

GAMES BOOK

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GAMES BOOKS

BSA CUB SCOUT LEADER HOW - TO BOOK

The "BSA Cub Scout Leader How-To Book" It is built to help the cub scout pack and den leaders running programs that kids enjoy A section of 50 pages is dedicated to games ISBN 0-8395-3831-6.

GAMES FOR GIRL SCOUTS

GSUSA publishes a book called "Games for Girl Scouts" which has helped me out in a pinch. The book is divided into sections such as "Travel Games", "Quiet Indoor Games", "Relays", etc. I believe it only costs 11 US dollars, and is available through the office of most Girl Scout councils. If anyone outside of the US is interested in getting copies of it, I'd be willing to act as a 3rd party. I don't know how easy it would be for someone in another country to get a GS council office to ship them a book! I wish I could give you more info on the book and some examples of games, but one of the girls in my troop borrowed it (that should tell you something--they love it!).

This book can be ordered directly from the National Equipment Service. The Address is:

Girl Scouts of the U.S.A National Equipment Service 830 Third Avenue New York, NY 10022 Phone: 212-940-7655 (customer service only, no orders)

The item number is: 20-902 Games for Girl Scouts.

Overseas delivery should include estimated shipping charges with payment. Remittance in US funds only, checks drawn on US banks only. Master Card or Visa. Prepayment required. No CODs.

INDOOR GAMES FOR SCOUTS

I don't know how useful this info is, but I have a very nice little hardcover book called "Indoor Games for Scouts". Unfortunately, it was published in 1951, and mine is the 6th printing (1965). Whether it's still available seems unlikely. This is a British book, part of 'The New "GILCRAFT" series - Number Two'. The publisher is C Arthur Pearson Ltd., Tower House, Southampton St, Strand London. If anyone discovers that this book IS still available, please contact me at the above address.

TIPS AND MISCELLANEOUS ITEMS

SIN BIN

It is often a problem in games where the people who are out lose interest in the game and start to mess about. The Sin Bin gets over this problem very nicely. Somewhere in the hall you put six chairs in a line, this is the Sin Bin. As each person is out they go and sit in the first vacant chair in the line. When the line of chairs is filled up, the next person out changes places with the first person who was out who then goes back into the game. This can be continued for as long as

the games last and keeps the boys interested in the games.

HOW TO GET EQUAL SIZE/WEIGHT TEAMS

In many games where there are two teams, it is a good idea if opponents are similar sizes. An easy way of achieving this is given below: 1. Get all the lads to line up at one side of the hall, tallest at the left shortest to the right. 2. Tell the lads to count off in twos down the line. 3. Get all the number two's to take two steps forward. 4. You

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now have two teams, get each team to count off left to right 1 to N. 5. Tell team 2 to walk in a line anti-clockwise around the hall until they are lined up along the opposite wall of the hall.

You will now have two teams of boys where each number on one team has an opponent on the other team of a similar size. Another advantage of this system is that if lads have to race to the centre, they will have an equal distance to run.

LEADERS ARE FRAGILE

Please try not to get involved with actually playing the games. Although we as leaders are probably a lot bigger than the lads, we are also more fragile. By this I don't mean that we are all a load of old codgers, but we don't heal as quickly and our bones are more brittle. TAKE CARE!!!!

GIVING OUT INSTRUCTIONS

You will find that prior to starting a game, it will help if you get the lads to sit down when giving the instructions on how the game is to be played. This ensures that they are not walking about or looking somewhere else, so they are more likely to be listening to what you are saying.

EMERGENCY GAMES BOX

Over the years this has proved to be a real blessing. My box is a small plastic toolbox. In this box I have an assortment of bits and pieces with which I can make up games and other activities at very short notice. Listed below is a list of items that you could put together to make a similar emergency games box. * A large bag of elastic bands (rubber bands). * Boxes of chalk, white and coloured. * 4 candles or night lights, 1 per patrol. * Boxes of safety matches. * A miniature cricket bat, wicket and small soft ball for indoor cricket. * Ball point pens. * Markers or felt tip pens. * Short lengths of soft white rope with the ends whipped for knotting games. * Assorted balloons. * Pipe cleaners. * A reel of cotton for making trip lines for minefields. * Roll of sticky tape. * Blu-Tak or similar for sticking things to walls. * A couple of large dice. * Blank cards or small sheets of paper for writing instructions. * Box of thumb tacks or drawing pins. * A small torch (flashlight) with spare bulb and rechargeable batteries. * 4 small pairs of scissors. * A pack of playing cards. * A packet of Alka-Seltzer tablets or similar. * Various whistles and noise makers. * Paper clips * Safety pins * 4 triangular bandages * 4 orange plastic 'Track cones' (highway departments also use these) * Cloth strips in 3 colours + 25 strips (each) are 3 inches wide and 18 inches long (great for arm bands or blindfolds) + 5 strips are 6 inches wide, with an overhand knot in the middle (great for 'Bacon', or 'Capture' flags)

MOTION DETECTORS

It is often useful to know when an object has been moved beyond a certain amount or with what severity it has been moved. There are many ways of doing this some of these are listed below: * An oblong tobacco tin with a layer of paper punch chads sprinkled in the bottom. A thin layer of something sticky such as syrup is smeared on the underside of the lid and the lid placed on the tin. If the tin is tipped over or subjected to violent movements, some of the bits of papers will stick to the lid. Penalty points may then be deducted for the number of chads that are stuck to the lid of the tin. * A mercury tilt switch can be connected in series with a small electro-magnetic relay and a battery. There should be a set of hold on contacts on the relay. These should be connected across the mercury switch, so that when there is even a brief connection of the mercury switch, the relay will hold itself on through it's hold on contacts. When the relay actuates it could also be wired to sound a buzzer or switch a light on. As an alternative to a mercury switch you could have a simple hanging metal rod or pendulum within a metal ring. Any severe movement would cause the pendulum to touch the metal ring and complete the circuit. There are available on the surplus market re- settable electro-magnetic counters, you could use one of these in place of your relay and it would count the number of times that the device had been moved. * A number of small ball bearings on a dish inside a box. Any slight movement will cause the balls to move. Severe movements will cause the balls to roll off the dish. Penalty points are taken off for every ball off the dish. * When laying out obstacle courses or minefields, it is nice to have trip lines that will operate switches to set off lamps, buzzers etc. A simple but effective switch for this can be made from a spring loaded wooden clothes peg. A metal drawing pin or thumb tack is pushed into the inside of each jaw and a wire is connected to each one. The heads of the drawing pins are the switch contacts. A piece of card connected to your trip line is pushed between the contacts to open the switch. When a player snags your trip line, the card is pulled from the jaws of the clothes peg and the circuit is made. How you fix the clothes pegs is left for you to decide.

PRESSURE PAD

What devious people we leaders are, but isn't it fun. How about pressure pad switches to put on the floor which will switch on a circuit when stepped on. You can make these very easily and can throw them away when the game is finished. All you need is two sheets of aluminium foil about the size of a standard sheet of paper for each switch and some paper or plastic drinking straws. The aluminium foil should be as flat as possible.

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Connect a wire to each sheet using a small crocodile clip or paper clip. Lay one sheet on the ground where it is likely to be stepped on. On top of this lay some drinking straws, these are to keep the two sheets apart. Lay the second sheet

on top of the straws. Wires can be taped to the floor or covered with carpet. [Connect the wires to a battery and small light bulb. when the sheets of aluminium foil touch each other, the bulb should light up.]

GAMES NEEDING LITTLE OR NO EQUIPMENT

SPEAK AND DO THE OPPOSITE

I couldn't think of a better title for this, but it is fun to play both for kids and adults. Each team sends a person to challenge a member of another team. The person challenging says something like "I AM PATTING MY HEAD" but in fact they are rubbing their tummy. The person being challenged has to say in reply "I AM RUBBING MY TUMMY" and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

KEEP TALKING

This is a knockout competition, it is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair. We have played this several times and it has proved very popular. Each time we have played it we have been surprised at the eventual winner. Often the younger scouts have walked all over the older scouts in this game.

From Mike Stolz: We played this with our Boy Scouts - they loved it. A likeable 8th grade 'motor mouth' won easily, his only competition was our Jr. Asst. Scoutmaster, who was quoting plays, the Gettysburg address, etc, but eventually ran out of material. We needed to set down a few ground rules though. The pauses had to last at least 2 seconds, 'common strings', like letters, numbers, months, etc. could only be a maximum of 12 in a row, you could not touch your competitor, and ONLY the (adult) judge could call a boy out for repetition. This is a great 'I need it in a hurry' game!

COLOURED CIRCLES

You will need: * 5 different coloured pieces of chalk, Red, Blue, Green, Yellow and Brown.

Split the troop or pack into equal teams and get them to number themselves off in their teams. Then draw a number of coloured circles on the floor, several of each colour.

The leader now calls out an object and a number e.g. "GRASS 2", the number two in each team now has to run and stand in a circle that matches the colour of the object. The first person standing in the correct coloured circle wins a point for his team.

Suggestions: RED = Blood, Cherries, Ruby
BLUE = Violet, Sapphire, Electric
GREEN = Grass, Emerald, Cucumber
YELLOW = Lemon, Primrose, Sulphur
BROWN = Earth, Potato, Leather

Please remember that some lads may have trouble with colours and so you may have to point out which circles are which.

CAR TEAM RACE

Sixes stand in teams and are numbered. Each number is given the name of a car. When the number OR the name of the car is called out, they have to race to the end of the hall and back to their place, using the method they have been told. e.g. * Mini-crawl * Volkswagon - hop * Jaguar-run * Jensen - pigeon steps * Skoda - walk sideways * Cavalier - skip

CRABS CROWS AND CRANES

This is a running about game which is good if you are in a large hall or outside with a lot of boys. Split them into two teams, in two lines across the hall. There should be a gap of about ten feet between them. Near each end of the hall should be a home line for each team. Don't make it too close to the wall or they will run into it. One team are the crows, the other team are the cranes.

If you shout cranes, the cranes team must run to their home line without getting tagged by the crows team. Any member of the cranes that gets tagged has to join the crows team. If you shout crows, the crows team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team.

If you shout crabs they must all stand still. Anyone that moves must join the opposing team. You start off each time with both teams lined up across the hall facing each other. The game ends when one team has all the players. You can have a lot of fun rolling your RRRR'S with this. CRRRRRRRABS, CRRRRRRROWS, CRRRRRRANES.

SNAKE DODGE

You will need: * A ball

This is a continuous game with no winners or losers. Five or six players stand in a line, in the centre of the circle formed by the rest of the troop or pack. Each player in the line puts his arms

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round the waist of the player in front. The object of the game is for the players around the circle to hit the player at the end of the line or snake, below the knees with the ball. The snake can move around inside the circle to make this more difficult. When the player at the back of the snake is struck by the ball, he leaves the snake and moves into the circle of throwers and the player who threw the ball, joins on as the front man of the snake. The game carries on for as long as you wish.

TURN TURTLE

If your scouts or cubs like rolling around on the floor then they will love this quickie. I would advise activity dress, so as not to dirty uniforms. Pair the scouts off in size. One boy in each pair lies on his back on the ground. On the word go the other scout has to try and turn him over onto his stomach. The scout on the floor tries to prevent this by spreading out his arms and legs and moving around on the floor. No tickling or foul play is allowed.

TAIL GRAB

You will need: * A rope or cloth tail for each patrol or six

Each patrol stands in a line behind their patrol leader. Each man holds the belt or waist of the man in front. The last man has a tail tucked into his trousers. On the word 'GO' the patrol leaders have to move around the room and try to get as many of the other patrols tails as possible. Any patrols that break their chain are disqualified. The winning patrol is the one with the most tails.

HUMAN BOAT RACE

Each boat is made up of eight to ten players each in full knees-bent position. Each player has his hands on the shoulders of the man in front. Facing the line of players in each boat is a 'COX'. The cox holds the hands of the front player in the boat. When the race starts, the boats move forwards by all players in a boat springing together off both feet. The cox for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

SIGNALS

You will need: * Various noise makers such as whistles, rattles and bells

This game is similar to the game where you shout out Port and Starboard. The players are told what action they must perform when a certain sound is heard. Play this a few times with nobody being out, then start taking out people

who do the wrong action or who are the last ones to do the action.

CITY TOWN COUNTRY

Players sit in two lines team A and Team B, each line numbered 1 to N. Player 1 in team A says to player number 1 in team B the name of a city, town or Country.

We will suppose for example that he says 'GERMANY'. Player 1 in team B must now say a town city or country, beginning with the last letter of Germany. Let us suppose that he says "YORK". Player 2 in team A now has to say a city, town or country beginning with the letter K. This goes on all the way down the line. If a player fails to give a correct answer or duplicates a previous answer, then a point is awarded to the other team. When the end of the line is reached play begins at player number 1 again.

COMPASS GAME

A game I used to play in scouts was the compass game. Everyone stood spread out around the room and was told to orient themselves to "north". North could be real north or a convenient wall or corner in the room. Everyone except for the caller and the referees closed their eyes (blindfolded if you don't think the honour system will work). The caller then calls out a direction, like "east" and then everyone turns (eyes still closed) and points in the direction of east. The referee goes around and taps the shoulder of anyone not pointing in the right direction. They are out. The game continues until one player is left. It gets interesting when you start calling headings and bearings.

This is a good game as it only discriminates by your sense of direction, which improves as you play.

SUBMARINES

A troop 53 favourite. In a large, pitch black room, with light switches on each end, the troop is split in half. Each half gets on their hands and knees near the light switch that they are protecting. On the Scoutmaster's signal, the scouts, staying on their hands and knees, attempt to turn on the light on the other end of the room while protecting their own.

Like British Bulldog, this game can get a bit violent, what with kids fighting in the dark to get to the switch. This game would probably have to be modified for other meeting areas (especially those with hard floors!)

SARDINES (HIDE AND SEEK)

We turn all the lights off in the entire church (including those intended to be left on permanently). One scout stays in the meeting

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room and counts to twenty, the rest of the scouts hide anywhere (except for pre-set off limits areas) in the building. "It" begins looking for the scouts. Once a scout is found, he joins "it" in the hunt. The last scout found is the winner. The scouts especially enjoy jumping out of a dark corner and scaring their scoutmaster.

SPUD

Each scout is assigned a number between one and x, x being the number of scouts. In a circle outside (we circle around a flagpole) one person throws a ball (tennis, racquet, or similar) as high as he can, straight up, and calls out a number. The scout whose number is called catches the ball as the rest of the scouts fun away from him as fast as possible. Once the called scout catches the ball, he yells "STOP!" at which time all retreating scouts are supposed to stop dead in their tracks. (This is where the most argument comes in in this game...) The scout with the ball is allowed to take three really long steps (more like standing long jumps) so that he can get as close to the nearest scout as possible. He then attempts to hit the scout with the ball (not in the head or other vital organs). The scout being shot

at is allowed to twist and bend, but may not move his feet. If the scout is hit, he gets to retrieve the ball while the rest of the scouts get back in a circle. He is also given a "spud," or a point. If the scout is missed, the throwing scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The scout with the least number of spuds at the end of the game wins.

WHOMP 'EM

Scouts get in a circle facing in, with both hands, palms up, behind their backs. Scouts must be looking into the circle. One scout, with a rolled up newspaper, walks around the outside of the circle. When he chooses, he puts the newspaper into the hands of a scout, who then proceeds to "whomp" the scout to his right. The scout being "whomped" runs as fast as he can (unless he enjoys being whomped) around the circle back to his starting position. The scout now holding the newspaper walks around the outside of the circle, looking for a scout to whomp the person to his right, as above. No winners, everyone wins.

WIDE GAMES

ELEPHANT HUNT

You will need: * Coloured wool to match up with six's colours * talcum powder * plastic plant identification labels * TIME to lay the trail

Tell story to the pack about the elephants who have escaped from the local circus, who have asked for the cubs help in getting the elephants back. The circus tell us that each elephant is wearing a coloured mat on it's back, each mat matches one of the sixes colours. So each six can look for the elephant wearing their sixes colour on it's back.

The cubs then follow a trail of wool, picking up their colours as they go. They must not pick up any other colours. You could tell them how many pieces they should find. The trail divides and finally the coloured wool disappears. All that can be seen is large (talcum powder) elephants footprints on the ground. These all lead to one place where the elephants can clearly be seen, wearing tatty mats on their backs, (parents or leaders). But the elephants have been caught by a gang of thieves who will sell them back to the cubs for #200 no more, no less.

The cubs are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each six must only take labels to exactly #200 and pay the thieves for their

elephant . They then take their elephant back to the circus where there is sure to be a reward.

MIXED UP NAMES

You will need: * A name card for each activity base leader and an activity for them to look after at that base

Each of the leaders or the people manning the bases is given a card similar to the ones described below: 1. You are "THUNDER FIST". Tell them they must find "THE KRAKEN".

2. You are "THE KRAKEN". Tell them they must find "THORIN".

3. You are "THORIN". Tell them they must find "THE HULK".

4. You are "THE HULK". Tell them they must find "Robin Hood".

5. You are "Robin Hood". Tell them they must find "THUNDER FIST".

You can of course vary the number of bases that you have. Each person manning a base is also given an activity that the cubs or scouts have to complete at that base. The base men are sent out and hide within a given area. The patrols are then sent out, each having been given a different "NAME" to find. When a baseman is found, the scouts or cubs have to ask him if he is the name they are looking for. If he is not then they have to keep looking. If he is then he asks them to complete a simple scouting exercise such as

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tying a bowline. He then gives them the name of the next person they have to find. A point is given for completion of an exercise to the satisfaction of the baseman. The winning patrol is the one that finds all the basemen and completes the most tasks.

BRASS RUBBING RACE

You will need: * A sheet of heavy duty paper or brown wrapping paper * for each six or patrol and a thick wax crayon

On the command go, each patrol leaves the hut in search of road signs to rub. They have to make up the phrase " BE PREPARED " on the sheet of paper. They have to brass rub the letters onto the sheet of paper with the wax crayon, from the road signs. The first patrol back with the completed phrase are the winners. This is an excellent game as it makes the scouts think of all the road names in their locality that might contain the letters they need. You can of course use other phrases for repeated use. It is also a good idea to supply each patrol with a damp cloth, this is to clean the road sign of wax crayon should the paper split.

ROCKETS AND INTERCEPTORS

You will need: * a bucket or large tin * a large number of coloured balls or plastic clothes pegs all * the same colour * Skittles or rope to mark off the target area

This is played by two teams. The attacking team are called the rockets and the defending team are called the interceptors. The target area is marked off and the bucket or large tin is placed in the centre. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads. Each rocket can carry only one warhead to the target area. If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base. 20 warhead units in the bucket or tin destroy the interceptor target area. All the coloured balls count for 1 warhead unit. The five white balls are special multi warheads and count as 5 warhead units for each white ball. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

NAVAL COMBAT

You will need: * Coloured wool (or cloth) to be worn on the arm for each team * 6 cards bearing the name "DESTROYER" * 4 cards bearing the

name "SUBMARINE" * 2 cards bearing the name "BATTLESHIP"

Instead of cards you could use coloured counters or plastic clothes pegs.

This is best played with three or more teams. Each team is given a base which is their naval shipyard. Each player is allowed to take one card from their shipyard to take part in the combat. When they take a card, they also take a length of their teams coloured wool to tie round one arm. A combat area is marked off in the centre of the field and combat may only take place within this area. Combat takes place in the following manner, a player will tag a player from an opposing team. Both players then compare their cards as follows:

A battleship takes a destroyer, a destroyer takes a submarine and a submarine takes a battleship. The losing boy hands over his piece of wool to the winner and returns to his shipyard for a new piece of wool. Combat can only take place between two players who are each wearing a piece of wool. If both players have craft of equal status such as two submarines then it is an even match and there is no victor, they then have to go and challenge somebody else. A boy can exchange ships only at his shipyard when he is getting a new piece of wool. The winning team is the one which has collected the most pieces of wool at the end of the game.

LAMP CHICANE

You will need: * 4 lamps such as hurricane lamps

The game is played in the dark between two teams. Two lamps are placed about 100 metres apart. These are the home bases. Another two lamps are placed about 40 metres apart, and at right angles to the first two lamps. They should be about halfway between the first two lamps. One team is split into two, one half going to each home base lamp. Their object is to get to the other homebase lamp, without being caught. They must go between the other two lamps to get there. There is no restriction on how far out they go to either side to get to the other home lamp, but they must go between the two 40 metres apart lamps. For each member who reaches the other home base, their team wins a point.

STEAL THE BACON

You will need: * a hat, scarf or some other 'bacon'

Divide the troop into two halves (not three halves, nor one half). Number off EACH half separately. If there are 30 boys in the troop, then you would have two groups, each numbered from 1-15.

Line them up facing each other, about 30-40 feet apart. In numerical order. Place your 'bacon'

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between the lines. Now the field will look kinda like this:

1 2 3 4 5 6 7 8 9 10

X O <--- SPL or Scoutmaster

10 9 8 7 6 5 4 3 2 1

The idea is for a scout to go out and retrieve the object. The SM calls out a number, and each scout with that number runs out and tries to get the object and go back behind his line.

Once the object is touched, the scout that touched the object can be tagged by the other scout. There are two ways to win a round: Either get the object and bring it behind your line without being tagged, or tag the other scout after he grabs the object and before he makes it past the line.

VARIATION: Tell A Story Instead Of Just Calling Out Numbers: "Once, THREE scouts went on a hike. They saw TWO deer and FIVE trees..."

VARIATION: Call Out More Than One Number. It usually ends up with two scouts circling the object, waiting for an opening, with the other scouts shouting, etc. If nobody makes a move, call out another number so there will be four scouts instead of two out there.

As for physical builds, strength is NOT a factor in this game, but speed and planning is.

VARIATION: 2 Bacons. We also play a variation of this game. We put 2 'Bacons' out of different colours. We then read out True/False questions (often on First Aid, or from the Tenderfoot or Second Class rank requirements). When we call out a number, the boys have to make a choice - one Bacon is True, the other is False. If you grab the wrong colour and take it across your line, you lose. Naturally, if you grab the wrong colour and your opponent tags you, HE loses!

VARIATION: Ask Questions. Instead of calling numbers, ask questions that result in a number like: * How many leaves on poison ivy? * How many Scouts are there in the buddy system? * How many first aid hurry cases are there? * How many minutes can someone survive without oxygen?

The possibilities are endless - and it's not just another meaningless game that is a waste of time.

VARIATION: Math Problems We made it interesting by doing math problems (2 plus 4 divided by 3 or some such).

VARIATION: True/False Questions

3 4 5 6 7 8 9 (n) (team A) 2 1

F T O <--- SPL or Scoutmaster

1 2 3 4 5 6 7 8 9 (n) (team B)

No numbers are called, True/False questions are asked of the next person in line. Good type of questions deal with First Aid, Scouting history, use of knots, just about anything dealing with Scouting, like "how far can you go into the woods?"

Questions can slow scout's reaction time leaving the starting position as the idea is to know whether the answer is T or F. The idea is to take the bacon of the correct answer, colour of the bacon denotes the T and the F bacon. A Scout taking the correct answer bacon and returning to Home gets a point, if he is "tagged" then the other team gets the point. If a Scout takes the wrong answer bacon then the Scout from the other team doesn't have to try and tag him. Taking the Wrong answer bacon gives the other team a point. But if the Scout takes the wrong answer bacon and IS tagged by the Scout from the other team then the Scout's team taking the bacon gets the point even though he selected incorrectly. Two wrongs don't make a right but I have seen older boys take the wrong one and then "slip" so that they can get caught.

This opens up many more chance to win even if your team members are the fastest, it adds the element of knowledge into the game.

TROGLODYTES

You will need: * some candles * some matches

Here is a wide that we call "Troglodytes" although I think that it's common name is burning bridges. The premise behind the game is that Troglodytes have landed on our planet from another galaxy and are preparing to take over the world. The troglodytes have a faulty spaceship which will explode if it is set on fire.

The scouts job is to sneak up to the troglodyte ship and blow it up. However, The troglodytes are more advanced then humans and have laser blasters that can kill the scouts.

The game is played on a dark night in a large field with many hiding spots.

The leaders place a candle and some matches at a designated location. The leaders then pick a place near the candle but not right up close to it. Each leader carries a flashlight and is not allowed to move from his/her location.

The scouts start at one location and must sneak up and light the candle. If a leader hears a scout he/she turns on his/her flashlight and blasts the scout. If a scout is hit with the flashlight then he is out.

The game continues until a scout can light the candle or until all scouts are dead.

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Note that the flashlights can only be used for a short burst.

ZORCH (MUCH LIKE TROGLODYTES)

You will need: * a flashlight * a pot

This game has to be played on a rather dark night. Playing this game on a hill is preferable. One player sits at the top of the hill with the flashlight, the rest of the people start at the bottom of the hill. The object of the game is to advance up the hill and touch the pot with out being "zapped" by the person with the flashlight. If a person is zapped they have to go back down to the bottom of the hill and has to start over. The first person to get the pot is the winner. He then becomes the person with the flashlight and the game starts over. My troop has played this game for hours on end. It is really fun and even some of the adults get in on the action.

STALKING

This is one game we used for years. It's called "Stalking", but I have heard different titles: 1. one person is the "stalked, and stands at the top of a wooded or rock-formation-ridden hill/slope. 2. other players start at bottom of slope. 3. the stalked player counts to 10 out loud. 4. the other players rush up the slope towards the stalked player. 5. when the stalked player is done counting he turns around and any other player he can visibly see must return to the bottom of the slope. 6. after the stalked can no longer see anyone, he begins counting again. 7. this cycle is repeated until one of the players reaches the stalked player and takes his place.

This should be done so that it would take a player several cycles to reach the top. It is a lot of fun in large groups.

THE OTHER GUY'S OBSTACLE COURSE

Standard set-up, but small: tire to go through, chest-high rope to go over, "creek" to cross, bell suspended out-of-reach to ring. Trick is, you may not do anything to manoeuvre yourself through any obstacle - the other people in the Patrol have to push/pull/carry/ lift/etc. you through! First Scout lies down, and is stuffed through the tire, whereupon he may help pull subsequent Scouts through. At the over-the- rope obstacle, each Scout must be lifted over by the others and deposited on the other side (getting the last one over can take ingenuity!). To go over the "creek", the Scout whose turn it is may not "get wet", but everyone else may. The most amusing effective solution I've seen was a Patrol that had their strongest Scout carry the 3 smallest across at one time, then had the small guys go to hands-

and-knees in the creek, pushed the big guy over across the kneeling Scouts' backs, and had him pull the others over. Build a human pyramid to reach the bell. Timed event, starts at ref's "Go!", ends when bell rings. Lots of tumbling around. :-)

CAPTURE THE FLAG

You will need: * 2 flags * for night play - 2 or more lanterns

First you pick out two even teams. Once you have the teams you set boundaries for the game. The boundaries can be wherever you want them. What you should end up with is a large rectangle or square. Once you have decided on the boundaries, you should draw a line through the middle of your playing zone. This line is divides the two sides. Each team should be able to choose where they want their flag and jail but they have to show the other team where they are and both teams have to agree on the placement of the flags and jails.

Once this is done, each team goes to their own side of the playing field. Once the game begins, the teams are free to go at the others flag. If a team member is caught on the other teams side, (To be caught you must be "tagged" by a player on the opposite side on his own territory), he will be sent to jail. This player must sit in jail until either the game ends or he is freed by a member of his own team. To be freed, you have to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own, he may still be tagged and put in jail. To win the game you must capture the other teams flag and return it to your own side with out being captured.

It is up to the team on how they want to place their members. When we play, we usually have two players guard the flag and one player be the jail guard. Two or more players stick around and help provide the defence. The rest go for the flag.

Variation: From Mike Stolz: Our troop plays this on every overnight campout. For night play, we use 2 or 4 lanterns. Two are used to mark the centre line, while the other two can be used to show the 'approximate' area where the team's flag is. Our flag guards MUST remain at least 15 feet (5 meters) from their own flag unless chasing someone, and the flags must be completely exposed (no stuffing them into holes in the ground, or tying them to trees). When the teams are small, we do away with the jail. Instead, we create 'Check Point Charlie' at the centreline. Captured prisoners can be exchanged for a point. In case of a tie (equal games won, or no winner at all), the team that earned the most points is declared the winner.

GAME OF LIFE

I learned a game at national scout camp which I forget the name of, but basically goes like this. All the scouts save one (or a couple) start out side of the woods. They are considered the prey of the forest (deer, antelope, small game). In the forest you place a large number of objects (hats, chips, scarves, etc.) which represent food. The prey must go into the forest and gather three items of food (and return them to the safety zone) or risk starvation during the winter.

The one scout who is not prey is considered a predator (wolf, grizzly, eagle, etc.). The predators job is to capture the prey. he does this by simply touching the prey. The prey has three methods of defence. 1. RUN - deer use it, (Be careful if you allow running at your camp.) 2. FREEZE - a prey that is totally immobile is considered to be camouflaged, and cannot be touched until he moves (looks around, etc.) 3. HIDE - touch a tree to symbolise hiding in the tree.

Each prey carries one object to symbolise themselves. If they are "eaten" by the predator, they must give their chip to the predator that got them. They then become a predator for the next year. If the predator doesn't get three prey, he starves for the winter. Any predator that starves becomes prey for the next year.

Note, you should start with only a small number of food in the forest the first year (maybe 2 * number of prey) (remember they need three to survive).

The game is fun and shows how there must be a balance between the prey and the predators. I'm sure you can adapt this game to many environments and change the rules where needed to make it more fun and or educational.

BRITISH BULLDOG

Another game is British Bulldog. One person stands in the centre of a rectangle. He's the bulldog. Everyone else lines up along one side of the rectangle. At the bulldog's command, everyone dashes across the field toward the opposite side. The bulldog's job is to grab someone, and hold him completely above the ground while saying "one, two, three, British Bulldog." If he succeeds, the caught player joins him in the middle. Repeat until everyone is caught. The last player left becomes the bulldog for the next round.

This was particularly interesting in our troop, since we had a 250+ pound guy. It took quite a few of us to lift him.

WARNING 1 We do play this game but not that much anymore. With the scouts I have in my troupe, this game gets too dangerous. We can expect at least one person to get hurt each time

it's played and/or someone's uniform loses at least one button, etc.

WARNING 2 I've also banned this game because of injuries. For reasons I don't understand, whenever we allow this game, kicking, choking, tripping and 'clotheslining' suddenly become acceptable tactics. When I was a kid, our troop played it all the time, and I don't remember anyone getting injured back then.

WARNING 3 I was under the impression that British Bulldog had been banned by the BSA as well, but upon seeing it described in Scouting magazine a few months ago, I put it back into the program. Even though it's rough, and there are nearly always minor injuries, I let the scouts play. And I let them know that they have the option to sit out, if they so desire.

Played as previously described, with the added rule that instead of lifting the scout up for the count of "British Bulldog- one-two-three!" the scout can be pinned as well. Both shoulders to the turf.

JAIL BREAK

There are two "cops" and one "jailor". The rest of the people are "robbers". The number of "cops" and "jailors" can vary depending on the number of players. A fairly central location is designated as "jail". The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table).

All robbers are given some designated time to go hide (like hide-and- go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop.

The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailor), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailor must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game.

Sometimes it is a fairly short game (but not too often). If you want, you can have the game

continue on by having the final (in this example) 3 people to be the cops and jailor.

SCOUT STAFF TREASURE HUNT

A wide game that is popular in our scouts is to distribute various items of a Trangia around our local village, on the Scout Leaders doorstep, and the Exec.'s etc., and send the scouts off on a kind of a treasure hunt, with the aim to make a cup of tea for the S.L. and the A.S.L. at the end (it was good!!;-)

The hunt started with a note telling them where to find the next item of the Trangia, and then the next note was on the next item, etc.... It also helped the scouts to learn who their Exec. were, as the notes told them it was in the Secretary's garden, and it helped immensely if they knew *who* the secretary was...

Glossary: Tragia: Swedish outdoor cooker, I'm not at all sure if it's known at all in the U.S., but it is very popular over here. It's light weight, and uses meths to run, but Butane attachments are available now. Mine splits up into several pieces, and so was ideal for this exercise.

RACE AROUND THE RING

Here is a short game for cubs.

Make pairs with the boys in the pack, place the couples in a circle, one kid behind the other looking both towards the centre. Select a 'victim' and a 'catcher'. Well after my poor English the game is like that.

The catcher tries to catch the victim who runs around the external part of the ring. The victim can stop behind a couple and then the kid in the inner part is the catcher and the catcher is the victim. The new catcher must touch his ankle before beginning to run.

I make a draft of the exchange between victim and catcher so i am clear. (sorry my English is not that even) :)

c3 c4

c1 c2 c6 c5 <-- V

V <-- C c8 C c7

They get so confused with changing sides that it's really amazing.....

MEMORY GAMES

SILHOUETTE KIM'S GAME

You will need: * About twelve different shaped items, a sheet or back * projection screen and a slide projector or strong light (Note: clear bulbs are better than pearl)

A number of objects are held, one after the other, behind the screen, eg. scissors, bulldog clip, flower. After all the objects have been seen, a short time is given for the lads to write down or tell to the leader, the objects that they saw in the correct order of viewing.

BATTLESHIP KIM'S GAME

You will need: (for each six or patrol) * A table, a piece of chalk and ten items

Each patrol gets a table set up on it's side in their corner as a barrier, so that the other patrols can't see behind it. On the floor they draw a 7x7 grid, and mark horizontal axis A to G and vertical axis 1 to 7. They then take ten items and place them at random on their grid. The patrols are now given five minutes to look at each others grids and try and memorise the locations of as many items as they can. After five minutes they each retire behind their barricades. Each patrol in turn fires three shots. For a shot they must say the name of the patrol they are firing at, the grid reference and what item is at that grid reference. If they are correct then they capture that item. Each patrol only gets 3 shots per round. After a set number of rounds, the patrol that has

captured the most items are the winners. Please note that this is a memory game, no pencils and paper allowed.

KIM'S GAME VARIANT

You will need: (for each six or patrol) * Two bowls or buckets on chairs * ten mixed items

Teams or patrols stand in single file facing the front of the hall. At the front of the hall facing each team is a bucket or bowl on a chair. In each bowl there are ten items (the same items for each team). At the back of the hall opposite each team is an empty bucket or bowl. The scout leader calls out an item and the first man in each team has to run to the front, get that item place it into the other bucket at the back of the hall and then run back to the back of his team. The first team with their man back get a point.

As you continue playing this the objects will be distributed between the front and the back buckets. If the scouts have good memories they will remember what items are in what buckets. This will save them time. If an object is called by the leader and it is in the back bucket then it has to be placed in the front bucket and vice versa. The reason for the bucket being on a chair is so that the scouts can't look in to see what is in the bucket.

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PATIENCE

You will need: (for each six or patrol) * A suit of cards Ace to ten (one pack of cards will supply four teams)

The ten cards for each team are laid out at random, face down on a table in front of them. One at a time the boys run up and turn over a card. If it is not the Ace then they turn it face down again and run back to their team and the next player has a go. When the ace is turned up they can lay it face up at the front of the table. The next card needed is the two and so on. Play continues until one team has all its cards turned face up in the correct order.

COMPASS SKILLS PATIENCE

You will need: * Sets of cards having the compass points printed on them

This game is played the same way as the Patience game, but this time the boys have to place the cards at the correct compass position for that card. Suggested order for laying down cards: North, South, East, West, North East, South East, South West, North West. NNE, SSW, NNW, SSE, ENE, WSW, ESE, WNW

IT'S UNDER A CUP

You will need: * A number of plastic cups and * objects to fit under them (e.g. a ball, a ring, a key etc.)

Two teams one each side of the hall. Each team is numbered 1 to N with boys with the same number on each team of similar size. The object are placed in the centre of the hall in a row and the plastic cups placed over them. The leader now calls out an object and a number. The two boys with that number have to rush to the row of plastic cups, find the correct cup and take the object to the leader. The lad who gets the object to the leader wins a point for his team.

RUBA DUB DUB

You will need: * Twenty four 35mm film cannisters, these should be opaque and all look the same. Into twelve of these you place a marble, fishing bell or anything that will make a noise when the cannister is shaken.

The boys sit in a circle and take it in turn to pick up two cannisters at a time and give them a shake. If they both rattle then a prize or point is given to the boy who picked them. These cannisters are then removed from the game and the next boy has his turn. If both cannisters do not rattle then they are both replaced where they were picked up from and the game continues. The game gets more difficult as more are

removed as there are then more empty ones left in the game than ones that rattle. You could make it more difficult by having a larger number of containers to begin with. You could also guild the lilly by putting numbers on the cannisters but I have not found this to be necessary. You can use this as a team game, the winning team being the one with most points or as individuals against all the rest.

POST OFFICE

You will need: (for each six or patrol) * 2 chairs * coins adding up to 50 pence

The boys stand in their patrols or sixes, in straight lines across the middle of the hall. In front of each patrol is a chair, this chair is the post office. On this chair at the beginning of the game is an assortment of coins. We use coins that add up to 50 pence. Each teams post office, has the same number and value of coins. Behind each patrol is placed another chair, this chair is the 'BUREAU DE CHANGE'. The leader calls out a sum of money, say 20 pence. The front man in each team then runs to the post office and has to leave 20 pence on the post office chair. Any extra coins must be taken and placed on the BUREAU DE CHANGE chair. On finishing his move the player runs back and joins the back of his team. The first man back gets a point for his team. If a value is called which is higher than the value on the post office chair, the boys must run to the BUREAU DE CHANGE to collect the coins they need. Great fun can be had by calling out 49, a lot of them will start counting the coins out, but the smart ones soon realise that they only have to leave one coin at the BUREAU DE CHANGE to get 49 at the post office. Calling out the value that is already at the post office also causes a laugh.

OBSTACLE COURSE IN THE DARK

You will need: * Various items that will fall over easily such as skittles * plastic bottles and short lengths of wood or plastic tube

Give each team the same type and number of objects. Allocate each team a lane down the length of the hall across which they must lay out the obstacles. You could mark these lanes with chairs if you wished. When the teams have completed their task, line them up at one end of the hall and then get them to swap lanes with one of the other teams. This way if they have made the obstacle too easy then they will give this advantage away to another team. After allowing them a minute or two to look at the lane they are in, turn out the light and get them to walk down the lane to the other end. The patrol leader or sixer should be the leader for his team. At the

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finish end of the hall, one of the leaders could flash a torch on and off at random to give them a

bearing. Points are deducted from each team for the number of obstacles they have knocked over.

PENCIL AND PAPER GAMES

CUB 2000

You will need: (for each six or patrol) * A sheet of paper fan-folded into 6 sections * a pen or pencil

The cubs or beavers sit in a circle in their six. The sixer is given the fan folded sheet of paper and a pen. The rest of the six close

Transfer interrupted!

result more fun. The sixer then draws on the first section, a hat suitable to be worn by a scout in the 21st century. Paper is passed onto the next cub who draws the head on the second section. This is continued with the shoulders body legs and feet. Open out the paper at the end to see the strange 21st century cub that the six have drawn.

MIME AND/OR KIM'S GAME

You will need: * A sheet of paper and a pen or pencil for each cub, or for sixers only if you do not have enough equipment.

The cubs sit in a circle with paper and pen in front of them on the floor or just in front of the sixer. Akela sits in the circle with the lads and takes imaginary objects out of a sack in front of him and mimes the object. Cubs can either write the objects down as they are mimed, or wait until the end and then write them all down.

Suggested items to mime:

Hammer and nails, Necklace, Tea cup and saucer, Teapot, Telephone, Powder compact, Soap and flannel, Shoes, Watch, Hoola-hoop, Paper clip, Earrings, Hair spray and many more, limited only by your ingenuity.

PICTIONARY

You will need: (for each six or patrol) * Sheets of paper and a pen or pencil

This is a game which has been commercialised in England. One member from each patrol comes up to the scout leader, who whispers a word or phrase to them. The patrol member then goes back to his patrol and attempts to draw on a sheet of paper, what the scout leader said. They are not allowed to give clues by actions, speech or writing. The first patrol to guess correctly win the point.

TIME TABLES

You will need: (for each six or patrol) * A set of time tables * Paper and pens * A prepared set of destinations and arrival times

If you go to a couple of your local travel agents, you should be able to pick up some airline flight time tables. If you have four patrols then you will need five copies all the same, one for the leader and one for each of the patrols. You have to make up a list of destinations and times that you would like to arrive there. Put in some interesting ones that will need flight changes and different airports. You could also throw in things like certain flights only going on certain days. You could if you prefer, use railway or bus time tables, but airlines will give you more exotic destinations. This is a good training game for teaching the youngsters how to read and use time tables.

ANAGRAMS

You will need: * Cards with anagrams on pinned around the room * pen and paper for each player or 1 per team

There are so many variations that you can try with this, for example books of the Bible, rivers, towns, famous people.

CIRCLE LINE

You will need: * 6 cards with lists of railway stations on them in two columns * Pen and paper for each player or 1 per team

In England there is a circular underground line called would you believe it 'The Circle Line'. The object of the game is for each player or team to make their way all the way round the circle line. You start each player or team off at a different station. They then have to look at all the cards until they find their station in the first column, they then have to move across horizontally on that list to the second column which is the destination station, this they write down on their paper. The new station is now the one they are looking for in all the lists in the first column. To prevent players from cheating you can put in a few red herrings i.e. stations that are not on that line and which will send them in the wrong direction if they do not play correctly.

PARTY GAMES

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PIRATE'S TREASURE MAP

You will need: * A map drawn on a large sheet of paper * small sticky labels and a pen to write names on the labels

Often you will find that at the beginning of a party where you are running the games, not all the children have arrived when you start. To overcome this a game was needed that could be played by the children as they arrived. I drew a pirate's treasure map on a sheet of paper that I stuck to a board. On top of this I stuck a sheet of clear adhesive film 'FABLON'. Between each game I ask a few children up and ask them their names. I write their names onto small sticky labels about the size of a thumb nail. The children then stick these onto the map where they think that the treasure is buried. At the end of the games session I turn the map around and show that I had stuck a label on the back of the map to mark where the treasure was buried. The closest person to this wins the prize. If you need to pad it out a little, you can tell a short story about the pirate coming ashore with his treasure chest, and deciding on the different places that he might bury his treasure. This game can be used with any age group. Because the map is covered in plastic film you can easily peel the labels off, you can then use the map for repeat shows.

SOUND EFFECTS

You will need: * A tape player and a tape with sounds that you have recorded

This is another game that is good at the start of a show if not all the children have arrived. Borrow some sound effects records from your local library. The B.B.C. do quite a large selection of these records. They are used by drama clubs and film makers. Record different sounds onto a tape leaving short breaks between each sound. Put in some easy ones such as a dog barking and chickens clucking, but put in some hard ones as well, such as submarine asdic noises and music boxes. Tell the children, that you are going to play them sounds from the television and the cinema. The first person with their hand up, will get the prize if they can say what the sound is. Tell them not to put their hand up until they are certain what the sound is. This game can be played by any age group. A variation on this is to use the first few notes of popular songs.

FIRST PERSON TO ME

This game can be used with large numbers of children. It keeps them interested and can play for as long as you have questions. The object of

the game is for a child to bring you an item that you ask for. The first child to you with that item gets the prize. Listed below are some examples.
* A Loose tooth * A rose coloured shirt dress or blouse. (any colour will do) * A picture of the queen (a coin or banknote) * Three hands on one wrist (a watch with hands) * A pair of white socks
* A hairclip

Tell the children to be very careful that they don't bump into anyone as they are running up to you. If you run out of ideas you can look to see what different people are wearing. You often find a child that won't join in with the games as they never win anything. Choose something that only they have, this will make them want to take part.

BOAT OR CAR RACE

You will need: (for each six or patrol) * A toy boat or car connected to a long length of string on a roller

This is an oldie but very good when you have a large group to keep amused and interested. You will need four toy boats or cars. These are attached to long lengths of twine which are wound around pieces of dowel or broom handle. Rotating the dowel winds on the twine and drags the toy car or boat along the floor. Split the group into two teams and sit each team on opposite sides of the hall. Choose the biggest person from each team, explaining to the children, that these people are going to try and win points for their team. My boats are red, blue, green and yellow. The first race we use the red and the blue boat. One team is told to shout for the red and the other team to shout for the blue. After the first race I change the boats for the other two boats. I tell the children that this is to ensure that there was no advantage, as perhaps the boats could have been different weights. I then run the new boats out and we have another race. The children get very excited during this game, but you have complete control. You only have to direct the two children running the boats. The rest of the children are sitting at the sides cheering their boat in.

ISLANDS

You will need: * Four different coloured skittles or bean bags * Four coloured beads or balls to match the colour of the skittles * A small cloth bag to keep the balls in * A whistle or other noise maker, I use a siren whistle

This is a variation on musical chairs, but the kids will not realise this the way that it is played. Place the four coloured skittles at the four corners of your playing area. Tell the lads that these are islands. When you say "GO" they must run

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around the outside of the four islands in a clockwise direction, when you shout "CHANGE DIRECTION" they must run the other way round. When you blow the whistle, they must go and stand next to one of the islands. You do this a couple of times with no forfeits and nobody out, then you introduce the bag with the coloured beads. You reach into the bag and take one out, all the boys standing next to that colour has to do ten press-ups. You then sort them all running again. This time all the lads who land on the colour you pick out of the bag are out and have to sit in the middle (This keeps them out of the way). You then take away that skittle and it's matching coloured ball. The next time round all the lads on the chosen colour have to do a hand stand. The next time all the lads on the selected colour are out and sit in the middle. You again remove the selected skittle and it's matching coloured ball. So you are down to two skittles. By this time most of the boys will be out and you just keep playing with the two skittles until you get to a final winning boy.

PASS THE PARCEL UPDATED

You will need * A timer or alarm clock with a loud ring - this should be in a small box

Pass the parcel is a bit old hat but the lads will enjoy this updated version. A timing device with a loud alarm connected to it is passed in a box around the circle. The person holding the box when the alarm goes off is either out or has to do a forfeit. There was a toy put out on the market several years ago that did just this. It had some name such as "TIME BOMB" or "GRENADE" you may have seen it.

THE LIMBO

You will need: You will need: * A tape recorder with recorded music * A dowel, flat on 1 side, to act as a bar * 2 large clothes pegs or bulldog clips to balance the bar on * 2 upright stands

These can be made from two pieces of dowel about one and a half metres high with a flat wooden base to make them stand upright. Place the two stands about four feet apart. Put one of the clothes pegs on each stand at about four feet from the ground. Balance the bar on the clothes pegs. If one clothes peg falls off then use two clothes pegs per stand. Mark out the hall with four chairs and tell the players that they must walk around the outside of all the chairs. This prevents them bunching up, you only want one person at a time going under the bar. To begin you get all the players to stand in a single line at one side of the hall. You show them how to go under the bar, they must lean backwards and bend their knees to get under the bar. They must

not touch the floor with their hands and they must not knock the bar off, anyone who does so is out. When everyone has been under the bar once it is lowered down a few inches and the process repeated Prizes are give to those who can get under the bar at the lowest setting. Ideal for all ages, girls or boys and can be played with any number. All you have to do is play the music and keep lowering the bar as they go around.

ANIMAL SNAP

You will need: * Get several packs of animal snap type picture cards * make sure you have the same number of each animal card

Distribute these cards one to each person but tell them not to look at the picture. On the command go they must look at their card and by making the noise of that animal they must find all the other people in the hall with that card. A very noisy game ideal as an ice breaker at mixed parties. Don't forget to get your cards back afterwards.

There are quite a few spectator games where only a few take part but the rest cheer the others on. Listed below are a few of these.

STOP

You will need: * 2 sets of large cards - there are four cards in each set and the letters on the cards spell S T O P

You get up eight people and stand four on each side of you facing the audience. Give each team member one of the cards from their set of STOP cards. To start with they should spell out STOP as viewed from the audience. The idea is that they have to rearrange themselves to spell out the word that you tell them. The first team to finish each word are the winners. The words you can have are STOP, TOPS, POST and SPOT. There is lots of room for fun here, try telling them to spell a word they are already lined up spelling and see what happens.

CLOTHES PEG PEGGING

You will need: * Two lengths of rope or clothes line * Coloured plastic clothes pegs

Have two small groups at the front. This time they have to peg clothes pegs on a length of line. The rest of the kids cheers their team on. Two people on each team hold an end of the line the third person dashes to pick up the pegs and put them on the line. You can make it more difficult by using coloured plastic pegs and getting them to peg them on in a certain order. The team with the most pegs on correctly in a given time are the winners points are deducted for every peg that is wrong.

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YES NO INTERLUDE

You will need: * A minute timer * a gong to strike when they say "YES" or "NO"

Only do this with half a dozen kids. One at a time they have to talk to you for a minute answering your questions. They must not say YES or NO to any of your questions. If you word your questions correctly then they have to think very quickly. Tell them they will be out if they do not answer, if their answer does not make sense, or if they hesitate.

SWITCH BOX

You will need: * 3 table lamp switches push ON/push OFF type, panel mounting * 1 small bulb and a holder for it * A battery of the same voltage as the bulb * Connecting wire * A small box to fit the whole lot into

Drill holes in the top of the box for the three switches and the light. The switches have the numbers, 1, 2 and 3 painted against them. Wire the three switches in series with the lamp and the battery. The battery can be fixed into the box with a `TERRY` clip or a strip of 'VELCRO' material. You can solder the wires to the battery or better still, if the battery has lugs on it, use crocodile clips. In use, all three switches must be closed before the bulb will light. Get the cubs or scouts in a circle and explain to them that the box has a brain. By pressing the switches in the correct sequence, the brain will cause the bulb to light. Demonstrate by pressing the switches until the bulb lights. Now pick up the box, and tell them that you are going to change the program. Press one of the switches and put the box down again. The bulb will now be out. One at a time they take it in turns to come up and press one switch. If the bulb lights, then they get a prize or points for their team. If the first person to come up, presses the

switch that you pressed, to switch the bulb off. The bulb will light and they will win. This means that they have a one in three chance of winning. If however they press one of the other switches, it means that two switches are now open and need to be closed before the bulb will light.

Example 1 * Switch 1 closing will light the lamp. * First person presses switch 1 and wins.

Example 2 * Switch 1 closing will light the lamp. * First person presses switch 2 - this means that 1 and 2 are now open. * Second person presses switch 3 - All the switches are now open. * Third person presses switch 2 - 1 and 3 are now open. * Fourth person presses switch 1 - Only 3 is open now. * Fifth person presses switch 3 and wins.

IMPROVED SWITCH BOX

Available at the present time is a range of LED's (Light Emitting Diodes) which have a flasher circuit built into them. These will run off any voltage between 6 and 12 volts with no series resistor. The one that I have fitted into my switch box in place of the lamp, is 8mm in diameter, and it has a light viewing angle of 140 degrees. The device is called a "SUPER BRIGHT" red LED in the catalogue that I have. It is also available in 5mm and 10mm sizes. There is also an ultra bright device, which is at least twice as bright, but the viewing angle is only 90 degrees. All these devices flash at a rate of about two flashes per second and they are very bright. I have changed the battery in my switch box to a PP3 type 9 volt battery. It is now a much simpler job to change the battery, as the battery connector just pushes on. While I was rebuilding the switch box, I wired in another switch at the side of the box for testing the battery. This switch is wired across the three switches that are wired in series. When you press this switch the L.E.D. flashes if the battery is OK.

HALLOWEEN PARTY GAMES

PUMPKIN CARVING

A game we tried that the kids really liked at Halloween was blindfolded pumpkin carving. no no no no no no. NOT with knives! (Unless your Webelos need a lot of Readyman training!)

You give the kids already inflated orange balloons and a black magic marker, blindfold them and see how they do. You can give prizes for the 'best', most original, worst, etc.

FEELY BOX

Something that may be a bit to scary for the Cub Scouts, but is great for the older scouts, is a

"feely box" that grabs your hand! You take a plastic bucket; cut out a circle in the bottom, and glue a rubber glove in its place, just like gloves in sterile boxes.

You should not blindfold people, but instead to this in an almost place. Have buckets with spaghetti, liver, etc., in addition to the "grabbing" bucket. The buckets should all be filled with water, and the special bucket should be last. People get a good scare when feeling for something in the bucket, and then suddenly this something grabs their hand and pulls down !! The downward pulling makes the shock even greater than just a grabbing hand.

WATER GAMES

WATER BOMB FIGHT

You will need: (for each six or patrol) * An endless supply of paper squares to construct water bombs from * A jug of water

Each patrol is given the same number of sheets of paper and a jug of water. On the word go they have to fold the papers into water bombs. Fill them with water and splatter the other patrols. You will find the instructions for water bombs in any good origami book and also in many scouting books. This game is best played out of doors.

BALLOON VOLLEY BALL

You will need: * A volleyball net or a rope over which the balloons can be tossed * An endless supply of balloons a quarter filled with water

This is a very messy game and is therefore ideal for hot days at camp. Your net or rope is stretched between two poles or trees just above head height. You have two teams and one balloon a quarter filled with water. If you put too much water into the balloons then they tend to burst too easily. The object of the game is to lob the balloon over the net and try and soak the opposing team. There is a lot of strategy in this game on such things as catching the balloon without bursting it and ways of lobbing the balloon to make it difficult to catch. When the balloon bursts on one side then a point is awarded to the other side, and a new balloon is brought into play.

WATER BALLOON TOSS

You will need: * An endless supply of balloons one-quarter filled with Water.

Players form two lines facing each other about 2 metres apart. Players in line 1 each toss a water balloon to opposite players in line 2. Any players who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of players remain. There are on the market very tiny balloons known as water bombs. If you are going to use vast quantities, then these may be more economical to buy than regular balloons.

WATER RACE

You will need: * A bucket of water, a table spoon, and a plastic drinking cup

Form the players into teams (number and size of teams depends on number of players available). players form parallel lines. Lead player of each

line has a bucket of water next to him and a table spoon in his hand. At some distance (10 - 30 meters) from each line is a drinking cup sitting on the ground. Lead player gets a spoonful of water and quickly takes (walk or run) the water to the cup and dumps it in. He then RUNS back to his line and hands the spoon to the next player in the line who is now the lead player. The former lead player goes to the end of the line. The whole process is repeated until one team fills it's cup to overflowing.

TILT

You will need: (for each six or patrol) * A billy can half filled with water * An aluminium foil cake container * 1 Alka-Seltzer tablet

For each patrol, put an Alka-Seltzer tablets in each foil cake dish and then float one cake dish in each patrols billy can. The patrols must now transport the billycan through an obstacle course without the tablet getting wet or falling into the water. They are not allowed to touch the foil disk or the tablet. The patrols could either carry the billy cans by their handles, or if you are feeling very mean, you could get them to pick them up between two poles.

WATER PISTOL FIGHT

You will need: (for each six player) * A water pistol or a washing up liquid squeeze bottle * A flack jacket made from a double sheet of newspaper with a hole in the centre for the players head to go through * A supply of water

This game should be played out of doors and could come into the wide game category. The trouble with shooting type games, is knowing when someone has been hit. This is the object of the newspaper flack jackets. Any hits on the jacket will be easily visible. Any players with wet patches on their flack jackets, are not allowed to fire on an opponent and must return to their home base for a replacement flack jacket. The team that has the most dry flack jackets at the end of the game are the winners. Obviously you can't use this idea if it is raining.

BUCKET LINE

You will need: (for each six or patrol) * 2 buckets, one filled with water * A supply of paper or plastic cups

This is a great game for hot days on camp. Teams stand in lines. They have a bucket full of water at the front of the line and an empty bucket at the rear. The object of the game is to transfer

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the water from the front bucket to the rear bucket. To do this the team members must pass the cups of water over their heads to the person behind. Empty cups must be passed back to the front in the same fashion. To play the game fairly you

could weigh the buckets at the start and finish to see how much water has been lost. Penalty points could then be taken into account when working out the winning team.

GAMES WITH BATS OR STICKS

HOCKEY

You will need: * 6 hockey sticks and a block of sponge rubber as the puck

The troop is split into two teams, and each team numbers off from 1 to 15, or however many scouts there are. One hockey stick is placed in each goal mouth, the other four are placed, two each side of the centre line. Instead of a ball, we use a small sponge rubber block. A kitchen scourer pad is about the right size. We have found that it is better than a ball for indoor use, it doesn't roll too far and doesn't cause any damage. This is placed in the centre at the start of each game. No sticks may be raised above ankle height during play to reduce accidents, any player doing so has committed a foul. The scout leader calls out three numbers, eg. 1,2 and 3. The first number called is the goalkeeper. The second number is the defender, and the third number called is the attacker. The scouts from each team with those numbers, run and pick up their sticks and try to get the sponge into the opposite teams goal.

The goal keepers are not allowed out of their goal areas, but they are allowed to pick up the sponge or kick the ball. Any scouts committing a foul of any sort, have to spend 30 seconds in the Sin bin. The game continues until a goal is scored. The sticks and the sponge puck, are then replaced in their starting positions, and three new numbers are called. We continue playing, until each scout has played in all three positions. We also play another version of this game using only four sticks. In this game we have rush goalies, where the goalie can come out of his area. This version is also a very fast game. When we play this version we usually put one of the leaders on each team. Every so often we call out the leaders number, as either the goal keeper or the attacker. We therefore have a leader and a scout on each side.

BALL HOCKEY GAME

You will need: * 2 hockey sticks * 2 balls or sponge pucks * 4 chairs * 6 skittles or liquid dish washing soap squeeze bottles.

Two equal sized numbered teams on each side of the hall. Two chairs each end for a goal, with a hockey stick and puck in each goal mouth. A line

of skittles between each goal mouth. When a number is called, the two scouts with that number race to their goal mouth, pick up the stick and then dribble the puck between the skittles slalom fashion until they reach the end of the line where they can shoot at the opposing teams goal.

CROCKER

You will need: * 2 stumps a yard apart for the wicket * A stump for the bowler 8 yards in front of the wicket * A stump 7 yards to the left of the wicket to run round * A large ball such as a football * A baseball bat or rounders bat

The ball must be bowled under arm from the bowlers stump. The batsman must run round the running round stump, every time he hits the ball in front of the wicket. The bowler can bowl as soon as the ball is returned to him. The batsman is out if the ball passes between the wicket stumps, it hits his legs twice (leg before wicket) or if he is caught out, in front of or behind the wicket. To speed the game up, you could make the whole team out if someone is caught out.

PANCAKE RACE

You will need: * A bat, frying pan or tennis racket * a ball or frisbee

Half of each team stand at one end of the course and half at the other end. The first player has to run to the other end and give the frying pan to the first man at the other end who runs back with it. This is continued until each player has run the number of times the leader decides. On each run the frisbee or ball must be tossed and caught twice without dropping it. If the player drops it on the floor they must go back to where they started from and do their run again. On pancake day use real pancakes.

FRENCH CRICKET

You will need: * A cricket bat or baseball bat * a tennis ball

All players form a circle and the batsman stands in the centre of the circle facing the player who has the ball first. The player with the ball can bowl under arm at the batsmans legs or pass the ball to another player around the circle to bowl. The object of the game is to hit the batsmans legs. The batsman must stay facing the man who first had the ball, but he is allowed to move the

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bat around him to protect his legs. When the batsmans legs are hit, he swaps places with the player who bowled the ball.

NO BOWLER CRICKET

Set up as for any other cricket type of game, but in this variant there is no bowler. In this version the batsman has to balance the ball on his bat, flip the ball in the air and then hit it. The batsman

must run if he hits the ball or not. Any fielding team player can stump the batsman if he is not at his wicket or catch him out. The batsman may also be out if he drops the ball onto his own wicket. When a batsman is out a new batsman, if one is available takes his place. When all batsmen are out then teams change over from fielders to batters.

MORE GAMES YOU MAY WISH TO CONSIDER

DONKEY RACE

Two boys straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

FOOTBALL GAME

One team gets on each side of a table. Each side tries to blow a ping-pong ball off the opponents' side of the table.

EATING RACE

Give each boy two double crackers. The boy who can eat them all and whistle, or blow up a balloon wins.

FIFTY YARD SWIM

Each boy hops on one foot carrying a paper cup of water. First one over the finish line wins. (Could also be done as a relay.)

DODGE BALL

Divide boys into two teams. One team makes a circle and the other team stands inside it. The boys forming the circle throw a large ball at the boys inside the circle, who are running around trying not to be hit. The inside boys may not catch the ball. A ball hitting a boy on the head does not count. Only boys in the outside circle may catch and throw the ball. Boys who are hit join the outside circle and try to hit the inside boys.

CENTIPEDES

Divide the boys into two teams. Establish two lines about fifty to one hundred feet apart. Line the two teams up on the starting line. Have the first four (three or five if needed) boys in each line straddle a broomstick and with their left hand grasp the stick. On signal the centipedes race to the far line, turn around and race back to the finish line. The centipede may only advance when all four boys are holding the broomstick.

Then the next four boys form a centipede and continue the relay.

POTATO JUMP RACE

Establish a start and a finish line. Line the boys up on the starting line. Give each boy a potato (ping-pong ball, balloon, etc.) to put between his knees. On "Go" see who can jump to the finish line first without dropping the potato. (May also be done as a relay.)

CLOTHESPIN RELAY

Divide into teams. Each team member must run from the starting line to a team bottle placed a distance away, attempt to drop a wooden clothes pin into the bottle (Each boy has only one attempt to get the clothes pin in the bottle) and run back to tag the next team member, who then repeats the action.

The rules are to hold the clothespin with a straight arm at shoulder height or with a bent arm at waist height (as long as all do it the same way. When all the teams are done the team with the most clothespins in their bottle wins the game.

NAIL DRIVING RELAY

Stand one 2x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting line and put a hammer next to each of the blocks. On "GO!" one boy from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next boy in the relay. The race continues, with each boy in turn going as many times as it takes for one team to drive all of its nails flush into the block. Be ready to straighten bent nails.

DISTANCE CLOVE HITCH

Using a very long rope and either a tree or a pole, the object of this game is to tie a clove hitch around the tree (pole) without getting near the tree. Draw a circle around the object that the knot is to be tied to and tell the boys that they must

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not go inside that circle. The knot can be tied, but only through the co-operation and teamwork of the two boys. (Hint: One boy is a runner and the other stands in one spot.) We did this at a Loggers Day for the Boy Scouts and it was as much, if not more fun for the adults to try it as it was for the boys. It's not anywhere as easy as it

sounds ---- TRY IT, YOU'LL SEE FOR YOURSELF ... 8-)

I must also thank Indian Nations Council for most of the above games, as well as those of my previous post to the list.

ONE ON ONE CHALLENGES

I shall refer to the two people from time to time as Alan and Bertie (my old math teacher's terminology. For reference there were also Charlie, Dick, Edward and Freddie.) I prefer to use these challenges with paired off Patrols if possible, PL vs PL, APL vs APL and so on.

ARM WRESTLING

Easy enough; it can be done lying on the floor, so you don't need a table. You're supposed to keep your elbows together and hold hands so that your thumb muscle is in the other person's palm.

TRACTORS/TANKS

Here the pair is working together to get from one end of the hall to the other in the shortest time. Alan lies on the floor on his back. Bertie stands facing him with his feet either side of the first person's head; Alan grasps Bertie's feet around the ankles. Alan then lifts his legs up in the air, and Bertie grasps Alan's ankles in much the same way.

It should now be possible for Bertie to dive forward, tucking his head in, and end up with his back on the floor beyond Alan thus reversing their positions. Repeat until you reach the finishing line. And you know the best part is that is really doesn't hurt if you do it right. It requires a little faith and tuition, but do dive properly, never let go of the other guy's ankles and tuck your head in!

ARM KNOCKOUT

Alan and Bertie face each other on the floor, press up style. Feet should be together and bodies should not be bent. The object is to knock out the other guy's arms and thus make him collapse - you may not grab the other guys arm with an open hand. Clearly the best way to do this is to fake him out and knock his one arm out when his other arms is trying to knock your wrong arm out of the way. Got that? Terrific. This is particularly painful with short sleeves.

BACKLIFT

Anne and Brian (variety...) stand back to back and interlock arms at the elbows. On the word 'Go', each has to attempt, by leaning forward, to

be the first to lift the other clear of the ground. You'll want to try to match heights quite well for this one.

LEG PULL

I would organise this one with all the pairs of boys down the long axis of the hall; Alans will have their backs to one long wall, Berties with have their backs to the other long wall. OK. Good.

Now each person lifts his left leg in the air and holds onto his partners left leg. Upon a suitable command, each player has to hop backwards trying to pull his partner with him. The one to touch his back on his own wall (or to cross a line - safer) wins.

SLAPS

This one comes from the playground and you may be a little wary to encourage your little angels into such violence, but here we go. You should probably slip a coin in each case to see who goes first, but we shall assume Alan goes first.

Each player holds his hands together in a prayer position, such that his fingers are pointing at the other player in front of him and his hands are at chest height. Some suggest that the two players hands should be close enough that fingertips are touching and this can be enforced. Since Alan is going first, he will be attacking. (-) This involves his moving one of his hands and swinging it so as the slap Bertie's hand, for example Alan may decide to use his right hand, in which case he would slap Bertie's left hand.

Bertie's role in this is to try to remove his hands, and so foil Alan's swipe. Bertie however may not move his hands until Alan's fingertips have broken apart; if Alan successfully fakes Bertie into doing so, then Bertie is required to hold his hands in place while Alan exercises his right to a free slap. This can inevitably be somewhat harder than combat slaps as preparation time is available. It is observed that players wishing to retain friendship with their opposition do not necessarily slap any harder here than at any other time.

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So far Bertie has done rather badly out of the arrangement. However a further important rule is thus; if Bertie successfully removes his hands entirely and Alan thus misses, play changes over such that Bertie is now attacking Alan.

The game finishes when one of the players submits to the other and admits defeat. This is of course subjective.

Slaps is an excellent spectator sport, particularly in watching the colour of their hands. My campers and PFC Summer camp picked this game up rather slowly at first (I noted this softness in general in American kids), but enjoyed it immensely once taught.

CHINESE LADDERS

This game only belongs here insofar as the boys are likely already arranged in the right format to play it. They should sit down the length of the hall facing their partners, with their feet touching those of their partners.

+-----+ ||| O== ==O || O== ==O || O==
==O || O== ==O || O== ==O || O== ==O ||| +--
-----+

...like so. Starting at the top end of the diagram, upon command, the boys jump up, and run down the hall over the legs of their team (who may not move those legs!) and then touch the end of the

hall. They run back around the outside, touch the top wall, and then make their way over any legs back to their place, whence the next boy may do the same. It's a race.

Note the way I have described it so that each boy must sit down beyond the next person in his team; this helps prevent cheating by starting early.

This game can be made more interesting by providing simple obstacles around the two outside edges of the hall, e.g. car tyres to get through, turned gym benches to walk along, or chairs to go under.

INDIAN LEG WRESTLING

Picture first: (laying on the floor) Person A (Jim)
]===<O ([] = feet, == = legs)

O<==[(<= body O = head) Person B (Tom)

Jim and Tom (with the inside hand) grab the other person's forearm. This will cause the (roughly) pivot point. A count of 1, 2 is given, and on each number the inside leg is raised to the vertical position. On the count of 3, the legs are interlocked at the knees.

The Objective is to get you opponent to turn from the original starting position. It is kind of hard to explain, but if you get a partner and try it, you will see what I mean.

SUMMER OLYMPICS GAMES

Here's a brief description of the games we'll be using in our Summer Olympics.

WATER RELAY RACE

Transport water from point A to point B holding water can above head. Water can has small nail holes in bottom edge resulting in a shower effect on the carrier. Team that has the most water average per den wins.

OBSTACLE COURSE

Standard obstacle type course described in Ideas book, with the addition of slip N slide water slide, and Rope swing over small swimming pool. Best den average through course wins.

ELECTRIC ISOTOPE

Combined teamwork to remove coffee can from centre of circle using ropes tied to a small inner-

tube. Boys cannot cross rope circle. Best time wins.

WATER BALLOON SLING SHOT CATCH

Using a large slingshot made from surgical tubing and a inner tube cup, three boys will launch the water balloons toward the objective. The objective is three boys holding a small plastic swimming pool, who will try and catch the water balloons. The team with the most catches wins.

4X4 RACES

Using two 4x4"s (6 ft lengths) with robes tied every 12 inches, six boys standing on the 4x4 will attempt to lift and walk a short distance. Requires teamwork and co-operative effort. Fastest time wins.

WINTER GAMES

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THE SNOW SNAKE GAME

Native American winter game, reached highest levels of sophistication among the nations and tribes near the Great Lakes. Seneca tribe of the Iroquois Nation called it Gawasa, I believe. (Also the name of the oldest winter training program in the BSA I believe, now well over 50. In the Land of the Oneidas council upstate New York)

On a long, 1/4 mile or more , level surface, build a long pile of snow, 2 feet high, 2 feet wide. This will occupy a winter camporee of about 100 scouts for an hour or so. Make a V shaped trough in the pile, smooth and ice it thoroughly.

All contestants have previously carved a snow snake. It should be 5 to 7 feet long, about 1 1/2 inches high at the 2 to 4 inch long head. The eyes of the snake are where it is weighted. The snake should never be wider than 3/4 inch and is usually only a 1/2 inch high, behind the head. The bottom is rounded, the top, behind the head is flat. The underside of the head should curve up like a ski. Decorations and carvings should be done on the non-sliding surfaces.

The snow snake is held in the throwing hand with the index finger at the end of the snake, like a sling. The snake is supported with the non throwing hand during a running head start. The arm movement is a crass between a baseball side-arm pitch and a bowling delivery.

Using these directions, at the defunct Iroquois Council's 1973 Gawasa, a 14 year old scout

threw a snow snake more than 1/4 mile down the trough. I have seen the Huron Nation build troughs on Lake Michigan over 3 miles long, and one year saw a television report of a Huron throwing a snow snake over 2 miles down a trough (about 1978).

The younger scouts get really impressed when they see what they are capable of.

MORE WINTER GAMES

I have seen all sorts of things done at winter camps, and while I have no specific suggestions as to games, there are variations you can use on other sports/games, such as: Golf (use tennis balls coffee cans and expect to lose a few balls), volleyball (careful, the ball gets quite hard, but playing this game knee or waist deep in powder is not to be missed.), campfire building and so on. As I type this I remember building kitchen areas with tables and seats by digging into the snow. Wide games are a lot of fun in the snow (see other thread) and I imagine "stalker" would be trickier on snowshoes... One winter camp here in BC (Rovent for you BC'ers who have seen a lot of this before) also features a gateway contest and snow-sculpture contest.

In general I think that you can do a lot of things at a winter camp that you can do in the summer, you just have to remember to stay dry. One final note, Hot Chocolate tastes GREAT at -20 C!!! Enjoy!

RELAY GAMES

SEED PLANTING RELAY

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and taps the next boy on the team.

POTATO RACE

Two teams. Give each starting player a fork and a potato. He tosses the potato into the air and catches it on the fork, takes it off and hands them to the next player. First team through wins.

CONE RACE

String paper cones on cords stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next boy does the same. First team finished wins.

DRIVING THE PIG

Two teams; each team has a 3" long stick and a 1/2 gallon milk bottle (add a little water to the bottles). The players use the stick to push the bottle (pig) to the fair.

TOWEL ROLL ROLL

Using a broomstick and a paper towel cardboard tube, each team member uses the stick to roll the tube to one end of the room and them back. He then hands the broomstick to the next boy. (I have seen this one done -- it's harder than it sounds!)

TURKEY FEATHER RELAY

Divide into relay teams. First player holds a long turkey feather. At the word "Go" each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the

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finish line. He then picks it up and runs back to his team to give the feather to the next player.

CANDLE AND STRAW RELAY RACE

You will need: * 1 candle and a box of matches per team and 1 drinking * straw per team member

Each team member is given a straw. They have to race to the opposite end of the hall where their candle and box of matches is located. They must light the candle and then blow it out by blowing the flame through the straw. This can also be played in subdued lighting.

CHECKER RELAY

You will need: * 6 wooden checkers playing pieces per patrol * We often get these given to us at rummage sales

Scouts race up and down the hall in relay fashion, with a pile of 6 checkers balanced on the back of one hand. They are not allowed to steady the pile with the other hand. The only time they can touch the checkers with the other hand, is either when they have dropped them and are picking them up, or when they are transferring the checkers to another scout in their team.

CUBS ACROSS THE RIVER

You will need: * 4 card or carpet tile stepping stones * three awkward pieces of equipment such as a rucksack, a football and a hoop, for each six

Line up sixes with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Cub 1 carries cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up cub 3 plus a piece of equipment. Cub 3 comes back and picks up cub 4 plus a piece of equipment and so on until all the cubs have crossed the river. Those cubs on the bank should be encouraged to cheer their team on.

DRIBBLE BALL

You will need: * 1 ball and several skittles per team or six

Standing in teams, each person in turn dribbles the ball down the line of skittles slalom fashion, either using their foot, a stick or a washing up liquid bottle and then straight back to the next man in their team. If a skittle is knocked over, the player has to return to the start and begin again.

STACKING THE CANS

You will need: * 6 tin cans or drinking chocolate tins with lids per team

Patrols or sixes stand in lines. They have to run to the end of the hall in relay fashion and each one add a can to the stack. The winning team is the first one back with a completed stack and all their team standing to attention. You could add a variation to the game by playing two teams at a time and have the other teams at the sides throwing bean bags or dusters at the piles of cans. If you played this variation then you would play against the clock to see which was the fastest team.

TUNNEL BALL

You will need: * A ball or balloon for each team

The teams stand at attention in lines, the front player in each team has the ball. On the command 'GO' they spring their legs apart. The player at the front passes the ball between their legs. The ball must go between each players legs until it is picked up by the player at the back. The back player then runs to the front and continues the process until the original front player is back at the front. The winning team is the one with all players standing at attention with the ball at the front. If a ball breaks out from the line it must start its journey through the tunnel again from the front. As an alternative pass the ball from the back player through the tunnel to the front.

WHEELBARROW RACE

Teams stand in lines at one end of the hall. On the command 'GO', the front player gets down on his hands. The second player stands between his legs and lifts his legs up to waist level. They now have to go as fast as possible to the other end of the hall with the front player walking with his hands and the rear player holding him up like a wheelbarrow. When they reach the end of the hall the front player stands up and the rear player runs back to the front of his team and then becomes the front man of the new wheelbarrow. This process is continued until the whole team are at the far end of the hall.

HIGHWAYMAN

You will need: * A short length of lashing rope and a chair for each team

Teams stand in lines at one end of the hall. There is a wooden chair with a bar back at the other end of the hall opposite each team. The front player of each team has a length of rope in one hand. On the command 'GO' the second player jumps onto the back of the front player and they race piggy back style to the chair at the other end of the hall. The player riding jumps down and ties one end of the rope around the top bar of the chair using the highwaymans hitch. He then

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jumps back on the other players back, pulls the end of the rope to free it and they then race back to their team. The player who was the horse goes to the back of the team and the player who was the rider now becomes the horse or front player.

FIREMAN, SAVE MY CHILD

You will need: * A drinking straw for each player * simple paper cut-out of a child, this should be about 1 1/2 to 2

inches tall. The arms and legs should be about 1/2 an inch wide on the figure

The game goes like this: The players are divided into two teams and are formed into two lines. Each team has a pile of the cut-out children on a table and a drinking straw for each player. Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, or whatever.

At the call of "Fireman, save my child", the first player on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they then run to their respective pail and deposit their figure in the pail. If they drop the figure en route, they must stop

and pick up their child again, by getting down on the floor and sucking it up with their straw. After putting their child in the pail, they run back to the starting line, and the next player picks up his child and repeats the process. The first team to save all their children is the winner. Have enough figures so each player gets at least two turns.

LAYERED CLOTHES

My Girl Scout troop really liked a game I threw together to teach them about layered clothing. Gather a pile of assorted clothing, including socks, shoes, hats, etc. Divide the clothing "evenly" into piles (i.e. pair of pants in each pile, mittens in each pile, etc.). Make sure the clothes are large enough that the outer layers can fit over the other layers. Divide the group into teams. Divide the teams in half and place one half near the pile of clothes, the other about 50 feet away. At a signal, the first member of each team "dresses" in the clothing of the pile and gallops the 50 feet to the other side, "undresses" and another team member puts on the clothes. As long as there are no rocks in the way, this game can be really fun to play (and watch!).

STRATEGY GAMES

MOUSE TRAP ATTACK

You will need: * 4 spring loaded mouse traps per team * an endless supply of rolled up paper balls

We will suppose that there are four teams or patrols of six boys. They are spaced at equal distances down the length of the hall. Each team or patrol has it's mouse traps cocked at one side of the hall on the floor. At the other side of the hall opposite each group of mouse traps are three attacking boys from each of the other patrols. These attacking boys are armed with rolled up balls of paper. Each patrol is allowed up to three defenders for their mouse traps. These defenders must sit on the floor half way between their mouse traps and the defenders. The attackers must lob the paper balls over the heads of the defenders and set off the mouse traps. The winning patrol is the one that has the last loaded mouse trap.

MOUSE TRAP FISHING GAME

You will need: * 1 spring loaded mouse trap * 3 bamboo canes * 3 lengths of string * some objects such as plastic bottles to be picked up, for each team

You will have to bore a hole or fit a screw eye in one end of each mouse trap so that it can be

attached to a length of string. Each team stands at one side of the hall and the objects they have to collect such as plastic bottles are on the other side of the river (hall). The only way that they can get the objects, is to lash the three bamboo poles together to form a fishing pole and attach the string with the mouse trap attached to the end. You will have to show the scouts how to cock the mouse traps safely or you may have to do some first aid on bruised fingers.

SUBMARINES AND MINEFIELDS

You will need: * Blindfolds for each member of the minefield

You split into two teams, one forms a line across the playing field. They are blindfolded and standing close enough together to touch hands. Each hand is a mine that will 'destroy' a ship (a member of the other team.) that team quietly tries to sneak along the line weaving in and out of the mines, (i.e. between their feet, or between two scouts). we once had someone go fetch a utility ladder and climb over the minefield. After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Thus later ships may go through an unprotected area. Smaller scouts usually win this one. When the whole team has gone through or not as the case may be, change over. At the end of the game, the

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winning team is the one that managed to get the most ships through the minefield.

TRADER

You will need: * 4 counters for each boy, red, blue green and yellow one of each colour.

When the game starts the boys are given a set time 5 to 10 minutes in which they are allowed to trade. They trade in the following manner. A boy approaches another boy with a counter in his left fist , he does not show the other boy what colour he is holding. If they agree to trade then they give each other a counter taking care that they do not show the colour they are swapping. Any boys who do not wish to trade simply cross their arms, this indicates that they are not open for trading. After the trading period is ended you show the lads the stockmarket chart shown below and get the lads to add up their scores.

Print out the following table and make copies.

Number	Colour	Points
4	Red	100
4	Blue	80
4	Green	60
4	Yellow	50
3	Any Colour	40
2	Any Colour	15
1	Red	1 point
1	Blue	2
1	Green	4
1	Yellow	5

After they have added up their scores and you have found out which scouts have the highest scores, collect the counters in and hand out one of each colour again to the scouts. Now play it again with the scouts knowing the values and see the difference in tactics. From time to time you could introduce jokers these are White counters. You place some of these on the table and the boys are told they can take them if they wish. The value of these is unknown until they add up the scores. You then tell them that they either get 10 extra points for each White counter they have or minus 10 for each White counter they hold, much like Bulls and Bears in the stock market. You can decide if it is going to be a plus or a minus by either tossing a coin or rolling a dice.

THE TRADER GAME

You will need: * 4 chips for each boy, all of different colours (red, green, blue, yellow) * 1 chip for each adult - white (I made my chips by cutting 1 inch squares from coloured cardboard)

The boys are given a chip of each colour. the adults each have one white chip. The boys get 7 to 10 minutes to 'trade' chips with each other or an adult. To trade, each boy holds a chip HIDDEN in one hand. When they agree on the trade, the chips are exchanged. ALL TRADES ARE FINAL! Boys who do not wish to trade should fold their arms to signal that they don't wish to trade. All trades are 1 chip at a time. Boys can also trade with adults if they want to. After the trading is over, show the boys the stock market list below and have them add up their scores.

Now that they know the value of the chips, let the boys play the game again. Collect and redistribute the chips, and see how trading tactics change. After the second trading period is over, add up the scores again and see how the boys did this time.

STOCK MARKET CHART - TRADING CHIP VALUES

Qty	Colour	Points
4	red	90
1	blue	40
4	green	80
1	yellow	30
4	yellow	60
1	green	30
4	blue	50
1	red	20
2	white	50
1	white	20
3	any colour	40
2	any colour	20

TRADING POST

You will need: * Two price lists, one of things that you are selling and one of things that you are prepared to buy back. * Various things for the teams to buy * You will also need some form of currency such as coloured cards, paper or even beads.

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At the start of the game, each team is given the same amount of currency. They then have to decide what they are going to buy from you in order to make something to sell back to you for a profit. Most things that you buy back should result in a profit, but you should put in some items that produce no profit or even a loss. As an example of the sort of things on your to buy list would be a cup of hot tea for the scout leaders. To do this they will have to purchase from you matches, tea bags, milk and sugar, a cooking stove, fuel for the cooking stove, water pot and water.

LIGHTHOUSE

This game comes from a Games book published by the Bharat Scouts and Guides (India). It is attributed to the Catholic Boy Scouts of Ireland.

You will need: * enough blindfolds for half your group. * a reasonably large room.

The Leader is the lighthouse. Half the troop (pack, company) are ships, and put on the blindfolds at one end of the room. The other half are rocks, and distribute themselves on the floor between the ships and the lighthouse. Please ask the rocks to keep their hands and feet in to minimise tripping. The rocks also should not clump up.

The lighthouse goes "woo woo" to guide the ships. The rocks go "swish, swish" quietly to warn the ships of their presence. On go, the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and go "swish, swish" also). When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places.

THEMED GAMES

SPACE TRAINING GAME

SPACE ARCHERY

In space, everything floats. As a construction mechanic, the only way to keep your space station parts from floating away is to rope them together. Your problem is that YOU are anchored to the main space station, while the new parts are slowly drifting away. So how do you get a rope on those parts? Why with your trusty bow and arrow. Each new part comes with its own target. Each mechanic gets 10 arrows. Hit the target with the arrow that has a string attached, and double your total points.

GAME PARTS - 3 targets with stands, 30+ arrows, 3 bows, ball of string, 3 stakes.

Set up targets, with 3 shooting stations about 20 feet (7 meters) away. Put 10 arrows at each station. Measure 30 feet (10 meters) of string for each station. Tie one end of string to a stake at the station, and tie/tape the other end to one of the arrows. This should be the last arrow shot by each Cub, and can double their target score. Score target rings at 1 (target), 2, 3, 5 (bulls eye on our targets).

Be very alert to safety. Make sure ALL ARCHERS understand that arrows are not to be nocked while anyone is 'even close' to the shooting range area!

ROBOT ARM

You're the operator of the space shuttle's robot arm. The arm will do everything you tell it, but it can't see or think for itself. Your job, pick up the three space disks and return them to your

position. Use voice commands like 'forward, left, right, and down' to direct the robot arm. Keep the tether rope tight to prevent the robot arm from overshooting the targets. This is a timed event.

GAME PARTS - Long rope, 3 Frisbees, blindfold, 2 paper grocery bags.

Draw a ring for the 'operator' to stand in. Paint 3 spots at different points outside the ring, ranging from 15 to 30 feet (5 to 10 meters). The spots mark the pick-up spots for the 3 Frisbees. Tie rope around waist of the cub acting as 'robot hand' (use a bowline!). Blindfold the 'hand', then place grocery bag over his head - the 'hand' should be unable to see. The operator now steps into the ring, and takes hold of the rope. At "GO", the 'hand' walks out to get the Frisbees. The operator lets out the rope until the 'hand' is out far enough, and uses voice commands (left, right, down, out) to direct the 'hand' to each frisbee. Make sure the operator knows that he should keep tension on the rope - this is one of his main methods of guidance and control. After the 'hand' has all 3 frisbees, the operator has to reel him back into the operator's circle. MAKE SURE THE 'HAND' IS UNABLE TO SEE! This is a timed event - the boys may run thru this as often as they want in the allotted time. Keep the best time.

SPACE CONSTRUCTION

Your team of construction mechanics are on the moon. You need to build the tallest radio tower you can, using the standard space-blocks. The structure must be free-standing and self-supporting. DO NOT DAMAGE THE BUILDING MATERIALS while constructing your tower!

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GAME PARTS - 16 cardboard boxes all the same size, 6 large coffee cans, 3 thin strips of plywood, 2 poles with nails thru the ends, several smaller dowels, tape measure.

The object is to build as tall a tower as possible with the material supplied. The tower must be free-standing and self-supporting, and stay up for at least 1 minute. **DO NOT LET THE CREW DAMAGE OR MODIFY THE SUPPLIED MATERIALS!** Measure the tower to the nearest inch. The crew can try several different configurations.

***WARNING! Wind and uneven terrain can dramatically affect this game. Try to locate it in a sheltered area with fairly even ground. It could also be done inside if the room has a tall ceiling.

SPACE EXPLORATION

Space explorers need to be highly trained observers. In this training exercise, you need to scour the marked-off section of rough terrain, and discover the interesting samples. There will be bonus points for discovering samples whose colour is different from your assigned colour.

GAME PARTS - individually wrapped candy in different colours, coloured tape or marker cones to mark off the search area.

Game leader will hide 10 candies of the same colour in search area, plus 1 of a different colour. Cubs need to search the area to find all 'samples'. After they are turned in and counted, they may each have 1 to keep. The coloured candy counts as 3 points, all others are 1 point. Be alert to 'missed' candies from previous groups.

SHUTTLE FLIGHT-CHECK

All shuttle crews need to check out their craft before take-off. Every crew has memorised the list of instructions. Lets see how good your crew is at remembering instructions. You will get two minutes to study and discuss the list of instructions and their order. Then, without looking, your team must write them down in the correct order. If you're quick, you will have time to play this one twice.

GAME PARTS - 20 cards with different flight-check instructions, table, large cloth.

Lay out 2 cards (in random order) for every Cub in the den. The Cubs will have 2 minutes to study, discuss, and memorise the cards. Then cover cards with cloth. They now have 5 minutes to write down all the flight-check instructions in order. Award 1 point for every instruction in the correct position relative to the previous and next instruction. Award 2 points for every instruction that is written **EXACTLY** correct - give 1 point if the instruction is mostly correct. There should be time to play this game twice. This is a version of 'Kim's Game'.

*** My cards were all very short phrases, including things like 'CHECK FUEL GUAGE', 'CHECK OXYGEN GUAGE', 'INSPECT SHUTTLE BAY', 'TEST SHUTTLE BAY LIGHTS', 'EXAMINE AIRLOCK' and so on. I used 3" x 5" index cards and a black magic marker to make them.

***WARNING! This is another game that can be affected by wind. Using a large thick cloth, and taping one edge of it to the table can create an effective windbreak that the Cubs can 'peek under' during their 2 minutes of observation.

GAME LEADER INSTRUCTIONS

Bring spray paint (white) to draw lines on the grass. Also packing tape and duct tape. If games are held indoors, use masking tape for your lines.

Make sure all game leaders understand that the rules may need to be modified, but if they are, **ALL GROUPS** must have the same chances. The most important thing is to make sure that all rules are applied consistently for every group participating. All games were designed to be played outdoors, but most could easily be done indoors if the activity room was large.

At the end of the competition, all score sheets will be collected from Den leaders. Compare the single 'best' score for each game and den. Award 1st thru 5th place (we have 5 dens) in each event. The den with the **LOWEST** total score for the 5 events will get 1st place.

GAMES FOR PIRATE THEME BIRTHDAY PARTY

Walk the Plank

Works best if you have a swimming pool. Are brave prisoners or grovelling prisoners more fun? Vote afterwards.

Buried Treasure Hunt

Bury some loot, make a map, hand out shovels, and stand back. Best if held on a beach, but if you're sick of your garden, what the heck.

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Loot the Town

The kids burst into the house and cart away anything they find. Best if held at someone else's house. With teen-agers, you can add the twist, "Make Them Tell Where They Hid the Silver."

Boarding Action

Split the kids into two teams and have them try to capture each other's "ships," which can be

buildings or minivans. Kids over ten need to be searched for zip guns beforehand. Victory conditions are variable. Possible outcomes are: last "ship" operational, amount of loot removed from "ship," last pirate conscious. Best played just before leaving the country.

BOP STICKS

Another game the scouts like a lot, which is not a game from the BSA, is "Bop Sticks." This game requires quite a bit of preparation, however.

You will need: * 2 lengths of PVC pipe, 7' X 1" * Lots of foam padding * Even more duct tape * Two old tennis balls * Two football helmets (or other helmet with a face guard)

Cut the tennis balls in half and tape each half securely to the ends of the PVC pipe. Wrap every square inch of the pipe in foam, and secure with tape. When finished, you should only be able to see tape. The balls and foam should be covered in tape.

The scouts wear the helmets and attack each other with the stick they are wielding. A hit to a limb results in the loss of the limb. A hit to the neck results in decapitation - you're dead. Two hits to either the body, the head, or both result in death. Loss of a limb results in just that. Naturally, if both legs are gone, you can't run away, and if both arms are gone, you can't wield a stick. It's fun to watch the scouts hopping around on one leg in their big, bulky helmets while swinging a rather awkward "sword" with one hand. You can have tournaments.
