. The rest of the Troop are Cannibals, and are hungry for a tasty scientist. A scientist is ready for the pot only if lifted clear of the ground.



764 — SCAVENGER HUNT

TYPE: Wide Game

EQUIPMENT: Chalk, Scout signs etc . . .

METHOD: Prepare a trail with chalked arrows, Scout signs or something similar; and give each Patrol a set of instructions which requires them to follow a route by foot, bicycles, public transport etc . . . , each being given a list of objects to bring back, or things to do during the journey. A scale of points is awarded according to the difficulty of the task. About 10 tasks would be sufficient, and these should be designed so as to involve the Patrol as a group rather than as individuals.

765 — EVER-READY

TYPE: Wide Game

EQUIPMENT: A torch and a whistle.

METHOD: Choose an area with a fair amount of cover. Send a PL and APL with the torch and whistle to circulate around a prescribed area. Let the Troop loose after a few minutes. The PL and APL have to flash the torch and blow the whistle at least once every minute, and the object of the game is for the Troop to catch the fugitives.

766 — THE PAYROLL ROBBERY

TYPE: Wide Game

EQUIPMENT: Several canvas or duffel bags, paper, pen for marking.

METHOD: A huge payroll robbery has taken place, and while the bandits have been apprehended, they have buried their loot and have shown the whereabouts of the money on 4 maps, which are absolutely useless unless the code giving instructions can be broken. Four security teams (Patrols) are put on the job to decipher the code and locate the loot to return it to the bank (the Scout hall.) There is, however, a problem — bounty seekers (Leaders) are out to find the money themselves and collect the reward. It is known that they will try and follow the Security Teams.

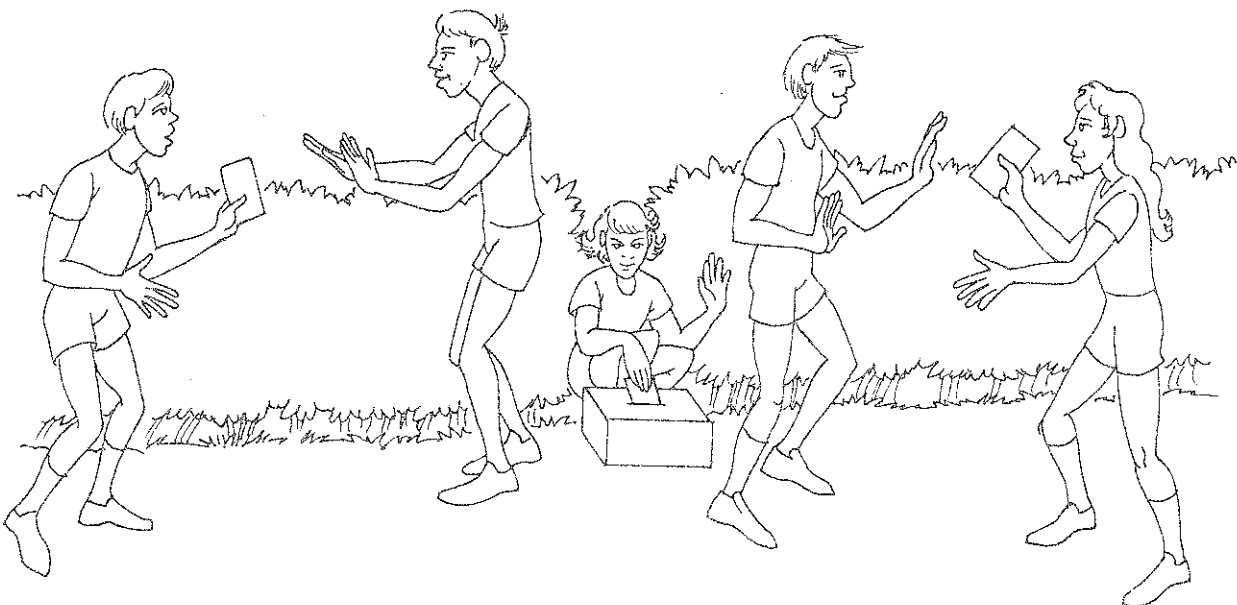
The Leader buries or hides a canvas bag stuffed with paper and marked "Bank Security Funds". He/she also leaves a few "red herrings" (also canvas bags, but marked "Bank Security" or "Bank Funds") where he/she knows security teams will find them without undue effort. The purpose of the extra bags is to see whether the Patrols will follow their map, directions and bag descriptions or be flustered with success and think they have discovered the real thing. Give each Patrol a different route map, all going to the same place and giving instructions of where to start and the correct bag identification. This information should be in Morse or some other, code. The Leaders play their role simply by making themselves visible now and then to put the Scouts off. Score 20 points for discovery of the right bag. 10 points for getting it back to the hall and take 20 points off for any Patrol that brings back the wrong bag. Do not tell them about the bogus bags.

767 — BOMB POST

TYPE: Wide Game

EQUIPMENT: 6 letter boxes or their equivalent, 10 "postcards" and a playing area with a variety of routes and plenty of cover.

METHOD: Scatter the letter boxes over the playing area. Appoint 2 Patrols as defenders of the letter boxes and the other Patrols as the raiders, who have the task of getting their postcards into the letter boxes. A raider is killed when touched by a post box defender.



768 — THE NAVY GAME

TYPE: Wide Game

EQUIPMENT: 4 small balls of red, blue, green and yellow wool, a card for each Scout.

METHOD: Make the PL of each Patrol an admiral. Give him/her a fleet of one vessel per Scout (using the cards). There are 3 types of vessels — battleship, destroyer and submarine in the proportions of 1 to 3 to 2, or thereabouts. Fasten on the arm of each Scout in the Patrol a piece of wool, using a different colour for each Scout. Let the Troop loose in not too large a prescribed area and let battle commence. A battleship (value 5 points) takes a destroyer (value 3 points), a destroyer takes a submarine (value 2 points), and a submarine takes a battleship. Scouts challenge Scouts of the opposing Patrols, each stating what vessel she/he is. Nothing happens if they are the same, but if different, the loser has to surrender his or her piece of wool and return to his or her admiral (who stays at the Patrol base,) for another piece of wool. The player then returns to the fray. No ship can operate without having a piece of wool on its arm, and no swapping of cards is allowed. Play for about 15-20 minutes per round. The Patrol with the most pieces of wool other than its own colour at the end is the winner.

769 — HAVE YOU GOT THE BODY?

TYPE: Wide Game

EQUIPMENT: Cotton wool, counters or cards.

METHOD: Recruit 10 or 12 strangers to the Troop. They could be from another Troop, or from a Venturer Unit, for example. These strangers are the Body Snatchers. They disperse themselves over a given area, each wearing a plug of cotton wool in their left ear, or some other previously agreed identifying feature. The Troop have to look for them by Patrols, and the Body Snatchers award a point to every Scout (by giving him or her a counter, card etc . . .) who says to them, "have you got the body?". The Patrol with the most counters after a set time is the winner.

770 — LOST LEADERS

TYPE: Wide Game

EQUIPMENT: Pieces of wool, as many different colours as there are PLs.

METHOD: Send the PLs off about ½ hour before the game commences. Each PL has cuttings of wool in one colour, and each one a different colour. Each PL arranges a route and lays a trail with the pieces of wool as he/she goes. At the start of the game, the APL is given a piece of wool the same colour as his or her PL is carrying and given the instruction to go and find the PL with the Patrol.

771 — HUNTERS v AVENGERS

TYPE: Wide Game

EQUIPMENT: Nil.

METHOD: An area with a fair amount of cover is needed. Divide the Troop into 2 teams, the Hunters and the Avengers. Set up a prison and place 3 of the Avengers inside. Tell the other Avengers that at a given signal, they are to disperse. Thirty seconds later, let the Hunters loose. The object of the game is for the Hunters to capture the Avengers. When an Avenger is caught, she/he is carried off to prison and has to stay there until liberated. This can be by an uncaught Avenger dashing into prison and tagging as many prisoners as possible. All tagged Avengers are then free to leave prison. The game ends at a set time, or when all have been rounded up.

772 — SARDINES

TYPE: Wide Game

EQUIPMENT: Nil.

METHOD: Choose an area with a fair amount of cover. One player goes off and hides within a given area. As the others find this player, they squeeze in beside him or her, and all keep hidden until the last Scout finds them.



773 — LIGHTHOUSE

TYPE: Wide Game

EQUIPMENT: A torch or lantern.

METHOD: An easily climbed tree or hill is necessary. Set up the torch or lantern in the tree or on the hill. Two Patrols are the defenders and the other Patrols are the attackers. Station defenders a reasonable distance from the lantern. At the word "go", battle commences, the aim being for the attackers to put out the torch or the lantern.

774 — STICKO

TYPE: Wide Game

EQUIPMENT: A stick or similar for each Scout, and fairly open ground.

METHOD: Divide the Troop into 2 teams. Set up 2 bases about 114 metres (125 yards) apart. Place an equal number of sticks in each base. The object of the game is for each group to steal one stick per person at a time from their opponents, and add it to their pile. A referee at each base is necessary. Have a centre line. If a Scout is caught within enemy territory, she/he has to surrender a stick or go to the enemy's prison. She/he cannot be liberated until tagged by one of his or her own side. The winner is the side with the greatest number of sticks at the end of the set time.

775 — SLEEPING PIRATE

TYPE: Night Game

EQUIPMENT: 2 blocks of wood or matching boxes, a chair.

METHOD: A blindfolded Scout becomes the Sleeping Pirate, and sits on a chair in the middle of the room with the Treasure (the blocks of wood or boxes), which she/he is defending, at his or her feet. Scouts line up at one end of the room. On the word "go", they stalk the Pirate in an attempt to pick up the treasure without being caught. The Sleeping Pirate can catch Scouts who have made a noise by pointing at them. A Scout who has been pointed at must retire and start from the beginning. Each player may have 2 tries. Only one block can be captured at a time. Ten points are given for each block or box successfully captured.

A variation: use 2 pirates, seated back to back, and more blocks if the group is large.

776 — ESCAPE

TYPE: Night Game

EQUIPMENT: One parcel and one torch per guard.

METHOD: In this game, Escapees are placed in a small compound marked out in the centre of a field. Leaders or PLs act as Guards and are placed around the field with torches. The object of the game is for the Escapees to escape and reach a given objective without being identified by a Guard.

777 — STALK TORCH

TYPE: Night Game

EQUIPMENT: A number of objects, a torch, wool for "lives".

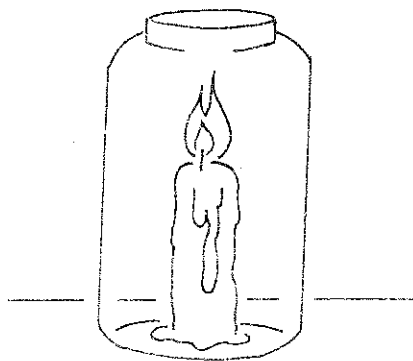
METHOD: A PL with a torch hides up a tree. Four assistants — the Sentries — conceal themselves nearby in a strategic position. The rest of the Troop, who are wearing wool "lives" on their arms, have to try and creep undetected to the PL's tree and collect an object placed on the ground by the tree, then return it to the SL. The Scouts start 45 – 90 metres (50 – 100 yards) away from the tree depending on the moonlight and trees. The PL sweeps the beam of his or her torch at a 360 degree arc every 15 seconds exactly. If caught in the beam, the attacker has to return to base before being tagged by a Sentry. If captured before reaching base, she/he has to surrender a "life". A fresh "life" (limited number available) is obtainable from the SL.

778 — SACRIFICIAL FLAME

TYPE: Night Game

EQUIPMENT: A candle in a large jar, water, a mug and a billy for each Patrol.

METHOD: One Patrol guards the sacrificial flame and the rest of the Troop try to put out the flame with water and mugs. The supply of water should be limited to a small billyful per Patrol. The Patrol on guard can capture mugs, billies and water supplies, and once captured they cannot be retrieved. The Patrols take turns at being guards.



779 — SPIES IN CAMP

TYPE: Night Game

EQUIPMENT: Wool or paper, pieces of firewood or paper batons.

METHOD: You need 3 or 4 Patrols. One Patrol wears paper or wool armbands on both arms. They are the Spies. Each Scout in the Spy Patrol is given a piece of firewood or a paper baton. The other Patrols are Guards. The campfire should be burning briskly. All Spies leave the camp area and take up positions at an agreed distance from the fire. At the word "Go", the Spies try to creep into camp and put their wood or batons on the fire. Anyone who does so remains by the fire. The Guards put Spies out of the game if they capture them, in which case they confiscate their wood or batons.

780 — CARRY THE CANDLE

TYPE: Night Game

EQUIPMENT: Newspaper, a large billy or dixie and a candle for each team.

METHOD: Establish 2 bases. The aim of each team is to deposit a candle at the other base and light it. No capturing is allowed within 6 metres (20 feet) of either dixie. The PL decides how many should defend and how many should attack. "Lives" are rolls of newspaper stuck through Scouts' belts. If a Scout is captured s/he reports to the SL for a new "life" and if, when captured, the victim has the candle and matches, these cannot be confiscated.

781 — FOUR TEAM CARRY THE CANDLE

TYPE: Night Game

EQUIPMENT: Newspaper, a large billy or dixie and a candle for each team.

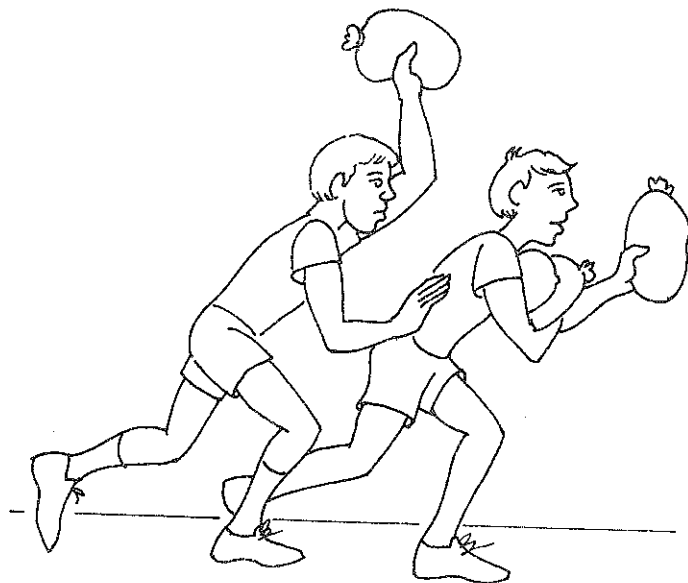
METHOD: As for "Carry the Candle" (780) but use 4 teams, 2 having to get the candles into the dixies or billies, then later the other 2 teams having to go out and light them. When the candle is placed in the dixie or billy, the Scouts report to base and 2 Candle Lighters start out. The Candle Depositors join in again as the Candle Lighters' bodyguards.

782 — BOMB CHALLENGE

TYPE: Night Game

EQUIPMENT: Flour bombs.

METHOD: Give the Scout Leader of a neighbouring Troop a supply of flour bombs and challenge his or her Troop to get near enough to throw onto the Home Hall. Alternatively, split the Troop into 2 groups, one of the Challengers with the bombs, who meet at a place some distance from the Hall, and other Defenders with the job of defending the Scout Hall against attack.



783 — NIGHT SCAVENGER HUNT

TYPE: Night Game

EQUIPMENT: 10 or 12 objects.

METHOD: Run this game as a Patrol competition with a set time to complete the hunt. Suitable objects could be a baked potato, a paper bag full of pebbles, a specified knot, a specified leaf, a member of another Patrol, a feather, a whittled tent peg, a moth, and so on.

784 — ALARM CLOCK

TYPE: Night Game

EQUIPMENT: An alarm clock with a loud tick.

METHOD: Place the alarm clock in a bushy area and set the Scouts out to find it within a stipulated time. The alarm clock should be set to go off at the end of the prearranged time. If the clock is not returned to the Leader before the alarm goes off, the Scouts have lost the contest.

785 — WHISTLE HUNT

TYPE: Night Game

EQUIPMENT: A whistle.

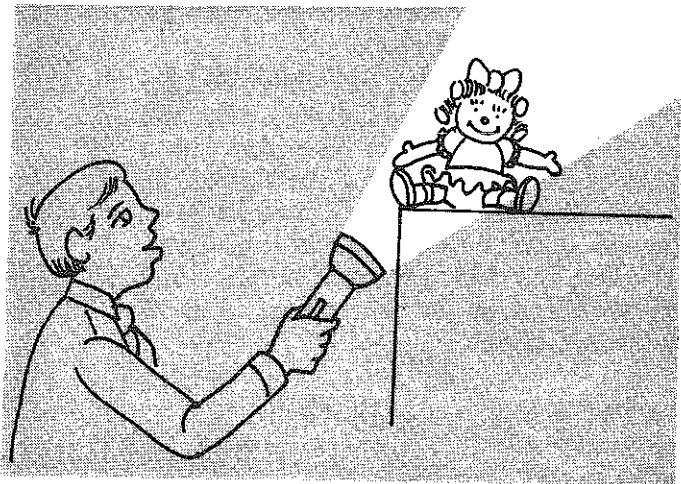
METHOD: One Scout is given a whistle and has 5 minutes start to go and hide in a bushy area. The others wait for the word "Go" and set off to capture him or her. The Scout must blow the whistle regularly every minute, and no other Scout is allowed a whistle. The captor takes the place of the captured, or another Scout is appointed after a set time has elapsed.

786 — TORCHLIGHT HIDE AND SEEK

TYPE: Night Game

EQUIPMENT: A torch for each Patrol, 6 small objects.

METHOD: Before the meeting starts, hide the objects, which should not usually be found in a Troop Headquarters. The Scouts are told that 6 objects have been hidden, but not what they are. The lights are turned out and, using their torches, the Scouts search the HQ and the PL lists as many objects as s/he can find that would not normally be there. Most Patrols will produce a list of more than 6 items, and the best list wins.



787 — MAFEKING

TYPE: Night Game

EQUIPMENT: Items of loot such as ropes, rags and billies.

METHOD: Divide the Troop into 2 teams. One team defends a reasonably easy to defend area, in which various items of loot are placed. The other team tries to get the loot one item at a time and to tie it to a fence, or something similar nearby. Defenders are not allowed out of their defence area. Change round after a time limit, and the team with the most captures at the end is the winner.

788 — SPOT THE COLOURS

TYPE: Night Game

EQUIPMENT: Torches or lanterns, coloured cards or coloured wool.

METHOD: This game is played over a specified piece of ground. In advance the Leader prepares a number of coloured cards (green, blue, red, white and yellow), or pieces of coloured wool in 5 distinct colours, and distributes them over the ground by dropping them in the grass, pinning or tying them to trees, and so on. Within a specified time Patrols have to collect as many of the cards or pieces of wool as they can. Have a value for each colour — green = 6, blue = 5 etc. . . The Patrol with the highest total wins. Play the game with torches or lanterns.

789 — NIGHT OBSTACLE RACE

TYPE: Night Game

EQUIPMENT: 8 to 10 obstacles.

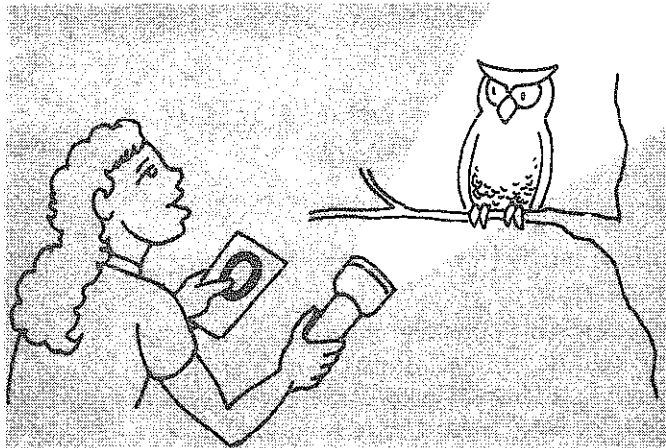
METHOD: Choose an area suitable for a night obstacle course. Run the game as a Patrol competition on a timing basis and as an assault course. Vary the obstacles according to the terrain, eg: squeeze under a wire or rope, scale a tree or rope, walk a tightrope, swing over an obstacle or a rope, cross a stream dry shod with the aid of a pole and rope, squeeze through a suspended tyre etc. . .

790 — NIGHT ALPHABET HUNT

TYPE: Night Game

EQUIPMENT: A score board, a torch for each Patrol plus one extra.

METHOD: The Leader has a torch and the score board. Each Patrol is given a torch and has to produce an object beginning with a letter of the alphabet at a given signal. The Leader chooses the letter for each round at random so that the Patrols cannot anticipate. The first Patrol back on each round with a correct object gets a point. About 12 or 15 letters are enough.



791 — LIGHTHOUSE

TYPE: Night Game

EQUIPMENT: A candle, a matchbox and matches, paper.

METHOD: Put the candle, with an empty matchbox, in a jar, which the Leader guards in a busy area. Eighteen metres (20 yards) around the candle is out of bounds to the Defenders (half the Troop). The Attackers (the other half of the Troop), each with a match, try to creep up and light the candle while the Defenders defend it. Each Attacker has a rolled up piece of paper in his or her belt as a "life". If captured, an Attacker has to surrender the match and piece of paper and return to a pre-arranged base for a new "life" and another match. Teams swap around when the candle is lit, or, if not lit, at a pre-determined time.

792 — NIGHT BASE

TYPE: Night Game

EQUIPMENT: Paper, a whistle.

METHOD: Set up 2 bases and have 2 teams. Play in a bushy area. Team A is placed behind team B's base, and team B, behind team A's base. On a whistle signal, teams A and B have to get back to their own base, each without being seen by the other team. Each Scout has a paper "life" tucked into his or her belt or shoe, and, if caught by the other side, has to surrender this "life". The team with the most "lives" (their own and those captured) and back in their own base at a predetermined time is the winner.

793 — QUERY HUNT

TYPE: Night Game

EQUIPMENT: Nil.

METHOD: Patrols are given 5 minutes to collect in the dark (lights out) — something round, something square, something weighing 500 grams (1 lb), a pint of water, something with a hole in it, etc. . . Points are awarded for the best effort in the given time.

794 — BLACK PANTHER

TYPE: Night Game

EQUIPMENT: Torches and whistles, slips of paper.

METHOD: This game is played in darkness and in comparative silence. The Scouts draw slips of paper, and one of them becomes the Black Panther. The slips are handed back in exchange for the torches. No one knows who the Panther is except the player concerned. All must prowl about in a prescribed area, listening for the Scout who, every minute or so, will whistle a snatch from a well known tune. When they hear it, they shine a torch in the face of the player they think the sound is coming from, and if they catch him or her whistling, they've won. If preferred, each player can wear an actual whistle round the neck. Only the Panther is allowed to blow it, in occasional short blasts. The player caught in the torch's beam with the whistle in his or her mouth is out. If real whistles are provided, the area of play can be much wider, provided that they don't disappear out of ear-shot.



795 — KNOTTING FIGHT

TYPE: Night Game

EQUIPMENT: Pieces of cord about 1 metre (3 feet) long.

METHOD: Patrols form up, facing inwards. The players are paired off to size. Half the Scouts are given a piece of cord. On the word "go", they try to tie a reef knot, bowline, clove hitch etc. . . round their opposite number in the pair, and in a given time. The other tries to resist. The instructor should state which knot is to be tied.

796 — STALKING

TYPE: Night Game

EQUIPMENT: Nil.

METHOD: Two groups are sent some distance apart and proceed to work towards each other. The side which spots one of the other group first is the winner.

797 — GRAB

TYPE: Night Game

EQUIPMENT: Nil.

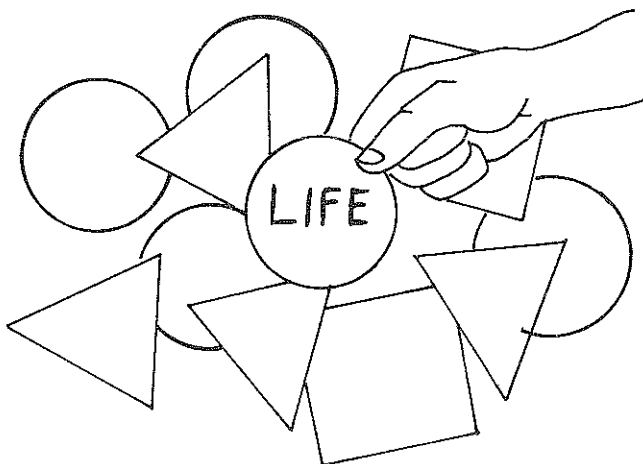
METHOD Each Scout is sent out on a scavenger hunt to find one object which is placed in the centre of the hall. When all the objects are in the centre, the Scouts are asked to run around the hall, keeping into the walls. One object is removed from the centre and when the Leader yells "Grab", the Scouts have to retrieve one object each from the centre, the Scout without an object being eliminated. The game continues with another object being removed and the game finishes when one Patrol is completely eliminated.

798 — SHAPES ALIVE!

TYPE: Night Game

EQUIPMENT: Cardboard, as many lamps as there are teams, chalk for marking.

METHOD: Mark bases for each team about 3 metres (10 feet) across and a different shape for each team — eg: square, circle, triangle. Each shape should have a lamp in the centre. The cardboard should be cut into cards corresponding to the shapes of the bases. Each team should have 10 to 15 cards matching their base, and on one of the cards, "Life Card" is marked. The team members know the identity of this card, but members of other teams must not. The teams are to attack all the other bases and collect as many of the other teams' cards as possible. Only one card may be taken and transported by one player at a time. The card is taken back to the home base and placed in the centre with any other cards that may be there. Home bases may be defended. After each attack, one defender may enter the base to check if the "Life Card" is still there. If the "Life Card" has been taken, that team may not remove other teams' cards until they have found their own "Life Card". The winning team is the one with the most cards and their own "Life Card" at the end of the game.

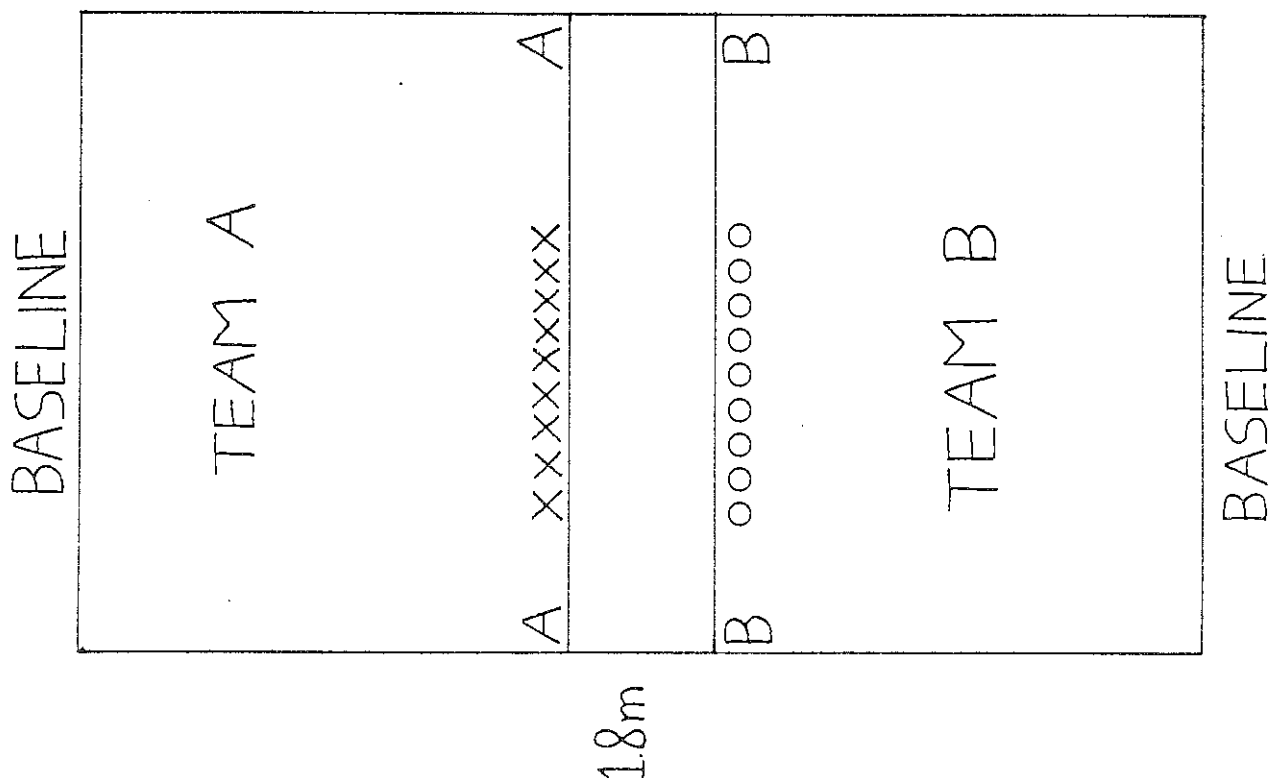


799 — CATCH THE PITCHER

TYPE: Night Game

EQUIPMENT: Balls, bean bags or discs.

METHOD: The Troop is in 2 teams arranged as follows. Team A line up along line AA, and team B long line BB. Each team numbers off, and each team in turn and number in turn throws a ball or similar to lodge in a central circle, i.e. — A1, B1, A2, B2, A3, B3 etc. . . As soon as someone is successful and gets the ball in the circle, that team pursues the other team, who dash back to their base line (the end wall of the hall). Anyone caught is out, and the team that eliminates the other is the winner.

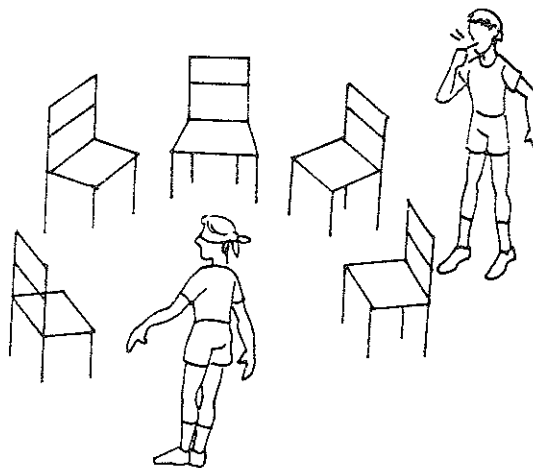


800 — SHEEPDOG TRIALS

TYPE: Night Game

EQUIPMENT: A whistle, chairs and/or benches.

METHOD: One member of the Patrol is blindfolded and is the Sheepdog. This player is placed at one end of the hall with his or her Patrol at the other end, armed with a whistle. The idea is to guide the Sheepdog into a pen of chairs or benches by whistle signals only. This game can be run on a time basis, either inter- or intra-Patrol, or on a Troop knockout basis.



808 — ADDO

TYPE: Circle Game

EQUIPMENT: Nil.

METHOD: The players sit in a circle, or in 2 if it is a large Group. The first player starts by, for example, clapping his/her hands. The second player claps his/her hands and adds something else, such as pulling the left ear. The third Scout claps hands, pulls ear and adds something further, and so on around the circle. This game is best played towards the end of an active evening.

809 — CATCH CHASE

TYPE: Circle Game

EQUIPMENT: A small ball.

METHOD: The Troop stands in a circle. The ball is passed freely from player to player. One player stands in the centre of the circle and tries to tag a person who has caught the ball before he or she can get rid of it again. The tagged player then changes places with the Scout in the centre.

810 — FIRST THERE

TYPE: Circle Game

EQUIPMENT: About 6 objects.

METHOD: Place about 6 articles in the centre of the circle. The Scouts stand around the circle in Patrol order and number off so that only one in each Patrol has the same number. The Leader then names an article and calls a number, and that person in each Patrol runs around the outside of the circle until s/he reaches his or her own opening, which s/he enters, and tries to pick up the object before the other opponents. The Patrol with the most objects at the end wins.

811 — STRIDE

TYPE: Circle Game

EQUIPMENT: A medium to large ball.

METHOD: Scouts stand in a circle facing inwards with legs apart and knees straight. Two Scouts stand in the centre of the circle, and another 2 stand on the outside of the circle. The Scouts in the centre try to throw the ball between the legs of those in the circle, who may not move their legs, but can use their hands to stop the ball. Scouts on the outside of the circle try to do likewise. Any Scout who lets a ball through his or her legs changes places with the Scout who threw the ball.

812 — CIRCULAR BATON

TYPE: Circle Game

EQUIPMENT: A baton for each Patrol.

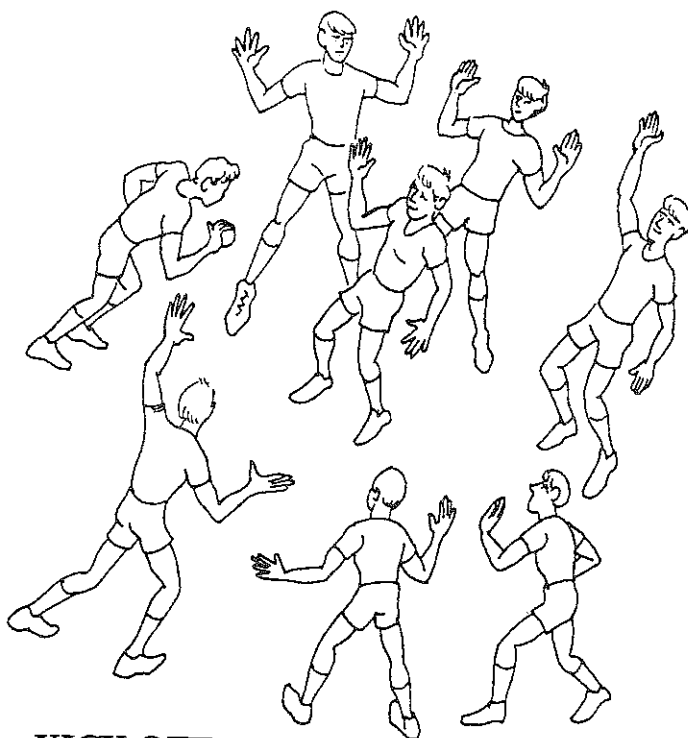
METHOD: The Troop stands in a large circle in Patrol order. Each PL has a baton, or something similar, and, on the word "go", has to run around the circle twice, then pass the baton to No.2. This player also runs around the circle twice, passing the baton to No.3. The game continues with each runner sitting down when his or her run is completed.

813 — SPRY

TYPE: Circle Game

EQUIPMENT: A ball.

METHOD: Players face inwards in a circle. One Scout in the centre tries to intercept the ball thrown from one to another. The thrower of the intercepted pass changes place with the player in the centre. Throwing should be fast and not above shoulder height.



814 — KICK OFF

TYPE: Circle Game

EQUIPMENT: A large empty tin or skittle, a large ball.

METHOD: The Troop stands in Patrol order in a circle. The tin or skittle is placed in the centre and one Scout is given the ball. This player starts off by kicking the ball towards the tin or skittle with the object of knocking it over. If s/he does not, a player from the adjacent Patrol takes a kick. The game continues until one Patrol has made 10 points.

815 — POINTS OF THE COMPASS

TYPE: Circle Game

EQUIPMENT: A ball.

METHOD: Scouts stand in a circle with positions corresponding to points of the compass. One player has the ball and gives a compass direction, eg: North says "South to West". S/he then passes the ball to South and in turn, South gives the instruction "West to East", and then passes the ball to West, and so on.

Note: there are 2 rules; (a) the ball must not be passed until after the instruction has been given. (b) the instruction should not cause the ball to be returned to the player giving the instruction.

816 — SIXTEEN-POINT COMPASS GAME

TYPE: Circle Game

EQUIPMENT: Chalk for marking, cardboard, a table.

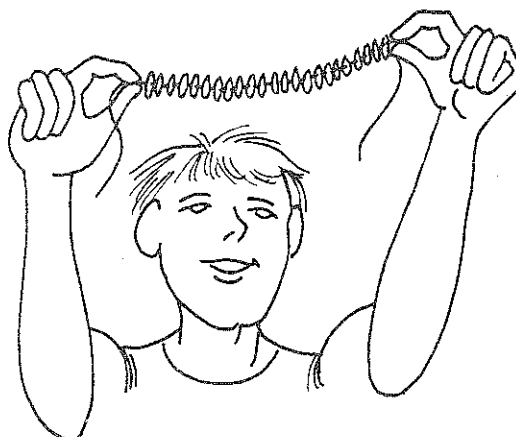
METHOD: A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table. Each of the players takes one of the cards at random. The Leader finds the player who has picked up the North card and places him/her anywhere on the circle. At the words, "This is North — fall in", the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the Leader should take any player (say, ESE) place him/her anywhere in the circle and say, "This is ESE — fall in."

817 — PUMPKIN SEEDS

TYPE: Circle Game

EQUIPMENT: A bowl of slippery pumpkin seeds. A needle and thread for each player.

METHOD: Players are seated in a circle on the floor with the bowl of seeds in the centre. On the word “go”, each player must begin to string the seeds onto the needle and thread. A prize is given to the player with the most seeds threaded at the end of 10 minutes.



818 — INVADERS

TYPE: Circle Game

EQUIPMENT: Chalk for marking, a large ball.

METHOD: Chalk a large circle at least 6 metres (20 ft across) on the floor. Divide the Troop into 2 equal teams. One team stands in the circle and passes the ball among their team. The other team sends one player (the Invader) into the circle to intercept the ball. When the ball or a member of the inner team moves out of the circle, the Invader is changed. The invading team which gets all its members in and out of the circle in the quickest time wins.

819 — CIRCLE TOUCH

TYPE: Circle Game

EQUIPMENT: Nil.

METHOD: The Troop should be in a large circle in Patrol order. Members of each Patrol number off one, two, three etc. . . When a number is called out, the Scouts with that number run off around the circle clockwise, trying to tag the Scout in front. Once a Scout is tagged, s/he sits down in his or her original position. If the Leader calls “change”, they have to run in the opposite direction, and when s/he calls “stop”, the Scouts stop and then return to their own place. The game continues until one Patrol is eliminated.

820 — CRABSCRUM

TYPE: Circle Game

EQUIPMENT: Chalk for marking.

METHOD: Draw a circle about 2.5m (8ft) across on the floor. One player from each Patrol stands in the circle and grasps his/her ankles with his/her hands. These players try to push each other out of the circle. Any player touching the floor outside the circle, or letting go of his/her ankles is out. The last player left scores a point for his or her Patrol.

821 — CIRCLE PASS

TYPE: Circle Game

EQUIPMENT: A large ball.

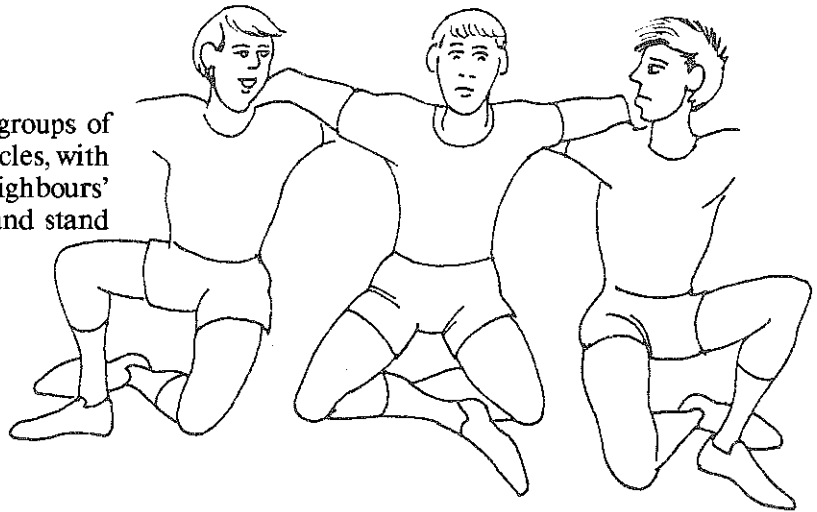
METHOD: Scouts stand in 2 concentric circles with one player in the centre. The Scout in the centre has the ball, and tries to pass it to any players in the outer circle, while players in the inner circle try to intercept. The ball must not go above shoulder height. A score of completed passes is kept, and the 2 circles change positions after a set time.

822 — RISING CIRCLES

TYPE: Circle Game

EQUIPMENT: Nil.

METHOD: Patrols, or preferably groups of 2 Patrols, sit crosslegged in close circles, with their arms linked, or across their neighbours' shoulders. Each Patrol has to try and stand up without breaking their hold.



823 — BLITZKREIG

TYPE: Circle Game

EQUIPMENT: A ball.

METHOD: One Patrol stands in the centre of the circle, and the rest of the Troop encircles them. The ball is given to one of the encircling Scouts, and the aim of the game is to eliminate Patrol members by hitting them below the knees. Each Patrol has its turn in the middle, and the Patrol which lasts longest is the winner. The Patrol in the centre can intercept the ball and toss it out of the circle to prolong their time in the centre.

824 — SOCCER BLITZKREIG

TYPE: Circle Game

EQUIPMENT: A soccer ball.

METHOD: Same as for BLITZKREIG (Game 823), except that a soccer ball is used, and the ball can be kicked or butted, and may not be touched with the hands.

825 — CHAIN BLITZKREIG

TYPE: Circle Game

EQUIPMENT: A large ball.

METHOD: Same as BLITZKREIG (Game 823), except that 5 players inside the circle form a horse by clasping the Scout in front. Only the rear player (the tail of the horse) can be hit. When the tail is hit, s/he takes the place of the person who hit him/her, and the successful hitter becomes the head of the horse.

826 — SPINNING PLATE

TYPE: Circle Game

EQUIPMENT: An enamel or aluminium dinner plate.

METHOD: The players stand in a wide circle facing inwards. One player stands in the centre, twirls the plate and calls out the name of someone in another Patrol. This player has to catch the plate before it falls to the ground. If successful, he or she spins it and calls out the next name. The original spinner joins the circle of players. If unsuccessful, the player who was originally called (and missed the plate) can either be out, or retain his or her place in the circle and the original spinner comes on.

827 — KING OF THE RING

TYPE: Circle Game

EQUIPMENT: Nil.

METHOD: Draw a large circle within which all Scouts can perch on one leg, (either left or right, but they must stay on the same leg for the whole game). They clasp the leg not being used with the same hand, eg: the left ankle with the left hand, and on the word "go", they begin hopping and shouldering each other out of the ring. Once out of the circle, that is the end of the game for that person. The free hand is not to be used except to maintain balance. Any player touching the floor with the other hand, hopping or stepping out of the circle or using unapproved methods is out of the game. The survivor is the winner.



828 — BLINDCALL

TYPE: Circle Game

EQUIPMENT: A blindfold.

METHOD: Scouts sit in a circle. One Scout is in the centre, blindfolded. All the Scouts number off, including the blindfolded Scout. When the blindfolded Scout shouts out some numbers (no more than 3 at a time), the players with those numbers must change places without being tagged by the blindfolded Scout. If a player is tagged, s/he changes places with the blindfolded Scout.

829 — POCKET BALL

TYPE: Circle Game

EQUIPMENT: A large ball.

METHOD: The Troop forms a circle with their legs apart and the feet of adjacent Scouts touching. The players put one hand in their pockets then try to knock the ball through the legs of another player. When the ball passes through a player's legs, s/he drops out of the game.

830 — POISON CIRCLE

TYPE: Circle Game

EQUIPMENT: A box, chair or something similar.

METHOD: Place a box, chair, etc. . . in the centre of the hall. The Troop forms a circle holding hands and each Scout tries to force another to touch the obstacle, while s/he avoids it. If a Scout touches the obstacle, s/he is out. If the circle breaks, Scouts at both ends of the break are out.

831 — OVERTAKE

TYPE: Circle Game

EQUIPMENT: 2 basketballs.

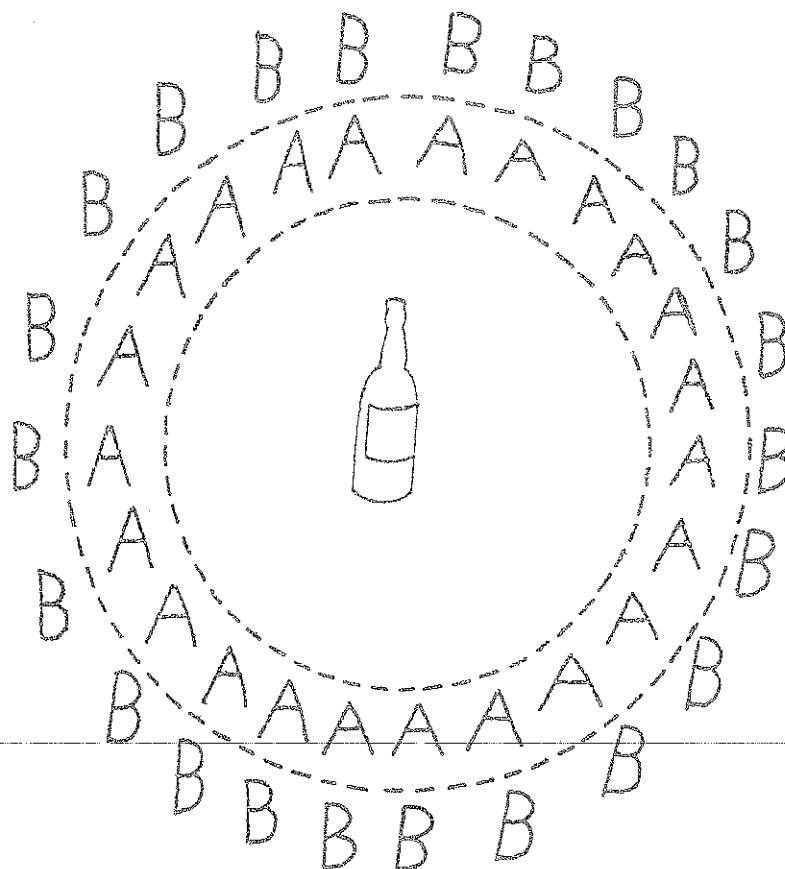
METHOD: Scouts form a circle. Number off from 1 onwards. (An even number of players is necessary). All even numbered Scouts are one team and all the odd numbers are on the other team. Hand a basketball to Scout No.1 and give the other to the even numbered player directly opposite No.1. On the word "go", Scouts pass the ball clockwise to members of their team, (i.e: every second player), so that both balls travel in the same direction. The object of the game is for one team to try and catch up and overtake the ball of the other team. If a ball is dropped, the person responsible must retrieve it, return to his or her position and pass the ball again.

832 — DOUBLE CIRCLE

TYPE: Circle Game

EQUIPMENT: Tennis balls. A bottle.

METHOD: There should be 2 equal teams, forming 2 concentric circles, one 2m (6ft) in diameter, and the other 4m (13ft) in diameter. Place the bottle in the centre of the smaller circle. Team A plays in the area between the inner and outer circle, and has to defend the bottle, and team B can play only outside the larger circle. Provide team B with one tennis ball for every 2 players. Team B tries to knock down the bottle. Team A tries to prevent them by blocking the balls with their hands, feet or body. Any ball in A's playing area has to be thrown into B's territory. Any balls going into the inner circle have to stay there unless hit back into A's area. If the bottle is knocked over, team B get all the balls back. Teams change sides at 8 minute intervals, having one turn each as defender and attacker.



833 — CIRCLE TUG (1st version)

TYPE: Circle Game

EQUIPMENT: A length of rope long enough to fit all the Troop inside it when joined in a circle. An object for each Patrol.

METHOD: Join the rope in a circle. Place an object in each Patrol corner and, with all the Troop spaced out (not in Patrol order), see which Scout can retrieve the object from his or her own Patrol corner, (ie: each Scout works individually to get an object, not as part of a Patrol.)

834 — CIRCLE TUG (2nd version)

TYPE: Circle Game

EQUIPMENT: As for Circle Tug, 1st version, Game 833.

METHOD: As for Game 833, but Patrols are kept together, and each Patrol works as a team to retrieve an object.

835 — CIRCLE TUG (3rd version)

TYPE: Circle Game

EQUIPMENT: A length of rope long enough for all the Troop to fit inside, 10 objects.

METHOD: Place all the Troop within the circle of rope. About 1.5m (5 feet) behind the rope, place about 10 objects. The Patrol that first gets 2 objects wins round one, the Patrol that gets 3 objects wins round 2, and so on. You can increase or decrease the number of objects.

836 — CROWDED CIRCLE

TYPE: Circle Game

EQUIPMENT: Chalk for drawing.

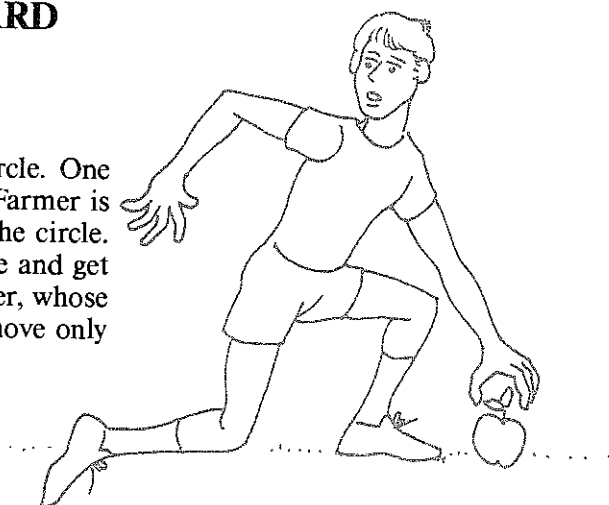
METHOD: Draw a chalk circle on the floor in the centre of the hall. Patrols are in their Patrol corners, facing and touching the wall with their hands. Turn out the lights, and Scouts must try to get in the circle. Turn on the lights, whereupon Scouts must stay where they are, and all Scouts outside the circle are out. On the next round have a little less darkness, and so on, until only one Scout remains. A variation is to have 3 circles and to number them. When the lights are switched off, the number of the appropriate circle is called by the Leader.

837 — ROBBER IN THE ORCHARD

TYPE: Circle Game

EQUIPMENT: An apple.

METHOD: All Scouts stand spread out in a circle. One Scout – the Robber – is sent out of the room. A Farmer is chosen, and the apple is placed in the centre of the circle. The Robber is called in, and has to grab the apple and get out of the circle without being tagged by the Farmer, whose identity she/he does not know. The Farmer can move only after the apple has been touched.



838 — POISON CIRCLE (2nd version)

TYPE: Circle Game

EQUIPMENT: 3 or 4 boxes, chairs or similar objects.

METHOD: All join hands and try and pull each other onto the “poison” (the objects), which, in this version, can be placed about 2m (7 feet) outside the circle.

839 — DOUBLES

TYPE: Circle Game

EQUIPMENT: A large ball.

METHOD: Players pair up and stand one behind the other around a circle. The ball is placed in the centre of the circle. The outer Scout of each pair has to carry out an instruction given by the Leader, such as “run around your partner 3 times”, “do a handstand” etc . . . , and on completion of the task, rushes to the centre and passes the ball to his or her partner before the other players can do so. If successful, the 2 players change places. The game proceeds with a variety of tasks.

840 — BLITZED

TYPE: Circle Game

EQUIPMENT: A ball.

METHOD: As for BLITZKREIG (Game 823) except that if a Scout in the circle catches the ball on the full, she/he can recall one of his or her Patrol already blitzed.

841 — IN AND OUT OF THE HOUSES

TYPE: Circle Game

EQUIPMENT: Nil.

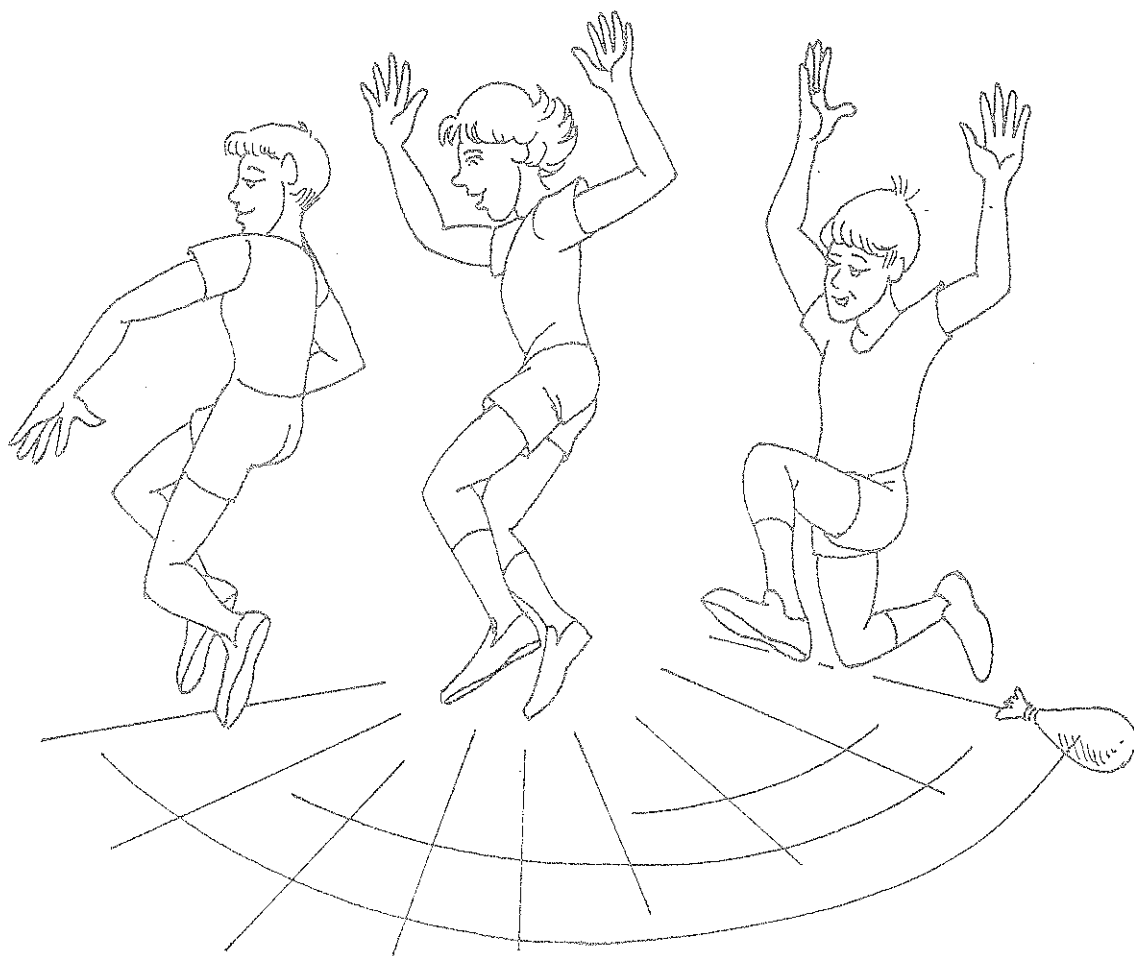
METHOD: The Troop forms a circle in pairs, one Scout standing behind the other. The Leader chooses one player as an Escaper and the other as the Pursuer. The latter Scout chases the Escaper until the latter stands in front of another pair, in which case the Scout at the back then becomes the Escaper. If the Pursuer manages to touch an Escaper, their roles are reversed.

842 — SWINGING ROPE

TYPE: Circle Game

EQUIPMENT: A rope, a soft weight to attach to the end.

METHOD: The Troop stands in a circle about 3.4–4.5 metres (10–15 feet) in diameter. A Scout stands in the centre with the rope (with a soft weighted end) and swings it in a circular motion. Scouts must jump over the rope as it comes around, and if their feet touch it or its weighted end, they are out of the game. Continue until only one Scout remains — this player is the winner.



843 — WHAT'S IT

TYPE: Circle Game

EQUIPMENT: A dozen articles, such as a tent peg, a candle, a matchbox etc . . . A box.

METHOD: Prepare the box, which contains the articles. Scouts sit in a circle. A player is selected to go forth and draw an article from the box, which is placed outside the circle. Without the Troop being able to observe him or her, this player must conceal the article on his/her person. The Scout returns to his/her place and starts a story which brings in the name of the article as unobtrusively as possible. The Scout who first correctly guesses the object then draws another object, and so on until all are used.

844 — SCRUM

TYPE: Circle Game

EQUIPMENT: Chalk for making a circle.

METHOD: Draw a circle about 3 metres (10 feet) in diameter on the floor. Two Patrols form a rugby scrum within the circle, and on the signal, try to push each other out of the circle. The side which forces some part of the opponent's team outside the circle wins.

845 — STORM THE CASTLE

TYPE: Circle Game

EQUIPMENT: A stop-watch with a sweep second hand.

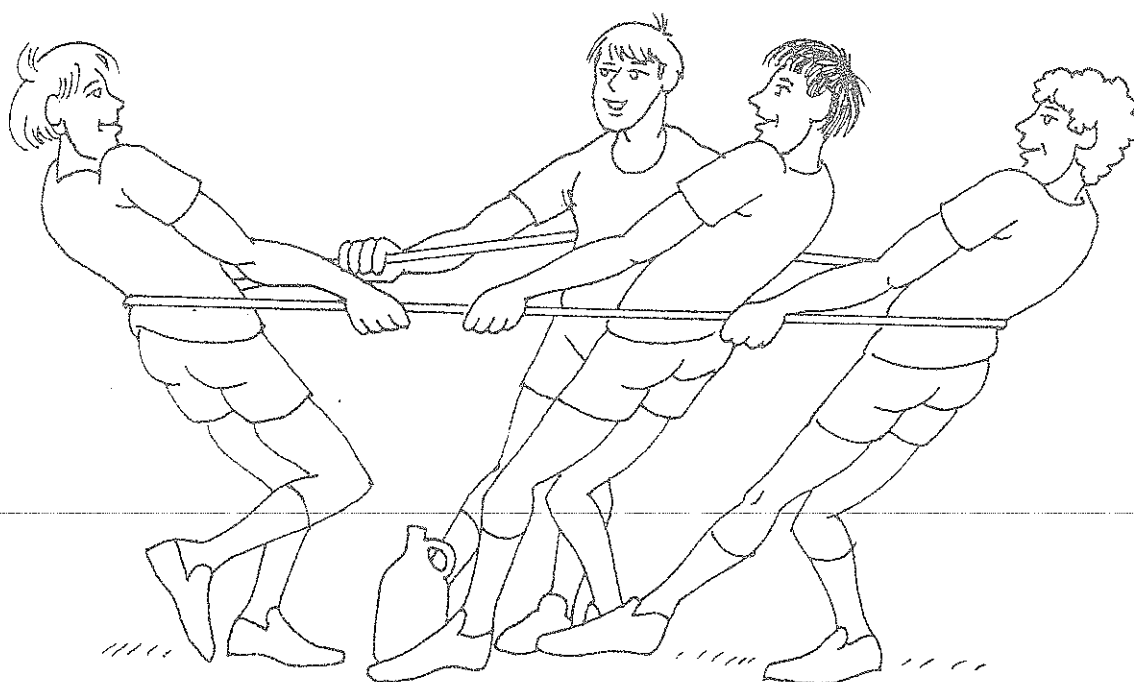
METHOD: The Troop, excluding 1 Patrol, forms a circle, and the excluded Patrol hovers outside it. At a signal, this Patrol tries to "storm the castle" and endeavours to get all its members inside the circle in the quickest possible time. Patrols take turns at storming, and the Patrol with the best performance time wins.

846 — JELLYFISH

TYPE: Circle Game

EQUIPMENT: Rope, an object which can be knocked over.

METHOD: For 1 or 2 teams. The team joins hands round a rope to form a circle. The players are inside the rope. Inside the circle, place some object which can either be knocked over or stepped on (the jellyfish.) The object of the game is to avoid knocking over or stepping on the jellyfish yourself while at the same time trying to force another person to do so. Hands must remain clasped to the rope, or if there isn't a rope, to one another. Scouts can jump over the jellyfish but if they touch it they are out.



847 — PRISON ESCAPE

TYPE: Circle Game

EQUIPMENT: A stop-watch with a sweep second hand.

METHOD: A variation of "Storm the Castle" (Game 845) where the prisoners are the Patrol within the circle, the object being to break out of the prison in the fastest possible time.

848 — SHOVE HO

TYPE: Circle Game

EQUIPMENT: A whistle, something to draw a circle with.

METHOD: Draw a circle in the centre of the hall which will barely hold half the Troop packed tight. Send the Patrols back to their corners or positions which should be equi-distant from the drawn circle. At a signal, the Patrols have to get as many of their members as possible into the circle before the whistle is blown. The Patrol with the most players in the circle is the winner.

849 — POISON

TYPE: Circle Game

EQUIPMENT: A rope about 1.5 metres (5 feet) long.

METHOD: The Troop is in circle formation but with Scouts of various Patrols alternating. Make a circle on the ground with the rope. All Scouts join hands and move rapidly around the circle while each Scout tries to force the opponent next to him or her on either side to step into the marked circle. Any player who steps into the circle is poisoned and receives 1 penalty point. At the end of the game the Scout with the fewest points wins, and/or his or her Patrol is the winner.

850 — CIRCLE CHASE

TYPE: Circle Game

EQUIPMENT: Nil.

METHOD: The Troop is in a large circle all facing the same way and all the same distance apart. On a signal (a whistle) they race around trying to tag the Scout ahead. Any player tagged drops out. When the whistle blows again, the runners reverse and go off in the opposite direction. Running is around the circle, not through the circle or anywhere else in the playing area.

851 — CAT AND MOUSE

TYPES: Circle Game

EQUIPMENT: Nil.

METHOD: Everyone stands in a circle clasping hands. Have a Cat outside and a Mouse inside. The Cat pursues the Mouse under the linked hands. Scouts assist the Mouse and impede the Cat. When the Mouse is caught, the Cat becomes the Mouse and a new Cat is appointed.

852 — WHEELBARROW GROUND BALL

TYPE: Field Game

EQUIPMENT: A football and stumps.

METHOD: The stumps represent the goal. The teams, in pairs, form wheelbarrows. Each pair forms in the usual way for football and the game proceeds. Only the barrow part of the team may hit the ball, with one of his/her hands and by passing etc . . . The teams attempt to score goals. The ball must be kept on the ground.

853 — CANNON BALL

TYPE: Field Game

EQUIPMENT: An old leather football, rags or paper, a rope.

METHOD: Stuff the football with rags or paper. Place the rope at a height of 1.5 metres (5 feet) across the pitch, which should be the size of a tennis court. The object is for 2 teams of Patrol size to prevent the ball from touching the ground. The players can run as much as they like, but not with the ball. When she/he catches it, a Scout must throw it to a team mate, or over the net. It may not be hurled overarm because that would make the game too difficult. Start and restart with a throw from the base line. Scouts lose a point when the ball bounces on their side of the rope, or when it is sent out of bounds or under the rope. Have 3 games each of 11 points and change ends after each.

854 — FOURWAYS SOCCER

TYPE: Field Game

EQUIPMENT: A soccer ball.

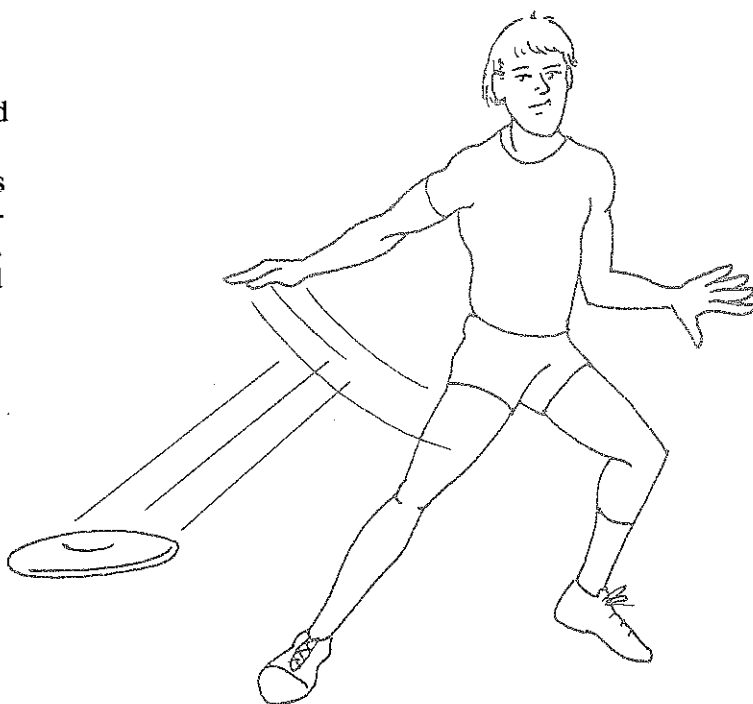
METHOD: There are 4 teams and 4 goals. All play on the same pitch. Each team may score in any of the other 3 goals. The rules are the same as for ordinary soccer.

855 — PLATE GOLF

TYPE: Field Game

EQUIPMENT: Old groundsheets and enamel plates or plastic hoops.

METHOD: Fold the groundsheets about 1 metre (3 feet) square to represent holes. The plates represent the balls. Links are laid out as for golf, spread over an area to include some hazards, such as hedges and streams. Players go round the course skimming the plates onto the groundsheets. If the plate falls into one of the hazards, it must be retrieved, and one throw added to the player's score. Care should be taken to arrange the holes some distance apart so that the players do not come into contact with the skimming plates.



856 — SHINTY

TYPE: Field Game

EQUIPMENT: A stick for each player, a hockey ball.

METHOD: Mark out a suitably sized pitch, with a goal at each end. This game can be played with up to 40 players, and is a relaxed version of hockey. The players divide into 2 teams and start with a "bully off" and by passing etc . . . The main object of the game is for players to score goals.

857 — SQUARE LEG CRICKET

TYPE: Field Game

EQUIPMENT: 5 stumps or their equivalent, a cricket bat (or similar) and a cricket ball.

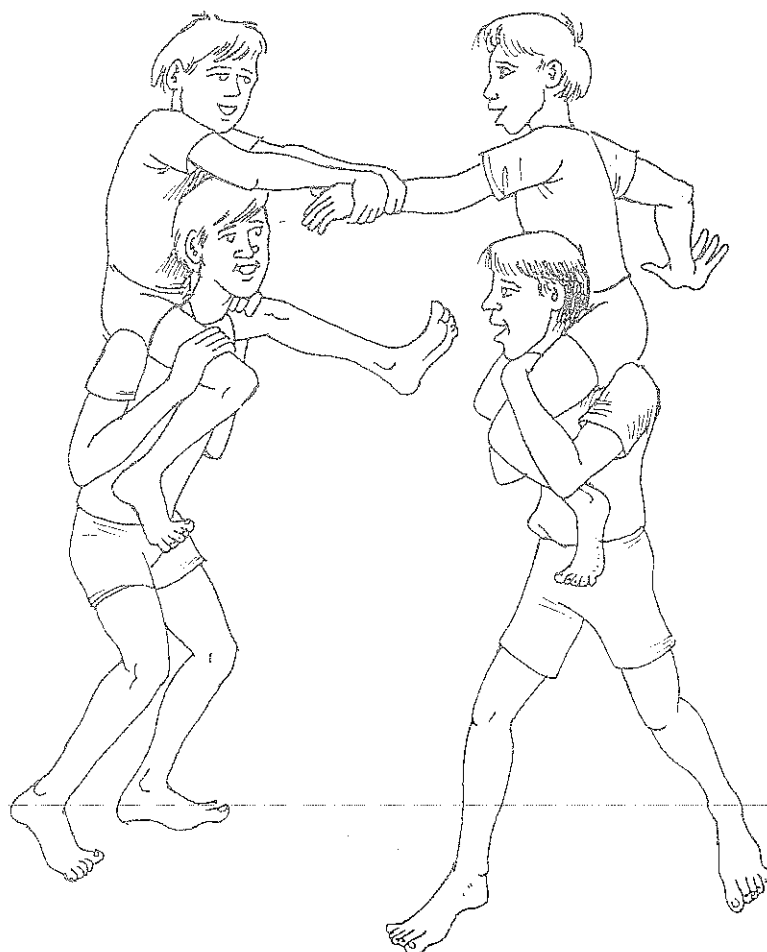
METHOD: Set up the field with a wicket and a stump to mark the bowling point, and a stump at the square leg position. Divide the Troop into 2 teams, one of which bats while the other fields. Fielders take up the usual position on the field, and the bowler bowls underarm. If the batsman hits the ball he or she must drop the bat by the wicket and run around the stump at square leg. As soon as the ball is returned to the bowler, she/he may bowl again, whether the batsman is at the wicket or not. As soon as the batsman is out, the next member of the batting team comes in to take over his/her place, and the same bowler may keep on bowling. A batsman is out if the ball hits his/her wicket when it has been bowled by the bowler, or if she/he is LBW. There is no stumping or running out, but if the ball is caught on the full, the whole of the batsman's team is out.

858 — KNIGHTS ON HORSEBACK

TYPE: Field Game

EQUIPMENT: Nil.

METHOD: Divide the Troop into 2 teams, and divide each team into couples, one member being the Horse and the other being the Rider carried piggyback. Teams then charge into battle. Barging, pushing and pulling are allowed but no slapping or punching. The team which unseats the enemy wins. Best played on a grassy field.



859 — PERPETUAL CRICKET

TYPE: Field Game

EQUIPMENT: A short log, forming the wicket, a cricket bat or similar and a ball.

METHOD: Mark out 2 concentric circles of 3 and 6 metres (10 and 20 feet) radius. Place the log in the middle of the inner circle. The Troop divides into 2 teams, one of which fields and the other bats. The fielding side must stand outside the outer circle, and one batsman stands by the wicket. The fielders are all bowlers, and any of them can bowl as soon as they have the ball, but the ball must pitch inside the inner circle. The batsman must try to hit the ball, and scores a run by running to the outer circle and back as soon as the ball is hit. The bowlers can bowl whether the batsman is by the log or not. As soon as one player is out, caught or bowled, the next player is in, and if bowled before getting to the log, he or she is also out.

860 — GENERAL HIDE AND SEEK

TYPE: Field Game

EQUIPMENT: Nil.

METHOD: Divide the Troop into 2 teams and appoint 2 captains. The captains select a common base (a tree, boulder, bush etc . . .). The captain of Team A (the Hiders) leads the team members away to hide (while Team B look elsewhere), in suitable gorse bushes and thistles, arranges vocal or finger signals with them and instructs each one as to the course she/he is to take back to the common base. The 'A' captain then returns to the 'B' captain, who sets out with his/her team, the Seekers. The Hiders try to creep closer to the base without being seen. If a Hider is seen by a Seeker, the Seekers' captain yells "Run Seekers", and both sides dash for the base. The last from each team to reach the base loses a point for his/her side, and the sides change roles. If the Hiders' captain is satisfied that his or her players are well placed, she/he shouts "Run Hiders", and these players get to the base as fast as possible. All members of the Seekers have to move a stipulated distance from that base within a certain time.

861 — KICK THE CAN

TYPE: Field Game

EQUIPMENT: A tin can.

METHOD: Put the tin can in the centre of the playing area, which should have plenty of hiding places. Appoint 1 player as It, and the others hide quickly. After closing his or her eyes for a set count, It then goes to hunt the hidden players. On finding one, he/she yells out the name of the player, and if named correctly, the Scout concerned and It have to run back to the tin can and kick it. If the hider kicks it first, he or she becomes It, and if It kicks it first, he or she stays It.

862 — VOLLEYBALL

TYPE: Field Game

EQUIPMENT: A volleyball, rope or net.

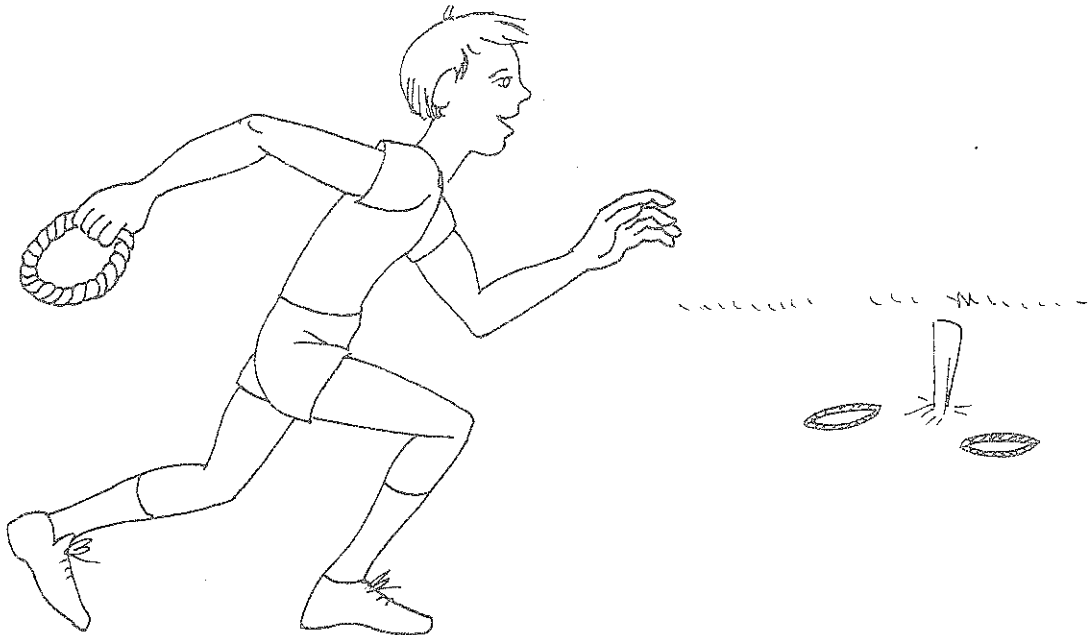
METHOD: Set up a marked playing area suitable for the number of players, which should be twice as long as it is wide. Across the centre string a rope or net 1.6 - 1.8 metres (5½-6 feet) high, according to the average height of the Troop, and play the game with a large ball. The Troop divides into 2 teams, one team standing on either side of the rope. The ball is served by throwing it underarm over the rope or net into the opposite team's court. The ball must not be caught but must be kept in the air by using hands and fists. A team loses a point if the ball touches the ground on their side.

863 — QUOITS

TYPE: Field Game

EQUIPMENT: A large tent peg, 3 rope quoits.

METHOD: Drive the tent peg into the ground and use or make 3 rope quoits. Players stand a fixed distance away from the peg and try to throw all the quoits so that they straddle the peg. The player who gets the most quoits on the peg is the winner. This is a good Patrol activity, as Scouts make the quoits and then play the game.

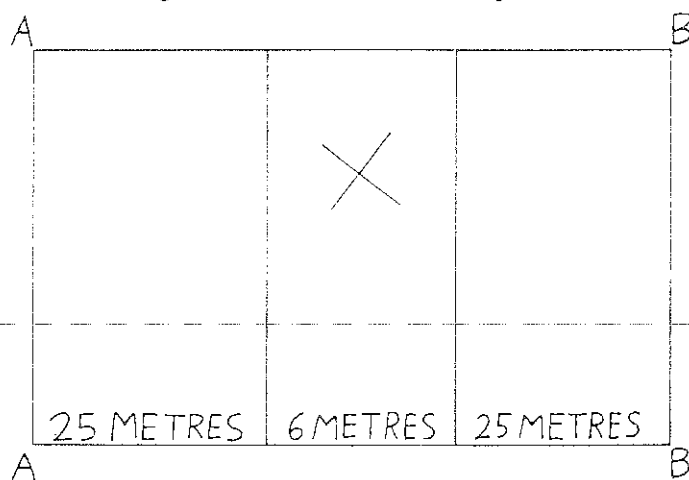


864 — RODEO

TYPE: Field Game

EQUIPMENT: Rope etc . . . for marking off area, whistle.

METHOD: The area for this game is shown in the diagram. The Troop (the Steers) lines up on line AA and a Cowboy is placed in square X (mark off the area with rope). The Leader blows the whistle and the Steers rush for BB. The Cowboy can only tackle the Steers in area X, and can tackle rugby style. Steers can push the Cowboy off and escape. Any Steer passing outside the side lines has to join the Cowboy, or is eliminated from the game. Each Steer captured becomes a Cowboy, and the last Steer becomes Cowboy for the next game. Each run is started by a whistle blast.



865 — CENTIPEDE

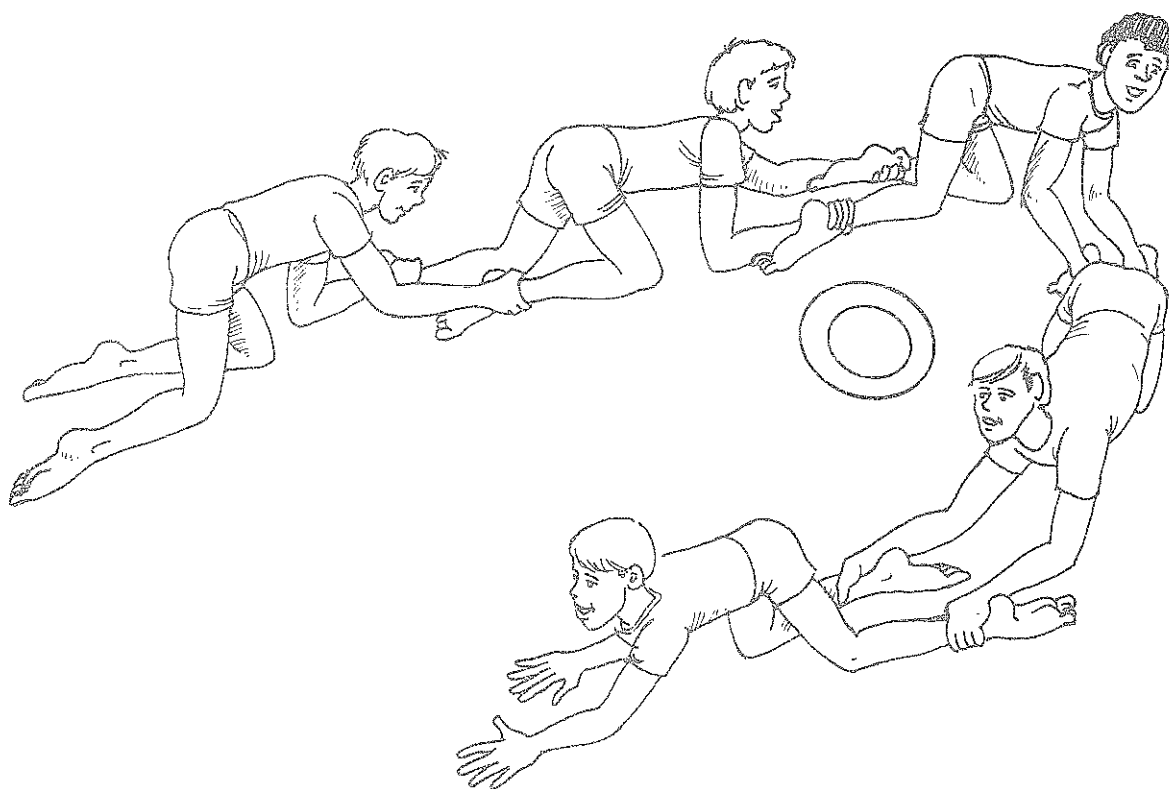
TYPE: Field Game

EQUIPMENT: 2 paper plates.

METHOD: This game is best played outdoors on a flat, clean grassy area. The group forms teams with from 3 to 6 players in each. A starting line is marked directly opposite the first one at a distance of 9 metres. The players remove their shoes and go down on hands and knees. Each team forms a line and each holds the ankles of the player directly in front, an ankle in each hand, with the exception of the first player on each team, who places his or her hands just behind the starting line. There should be a distance of about a metre between each team.

On the word "go", each team races to the 2nd line, without the players breaking the hold on each others' ankles. Should a player lose hold on the ankles of the player ahead, the team must stop immediately until the line is correctly formed again before continuing the race. The race can end either at the 2nd line, or the teams can cross that line, each member crawling over it in turn, and race back to the starting point, which now becomes the finishing line.

For older players, the distance between the lines can be increased. It's a good idea to use 2 large paper plates as markers for each team, one plate placed at each end of the distance to be covered, so that each team can race around its own marker when the race returns to the original starting point.



866 — ALPHABET HUNT

TYPE: Observation Game

EQUIPMENT: A score board.

METHOD: The SL has the score board. Each Patrol has to produce an object beginning with the letter of the alphabet that has been specified by the SL. The first Patrol back with an object gets a point. The last back loses a point. The Patrol with the most points after 10-12 letters have been tried is the winner.

867 — DRAUGHTBOARD KIM

TYPE: Observation Game

EQUIPMENT: A board, a box and 25 objects, which can be similar but recognisably different.

METHOD: Divide the board into 25 squares and place a different object in each square. The players are seated in a circle around the board. Remove all the objects after 2 minutes. Each player in turn selects an object out of the box without being able to choose other than by feel, and places it in what he or she considers to be the correct square. No. 2 can either choose a new object or shift an object previously placed if she/he thinks it is in the wrong place. The game proceeds until the Troop has correctly placed all 25 objects. You could introduce a few bogus objects as a further test of the players' observation skills.

868 — ANIMAL JIGSAW

TYPE: Observation Game

EQUIPMENT: Pictures of related animals, one for each Patrol. (Coloured magazine or calendar photos are ideal). Scissors.

METHOD: Choose an animal for each Patrol, such a tiger, lion, leopard and cheetah. Cut the pictures up in straight-cut jigsaw fashion, and hide the pieces all over the room. Each Patrol is given the name of its animal, and members must search for, and piece together the bits. The first to complete its picture wins, or Patrols must complete the task within a certain time. Scouts may exchange bits.

869 — SPOT THE THIEF

TYPE: Observation Game

EQUIPMENT: An ink pad and paper. A photocopier.

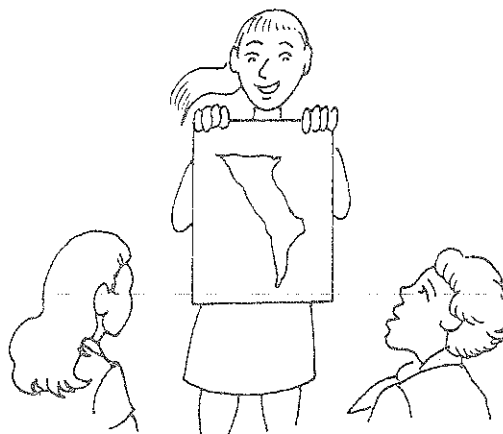
METHOD: Find at least half a dozen people and get them to put their fingerprints onto different sheets of paper. Photocopy these prints, so that there is a copy of each for each Patrol. At the scene of the crime a fingerprint has been found. A copy of it is given to each Patrol, and in addition, they are also given the bogus prints, one of which is identical to the print found on the spot. Patrols have to identify the thief.

870 — COUNTRY OUTLINES

TYPE: Observation Game

EQUIPMENT: Plain sheets of paper, pencil and a black felt pen.

METHOD: Trace the outline of several well-known countries, and one or two less obvious ones, onto the paper. Go over the tracings with the black felt tip. Alternatively, cut silhouettes from black paper and mount them on white card. The players must try to identify the countries by their outline alone.



871 — WITNESS

TYPE: Observation Game

EQUIPMENT: Pens and a piece of paper for each Patrol.

METHOD: This game requires one person either not known to the Scouts, or disguised so that he or she is unrecognisable. Sometime during the Troop meeting, the stranger enters the room, breaking into the activity going on at the moment. He or she takes the Leader off to one side and vigorously discusses something, but with his/her voice muffled so that the Scouts cannot hear or tell what is said. After the discussion, the stranger apologises for breaking in and then leaves. Later during the meeting, each Patrol is asked to meet, and develop an identification sheet about the stranger. This should include all features that would be helpful in locating this person. After the lists are collected, have the stranger return and give his/her age, weight, height etc . . . and let the Scouts check his/her general features and clothing.

872 — MISSING PERSONS

TYPE: Observation Game

EQUIPMENT: Paper for making paper snowballs.

METHOD: The Troop forms a circle facing inwards. Get one player to leave the room while you hide another out of sight. You may also swap around some of the other players. Recall the first player and place him or her in the centre of the circle. The Troop starts a slow countdown from 10 to 0, while the central player tries to guess who is missing. If he or she can't guess by 0, the whole Troop showers him or her with paper snowballs. The hider now takes his/her turn outside the room and the game continues.

873 — NATURE FAR AND NEAR

TYPE: Observation Game

EQUIPMENT: A pen and as many pieces of paper as there are Sixes or Patrols.

METHOD: Give each Six or Patrol a list of 20 or 30 items to be found along a walking route, with a score for each item. The teams move along the route with the Leader, searching for the items, such as birds' nests, 3 or 4 kinds of insects, animal tracks etc . . . These items should not be disturbed. Points are gained by being the first team to recognise and point out the items to the Leader.

874 — OBSERVATION GAME

TYPE: Observation Game

EQUIPMENT: Drawings, photocopied pictures or photographs of things to be observed in the immediate neighbourhood, such as views down side alleys, skyline shots, architectural features of buildings, and more obvious things such as bus stops and fire plugs.

METHOD: Send small groups out with a copy of each picture to spot where they are. Set a time limit. The team with the most correct observations is the winner.

875 — UNIFORM OBSERVATION

TYPE: Observation Game

EQUIPMENT: Pen and paper for each Patrol.

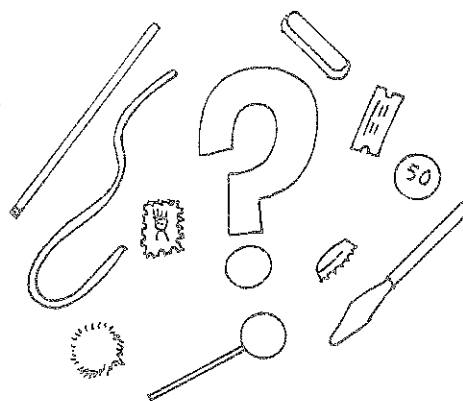
METHOD: One Patrol is inspected by the rest of the Troop for about 1 minute. The Patrol then goes away and makes up to 6 changes in the uniform, taking another minute. The Troop then inspect the Patrol again and go to their Patrol corners to list the mistakes. Score 2 points for each correct mistake or change and subtract one point for every incorrect answer.

876 — WHAT IS IT?

TYPE: Observation Game

EQUIPMENT: 10–20 miscellaneous items such as a piece of string, a marble, a shoe, a bottle cap etc . . . , blindfolds, a pen and paper for each Patrol.

METHOD: Players form a single line and are blindfolded. The items are passed along the line, and the players try to identify each item by feeling it for a short time. When all the items have been felt, players go to their Patrol corners and make a list in the order that items were passed along the line. One point is awarded for each item correctly identified and 25 points are scored for each list containing all items and in the correct order.



877 — ROOM OBSERVATION

TYPE: Observation Game

EQUIPMENT: A pen and paper for each Scout.

METHOD: Send each Scout in turn into a room for half a minute. When each comes out, she/he writes down a list of furniture and articles which she/he noticed. The winner is the player who notices the most. The simplest way of scoring is to make a list of the articles in the room on your scoring pad, with a column against them for marks for each Scout. This way, the marks can easily be totalled.

878 — LONG DISTANCE KIM'S GAME

TYPE: Observation Game

EQUIPMENT: 15–20 objects.

METHOD: Arrange the unnatural objects around the campsite. Objects could include a scarf in a bush, an axe in a log or a coil of rope around a tree trunk. Send off each Patrol separately to locate and record the objects. Give a time limit and the territorial boundary, and the Patrol with the best result in the given time wins.

879 — UNKNOWN COUNTRY

TYPE: Observation Game

EQUIPMENT: A pencil, paper and compass for each Patrol.

METHOD: Send each Patrol on a different hike of between 5 and 8 kilometres (3 and 5 miles). Get them to draw a topographical map of the route to a scale of, say, 10 cm to 1.5 kilometres (4 inches to the mile), and contours at 15 metre (50 foot) intervals. Later, each Patrol attempts to follow the route maps of the other Patrols, and to write a log showing with what success. This game could be run over several days, mapping one day and route-finding the next.

880 — CAR SILHOUETTES

TYPE: Observation Game

EQUIPMENT: Black paper, pen, white card, papers and magazines.

METHOD: Collect car advertisements from papers and magazines. Trace and cut out the car outlines using the black paper. Mount them onto the white card and see how many the players can recognise by their silhouette alone. Very young children can be surprisingly good at this — they'll certainly recognise the shape of their own family car.

881 — FREAK PLANT HUNT

TYPE: Observation Game

EQUIPMENT: A pad and pencil for each Patrol.

METHOD: In a given area, "doctor" a number of different plants and trees, such as tying a wildflower to a tree, having an orange "grow" on a pine tree, making daisies bloom on a bush etc . . . Use your imagination. Patrols are told how to find the "doctored" area, and are given 10 minutes to locate the "freaks of nature". The Patrol reporting the greatest number of "freaks" wins.



882 — SHOP WINDOW

TYPE: Observation Game

EQUIPMENT: A pen and paper for each player.

METHOD: Take a Patrol along a street past 6 shops and give them half a minute at each shop. Then, after moving them some distance off, give all the players a pen and paper and tell them to write from memory what they noticed in, say, the third and fifth shops. The winner is the Scout who can write the most articles correctly. It is useful practice to match one player against another in heats — the losers competing again, until you arrive at the worst. This gives the less observant Scouts the most practice.

883 — NIGHT EYES

TYPE: Observation Game

EQUIPMENT: White paper or cardboard and a blindfold for each Scout.

METHOD: Cut different sized objects from the paper or card. Patrols should be in their corners. At the beginning of the meeting, designate the left eye of each Scout as the "night eye" and the right, the "day eye". Blindfold the "night eye" of each player and proceed with the meeting. At game time, send the Patrols out of the room. In the meantime, place the white paper or card around the room about 4.5 metres (15 feet) from the observation point. Turn off the lights and call in the Patrols. Within one minute they must identify as many of these objects as possible. Scouts then remove the blindfolds from their "night eyes" and place them on their "day eyes". How many objects can they identify now? The Patrol with the most correct identifications is the winner.

884 — WHO

TYPE: Quiet Game

EQUIPMENT: Nil.

METHOD: The Troop sits in a circle. One player is sent outside. Another is selected to start the Troop off with, for example, clapping, and all the other players must do the same, (eg: behind back, above head). The Scout from outside is called in, and has to guess who is the leader. The leader must change the routine within 2 minutes or she/he is out, (ie: while the player on the lookout has his or her back turned, the leader will change, say, from clapping behind his/her back to clapping above the head, and all the Troop must change at the same time). If the leader can survive for 5 minutes without being recognised, she/he has won that round. Choose another leader and a player to go outside. If the leader is caught, the player who caught him or her takes over.

885 — AMBULANCE GAME

TYPE: Quiet Game

EQUIPMENT: Nil.

METHOD: Scouts sit in a circle with the Leader in the centre. The Leader calls out the name of a bone or artery, and the players have to touch the corresponding place on themselves as quickly as possible. Players who make more than 2 mistakes are out and the last Scout in wins.

886 — ONE OILY ONION

TYPE: Quiet Game

EQUIPMENT: Nil.

METHOD: Players sit in a circle. The Leader says "one oily onion", and everyone around the circle must repeat this phrase in order. No. 2 then says, "one oily onion, two tame tadpoles", and this is passed round the circle. No. 3 adds a further phrase, eg: "three throbbing thrushes", and so on, each person choosing the phrase to be added. A Scout drops out if she/he forgets any item, hesitates unduly, adds extra words etc . . . The last player in wins.

887 — BUZZ WUZZ

TYPE: Quiet Game

EQUIPMENT: Nil.

METHOD: Players sit in a circle. They count in turn, but whenever the number 7, a multiple of 7 or a number with 7 in it comes up, the player whose turn it is must say "buzz". After 2 mistakes, she/he is out. After each mistake continue with the correct number, don't start all over again. So; 7 = buzz, 14 = buzz, 17 = one buzz, 77 = buzz buzz.

888 — BUZZ WHIZZ

TYPE: Quiet Game

EQUIPMENT: Nil.

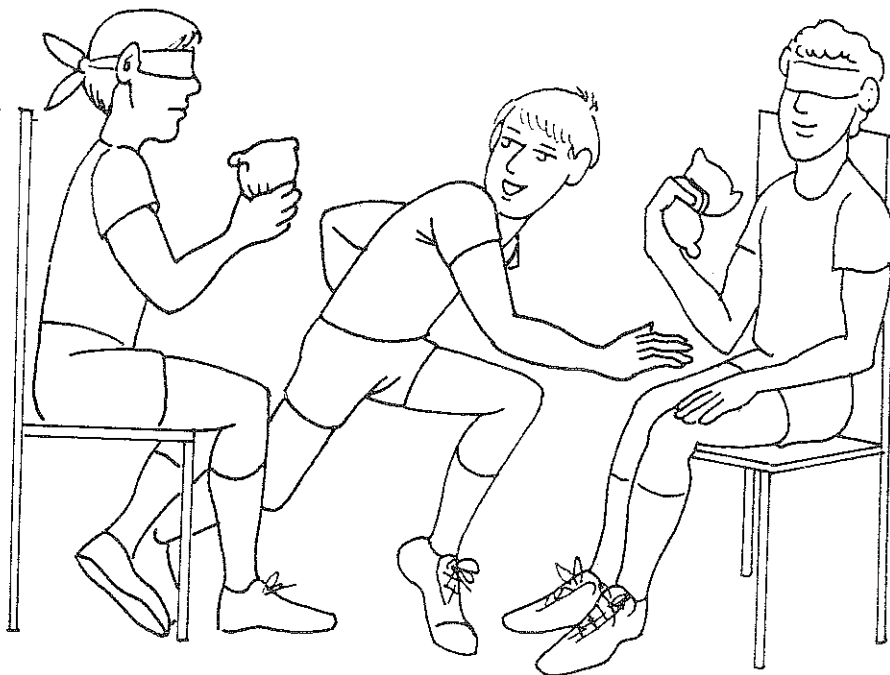
METHOD: As for Buzz Wuzz (Game 887) but as well as saying "buzz" for the 7's, say "whizz" for the 5's, thus; 5 = whizz, 57 = whizz buzz, 35 = whizz whizz buzz (it has the number 5, it is a multiple of 5 and also a multiple of 7).

889 — THE CAT BURGLAR

TYPE: Quiet Game

EQUIPMENT: Chairs, blindfolds and bean bags or other soft objects.

METHOD: One player is chosen as the Cat Burglar. The rest are Detectives, and sit in 2 rows on chairs facing each other, about 3 metres (10 feet) apart. The Detectives are given the bean bags and are securely blindfolded. The Cat Burglar must tiptoe between the 2 lines of Detectives, making mewing cat noises. The Detectives must guess his or her position from these sounds and try and score a direct hit with a bean bag. An observer stops the game when a direct hit is scored, and the Detective responsible changes places with the Cat Burglar.



890 — MATTHEW, MARK, LUKE AND JOHN

TYPE: Quiet Game

EQUIPMENT: Nil.

METHOD: The Troop are in a circle. One player is called Matthew, the next is Mark, then Luke, then John, and the rest are numbered 1, 2, 3, 4 etc . . . Mark starts off by saying, for instance, "Mark to 1", and 1 has to take this up and say, for instance, "1 to Luke", and Luke must immediately say, for instance, "Luke to 15" and so on. As soon as anyone fails to reply at once, or the wrong Scout replies, or the answerer muffs the words, the whole Troop moves one place clockwise, so that 1 now becomes 2 etc . . . and Matthew becomes Mark etc . . . The next round starts off again with the new Matthew. This game is best played at a good speed.

891 — FIVE MATCH KIM

TYPE: Quiet Game

EQUIPMENT: 5 matches per Scout. A cloth for each Patrol.

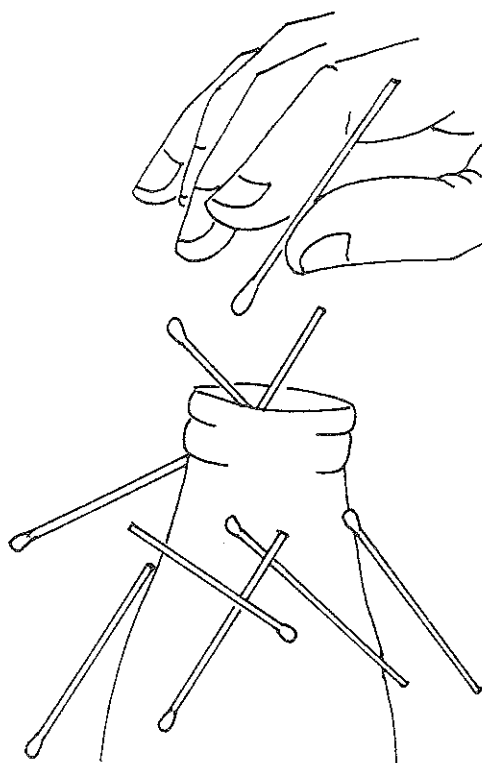
METHOD: This is a quiet game for Patrol corners. Each player is given the 5 matches. The PL drops his or her matches onto a flat surface, forming a random pattern. Three seconds later, she/he covers the matches with the cloth. Now the other members of the Patrol each have to reproduce the pattern with their 5 matches. It's not as easy as it sounds!

892 — STEADY SAM

TYPE: Quiet Game

EQUIPMENT: An empty milk bottle and 2 boxes of matches for each Patrol, (or 2 Patrols can be combined in this game).

METHOD: Going clockwise, each member of the Patrol places one match on the top of the bottle. This continues until one Scout topples one or more of them off. He or she is out of the game, and it continues until the 2 boxes of matches are all balanced on top of the bottle, or no Scouts are left to play the game.



893 — LEAF MATCHING

TYPE: Quiet Game

EQUIPMENT: A ground cloth.

METHOD: There should be 2 Patrols. One goes north and the other goes south to collect one leaf from as many different types of trees as they can within 5 minutes. Then a north Patrol Scout holds up a leaf and scores 10 points if she/he can correctly identify it. A south Patrol Scout holds up a leaf from the same kind of tree, scoring 5 points if it is correct. Continue alternately until all the leaves have been identified and all Scouts have played. There is no score for a team which incorrectly identifies a leaf but the other team gets 10 points if they can identify it. If a team cannot match its opponent's leaf it misses that turn. The team with the highest score wins.

894 — BLINDFOLD JIG-SAW

TYPE: Quiet Game

EQUIPMENT: As many pieces of 0.6 x 0.3 metre (2ft x 1ft) plywood as there are Patrols. Blindfolds.

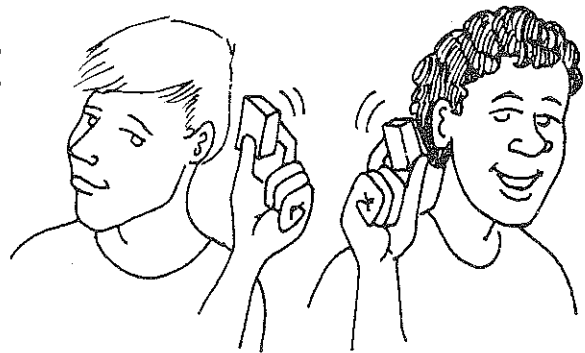
METHOD: Cut the pieces of plywood into 15–20 shapes. A player from each Patrol is blindfolded and a board placed in front of him or her, with the shapes put into his or her hand. The object is to try and match the shapes with the holes. Experience has shown that the Scouts who go in for handcrafts and those accustomed to using their hands are much better at it than the others. This variation can also be tried; a second player (without a blindfold) directs operations to a blindfolded player, being given a free hand or using compass directions.

895 — RATTLERS

TYPE: Quiet Game

EQUIPMENT: About 9 matchboxes, items such as matches, rice, drawing pins, beads, gravel, buttons etc . . .

METHOD: Prepare about 9 matchboxes, each one containing a different rattly item. Secure each box so that the contents can't be seen and number each one. The Troop sits around in a circle and the matchboxes are passed around, each person trying to ascertain by feel and rattling, the nature of the contents. The boxes are then removed and Patrols return to their corners, where they try to correctly identify the contents of each box. It may help (or confuse) if you give a list of 20 possibilities.



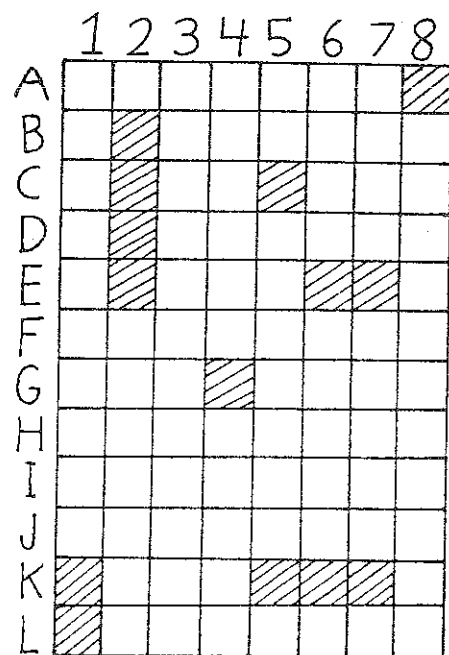
896 — BATTLESHIPS

TYPE: Quiet Game

EQUIPMENT: A largish piece of paper and a pen for each Patrol. Extra pieces of paper may be needed.

METHOD: Patrols divide their sheets of paper into 2.5cm (1 inch) squares as shown. They distribute the following fleet of ships in whatever position they like:

- (a) 1 battleship over 4 squares
- (b) 1 cruiser over 3 squares
- (c) 2 destroyers, each over 2 squares
- (d) 2 submarines, each over 1 square
- (e) 1 corvette over 1 square.



Shade the squares where the ships are placed. Patrols in turn call the name of a Patrol other than their own and the number of a square, eg: 2C, and if part of a ship is on that square, the Patrol must state what kind of ship is hit. If it is a sub or a corvette, the challenging Patrol gets one point and another go. If it is a destroyer, a cruiser or a battleship, the next Patrol has its turn. If nothing is hit the next Patrol has its turn. The game proceeds until all the ships have been sunk. The Patrol that sinks the last part of a battleship, a cruiser or a destroyer gets 4 points, 3 points and 2 points respectively. (The extra sheets of paper are required to check the position of fleets of the opposing Patrols.)

897 — STRONG MAN'S MATCH

TYPE: Individual Challenge

EQUIPMENT: 2 large empty screw-topped bottles such as lemonade bottles. Chalk.

METHOD: Draw a base line. Scouts stand behind it in Patrols. The aim is to place one of the bottles as far forward as possible without allowing any part of the body to touch the floor on the other side of the base line. This can be done by leaning forward, placing the weight of the body on the 2 bottles and then edging them forward. When the limit has been reached, one bottle is pushed forward as far as possible, and the player wriggles his or her way back on the remaining bottle. If any part of the body touches the floor beyond the base line, either on the way out or back, the player is out. The player who can place the bottle furthest forward wins.

Variation 1: This time, both screw-tops must be unscrewed when the limit has been reached and the 2 tops placed as far forward as possible. Quite a feat !

Variation 2: Place the 2 bottles side by side, 1.2 metres (4 feet) from the base line. The player has 2 Scout staffs with which she/he must pick up and carry the bottles to his or her side of the base line. Use the staffs like giant chopsticks.

898 — HEEL CLICK

TYPE: Individual Challenge

EQUIPMENT: Nil.

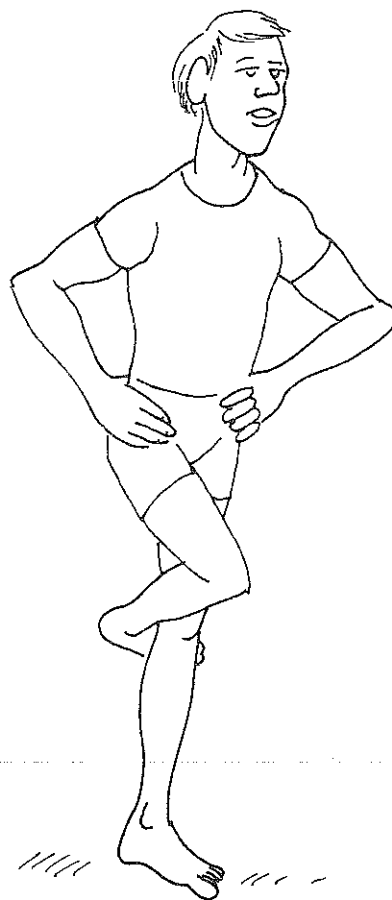
METHOD: Scouts stand with their feet apart. They jump into the air and click their heels twice, landing with their feet apart.

899 — STORK STAND

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Scouts stand with their hands on their hips. They place one foot against the inside of the other knee, bend the raised knee outwards and count to 10 without moving from place to place.



900 — COFFEE GRINDER

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Players place one hand on the ground, with the arm stiff and the body stretched out straight, head back. They walk around in a circle using the arm as a pivot.

901 — FROG HANDSTAND

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Scouts squat and place their hands flat on the ground, keeping their arms between their legs. They lean forward slowly, shifting the weight of their bodies on to their hands and elbows until their feet swing free off the ground. Heads must be held up and toes pointed backwards.

902 — AIR PILOTS TEST

TYPE: Individual Challenge

EQUIPMENT: A candle, candleholder, box of matches and a flower pot for each Scout.

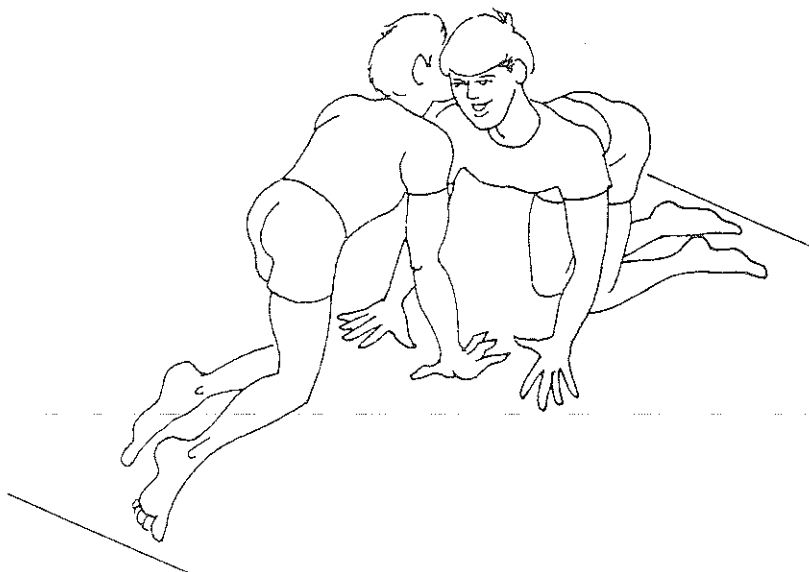
METHOD: Scouts try to light the candle while standing on one leg on the flower pot. Sounds easy? Get them to try it with these restrictions. Place the candle in the candleholder on the floor. Place the box of matches 30cm (12 inches) to the right, and place the flower pot 45cm (17½ inches) upside down beyond the candle. Scouts stand on the flower pot on one leg, lean over and pick up the matches, strike the match, lean over again and light the candle without losing their balance.

903 — SHOULDER PUSH

TYPE: Individual Challenge

EQUIPMENT: Chalk for marking.

METHOD: Mark a chalk line on the floor. Two partners face each other on all fours. They place right shoulders together and on the word "go", each tries to push the other backwards over the line.



904 — STICK TUG-O-WAR

TYPE: Individual Challenge

EQUIPMENT: Chalk for marking. A strong stick for each pair of Scouts.

METHOD: Mark a chalk line on the floor. Each one of the pairs of Scouts places his or her hands on a stick and tries to pull the opponent across the line.

905 — PUSH-O-WAR

TYPE: Individual Challenge

EQUIPMENT: Chalk for marking.

METHOD: Mark a chalk line on the floor. Contestants stand with their chests together, arms out and fingers locked. They try to push their opponent over the line.

906 — NECK PULL

TYPE: Individual Challenge

EQUIPMENT: Nil.

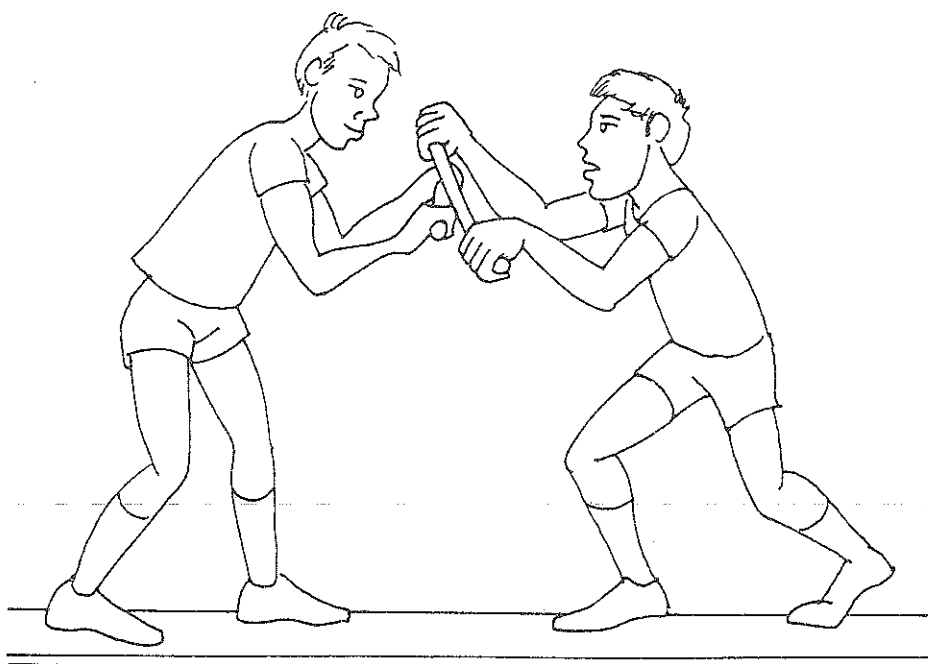
METHOD: Two players stand facing each other and place their hands around their opponent's neck. On the word "go", each tries to pull back, taking the other with him or her.

907 — BENCH BATTLE

TYPE: Individual Challenge

EQUIPMENT: A bench and 2 staves for each team.

METHOD: The Troop either divides into 2 teams or Patrol plays Patrol. Each team stands in a line at either end of a bench. The first 2 Scouts from each team, armed with staves, climb onto either end of the bench. Scouts should be matched for strength. Using the staves held at both ends, Scouts try to push each other off the bench by pressing on the opponent's staves.



908 — KNEE BOXING

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Each player must try to prevent an opponent from slapping the side of his or her knees, while at the same time, trying to gain points by slapping the opponent's knees.

909 — TURN THE TURTLE

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: One player lies spread-eagled on the floor with arms and feet well spread out. The other attempts to tip him or her over.

910 — FALLING TIMBER

TYPE: Individual Challenge

EQUIPMENT: 2 staves for each pair of players.

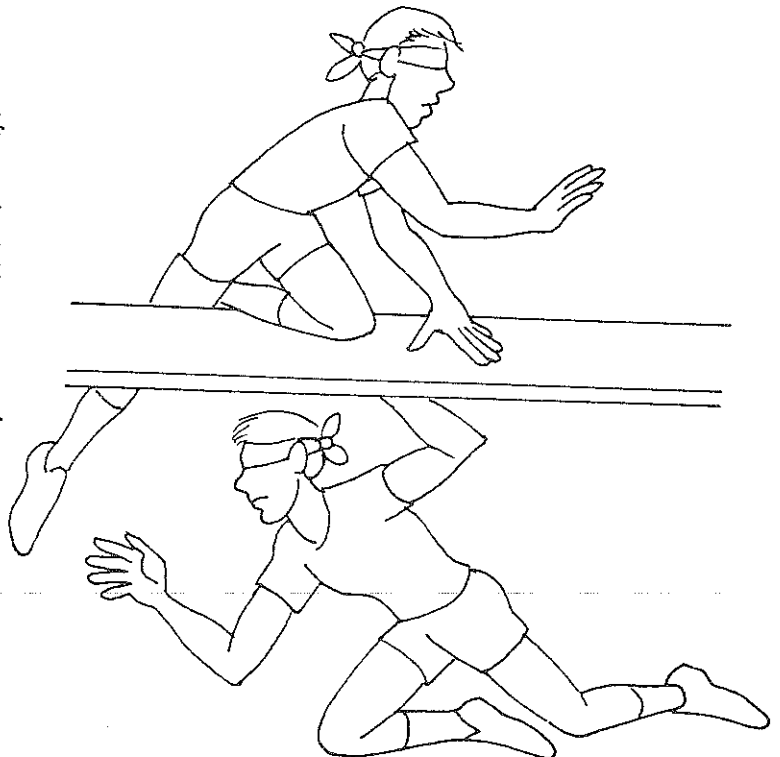
METHOD: Pair off the players and give each pair 2 staves. Each player has a turn as the challenger, which involves holding a staff at about waist height. The opponent faces him or her with arms outstretched, palms downwards and at the level of the staff. The challenger drops the staff without warning and the opponent has to catch it before it reaches the ground.

911 — STALKER

TYPE: Individual Challenge

EQUIPMENT: A blindfold for each Scout. A bench or form for each pair of Scouts.

METHOD: Scouts are in pairs and blindfolded. Have a bench for each pair and place a Scout at either end of it. One Scout is the Stalker and the other, the Stag. The Stag has to evade capture by keeping away from the Stalker for 3 minutes, both the Stag and the Stalker being required to keep contact with the bench with some part of their body. The Stalker captures the Stag by tagging him or her. Scouts can get on or under the bench.



912 — RIDE THE BRONCO

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: One player bends over, supporting him/herself on knuckles and feet to form the Bronco, while the Rider sits on the Bronco's back, using only his or her knees to stay on. The Bronco then tries to unseat the Rider. The Bronco must keep both hands and feet on the ground.

913 — HOP AND BARGE

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: This game can be played as individual vs. individual or Patrol vs. Patrol. Each player stands on one leg with arms folded across the chest. On the word "go", they proceed to hop about, barging into other players, each trying to make an opponent put the other foot down. The winner is the last player remaining or the last Patrol with members still able to hop about.

914 — HOG TIE

TYPE: Individual Challenge

EQUIPMENT: A rope about 1 metre (3 feet) long for each player.

METHOD: Pair off Scouts and given each player a rope. The object of the game is for each player to tie his or her rope around the opponent's leg, joining the ends with a reef knot, while trying to prevent the opponent from doing the same thing.

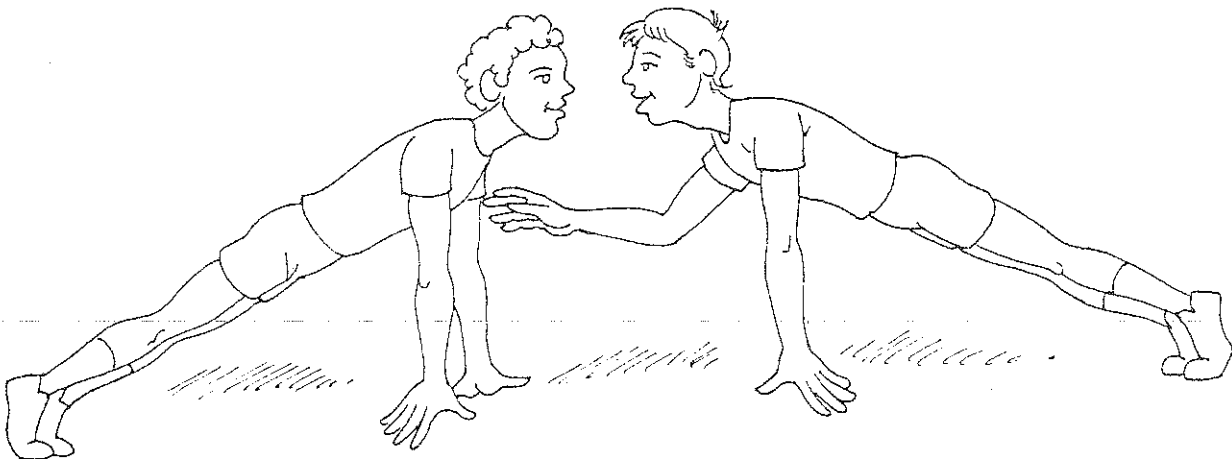
Variation: use other knots such as a clove hitch.

915 — FRONT SUPPORT WRESTLE

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Scouts face each other in the front support position, ie: body straight, supported by toes and hands. By supporting themselves on one hand only, the players then attempt to unbalance their opponents by knocking their supporting arms from under them.



916 — NIP AND RUN

TYPE: Individual Challenge

EQUIPMENT: Chalk.

METHOD: The Troop forms a hollow square with each Patrol seated and forming one side of the square. Mark off 4 points in the centre of each of the 4 walls with the chalk. Put one Scout in the centre of the hollow square. This Scout touches any of the seated Scouts and then the 2 players run and touch the walls at the marked places in any order they choose and then try to claim the vacant place in the square. The Scout who fails to get a place remains in the middle and the game proceeds until all are exhausted!

917 — REVERSE TUG OF WAR

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Scouts stand in pairs, back to back, with legs apart. They grasp each other's hand in between their legs and try to pull their opponents either over, or preferably from a no-man's land, across a chalked line into their own territory.

918 — BLIND MAN'S BALANCE

TYPE: Individual Challenge

EQUIPMENT: A blindfold for every player.

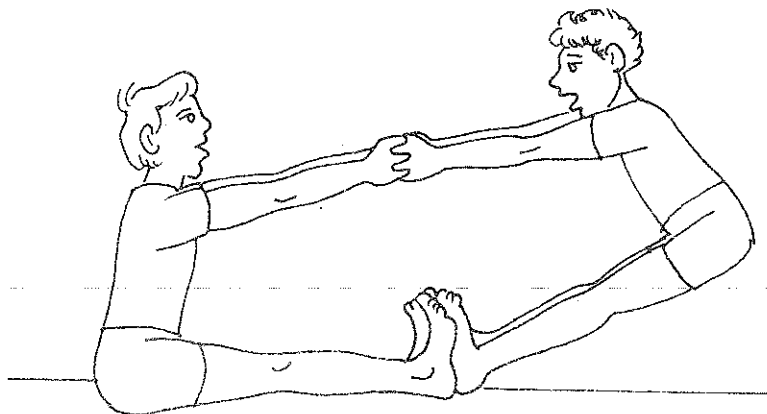
METHOD: The whole Troop is blindfolded and stands on tiptoe. The winner is the player who maintains this position the longest. This balance game is harder than it sounds.

919 — PURLEY

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Pair off all players. Each pair of players sits on the floor with their legs straight and the soles of their shoes (or preferably with bare feet or just socks on) touching. They lean forward and grasp hands, keeping their legs as straight as possible. Each player attempts to pull his or her opponent to a standing position.



920 — SNATCH

TYPE: Individual Challenge

EQUIPMENT: Nil.

METHOD: Scouts are in pairs facing one another in a press up position (i.e. arms and body straight and feet in contact with the floor). Each Scout tries to collapse his/her partner by knocking away his/her arms or hands.

921 — BACK TO FRONT TUG

TYPE: Individual Challenge

EQUIPMENT: Chalk, a rope for each pair of Scouts.

METHOD: Draw 2 lines down the hall about 1 metre (3 feet) apart. Pair off the Scouts. They kneel back to back, one of each pair on each line (i.e. kneeling 1 metre apart). Each pair of players is linked by a rope loosely tied around their waist. At a signal, each Scout, by crawling forward, attempts to pull his or her partner over the line.

922 — HOTHANDS

TYPE: Individual Challenge

EQUIPMENT: Nil.

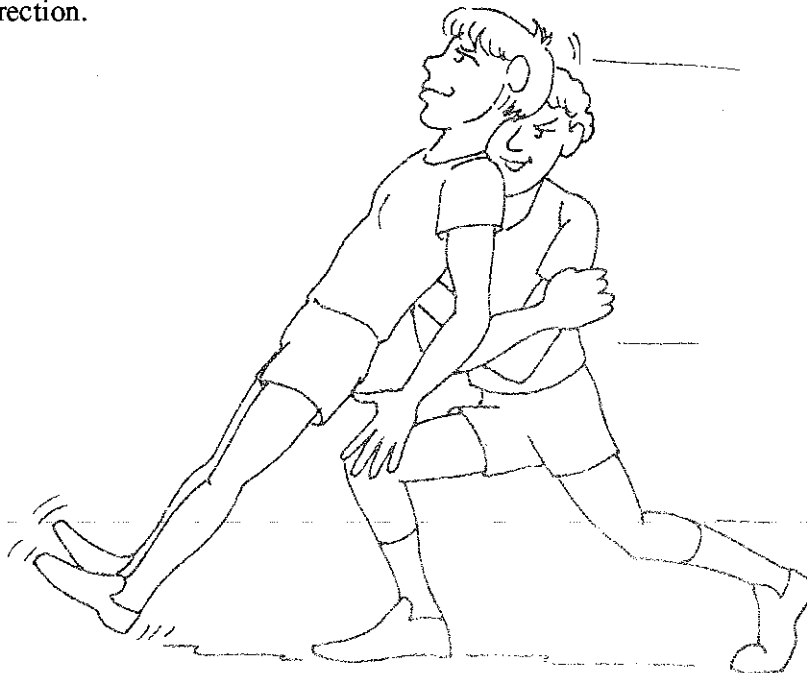
METHOD: Scouts in pairs lie on the floor, face downwards and head to head. They grip right hands with their arms touching from wrist to elbow — elbows on the floor and wrists in the air. At the signal, each Scout tries to force his or her partner's hand down onto the floor.

923 — RELUCTANT BARROW

TYPE: Individual Challenge

EQUIPMENT: Chalk for marking.

METHOD: Scouts are in pairs. One player is the Wheelbarrow and the other is the Pusher. A chalk line is drawn about 6 metres (20 feet) in front of the Wheelbarrow. The Pusher tries to get the Wheelbarrow across the line, while the Barrow tries to avoid this by either staying put or by taking off in another direction.



924 — SHEEPSHANK TUG

TYPE: Individual Challenge

EQUIPMENT: A rope for each pair of Scouts.

METHOD: Two players hold either end of a rope. Each tries to tie a sheepshank in his or her end before the other. Any amount of pulling etc . . . is allowed.

925 — CASTAWAY MEAL

TYPE: Inter-Patrol Game

EQUIPMENT: A box or bucket containing, for example, 1 billy, 1 pan, a box matches, 4 potatoes, cooking oil, porridge, 3 tomatoes, $\frac{1}{2}$ loaf of bread, salt and a little water for each Patrol.

METHOD: Scouts are told that they are marooned on a desert island, (the area should be well endowed with firewood and places for lighting fires), and that the only equipment and food available, apart from the wood on the site, is in their bucket or box. They have 40 minutes to prepare a meal using all the ingredients, enough for them and their Leader. Give points for the best Patrol effort.

926 — ELEPHANTS

TYPE: Inter-Patrol Game

EQUIPMENT: 4 staves and 4 lashings for each Patrol.

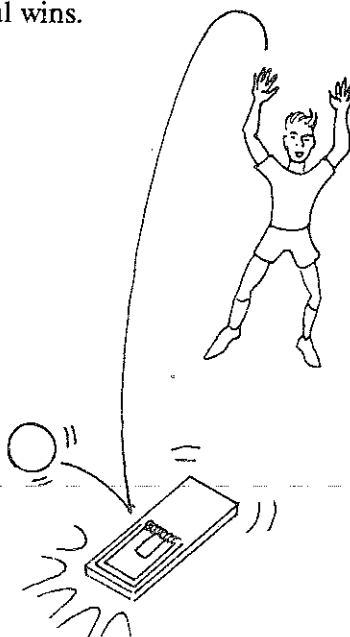
METHOD: Patrols have 12 minutes to make a 1.5 metre (18 inch) square with the staves and lashings. The ends must protrude to enable the Patrol members to carry it, with one Scout in each corner and one Scout sitting on the square (the Elephant). The Patrol then has to navigate a course carrying their elephant, while free members of their Patrol try to unseat the elephants of rival Patrols. The Patrol to navigate the course first without losing its elephant is the winner.

927 — MOUSETRAPS

TYPE: Inter-Patrol Game

EQUIPMENT: As many mousetraps as possible, a supply of table tennis balls.

METHOD: The Troop stands in a line. Place the set mousetraps about 2.75 metres (9 feet) from the line of players. Give the Patrols lots of table tennis balls, and by throwing them, they must try to set off the traps. The Patrol with the highest total wins.



928 — CHALLENGE

TYPE: Inter-Patrol Game

EQUIPMENT: Nil.

METHOD: Each Patrol thinks up a stunt which will take about 15 minutes and requires no equipment. The Patrol challenges the next Patrol to carry it out. If that Patrol does succeed, the challenging Patrol must demonstrate how it is done. If the demonstrators cannot do it, they have to undergo some penalty.

929 — PROBLEM CARD — RED

TYPE: Inter-Patrol Game

EQUIPMENT: Cardboard and a pen.

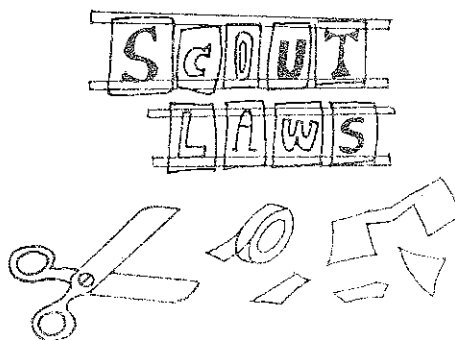
METHOD: Each PL is given a card bearing the following words, "Your Patrol has 10 minutes from now to collect and bring to your Patrol Corner as many red objects as possible." Points — one for each red article. The Patrol with the most red things at the end of the 10 minutes wins.

930 — NEWSPAPER STUDY

TYPE: Inter-Patrol Game

EQUIPMENT: A pair of scissors and a copy of the same day's newspaper for each Patrol.

METHOD: On the word "go", Patrols have to make up the entire Scout law using words to be found in the newspaper. The Patrol with the most complete laws in the given time wins.



931 — WHERE AM I?

TYPE: Inter-Patrol Game

EQUIPMENT: As many copies of the same topographical map as there are Patrols, a pen for each Patrol.

METHOD: The Leader outlines a course taken by quoting map references, bearings, distances etc . . . in writing. Patrols have to plot this course on their map and find the ultimate destination. The first Patrol to come up with the correct destination is the winner.

932 — FLOPOUT

TYPE: Inter-Patrol Game

EQUIPMENT: 7 tennis balls.

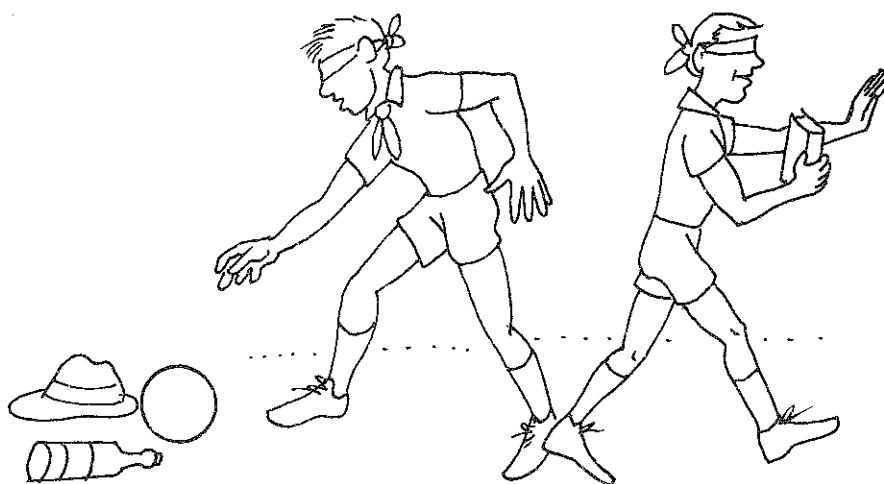
METHOD: You will need to draw a circle in front of each Patrol corner and a circle in the centre, all circles being equi-distant from one another. Place 7 tennis balls in the centre circle. Patrols stand behind their circle and number the team members. When his or her number is called, the Scout in each Patrol with that number tries to get 3 balls into his or her circle first, being allowed to carry one ball only at a time. When, and only when, the centre circle runs out of balls can a Scout raid another Patrol's circle in an effort to get 3 balls. As soon as a Patrol achieves this goal, balls are replaced and another number is called.

933 — BLINDFOLD STUNT

TYPE: Inter-Patrol Game

EQUIPMENT: About 10 objects.

METHOD: In the centre of the playing area set out the objects. Place each Patrol about 64 metres (70 yards) away from the centre of the area, each Patrol in a different corner. Blindfold all the Scouts, and, on a signal, the Scouts have to make their way to the centre, retrieve an article and make their way back to their Patrol base while still blindfolded. Play to a time limit and the Patrol that gets back with the most objects is the winner.



934 — WATCHOUT

TYPE: Inter-Patrol Game

EQUIPMENT: A stave, rope, sisal, billies etc . . . for each Patrol.

METHOD: The object of the game is to see which Patrol can construct the most effective burglar alarm out of the materials allocated to them.

935 — AERIAL BALLOON

TYPE: Inter-Patrol Game

EQUIPMENT: A supply of staves, rope, sisal, a candle stub, a balloon and matches for each Patrol.

METHOD: Each balloon is inflated and attached to the ceiling above each Patrol. The Patrols sit under their balloon with their equipment, and on the word "go", they have to construct a device which will burst the balloon. They are not allowed to stand up. The first Patrol to do this is the winner.

936 — CHALLENGE (2)

TYPE: Inter-Patrol Game

EQUIPMENT: Pen and paper, a box for each Patrol, a potato, a slice of bread, an egg, an empty matchbox etc . . . for each Patrol.

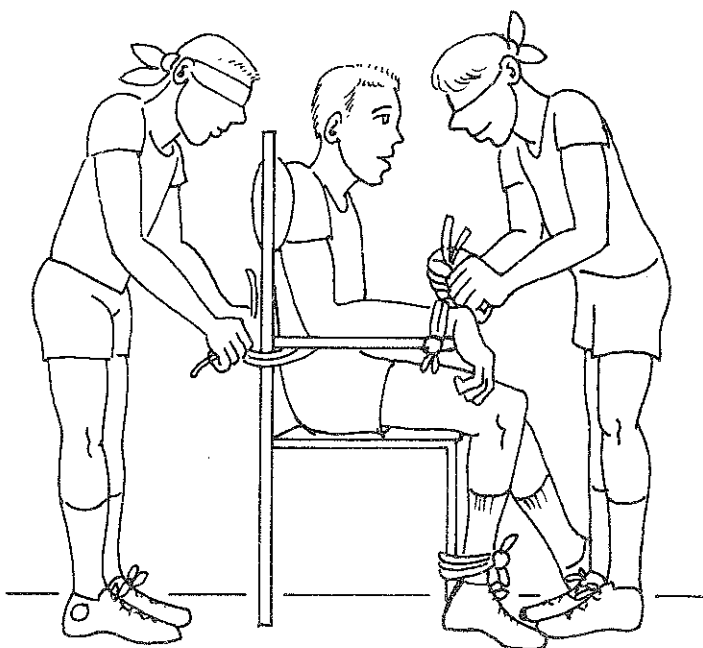
METHOD: Set each Patrol the same challenge (several more than there are Patrol members) such as cooking the potato, toasting and buttering the bread, hard boiling the egg, putting 40 live matches in the matchbox etc . . . Send them out of the hall and ask them to return in ½ and hour with as many of the tasks completed as possible. Have points graded according to difficulty of task and provide the winning Patrol with a small prize.

937 — OLD BLIND PEW

TYPE: Inter-Patrol Game

EQUIPMENT: A chair and ropes for each Patrol. Blindfolds.

METHOD: Every player except the PL of each Patrol is blindfolded. PLs all sit on a chair each and must be tied well and truly into them by their team members. Points are awarded for speed, knots and quality of the job. The Leaders must do nothing but give orders.



938 — BALLOON BOUNCE

TYPE: Inter-Patrol Game

EQUIPMENT: One inflated balloon for each Patrol.

METHOD: Members of each Patrol form a close circle around their Patrol Leader. The PL holds the balloon. At a given signal, each PL taps his or her balloon into the air. The object of the game is to keep the Patrol's balloon in the air by tapping it upward. No Scout may touch the balloon twice in a row; there must always be an intervening tap from another Scout. If a Patrol's balloon touches a Scout from another Patrol, the Scout touched must drop out. Scouts from 1 Patrol can interfere with Scouts from another Patrol as long as they don't touch the other's balloon. As soon as a balloon touches the floor, all members of that Patrol must drop out. The last Patrol left is the winner.

939 — BLOW OUT

TYPE: Inter-Patrol Game

EQUIPMENT: A candle, a jar.

METHOD: A commando-type game requiring 2 teams. One team defends a lighted candle in the centre of the hall and the other team tries to break through (1 Patrol at each end of the hall) and blow out the candle. (The lighted candle is in a jar.) Play with the lights on first, then turn them off. Have a time limit of 2 minutes, then the teams change places.

940 — OFF THE DECK

TYPE: Inter-Patrol Game

EQUIPMENT: Chairs, forms, ropes etc . . . , whistle.

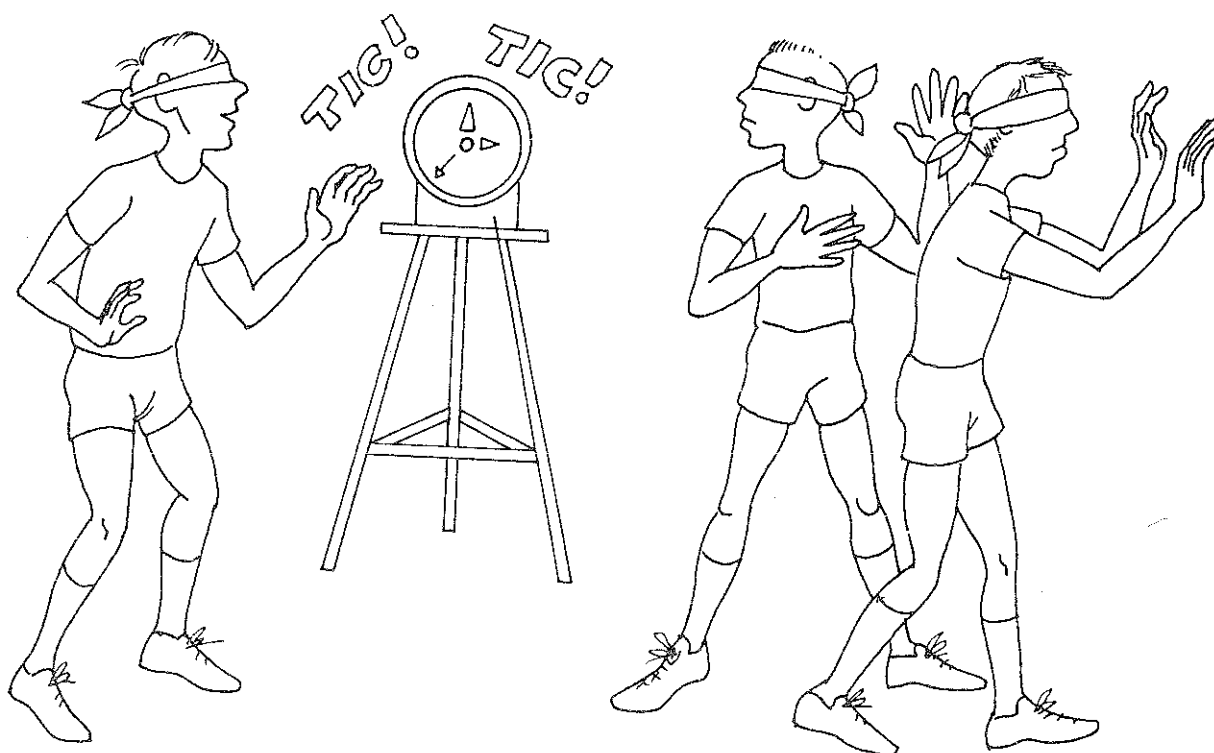
METHOD: Set up the hall with enough chairs, forms, ropes hung from beams etc . . . so that when the whistle blows, everyone can get off the floor. The last to get off the ground each time drops out. (Players scatter about, having to be on the move all the time.) The Patrol with the most left after a certain time limit is the winner.

941 — BLINDFOLD TICK TOCK

TYPE: Inter-Patrol Game

EQUIPMENT: A loud ticking clock. A blindfold for each Patrol.

METHOD: One Scout from each Patrol is blindfolded. Somewhere in the room where it can be touched by hand is the clock. The Scout who touches the clock with his or her hand first counts one point to his or her Patrol. The game continues until every Scout has completed a turn, the position of the clock being altered for each set of players. The Patrol with the most points at the end wins.



942 — POISON ATTACK

TYPE: Inter-Patrol Game

EQUIPMENT: A quantity of rope and spars and a sealed envelope for each Patrol. Pen and paper.

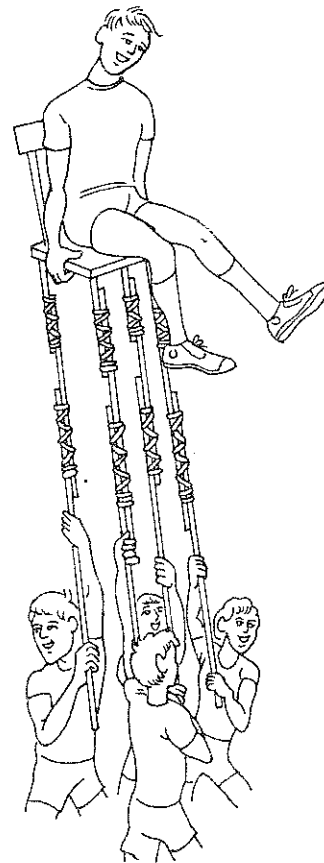
METHOD: Patrols open their envelopes when in a certain position at a certain time. The instructions will tell them that they are about to be attacked by katipo spiders, and that the whole Patrol must get at least 2 metres (6 feet) off the ground in a secure fort or barricade with a Patrol flag flying in less than 30 minutes.

943 — UMPIRE'S CHAIR

TYPE: Inter-Patrol Game

EQUIPMENT: A chair, 8 staves and lashing ropes for each Patrol.

METHOD: Each Patrol is given the chair, staves and lashing ropes and has to build an umpire's chair with legs that are 2 staves long. The chairs should be subjected to a vigorous test such as carrying the Patrol Leaders around, and the Patrol with the most successful chair is the winner.



944 — WORDS INTO SENTENCES

TYPE: Think Game

EQUIPMENT: A pencil and paper for each player.

METHOD: To prepare for this game, write down some long words on separate large sheets of paper, eg: SCOUTING. The idea is for each member of the group to compile a reasonable and sensible sentence in which each word starts with the letters in the selected word, in the right order. For example; Scouts Can Offer Useful Training In Natural Gangs.

945 — WORD BUILDING

TYPE: Think Game

EQUIPMENT: Nil.

METHOD: This is a game suitable for playing round a fire. One player starts by saying a letter of the alphabet. The player next in the circle adds a letter, with a word in mind, and so it goes around the circle. The letters, as they are given, must be the beginning of a word in the dictionary. If anyone cannot think of a letter to continue the word, he or she may challenge the last person to announce the word he or she had in mind. If the word is correct, the challenger is out. The objective is to make the word as long as possible, and eventually to decide the winner.

946 — CAMP KIT

TYPE: Think Game

EQUIPMENT: Nil.

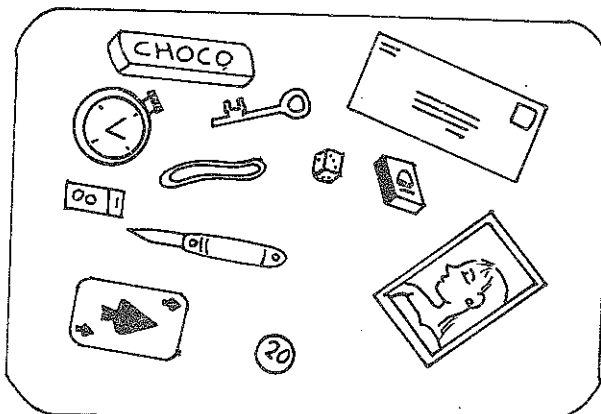
METHOD: The Troop are in a circle. No. 1 starts off by saying, for example, "I am going to camp and taking with me a pack". No. 2 then repeats this and adds one more item, say, "and a sleeping bag". No. 3 repeats and adds one more item etc . . . If a Scout gets it wrong, then a new round starts off, commencing with the forgetful one. Each round continues until someone forgets an article, can't think of a continuation or gets inextricably tangled up. Two mistakes put a player out.

947 — SHERLOCK HOLMES

TYPE: Think Game

EQUIPMENT: About 12 objects.

METHOD: The Leader announces that a man has been found who has lost his memory, and the contents of his pockets (the 12 objects) have to be put on a tray, which each Patrol is allowed to see but not handle for several minutes. Each Patrol is then sent to deduce something about the man from each of the objects, which could include a bus ticket, a pipe, a wallet, a family photograph etc . . .



948 — TWENTY QUESTIONS

TYPE: Think Game

EQUIPMENT: Nil.

METHOD: One Scout thinks of a person, object or place (eg: James Bond, a frying pan, Mount Ruapehu). The other players in turn try to find out the identity of this thing by asking questions, the answers to which must be only "yes" or "no". If at the end of 20 questions, the answer has not been discovered, the questioners have lost and the same person chooses another topic. Any player who guesses the correct answer becomes the challenger or, alternatively, the next Scout in the circle becomes the challenger.

949 — POWDERS

TYPE: Think Game

EQUIPMENT: About 10 powder or crystal substances, such as flour, salt, cornflour, baking powder and icing sugar. Paper and pens, about 10 saucers.

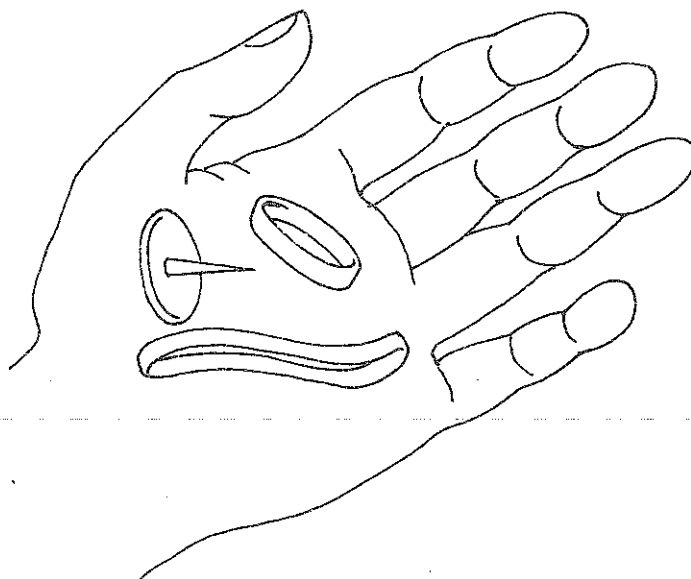
METHOD: Put a small amount of each substance on a different saucer, and number each one. Players have 5 minutes to identify each substance by looking and tasting *once*, and a further 5 minutes to write down their answers according to the number of each saucer. The Patrol with the highest score wins.

950 — PANDORA'S BOX

TYPE: Think Game

EQUIPMENT: 20-24 objects such as a rubber, a hair curler and a pepper shaker. A box.

METHOD: Place the objects in the box. Sit the Troop in a circle. Each Scout has to take out 3 objects without looking and has 1 minute to make up a story bringing in all 3 objects. If successful, she/he scores a point. The next player has to dig out another 3 objects, and so on. These objects need not be returned to the box when finished with.



951 — GRAND MOGUL

TYPE: Think Game

EQUIPMENT: Nil.

METHOD: The Troop sits in a circle. No. 1 is the Grand Mogul, and tells the players that he or she has an aversion to, for instance, any food with the letter "D" in it. No. 2 next to the Mogul has to name a food without the letter "D" in it, then No. 3, and so on. Hesitators, repeaters and those giving a word with a "D" in it lose a life. Three lives are allowed before "death". No. 2 then takes a round, saying, for example, she/he has an aversion to any car with the letter "G" in it. Then No. 3 has turn, and so on.

952 — WHERE SHALL WE CAMP?

TYPE: Think Game

EQUIPMENT: A pen and paper.

METHOD: A list of jumbled names, towns or places is handed to each Patrol, with helpful clues if considered necessary. The first Patrol to unjumble the clues and produce all correct answers is the winner. Examples; 1. ANAWAK (lake town); 2. HENIMBLE (fruit grown here); 3. NEVIL (town north of Wellington); 4. SLURSE (where New Zealand's earliest house is); 5. OARRUTO (hot mud here).

953 — RED LETTER

TYPE: Think Game

EQUIPMENT: Paper and a pen for each Scout.

METHOD: Give each Patrol the same letter of the alphabet. Scouts have 5 minutes (more or less time can be taken) to write down as a team as many countries, makes of car, animals, minerals, boys' and girls' names etc . . . starting with that letter. The Patrol with the highest number of legitimate words at the end wins.



954 — LAW LIMERICKS

TYPE: Think Game

EQUIPMENT: A pen and piece of paper for each Patrol.

METHOD: The Patrols are given 5 or 10 minutes in which to think up a limerick in which any member of the Troop breaks or keeps a Scout law. For example,

"Mike Fisher, a Boy Scout of Stoke,
Learnt a habit — a bad one — to smoke.
His wind and his dough disappeared, don't you know,
And now the poor bloke's always broke."

955 — PAPER HUNT

TYPE: Think Game

EQUIPMENT: Several copies of the same newspaper.

METHOD: Provide each Patrol with a copy of the same newspaper. Beforehand, prepare a list of about 20 headlines. With the Patrols in their corners, read out each headline in turn. The first Patrol to give the correct page and column(s) wins a point.

Variation: mention a place, person or object rather than a headline.

956 — COMPASS CHARADES

TYPE: Think Game

EQUIPMENT: Nil.

METHOD: Patrols in turn select and act in charade style the name of a neighbouring town, suburb or city. After acting each syllable, the compass direction of the place from the Scout Hall is given as an extra clue.



957 — NOSES

TYPE: Think Game

EQUIPMENT: About 9 different substances, one blindfold per Scout.

METHOD: Prepare about 9 bottles containing substances with good smells, such as vinegar, petrol, disinfectant, onions, garlic etc. Scouts sit in a circle blindfolded or in the dark and bottles are passed around, allowing each player a chance to smell the contents. When all the bottles have been around the circle, these, and the blindfolds are removed and the Scouts return to their Patrol corners to list the smells in the order they were passed around. (Note: the bottles must be sniffed only and handled with care.)

958 — SOUND EFFECTS

TYPE: Think Game

EQUIPMENT: A tape recorder.

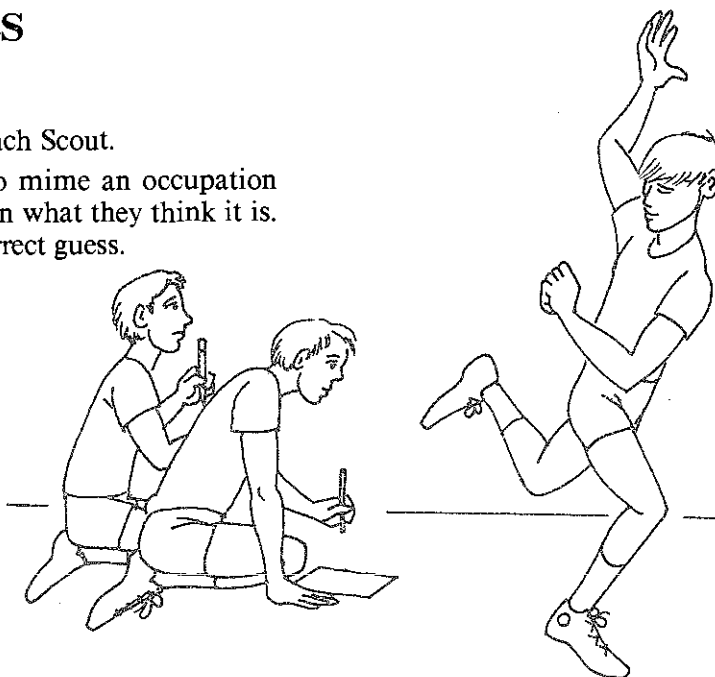
METHOD: If you have access to a tape recorder, pre-record about 12 distinct noises, such as water pouring from a bottle, a ticking clock, tearing paper, bursting balloons etc . . . Play these noises to the Troop and challenge the Patrols to correctly identify them.

959 — MIMES

TYPE: Think Game

EQUIPMENT: A pen and paper for each Scout.

METHOD: Each Patrol in turn has to mime an occupation and the other Patrols silently write down what they think it is. Patrols are given one point for each correct guess.



960 — ENDLESS STORY CHAIN

TYPE: Think Game

EQUIPMENT: Nil.

METHOD: The Troop forms a circle and the Leader chooses a player to start a story. The subject can be anything at all, as long as it shows imagination. The player must talk for 30 seconds, then he or she touches the next player, who continues the story, and so on around the circle. Everyone enjoys this game because it appeals to the imagination and sense of humour.

961 — CHRISTMAS

TYPE: Think Game

EQUIPMENT: A pencil and paper for each player.

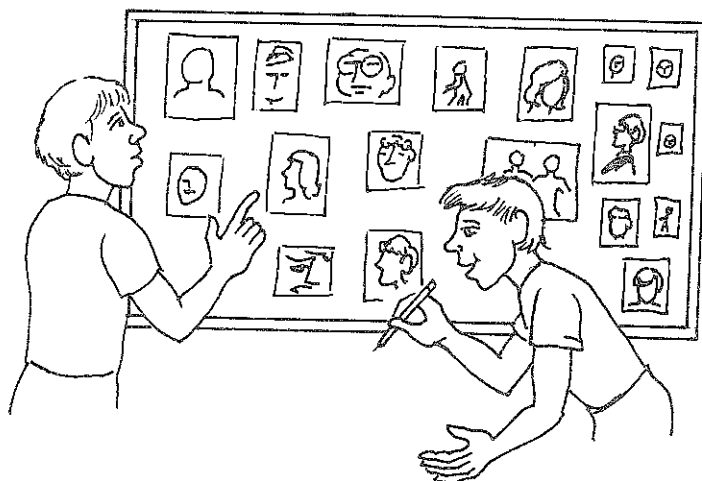
METHOD: Give each player the pencil and paper. The object of the game is to see how many words players can make out of the word "Christmas". The one with the longest list of words after a set time wins the game.

962 — CELEBRITIES

TYPE: Think Game

EQUIPMENT: Lots of newspapers, paper and pencil for each Patrol.

METHOD: Collect up about 20 newspaper photographs of celebrities, number them and place them on the notice board. Patrols are given paper and pencils and have five minutes to recognise as many as possible of these people. The Patrol to produce the most accurate list is the winner.



963 — SHOPPING

TYPE: Think Game

EQUIPMENT: Nil.

METHOD: Players sit in a circle. One is sent out of the room while the others decide what this player will be when he or she comes back. For example: they decide that he/she shall be a traffic officer. The player returns and asks each player what he or she can buy for himself. In this example, the answers could be a pair of white gloves, a whistle, a raincoat etc. . . After questioning each player in the circle, the player has 2 chances to guess what he or she is.

964 — WAXWORK INTERNATIONAL

TYPE: Think Game

EQUIPMENT: Pen and paper, a hat.

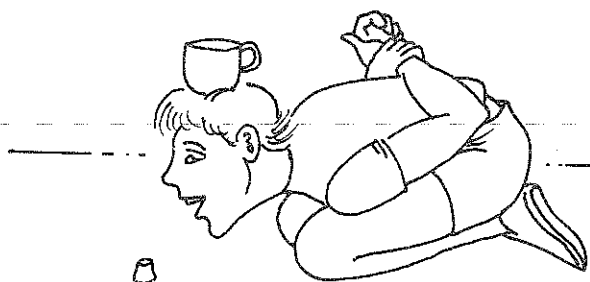
METHOD: Names of various countries are written on slips of paper and drawn from a hat. Without disclosing the name of the country which s/he is representing, each player has to disguise him or herself quickly so that, without uttering a word or moving a muscle, he or she can indicate a particular nationality. At the word "go", each Patrol in turn takes up an immobile position, and the others try to guess what they represent.

965 — CORK

TYPE: Game for Lighter Moments

EQUIPMENT: Corks, mugs of water.

METHOD: Players form pairs. Pairs place a cork on the floor and challenge each other to balance a mug of water on their heads, place their hands behind their backs and pick up the cork with their mouths. After the first player has had a try, they swap over, and the other one tries.



966 — TOMATO SMASH

TYPE: Game for Lighter Moments

EQUIPMENT: A mallet or hammer and a blindfold for each Patrol. Bricks and tomatoes, fruit or eggs.

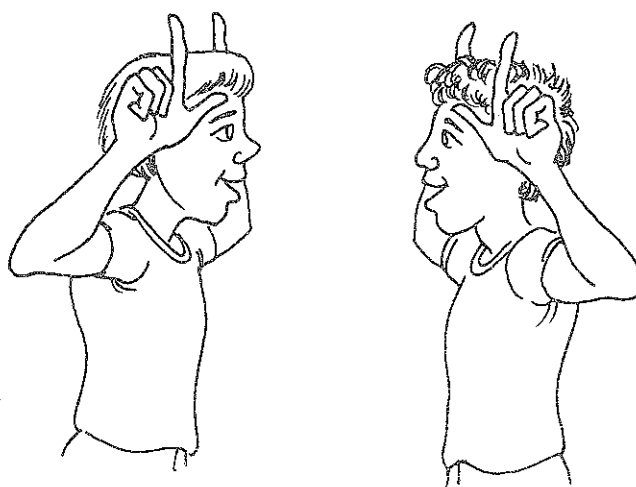
METHOD: This game is an amusing form of distance estimation. Place an over-ripe tomato/fruit/egg on a brick about 9 metres (10 yards) in front of each Patrol. Competitors, armed with mallets, are then blindfolded, and must advance one at a time towards the brick. On coming to a standstill, they have 3 shots at smashing the tomato without moving their feet any more. Have reserve tomatoes and bricks.

967 — BARNYARD

TYPE: Game for Lighter Moments

EQUIPMENT: Pieces of paper, pens.

METHOD: Write the names of different animals on slips of paper. Each animal name appears on 2 slips. These are put into a hat. When everyone has a piece of paper, each player starts making the animal sound appropriate to the name of the slip. The object is for each player to find his or her "mate", who is making the same call. When a player finds the right partner, both stop calling and step to one side. There is no scoring, this game is strictly for fun. To add to the fun, write the name "donkey" on 1 slip of paper only — the lone heehawing at the end of the game is good for extra laughs.



968 — BALLOON BLOW

TYPE: Game for Lighter Moments

EQUIPMENT: A balloon for each Patrol plus a few spare ones.

METHOD: Give each Patrol its balloon. Patrols, on the word "go", have to keep their balloon in the air using no other means than their own lung power. Scouts must not touch the balloon in any way and the Patrol which keeps its balloon in the air for the longest time is the winner.

969 — PAPER CLIPS

TYPE: Game for Lighter Moments

EQUIPMENT: About 20 paper clips for each Patrol.

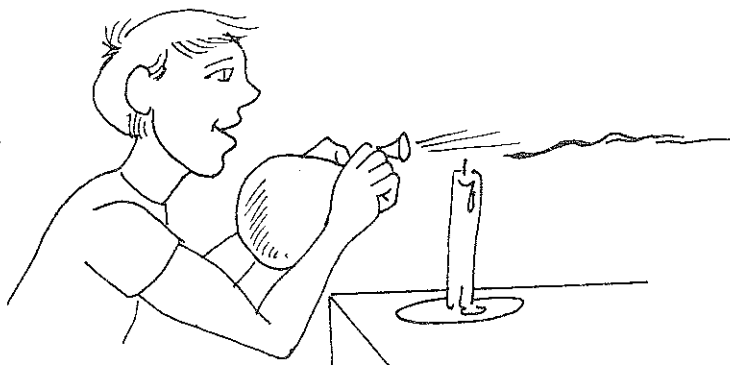
METHOD: Patrols are in relay formation with their paper clips at the other end of the hall. The first player links 2 clips together, and each member adds another one. The first Patrol to form its chain is the winner. (The chain must remain at the same end of the hall throughout the game). The game then commences; this time each player removes one clip from the chain, brings the clip back and places it in front of his or her Patrol. The first Patrol to remove all the clips is the winner of part 2 of this game.

970 — BIG PUFF

TYPE: Game for Lighter Moments

EQUIPMENT: A candle, a balloon and a box of matches for each Patrol. Extra balloons will be necessary.

METHOD: Patrols are in relay formation with their equipment, lined up at the end of the hall. The PL of each Patrol on the word "go", runs down to the other end of the hall, puts down the candle, lights it, blows up the balloon and, using the air expelled from it, blows out the candle. He or she then returns to the Patrol with the balloon and matchbox, and No.2 goes through the same procedure. If the candle goes out other than with the help of the balloon, it has to be relighted.



971 — GRAND PRIX

TYPE: Game for Lighter Moments

EQUIPMENT: A toy racing car, an iceblock stick and a piece of string about the same length as the hall for each Patrol.

METHOD: Attach the cars to the pieces of string and tie the other ends to the iceblock sticks. Patrols are in relay formation, with their cars at one end of the hall and the iceblock sticks in front of them with the string completely unwound. On the word "go", the first player in each Patrol starts twisting the stick to wind the car towards him or her. The first car home gets a point for the Patrol. The first player then unravels the string and returns the car to the starting grid, and the second player has a turn, and so on. The Patrol with the highest score is the overall winner.

972 — PAPER CHAIN

TYPE: Game for Lighter Moments

EQUIPMENT: A packet of gummed strips for making paper chains for each Patrol.

METHOD: At the word "go", each Patrol has to start sticking the gummed strips together to make a paper chain. The Patrol with the longest chain after 5 minutes is the winner.

973 — SPONGING UP

TYPE: Game for Lighter Moments

EQUIPMENT: The same sized cup, bowl and sponge for each Patrol. Water.

METHOD: The bowls are filled with one cup of water and placed at one end of the hall. The empty cups are at the other end of the hall. Patrols stand behind their bowls in relay formation, and each Scout in turn immerses the sponge in the bowl of water and squeezes it out into the cup before passing the sponge to the next player. (Obviously this means running to the other end of the hall to reach the cups). The first Patrol to fill their cup wins.



974 — BALLOON TENNIS

TYPE: Game for Lighter Moments

EQUIPMENT: A chair for each Scout or enough benches for every player to have a seat. One balloon between every 2 Patrols.

METHOD: Two Patrols sit on chairs or benches facing one another about 1.5 metres (5 feet) apart. Place a balloon between them on the floor. Scouts have to pat the balloon over the heads of the opposing Patrol. Players cannot rise from a sitting position and a goal is scored if the balloon lands on the floor behind the opposing Patrol. Variation: have 2 or 3 balloons going at once.

975 — CHAIR BALL

TYPE: Game for Lighter Moments

EQUIPMENT: Chairs or benches for every Scout to sit on, a large ball.

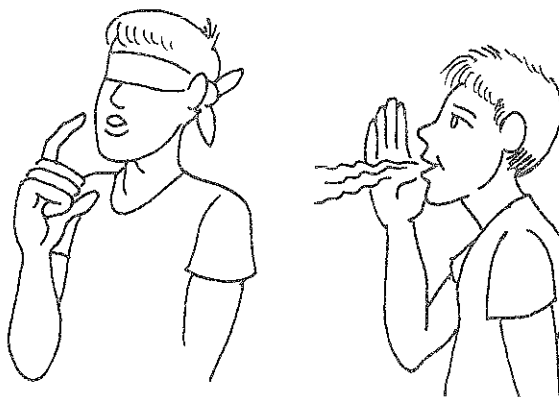
METHOD: The Troop is divided into 2 teams, each team sitting in a row facing each other on the chairs or benches so that each player faces a member of the other team. Two goalkeepers sit at either end of the lines. The ball is placed in the centre and each team tries to pat the ball along the floor so that it passes the other team's goalkeeper. No player is allowed to rise from his or her chair, and the ball can only be patted with the opened hand. Feet are not to be used.

976 — CAMPBELL'S GAME

TYPE: Game for Lighter Moments

EQUIPMENT: Nil.

METHOD: The Troop stands in a circle and each Scout in turn makes a distinctive noise. One Scout is then called to the centre and blindfolded. The Leader points to someone in the circle, who makes his or her noise. The Scout in the centre then has to guess who made the noise. When s/he guesses correctly, the Scouts change places — the one in the centre with the one who made the noise.



977 — PASS THE HAT

TYPE: Game for Lighter Moments

EQUIPMENT: A hat and a whistle.

METHOD: The Troop sits in a circle with one player wearing the hat. On the word "go", the hat is passed to the next player going clockwise, who puts it on his or her head, takes it off and passes it to the next player. The person holding the hat or wearing it when the whistle goes is out, and the last player in, wins. If it is a large group, several hats can be used until numbers are sufficiently reduced.

978 — BLOW PING PONG

TYPE: Game for Lighter Moments

EQUIPMENT: 3 to 7 plastic cups, a length of dowelling, drawing pins and felt pens. A table tennis ball and a plastic washing up liquid bottle.

METHOD: Fix the plastic cups to the length of dowelling with the drawing pins. Each cup should be numbered. The cups are placed at one end of the playing area as the goal, and the Patrols are at the other end in relay formation. Each Patrol has its table tennis ball colour coded with a different colour for identification. The Scouts take turns within the Patrol to "blow" towards the goal with the washing up liquid bottle, scoring according to the numbers on the cups. There should be a good supply of table tennis balls and rules regarding blowing away other people's balls should be established.

979 — MISSING OBSTACLES

TYPE: Game for Lighter Moments

EQUIPMENT: Equipment for a simple obstacle course. A blindfold for each Scout.

METHOD: A simple obstacle course is set up by the PLs. The rest of the Troop are allowed to go over it using their eyes to judge distances etc. . . They are then blindfolded (having been told of this beforehand) and are sent through the course one by one. Unknown to them however, several, if not all, of the obstacles have been quietly removed by the PLs. Players are cheered on by the PLs as they negotiate the non-existent obstacles. Each player, as s/he completes the course, is allowed to watch the proceedings. No feeling for obstacles with hands or feet is allowed.



980 — BLOW FOOTBALL

TYPE: Game for Lighter Moments

EQUIPMENT: A table, 2 cardboard boxes and a table tennis ball. A chair for each Scout. Drinking straws are optional.

METHOD: Set the cardboard boxes up as goals. Opposing teams sit around the table in alternate seats and try to score a goal by blowing the ball. Drinking straws may be used if desired.

981 — MANNEQUIN

TYPE: Game for Lighter Moments

EQUIPMENT: A set of outlandish clothing for each Patrol, with an article of dress for every member in the Troop, such as hats, gloves, high-heeled shoes, dresses, pantihose, trousers etc. . .

METHOD: One Scout from each Patrol stands in front of his or her group and acts as the dummy. Each player in turn dashes to the clothing which is in a pile at the other end of the hall, and puts an article on the dummy as s/he thinks best. The others follow suit in turn. The model cannot assist in any way. Points for the first Patrol and for the best mannequin are given — perhaps a mother could be chief judge. Finish off with a race to undress the model, following the same order as the clothes went on, with points to the first Patrol to finish. The Patrol with the most points over the 3 sections is the winner.

982 — SQUARE BEAN RACE

TYPE: Game for Lighter Moments

EQUIPMENT: As many saucers as there are Patrols, and as many beans as there are Scouts in the Patrol.

METHOD: Place the saucers at equal distances from each other — ie: in the form of a square if there are 4 Patrols, a pentagon if there are 5 Patrols, and an equilateral triangle if there are 3 Patrols. Place the beans in each saucer. Each Patrol, on the word “go”, races to remove the beans one by one and put them in the saucer on their right. No player may touch more than one bean at a time, and they must be carried, not thrown. A Patrol may form a chain, and the Patrol with the fewest beans in its saucer at the end of an allocated time, wins.

983 — DANISH WRESTLE

TYPE: International Game

EQUIPMENT: Nil.

METHOD: Patrols face one another, numbered off. No.1 of each Patrol comes out to the centre and stands sideways to his or her opponent, facing opposite ways, legs astride, the outside of their right feet touching. They grasp right hands and try by pulling, pushing and jerking to make the opponent move his/her rear foot. The first to move is captured and the Patrol with the most members (own and captured) at the end of the round wins.

984 — DANISH ROUNDERS

TYPE: International Game

EQUIPMENT: A tennis ball, a small bat.

METHOD: Play in a square field about 12 metres by 12 metres (40 feet by 40 feet) with a base in each corner. Close to base 1 set out a circle 1 metre (1 yard) in diameter where the server stands. One team bats, the other fields. The server aims to provide the batsman with an opportunity to hit the ball either with the open palm or a small bat. The batsman then has to run to base 2, and so on before any fielder can return the ball to the server in the circle. (The server can dash out and retrieve the ball.) As soon as the server holds the ball, standing with both feet in the circle, s/he calls STOP, and all base runners not on base are out. If a batsman reaches 4th base, s/he gains a point for his or her side and bats again when his or her turn comes. A runner may rest at any base from 1 serve to the next, and still scores on reaching base 4. Any number of runners can occupy a single base. The whole side is out when there is no batsman home and ready to take service. If a player runs all 4 bases in 1 run, s/he scores 2 points and can call back 1 batsman already out.

985 — WHEEL AND TUNNEL RELAY (AUSTRALIA)

TYPE: International Game

EQUIPMENT: One ball for each Patrol.

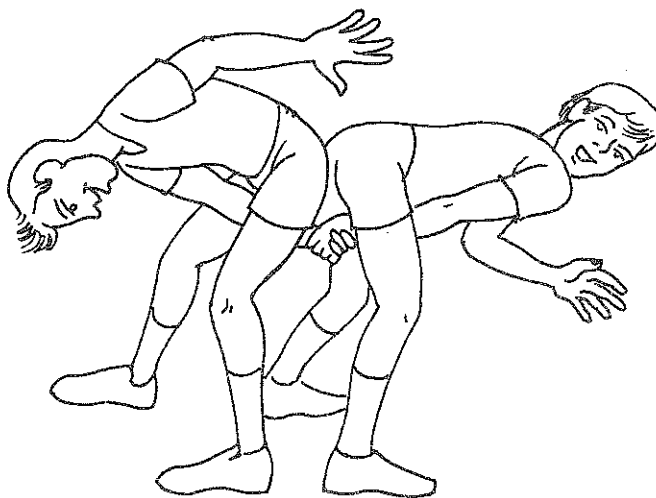
METHOD: Patrols stand in rows, arranged like the spokes of a wheel, facing the centre with feet astride. The Leader of each Patrol stands at the front of the line, and on the signal, passes the ball through the tunnel formed by the legs of the team to the last player. The last player runs round the outside of the wheel, round all of the teams, including his/her own, and then moves to the Leader's position of his/her Patrol. The game continues until the original Leader is back in his/her starting position.

986 — CHINESE TUG

TYPE: International Game

EQUIPMENT: Nil.

METHOD: Patrols face one another, numbered off. No.1s of each Patrol come out to the centre; stand back to back, bow politely to their Patrol and grasp right hand of their opponent between their legs. In this ludicrous position each tries to pull the other back to his or her Patrol. If s/he succeeds, the weaker one is captured, and the first Patrol to capture the other Patrol wins.



987 — FINNISH HANDBALL

TYPE: International Game

EQUIPMENT: A ball and goals.

METHOD: Each team links arms and stands facing the other team, which is about 4.5 – 6 metres (15 – 20 feet) away. About 3 metres (10 feet) behind each team is its goal line. The ball is placed on the floor midway between the teams, and the Scout on the right end of each team comes out to play. The object of the game is to hit the ball with the fist or open hand across the opposing team's goal line. The ball may not be hit above waist level. The teams act as goal keepers by moving sideways to cross and recross the mouth of their goal, as the mouth of the goal is wider than the length of the team. Teams must keep their arms linked at all times, and may only use their legs and bodies in defending. At any time during play the referee can call out "Change" and then the 2 Scouts playing join the left hand end of their respective teams, and the members of the teams at the right hand end come out to continue with the game.

988 — ARM LOCK WRESTLING (GERMANY)

TYPE: International Game

EQUIPMENT: Nil.

METHOD: Pairs of similar sized Scouts sit back to back and lock elbows, each player having one elbow over and one elbow under the elbows of his/her partner. Players then try to force their partners' upper arm onto the floor by leaning sideways.

989 — CHINESE BOXING

TYPE: International Game

EQUIPMENT: Nil.

METHOD: Each player grasps the opponent's right wrist with the left hand, and the 2 stand facing each other an arm's distance apart — their right arms straight out in front at shoulder level. At the word "go", the opponents try to hit each other with their right hand and push their opponent's right hand away with their left.

996 — ITALIAN VOLLEYBALL

TYPE: International Game

EQUIPMENT: A volleyball.

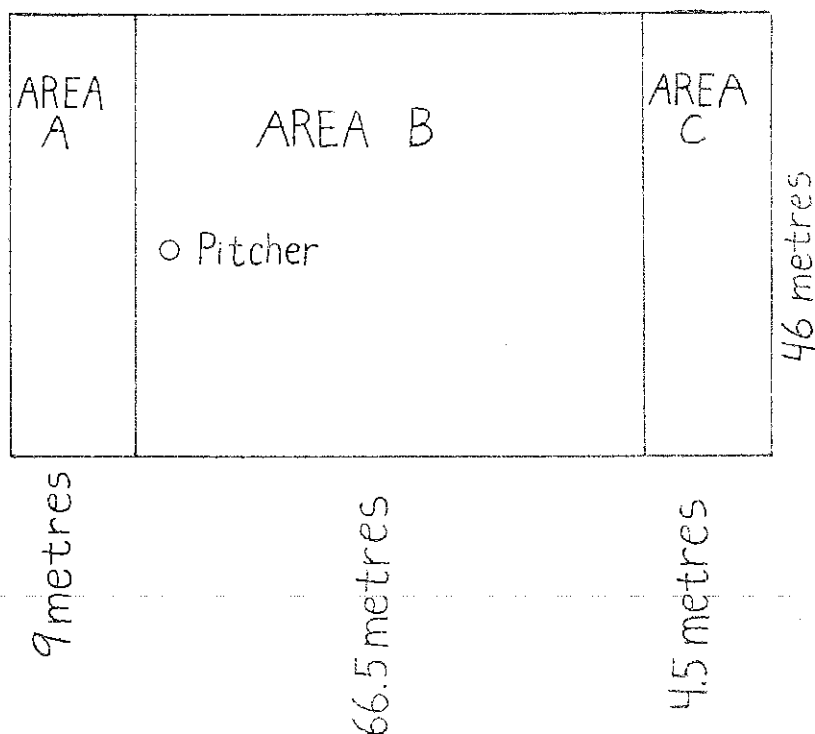
METHOD: This game is played on a court divided into 2 by a line about 2 metres (6 feet) high, separating team A and team B. Team A commences by volleying the ball over the dividing line into B's court. If the ball lands in B's court uncaught, the ball goes out of play. If, on the other hand, team B catches it, the thrower becomes their prisoner and joins them in their court. Assume that the ball is caught. Team B must now throw the ball, and the same rules will again apply. Team A now has the ball again, and they must now try to rescue their captured team member by throwing the ball to him or her. Team B must try to prevent him or her from catching it. If s/he does catch it, s/he is "repatriated" to his or her team. If unsuccessful, the rules mentioned apply. To win, a team must capture every member of the opposite team, or a set number, as the game tends to last a long time. This is quite a good game for camp.

997 — GERMAN ROUNDERS

TYPE: International Game

EQUIPMENT: A bat and a ball.

METHOD: Set out a pitch 46 metres (50 yards) wide and 73 metres (80 yards) long with a line parallel to, and 9 metres (10 yards) inside one end line. The batters queue within base area A, and the fielders are dispersed as they wish in area B. The pitcher, who is a member of the batting side, feeds a ball to the batter from about 7 metres (8 yards) away until the batter manages to hit the ball. When the ball is hit, the batter drops the bat and takes off to area C, and back to area A. If the ball is caught by the fielders on the full, or if the runner is hit anywhere with the ball by a fielder (who cannot run with the ball) then the fielding side get a point. If the runner gets back to base unhit or uncaught, then the batting side gets a point. After all the batters have run, teams change over. Fielders can pass the ball to one another and can retrieve a ball where it lands but cannot tag a runner in any area but area B. Runners have to keep within the confines of areas A and C.



998 — RUSSIAN DELIGHT

TYPE: International Game

EQUIPMENT: Nil.

METHOD: Scouts stand on one leg, raising the other, till it is parallel to the ground. They bend the first knee till they are squatting on that heel, and straighten the knee so that they are eventually standing upright, returning the other leg to its rightful place. Scouts are not allowed to touch the ground with their hands or with the raised leg or foot. They should be able to perform this trick with both legs, but not at the same time! It may be done stationary, or moving, with the Scouts on roller skates.



999 — MONOCLE RELAY (CANADA)

TYPE: International Game

EQUIPMENT: Small curtain rings or large coins.

METHOD: This game is from Montreal. The curtain rings or coins are the "monocles". Patrols are in lines. On the word "go", the first Scouts in each Patrol place a "monocle" in one of their eyes, run to the goal line, change the monocle to the other eye and run back, to hand it to the next player. The monocle must be in the eye before running. If lost, it must be replaced before continuing.

1000 — INDIAN SHINNY

TYPE: International Game

EQUIPMENT: A broomstick, rags, tape and 2 stakes.

METHOD: Roll the rags into a ball and cover with the tape. It should be about the size of a grapefruit. Push the stakes into the ground as goal marks, about 3 metres (10 feet) apart. (This game should be played on a playing field!) The rag ball is placed in the middle of the field, and the teams start to bat at it, as in hockey. No one can touch it with his or her hands. The first team to drive the ball through the other team's goal wins.

ALPHABETICAL INDEX OF GAMES

	Game number		
Addo	808	Blow Ping Pong	978
Aerial Balloon	935	Blow The Wind Relay	676
Aerobatics	624	Bob On The Point	689
Air Pilots' Test	902	Bobcat	738
Alarm Clock	784	Bodyguard (or Rough-house Tag) ..	512
Alphabet Hunt	866	Bomb Challenge	782
Ambulance Game	885	Bomb Post	767
American Cricket	992	Bop Baseball	580
Animal Jigsaw	868	Bottle And Ball	666
Arch Relay	639	Bottle Ball	558
Arm Lock Wrestling (Germany) ...	988	Bottle and Baton	654
Arm Sling Relay	610	Bottle-O	527
Artful Dodger	514	Boundary Ball	570
Attack Ball	807	Bowl And Nuts Game	628
Autographs	731	Box Tag	517
Back To Front Tug	921	Break The Cordon	734
Backward Crawl	688	British Bulldog	534
Backward Pick-Up	646	Broken Bottles	576
Backwards Team Race	648	Bucket Toss	604
Ball And Jack	586	Bull In The Ring	806
Balloon Blow	968	Bundle Relay	618
Balloon Bounce	938	Bundles	508
Balloon In The Basket	697	Butter Fingers	587
Balloon Passing	693	Butter Snap	680
Balloon Tennis	974	Buzz Whizz	889
Barnyard	967	Buzz Wuzz	888
Basic Relay	636	Camouflage	753
Baton Beat	653	Camp Kit	946
Battle For the Banner	716	Campbell's Game	976
Battleships	896	Cannibal Rescue	599
Bean Bag Touch	516	Cannon Ball	853
Bench Battle	907	Captain Ball	552
Benotten	600	Car Silhouettes	881
Big Boots	664	Carry The Candle	780
Big Puff	970	Castaway Meal	925
Black Cat Relay	607	Cat And Mouse	851
Black Panther	794	Catch Chase	809
Blind Bull	660	Catch It — Head It	590
Blind Man's Balance	918	Catch The Pitcher	799
Blindcall	828	Catch The Train Race	647
Blindfold Ancient Football	584	Catchball	593
Blindfold Jigsaw	894	Celebrities	962
Blindfold Retrievers	561	Centipede	865
Blindfold Stunt	933	Centre Stride Ball	549
Blindfold Tick Tock	940	Chain Blitzkreig	825
Blitzed	840	Chain Gang	614
Blitzkreig	823	Chain Tag	519
Blood And Thunder	574	Chair Ball	975
Blow Football	980	Chalk Trail	756
Blow Out	939	Challenge (1)	928

Challenge (2)	936
Charioteers	710
Chariots	642
Checkmate	741
Chequer Slide Relay	637
Chinese Boxing	989
Chinese Get-Up	990
Chinese Tug	986
Chitty Bang Bang	640
Chopsticks	679
Christmas	961
Circle Ball	557
Circle Chase	850
Circle Line	541
Circle Pass	821
Circle Touch	819
Circle Tug (1st version)	833
Circle Tug (2nd version)	834
Circle Tug (3rd version)	835
Circular Baton	813
Club Tag	524
Coffee Grinder	900
Compass Charades	956
Compass Relay	622
Cork	965
Corner Ball	565
Country Outlines	870
Coxed Patrol	616
Crab Race	649
Crabscrum	820
Cross And Ring	525
Cross-Country Orienteering	726
Crossed Circles	712
Crossing the Creek	601
Crowded Circle	836
Cup Ball	548
Curtain Ball	566
Customs Officers	720
Danish Rounders	984
Danish Wrestle	983
Defend The Skittle	547
Devil Take The Hindmost	724
Diamond Smugglers	732
Dizzy	645
Dodging Rounders	569
Dog And Bone	518
Double Circle	832
Doubles	839
Dragon And Spider	528
Dragster	700
Draughtboard Kim	867
Dribble	667
Drop Rugby	701
Dutch Compass Game	993
Egg Relay Race	613

Elephants	926
Endless Story Chain	960
Enterprise Shirt Button	758
Escape	776
Escape Of Capricorn One	735
Escaped Convicts	748
Ever-Ready	766
Exchange	659
Falling Timber	910
Field Basketball	707
Field Card Game	759
Finnish Handball	987
First There	810
Fisher's Net	713
Five Match Kim	892
Fivepass	543
Flag Raid	719
Flagstones	665
Flip	695
Flopout	932
Flotsam Scramble	507
Fool Ball	582
Four Court Boundary Ball	595
Four Court Dodge Ball	568
Four Goal Football	571
Four Team Carry The Candle	781
Four-Legged Race	630
Fourways Soccer	854
Freak Plant Hunt	880
Free Lift	529
Frog Handstand	901
Frog Jump	671
Front Support Wrestle	915
Fugitives	725
Furniture Removers	702
Gaps	692
General Hide And Seek	860
German Rounders	997
Gladiators	694
Grab	797
Grand Mogul	951
Grand Prix	971
Grasshoppers	623
Guarded Captive	709
Hammer And Nails	615
Harbour Boom	752
Hares And Hounds	733
Have You Got The Body?	769
Heading Cricket	588
Heel Click	898
Heel Relay	631
Hit The Bucket	572
Hit The Leader	583
Hog Tie	914
Hop And Barge	913

Hop Hockey	596
Horse And Rider	532
Horse of the Year	502
Hothands	922
Human Caterpillar	621
Hunters v Avengers	772
Hurley Burley	545
Hydrobad	657
In And Out Of The Houses	841
In The Basket	550
Indian Shinny	1000
Invaders	818
Italian Handball	991
Italian Volleyball	996
Jamboree	803
Jellyfish	847
Kick It Hard	563
Kick Off	814
Kick The Can	861
King Ball	559
King Of The Ring	827
King Pin	555
Knee Boxing	908
Knights On Horseback	858
Knotting Fight	795
Ko-Nen-No-Hi-Wag	994
Laps (1)	513
Laps (2)	673
Lasso Chair	714
Last Object	509
Last Over	686
Law Limericks	954
Leaf Matching	893
Leap Frog Relay	652
Lifesaver And Straw Relay	606
Lighthouse (1)	791
Lighthouse (2)	773
Long Distance Kim's Game	878
Lost Leader	770
Mafeking	787
Mannequin	981
Marble Scramble Game	501
Marconi	723
Matchbox Cordon	745
Matchbox Races	503
Matthew, Mark, Luke and John	890
Mimes	959
Mind The Mines	704
Minefield	677
Missing Obstacles	979
Missing Persons	872
Monocle Relay (Canadian)	999
Moon Race	747
Mount Tag	523
Mouse Trap	658

Mousetraps	927
Moving Jewels	730
Murder Ball	575
Nature Far And Near	873
Neck Pull	906
Newcomb	560
Newspaper Study	930
Night Alphabet Hunt	790
Night Base	792
Night Eyes	883
Night Obstacle Race	789
Night Scavenger Hunt	783
Nip And Run	916
Nippy Race	605
No Hand Relay	687
North And South	537
Nose Roll	635
Noses	957
Number Swapping	804
Object Toss	634
Observation Game	874
Obstacle Race	655
Off The Deck	941
Old Blind Pew	937
Olympic Torch	625
One Oily Onion	886
Orienteering Treasure Hunt	760
Out Brief Candle	661
Overhead	690
Overtake	831
Pack Relay	674
Pandemonium	706
Pandora's Box	950
Paper Chain	972
Paper Clips	969
Paper Hunt	955
Pass The Hat	977
Penguin	533
Perpetual Cricket	859
Pharaoh's Chair	602
Photograph Hunt	736
Pig To Market	644
Piggyback Polo	551
Pine Cone Battle	698
Ping Pong Jar Relay	684
Pirates	581
Pitchball	598
Plant The Bomb	744
Plate Bowls	641
Plate Golf	855
Pocket Ball	829
Points Of The Compass	815
Poison	849
Poison Attack	942
Poison Ball (Standard)	553

Poison Circle	830
Poison Circle (2nd version)	838
Polo	603
Pony Express Race	675
Post Office Race	650
Postcards	746
Potato Race	633
Powders	949
Prison Escape	846
Prisoner Tug	535
Problem Card — Red	929
Puck	696
Pumpkin Seeds	817
Purley	919
Push-O-War	905
Pushing The Pig	668
Pyramid Target Game	656
Quarters	540
Query Hunt (1)	793
Query Hunt (2)	761
Quoits	862
Rainy Day Relay	609
Rattlers	895
Red Letter	953
Reluctant Barrow	923
Reverse Discus Throw	629
Reverse Race	538
Reverse Tug Of War	917
Ride The Bronco	912
Rising Circles	822
Rob The Nest	703
Robber In The Orchard	837
Rodeo (1)	863
Rodeo (2)	522
Room Observation	877
Rope Rescue Game	626
Rough Riders	711
Ruler And Clothespeg Relay	638
Rumpelstiltskin	754
Running Matches	718
Russian Delight	998
Sack Pop	608
Sacrificial Flame	778
Sardines	771
Scarf Tag	578
Scavenger Hunt	764
Scout Rounders	591
Scramble	539
Scrimmage Ball	594
Scrum	844
Sedan Chair Relay	682
Shapes Alive!	798
Sheepdog Trials	802
Sheepshank Tug	924
Sherlock Holmes	947

Shinty	856
Shop Window	882
Shopping	963
Shoulder Push	903
Shove Ho	848
Six Man Relay	627
Sixteen-Point Compass Game	816
Skittle Ball	544
Skylark	511
Slaughter	567
Sleeping Pirate	775
Smuggle The Keg	727
Smugglers' Treasure	749
Snake In The Grass	520
Snatch	920
Soccer Blitzkreig	824
Soccer Lines	542
Solar Secrets	762
Soldiers and Robbers	510
Sore Toe Relay	672
Sound Effects	958
Space Flight	643
Spies In Camp	779
Spinning Plate	826
Sponging Up	973
Spot The Colours	788
Spot The Thief	869
Sprint Tug	536
Spry	812
Spud	577
Squad Cars	722
Square Bean Race	982
Square Leg Cricket	857
Staff Racing	611
Stag Hunt	755
Stalk Torch	777
Stalker	911
Stalking	796
Stand Wall Ball	562
Star Dash	506
Stave Tug	699
Steady Sam	891
Steal The Bacon	708
Stick Relay	669
Stick Tug-O-War	904
Sticko	774
Stork Stand	899
Stork Ten-Pins	585
Storm The City Gates	715
Storm the Castle	845
Street Attack	729
Street Trail	721
Stretcher Race	619
Stride	811
String Break	717

Strip Tease	683
Strong Man's Match	897
Submarines	691
Swedish Longball	995
Sweeping Relay	670
Swingers	515
Swinging Rope	842
Tag Ball	556
Tasty Scientist	763
Taut Rope	705
Team Stride Ball	597
The Cat Burglar	887
The Hunters Hunted	742
The Ice Time Bomb	750
The Incredible Bulk	739
The Navy Game	768
The Payroll Robbery	765
Three-Legged Football	554
Three-Legged Rounders	579
Three-Two-One	800
Thud And Blunder	573
Tick Tock	757
Tierce	526
Toe The Line	589
Tomato Smash	966
Toothpick And Raisin Relay	620
Torchlight Hide And Seek	786
Toss Up	504
Touch Down Pass Ball	564
Trails	728
Trains	662
Triangular Bandage Relay	612
Tripod Football	592
Troop Room Draughts	530
Tug Of War	531
Tunnel Ball	685
Turn The Turtle	909
Turtle Race	801
Twenty Objects	751
Twenty Questions	948
Twin Tag	521
Two Ball Football	546
Two Man Carry Relay	617
Two-Handed Carry	681
Umpire's Chair	943
Uniform Observation	876
Unknown Country	879
Upstarts And Downfalls	743
Volleyball	864
Walk The Line	663
Watchout	934
Water Hazard	651
Waterloo	505
Waxwork International	964
Weavery	805

What Is It?	875
What's it	843
Wheel And Tunnel Relay (Aust.) ...	985
Wheelbarrow	632
Wheelbarrow Ground Ball	852
Where Am I?	931
Where Shall We Camp?	952
Whistle Hunt	785
Who	884
Witness	871
Word Building	945
Words Into Sentences	944
Wounded Spy	737
Zig-Zag Relay	678
Zulus	740

CATEGORY INDEX OF GAMES

Games have been listed according to category but may appear in more than one, although the game number remains the same. For example, the Circle game "Crowded Circle" is also a Race, Romp and Remainder game and a Night game but its description is only under the Circle section of the book, as this is its major classification.

RACE, ROMP AND REMAINDER GAMES

	Game number		
British Bulldog	534	Matchbox Races	503
Bundles	508	Mount Tag	523
Crowded Circle	836	Off The Deck	941
Flotsam Scramble	507	Soldiers and Robbers	510
Free Lift	529	Star Dash	506
Hop And Barge	913	Three-Two-One	800
Horse of the Year	502	Toss Up	504
King Of The Ring	827	Twin Tag	521
Last Object	509	Waterloo	505
Marble Scramble Game	501		

TAG GAMES

Artful Dodger	514	Laps (1)	513
Bean Bag Touch	516	Mount Tag	523
Blindcall	828	Robber In The Orchard	837
Bodyguard (or Rough-house Tag) ..	512	Rodeo (2)	522
Bottle-O	527	Scarf Tag	578
Box Tag	517	Skylark	511
Cat And Mouse	851	Snake In The Grass	520
Catch Chase	809	Stalker	911
Chain Tag	519	Steal The Bacon	708
Circle Chase	850	Submarines	691
Circle Touch	819	Swingers	515
Club Tag	524	Tag Ball	556
Corner Ball	565	Tierce	526
Cross And Ring	525	Toss Up	504
Dog And Bone	518	Twin Tag	521

TUG GAMES

British Bulldog	534	Reverse Race	538
Dragon And Spider	528	Scramble	539
Free Lift	529	Sprint Tug	536
Horse And Rider	532	Stave Tug	699
North And South	537	Troop Room Draughts	530
Penguin	533	Tug Of War	531
Prisoner Tug	535		

BALL GAMES

Aerobatics	624	German Rounders	997
American Cricket	992	Grasshoppers	623
Arch Relay	639	Heading Cricket	588
Attack Ball	807	Hit The Bucket	572
Ball And Jack	586	Hit The Leader	583
Blindfold Ancient Football	584	Hop Hockey	596
Blindfold Retrievers	561	Hurley Burley	545
Blitzed	840	In The Basket	550
Blitzkreig	823	Indian Shinny	1000
Blood And Thunder	574	Invaders	818
Blow Football	980	Italian Handball	991
Blow Ping Pong	978	Italian Volleyball	996
Bop Baseball	580	Kick It Hard	563
Bottle And Ball	666	Kick Off	814
Bottle Ball	558	King Ball	559
Boundary Ball	570	King Pin	555
Broken Bottles	576	Ko-Nen-No-Hi-Wag	994
Bucket Toss	604	Last Over	686
Butter Fingers	587	Mind The Mines	704
Cannon Ball	853	Mousetraps	927
Captain Ball	552	Murder Ball	575
Catch Chase	809	Newcomb	560
Catch It — Head It	590	No Hand Relay	687
Catchball	593	Nose Roll	635
Centre Stride Ball	549	Object Toss	634
Chain Blitzkreig	825	Overhead	690
Chair Ball	975	Overtake	831
Chopsticks	679	Perpetual Cricket	859
Circle Ball	557	Piggyback Polo	551
Circle Line	541	Ping Pong Jar Relay	684
Circle Pass	821	Pirates	581
Corner Ball	565	Pitchball	598
Cup Ball	548	Pocket Ball	829
Curtain Ball	566	Points Of The Compass	815
Danish Rounders	984	Poison Ball (Standard)	553
Defend The Skittle	547	Quarters	540
Dodging Rounders	569	Reverse Discus Throw	629
Double Circle	832	Scarf Tag	578
Doubles	839	Scout Rounders	591
Dribble	667	Scrimmage Ball	594
Field Basketball	707	Shinty	856
Finnish Handball	987	Skittle Ball	544
Fivepass	543	Skylark	511
Flopout	932	Slaughter	567
Fool Ball	582	Soccer Blitzkreig	824
Four Court Boundary Ball	595	Soccer Lines	542
Four Court Dodge Ball	568	Spry	812
Four Goal Football	571	Spud	577
Fourways Soccer	854	Square Leg Cricket	857

Stand Wall Ball	562	Thud And Blunder	573
Stick Relay	669	Toe The Line	589
Stork Ten-Pins	585	Touch Down Pass Ball	564
Stride	811	Tripod Football	592
Swedish Longball	995	Tunnel Ball	685
Tag Ball	556	Two Ball Football	546
Team Stride Ball	597	Volleyball	864
Three-Legged Football	554	Wheel And Tunnel Relay (Aust.) ...	985
Three-Legged Rounders	579	Wheelbarrow Ground Ball	852

RELAYS

Aerobatics	624	Grasshoppers	623
Arch Relay	639	Hammer And Nails	615
Arm Sling Relay	610	Heel Relay	631
Backward Crawl	688	Human Caterpillar	621
Backward Pick-Up	646	Hydrobad	657
Backwards Team Race	648	Laps (2)	673
Basic Relay	636	Last Over	686
Baton Beat	653	Leap Frog Relay	652
Benotten	600	Lifesaver And Straw Relay	606
Big Boots	664	Minefield	677
Big Puff	970	Monocle Relay (Canadian)	999
Black Cat Relay	607	Mouse Trap	658
Blind Bull	660	Nippy Race	605
Blow The Wind Relay	676	No Hand Relay	687
Bob On The Point	689	Nose Roll	635
Bottle And Ball	666	Object Toss	634
Bottle and Baton	654	Obstacle Race	655
Bowl And Nuts Game	628	Olympic Torch	625
Bucket Toss	604	Out Brief Candle	661
Bundle Relay	618	Overhead	690
Button Snap	680	Pack Relay	674
Cannibal Rescue	599	Paper Clips	969
Catch The Train Race	647	Pharaoh's Chair	602
Chain Gang	614	Pig To Market	644
Chariots	642	Ping Pong Jar Relay	684
Chequer Slide Relay	637	Plate Bowls	641
Chitty Bang Bang	640	Polo	603
Chopsticks	679	Pony Express Race	675
Compass Relay	622	Post Office Race	650
Coxed Patrol	616	Potato Race	633
Crab Race	649	Pushing The Pig	668
Crossing the Creek	601	Pyramid Target Game	656
Cup Ball	548	Rainy Day Relay	609
Dizzy	645	Reverse Discus Throw	629
Dribble	667	Rope Rescue Game	626
Egg Relay Race	613	Ruler And Cloothespeg Relay	638
Exchange	659	Sack Pop	608
Flagstones	665	Sedan Chair Relay	682
Four-Legged Race	630	Six Man Relay	627
Frog Jump	671	Sore Toe Relay	672
Grand Prix	971	Space Flight	643

Sponging Up	973
Staff Racing	611
Stick Relay	669
Stretcher Race	619
Strip Tease	683
Sweeping Relay	670
Toothpick And Raisin Relay	620
Trains	662
Triangular Bandage Relay	612

Tunnel Ball	685
Two Man Carry Relay	617
Two-Handed Carry	681
Walk The Line	663
Water Hazard	651
Wheel And Tunnel Relay (Aust.) ...	985
Wheelbarrow	632
Zig-Zag Relay	678

TEAM GAMES

American Cricket	992
Backwards Team Race	648
Ball And Jack	586
Balloon In The Basket	697
Balloon Passing	693
Battle For The Banner	716
Black Cat Relay	607
Blood And Thunder	574
Blow Football	980
Bop Baseball	580
Bottle Ball	558
Bottle-O	527
Boundary Ball	570
Bull In The Ring	806
Butter Fingers	587
Button Snap	680
Cannon Ball	853
Captain Ball	552
Catch The Pitcher	799
Catchball	593
Centipede	865
Chair Ball	975
Charioteers	710
Checkmate	741
Chequer Slide Relay	637
Circle Line	541
Corner Ball	565
Crab Race	649
Crossed Circles	712
Curtain Ball	566
Danish Rounders	984
Diamond Smugglers	732
Dodging Rounders	569
Dog And Bone	518
Double Circle	832
Dragster	700
Drop Rugby	701
Egg Relay Race	613
Exchange	659
Field Basketball	707
Finnish Handball	987

Fisher's Net	713
Fivepass	543
Flag Raid	719
Flip	695
Four Court Boundary Ball	595
Four Court Dodge Ball	568
Four-Legged Race	630
Fourways Soccer	854
Furniture Removers	702
Gaps	692
General Hide And Seek	860
German Rounders	997
Gladiators	694
Grasshoppers	623
Guarded Captive	709
Heading Cricket	588
Heel Relay	631
Hop Hockey	596
Horse And Rider	532
Human Caterpillar	621
Hunters v Avengers	772
Hurley Burley	545
In The Basket	550
Indian Shinny	1000
Invaders	818
Italian Handball	991
Italian Volleyball	996
Jellyfish	847
Kick It Hard	563
Knights On Horseback	858
Ko-Nen-No-Hi-Wag	994
Lasso Chair	714
Lighthouse	791
Mafeking	787
Matchbox Races	503
Mind The Mines	704
Moon Race	747
Murder Ball	575
Newcomb	560
Night Base	792
North And South	537

Buzz Whizz	889	Matthew, Mark, Luke and John	890
Buzz Wuzz	888	Missing Persons	872
Camp Kit	946	Noses	957
Campbell's Game	976	Number Swapping	804
Cat And Mouse	851	One Oily Onion	886
Catch Chase	809	Overtake	831
Catch It — Head It	590	Pandora's Box	950
Centre Stride Ball	549	Pass The Hat	977
Chain Blitzkreig	825	Pocket Ball	829
Circle Chase	850	Points Of The Compass	815
Circle Line	541	Poison	849
Circle Pass	821	Poison Circle	830
Circle Touch	819	Poison Circle (2nd version)	838
Circle Tug (1st version)	833	Prison Escape	846
Circle Tug (2nd version)	834	Pumpkin Seeds	817
Circle Tug (3rd version)	835	Rattlers	895
Circular Baton	813	Rising Circles	822
Crabscrum	820	Robber In The Orchard	837
Crowded Circle	836	Scrum	844
Double Circle	832	Shopping	963
Doubles	839	Shove Ho	848
Dutch Compass Game	993	Sixteen-Point Compass Game	816
Endless Story Chain	960	Skittle Ball	544
First There	810	Slaughter	567
Fool Ball	582	Soccer Blitzkreig	824
Grand Mogul	951	Spinning Plate	826
Hit The Leader	583	Spry	812
Horse of the Year	502	Storm The Castle	845
In And Out Of The Houses	841	Stride	811
In The Basket	550	Swinging Rope	842
Invaders	818	Tierce	526
Jamboree	803	Twenty Questions	948
Jellyfish	847	Weavery	805
Kick Off	814	What's it	843
King Of The Ring	827	Who	884
Marble Scramble Game	501	Word Building	945

FIELD GAMES

American Cricket	992	Plate Golf	855
Cannon Ball	853	Quoits	862
Centipede	865	Rodeo (1)	863
Escape	776	Rodeo (2)	863
Fourways Soccer	854	Shinty	856
General Hide And Seek	860	Square Leg Cricket	857
Kick The Can	861	Swedish Longball	995
Knights On Horseback	858	Volleyball	864
Perpetual Cricket	859	Wheelbarrow Ground Ball	852

OBSERVATION GAMES

Alphabet Hunt	866	Night Scavenger Hunt	783
Animal Jigsaw	868	Observation Game	874
Camouflage	753	Problem Card — Red	929
Car Silhouettes	881	Query Hunt (1)	793
Country Outlines	870	Room Observation	877
Draughtboard Kim	867	Shop Window	882
Freak Plant Hunt	880	Spot The Colours	788
Leaf Matching	893	Spot The Thief	869
Long Distance Kim's Game	878	Torchlight Hide And Seek	786
Missing Persons	872	Twenty Objects	751
Nature Far And Near	873	Uniform Observation	876
Newspaper Study	930	Unknown Country	879
Night Alphabet Hunt	790	What Is It?	875
Night Eyes	883	Witness	871

QUIET GAMES

Addo	808	Pandora's Box	950
Ambulance Game	885	Paper Hunt	955
Battleships	896	Powders	949
Blindfold Jigsaw	894	Pumpkin Seeds	817
Buzz Whizz	889	Rattlers	895
Buzz Wuzz	888	Red Letter	953
Camp Kit	946	Sherlock Holmes	947
Car Silhouettes	881	Shopping	963
Celebrities	962	Sound Effects	958
Christmas	961	Steady Sam	891
Country Outlines	870	The Cat Burglar	887
Draughtboard Kim	867	Twenty Questions	948
Endless Story Chain	960	Waxwork International	964
Five Match Kim	892	What's it	843
Grand Mogul	951	Where Am I?	931
Law Limericks	954	Where Shall We Camp?	952
Leaf Matching	893	Who	884
Matthew, Mark, Luke and John	890	Witness	871
Mimes	959	Word Building	945
Noses	957	Words Into Sentences	944
One Oily Onion	886		

INDIVIDUAL CHALLENGES

Air Pilots' Test	902	Frog Handstand	901
Arm Lock Wrestling (Germany) ...	988	Front Support Wrestle	915
Back To Front Tug	921	Heel Click	898
Bench Battle	907	Hog Tie	914
Blind Man's Balance	918	Hop And Barge	913
Chinese Boxing	989	Hothands	922
Chinese Get-Up	990	King Of The Ring	827
Coffee Grinder	900	Knee Boxing	908
Falling Timber	910	Neck Pull	906

Nip and Run	916	Shoulder Push	903
Pumpkin Seeds	817	Snatch	920
Purley	919	Stalker	911
Push-O-War	905	Stick Tug-O-War	904
Reluctant Barrow	923	Stork Stand	899
Reverse Tug of War	917	Strong Man's Match	897
Ride The Bronco	912	Turn The Turtle	909
Russian Delight	998	Turtle Race	801
Sheepshank Tug	924		

INTER-PATROL GAMES

Aerial Balloon	935	Chain Gang	614
Aerobatics	624	Chalk Trail	756
Alphabet Hunt	866	Challenge (1)	928
Animal Jigsaw	868	Challenge (2)	936
Arch Relay	639	Chariots	642
Arm Sling Relay	610	Chinese Tug	986
Attack Ball	807	Chitty Bang Bang	640
Autographs	731	Chopsticks	679
Backward Crawl	688	Circle Touch	819
Backward Pick-Up	646	Circle Tug (2nd version)	834
Balloon Blow	968	Circle Tug (3rd version)	835
Balloon Bounce	938	Circular Baton	813
Balloon Tennis	974	Compass Charades	956
Basic Relay	636	Compass Relay	622
Baton Beat	653	Coxed Patrol	616
Battleships	896	Crabscrum	820
Bean Bag Touch	516	Cross-Country Orienteering	726
Benotten	600	Crossing The Creek	601
Big Boots	664	Cup Ball	548
Big Puff	970	Customs Officers	720
Blind Bull	660	Danish Wrestle	983
Blindfold Retrievers	561	Devil Take The Hindmost	724
Blindfold Stunt	933	Dizzy	645
Blindfold Tick Tock	940	Dribble	667
Blitzed	840	Elephants	926
Blitzkreig	823	Enterprise Shirt Button	758
Blow Out	939	Field Card Game	759
Blow Ping Pong	978	First There	810
Blow The Wind Relay	676	Five Match Kim	892
Bob On The Point	689	Flagstones	665
Bottle And Ball	666	Flopout	932
Bottle And Baton	654	Four Goal Football	571
Bowl And Nuts Game	628	Freak Plant Hunt	880
Box Tag	517	Frog Jump	671
Break The Cordon	734	Grand Prix	971
Bucket Toss	604	Hammer And Nails	615
Bundle Relay	618	Harbour Boom	752
Cannibal Rescue	599	Have You Got The Body?	769
Castaway Meal	925	Hit The Leader	583
Catch The Train Race	647	Hydrobad	657
Celebrities	962	Kick Off	814
Chain Blitzkreig	825	Laps (1)	513

Laps (2)	673	Red Letter	953
Last Over	686	Rodeo (2)	522
Law Limericks	954	Rope Rescue Game	626
Leaf Matching	893	Rumpelstiltskin	754
Leap Frog Relay	652	Scavenger Hunt	764
Lifesaver And Straw Relay	606	Sedan Chair Relay	682
Lighthouse	773	Shove Ho	848
Long Distance Kim's Game	878	Smugglers' Treasure	749
Mannequin	981	Soccer Blitzkreig	824
Marconi	723	Sore Toe Relay	672
Matchbox Races	503	Sound Effects	958
Mimes	959	Space Flight	643
Minefield	677	Sponging Up	973
Monocle Relay (Canadian)	999	Spot The Colours	788
Mouse Trap	658	Spot The Thief	869
Mousetraps	927	Sprint Tug	536
Moving Jewels	730	Square Bean Race	982
Nature Far And Near	873	Staff Racing	611
Newspaper Study	930	Star Dash	506
Night Alphabet Hunt	790	Steady Sam	891
Night Obstacle Race	789	Stick Relay	669
Night Scavenger Hunt	783	Street Trail	721
Nippy Race	605	Stretcher Race	619
No Hand Relay	687	Strip Tease	683
Noses	957	Sweeping Relay	670
Object Toss	634	Tasty Scientist	763
Obstacle Race	655	The Navy Game	768
Off The Deck	941	The Payroll Robbery	765
Old Blind Pew	937	Torchlight Hide And Seek	786
Olympic Torch	625	Trains	662
Orienteering Treasure Hunt	760	Triangular Bandage Relay	612
Out Brief Candle	661	Troop Room Draughts	530
Overhead	690	Tunnel Ball	685
Pack Relay	674	Twenty Objects	751
Paper Chain	972	Two Man Carry Relay	617
Paper Clips	969	Two-Handed Carry	681
Paper Hunt	955	Umpire's Chair	943
Pharoah's Chair	602	Uniform Observation	876
Photograph Hunt	736	Unknown Country	879
Pig To Market	644	Walk The Line	663
Ping Pong Jar Relay	684	Watchout	934
Plant The Bomb	744	Water Hazard	651
Plate Bowls	641	What Is It?	875
Poison Attack	942	Wheel And Tunnel Relay (Aust.) ...	985
Pony Express Race	675	Where Am I?	931
Post Office Race	650	Where Shall We Camp?	952
Postcards	746	Witness	871
Potato Race	633	Zig-Zag Relay	678
Powders	949		
Prisoner Tug	535		
Problem Card—Red	929		
Pushing The Pig	668		
Query Hunt (1)	793		
Query Hunt (2)	761		
Rattlers	895		

THINK GAMES

Aerial Balloon	935	Poison Attack	942
Buzz Whizz	889	Powders	949
Buzz Wuzz	888	Red Letter	953
Camp Kit	946	Room Observation	877
Celebrities	962	Sherlock Holmes	947
Christmas	961	Shopping	963
Compass Charades	956	Sound Effects	958
Country Outlines	870	Twenty Questions	948
Draughtboard Kim	867	Umpire's Chair	943
Endless Story Chain	960	Watchout	934
Grand Mogul	951	Waxwork International	964
Law Limericks	954	What's it	843
Matthew, Mark, Luke and John	890	Where Shall We Camp?	952
Mimes	959	Witness	871
Noses	957	Word Building	945
Pandora's Box	950	Words Into Sentences	944
Paper Hunt	955		

GAMES FOR LIGHTER MOMENTS

Balloon Blow	968	Hog Tie	914
Balloon Tennis	974	Mannequin	981
Barnyard	967	Missing Obstacles	979
Big Puff	970	Paper Chain	972
Blow Football	980	Paper Clips	969
Blow Ping Pong	978	Pass The Hat	977
Campbell's Game	976	Reluctant Barrow	923
Chair Ball	975	Sponging Up	973
Cork	965	Square Bean Race	982
Grand Prix	971	Tomato Smash	966

INTERNATIONAL GAMES

American Cricket	992	German Rounders	997
Arm Lock Wrestling (Germany) ...	988	Indian Shinny	1000
Chinese Boxing	989	Italian Handball	991
Chinese Get-Up	990	Italian Volleyball	996
Chinese Tug	986	Ko-Nen-No-Hi-Wag	994
Danish Rounders	984	Monocle Relay (Canadian)	999
Danish Wrestle	983	Russian Delight	998
Dutch Compass Game	993	Swedish Longball	995
Finnish Handball	987	Wheel And Tunnel Relay (Aust.) ...	985