

Boy Scout Games

Through games, values are being developed that may go unseen by Scouts. Among these traits are team spirit, sportsmanship, and fair play that young people may acquire through games and contests.

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Foreword

The development of a Scout's physical fitness, along with the boy's character and other values should be one of the major goals of a Troop Leader. An easy and effective method by which this could be done is through games.

Games and contests for testing the skills that the Scout learned, including fitness and fun games should have part in every troop activity. Fun for fun's sake through games can also be meaningful when the objects of Scouting are kept in mind.

The fitness and fun games, included here after the Scouts Craft games, while they may be classified as pure recreational games, are intended to contribute in developing the boy's physical fitness and mental alertness.

Ample time should be provided in the weekly meeting of the troop and in its camping program to cater to the recreational needs of Scouts, notwithstanding the pressure of other activities deemed more valuable.

Through games, values are being developed that may go unseen by Scouts. Among these traits are team spirit, sportsmanship and fair play that boys may acquire through games and contests. The leader has a unique opportunity, through these activities to help boys develop in body, mind and

Notes on Games

Baden Powell gave us a simple formula for the activities of Scouting. The training of Scouts is done mainly by means of games, practices and competitions.

Purpose

1. Games are for the purpose of elementary knowledge about Scoutcraft and for fun.
2. Practices are learned and executed on hikes and in camp to master the skills.
3. Competition is implemented in the form of projects to determine to what extent the skill have been learned and for practice.

Hints to Leaders on Games

1. Your games must fit your Troop. They will have to be chosen over a period of trying and testing. A popular game may be used repeatedly, yet – don't overwork any one game. Make a change while it is still good. Try out new games during the weekly troop meetings.

2. Everybody should be active. Boys who are only "looking on" easily get bored and will start getting into mischief.

3. Game teams should be the Patrols. Make it an extremely rare exception to break up Patrols to form teams.

4. Let boy leaders lead. Games may appropriately be the responsibility of a Junior Assistant Troop Leader, if possible alternating with the Senior Patrol Leader. Give each Patrol Leader a chance regularly to introduced and lead a new game.

5. Introduce the game properly. A game will not be a success unless the rules for playing it are understood by all the players. This is done effectively in this manner:

...Name the Game. The boys will remember the name and will know which is meant the next time it is to be played.

...Get the Patrols in formation to play it. Whether line, relay, circle, etc.

...Explain the rules. Make it short and clear.

...Demonstrate the game. If a relay, have the first boys of each team run up and back; if a line game, go through the motions.

6. "Any questions?" Give the boys a chance to get the explanation on points which may not be clear to them.

7. Run the game with the necessary equipment and judges ready.

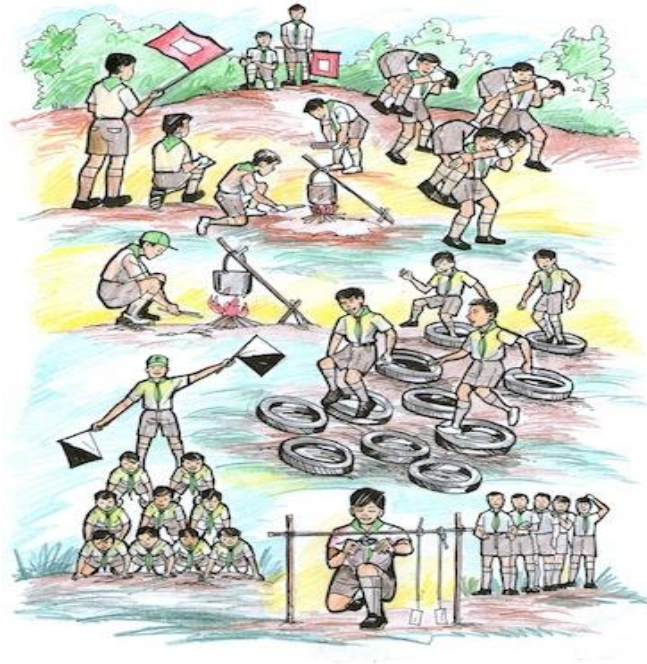
Classification of Games

- 1. Scoutcraft Games** – which may be used for elementary practice in various Scout skills, e. g. Scout Law Relay, Rope Work, etc.
- 2. Recreational Games** – for fun, recreation, and physical action, and to add variety to the game “menu”, e.g. On the Bank, In the Pond.
- 3. Wide Games** – over wide territory, providing practice in numerous Scout skills and physical exercise, e.g. Capture the Flag, Antelope Race, Skin the Snake, Tug-of –War, Roman Chariot Race, etc.

Points to Consider in Conducting Games

- 1. The space required** – depends on the kind of game. Games suited for indoor and those for outdoors.
- 2. The type of activity inherent in the game.** The games are identified as being quiet, active, vigorous and strenuous.
- 3. The teams participating**
- 4. The equipment needed**
- 5. Formation** – line, circle, etc.

SCOUTCRAFT GAMES



Scout Ideals



Scout Law Relay

(Patrol Team | Active)

Equipment: For each patrol – 1 pencil, 12 consecutively numbered cards, and a hat.

Method: Place a hat containing shuffled cards and a pencil on a chair on opposite end of room from each patrol. Patrols line up in relay formation at starting line. When leaders shouts word “go,” each patrol leader runs to the hat directly in front of his patrol, draws a card and writes underneath the number on the card the point of the Scout Law indicated by the number. He runs back and touches off the next Scout who repeats the same process. The game is continued until points of the Scout law is written on each of the 12 cards.

Scoring: Patrol that scores most points wins. One point is scored for finishing first and 1 additional point for each correct answer.

Flag Quiz

(Flag Respect | Patrol Teams | Quiet)

Equipment: Two Philippine Flags (one mounted on flag-pole), one Troop Flag, paper and pencils.

Method: Plan in advance around twenty different right and wrong ways of displaying the Flag of the Philippines. Number each of these from one to twenty. Assemble the Troop by Patrols, each facing the front of the meeting room. Now, using the flags, present twenty right and wrong ways of displaying the flag. Announce the number of each presentation, hold the flag in position of 10 seconds and allow 20 seconds for patrols to decide and record on paper whether the display was right or wrong, then move to the next display.

Scoring: Give 5 points for each correct answer. Patrol with highest score wins. Repeat demonstrations that were marked incorrectly by the Patrols and explain reason for the correct answer.

Historical Quiz

(Historical | Patrol Teams | Relay)

Equipment: For each patrol, a small cardboard box or a hat, paper and pencil.

Method: Line up patrols in relay formation. In other end of the room, opposite each patrol, place a box or a bench, sheet or paper and pencil. On signal “Go,” the first Scout of each Patrol runs up and writes the name of the present president of the Philippines. He runs back, touches off the next Scout in line, who in turn runs up and writes the name of the president before the one already written. The idea is to write down the name of the presidents of the Philippines in descending order. Variation can be made by writing the names of national heroes, government officials, etc.

Scoring: give 100 points for first patrol, 80 to second, and 60 to third patrol. Deduct 5 points for every error.

Ropework & Knot-tying



Creativity

(Pioneering | Patrol Teams | Quiet)

Equipment: For each patrol – a supply of same kind of materials such as Scout staves or saplings, lashing cord, tin cans, and coat hangers.

Method: Assign the problem of creating a device for a specific job using materials provided. Here are few sample projects: a device that will weigh camp objects up to 50 pounds in weight, a device to signal a message by a concealed operator located at least 10 feet away from the gadget, and a device to catapult a 25-pound weight at least 30 feet. The leader can dream up of additional projects as desired. Patrols are given a time limit.

Variation: Instead of giving all patrols the same project, assign each one to work on different projects. This will eliminate one patrol copying the idea of another.

Scoring: Patrol are judged on ingenuity and how well their device meets the requirements of the jobs.

Pony Express Race

(Knotting | Patrol Teams | Active)

Equipment: A 6-foot length of rope for each Scout.

Method: Patrols in relay formation. On a given signal, each Scout, except the front man, ties a clove hitch around one leg of the man in front of him, grips the free end of the rope in one hand, and raises the other hand. When all hands are up, the races to the end of the line without releasing grip on ropes or having knots come united.

Scoring: The patrol that crosses the line first wins, provided no one loses his grip and all knots have stayed.

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

Chain Gang Race

(Patrol Teams | Active | Indoor or Outdoor)

Equipment: A rope for every boy.

Method: On a given signal, boy No. 1 ties rope around his ankle with bowline and hands end to second boy. Second boy ties his rope with a square knot to the rope of the first boy, then ties rope to his own ankle with a clove hitch and hands loose end to the third boy, who treats himself likewise. When all are tied together, patrol races to the finish line.

Cannibal Rescue

(Knotting | Patrol Teams | Active)

Equipment: Six 6-foot ropes, per patrol.

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

Scoring: The first patrol to get across wins. If patrols are of uneven size, have one or more Scouts from the smaller patrols run back and be reached twice.

Knotting Circle

(Active | Indoor or Outdoor)

Equipment: One knotting rope.

Method: Scouts are formed in circle facing inward, hands behind their backs. "It" walks around outside circle, places rope in someone's hands, yells name of a knot and starts speedy run around circle. If recipient succeeds in tying knot correctly before "it" comes, "it" takes rope again. Otherwise, recipient becomes "it" and the real "it" takes his place in the circle.

Chinning Bar Contest

(Pioneering | Patrol Teams | Active)

Equipment: For each patrol, seven (7) Scout staves or saplings, 6 feet long, and two lashing ropes long enough to tie tripod lashings.

Method: Equipment is laid out in order in front of each patrol. On signal, the patrol members form two tripods by lashing the tops of three staves together with a tripod lashing. The tripods are set up just far enough apart to support the seventh stave across the top as a chinning bar. As soon as the project is finished, one Scout at a time chins himself as many times as he can. Each Scout in turn chins himself until a total of 40 pull-ups have been completed by the patrol members.

Scoring: First patrol to complete total 40 pull-ups is the winner.

First Aid & Rescue



Two-Man Carry Rescue Race

(First Aid | Patrol Teams | Active)

Method: Patrols line up at the starting line in groups of three. One boy is the victim and the other two rescuers. On signal, the rescuers carry the victim, using the conscious patient two-man carry, out towards a turning point and back to the starting line. They place the victim on the floor where he pretends he is unconscious. The two rescuers pick him up from the floor and again carry him around the course, but this time using the two-man carry for an unconscious person. As soon as they finish, the second set of threes in the patrol repeats the same process. In case the patrol does not have even three- man team, the victim in the first round can become a rescuer in a late round.

Scoring: First finish three to complete rounds around the course is the winner

Help If You Can

(First Aid | Individual | Quiet)

Equipment: For Each patrol, bandages, Scout neckerchiefs.

Methods: Patrols sit in their corners. Each Scout selects buddy. The game leader announces first aid, such as cut, etc. on signal each Scout ties correct bandage on his body, patrol leader checks bandages as they are finished. All bandages must be correctly tied, neat and with ends secured.

Scoring: Each correct bandage scores 10 points. First patrol to finish with all bandages approved by leader score 50 extra points.

Fireman's Drag Relay

(Indoor or Outdoor | Patrol Teams | Active)

Equipment: Neckerchiefs

Method: Half of each patrol are “Firemen” the other half, lying on their backs, are “victims.” On signal “Go,” first firemen in the Patrol runs up to his victims, ties victim’s wrists together with neckerchief, and hauls him back to starting line with fireman’s drag’s. He touches off next firemen who the rescues his respective victim. First patrol to finish is the winning team.

Observation & Sense Training



Blackout Fun

(Quiet | Indoor)

Equipment: See description of event below.

Here are five ideas adaptable to troop or patrol games. Each idea requires blindfolding each contestant:

1. Identify correctly a sudden sharp or a series of noises made by dropping items, striking match, pouring water etc.
2. Prepare small cans with different aromatic ingredients such as coffee, onions, garlic, pomade, vinegar, etc. contestants identify ingredients by smell.
3. Walk prescribed number of steps, turn around and walk exactly back to the starting place.
4. Place several objects 15 feet away from line of contestants. Allow Scouts to observe for a few minutes, then put on the blindfolds, start out and ask them to pick up the objects.
5. Which blindfolded, patrol members write down names and addresses of all patrol members. They then take off blindfolds and exchange lists to see whether someone else can read their blackout writing.

Nature Kim's Game

(Nature Observation | Patrol Team | Quiet)

Equipment: Nature items (20), a large cloth or neckerchief, and paper and pencil for each patrol.

Method: spread the nature item on the table and cover them with a cloth or neckerchief. Gather the patrol around. Lift the cloth for one minute and allow patrols to observe. Cover the items after the minute is up and have patrol members list them on a slip of paper.

Scoring: Allow 1 point for each one correct item listed. Patrol with most correct items is the winner.

The Leaking Packsack

(Quiet | Outdoor)

Equipment: Articles as needed, paper and pencils

Method: Game leader arrangers various articles not too conspicuously along one side of a path. They may include flashlight, toothbrush, soap, paste, scissors, stocking, matchbox, spoon, fork, comb, etc. the whole troop passes slowly along the path in single file. No one is permitted to walk back when he has passed a certain article. Afterwards, patrols go into huddles and prepare list of articles seen, in right order.

To add thrill to the game, develop a short story revolving around the leaking packsack and ask Patrols to solve the problem.

What Do I Feel?

(Sense Training | Patrol Teams | Circle)

Equipment: Fifteen to twenty articles such as a marble, coin, pocket knife, hammer, etc. Paper and pencil for each patrol.

Method: Line up patrols in circle formation, facing in. Put on blindfolds, using neckerchiefs. Hand articles one by one to the first Scout in line. He feels article and passes it on the next in line. Second Scout feels article and passes it on, and so on, until all items have made complete circle. Remove blindfolds and have patrols write down the items in the order in which they were passed.

Scoring: Give ten points for each correct answer. Patrol with highest total wins.

Variation: Place five to ten containers filled with vinegar, ammonia, vanilla, coffee, etc., on the table. Have patrols identify them by smell.

Scoring: Same as above.

Trial Signs

(Observation | Patrol Terms | Quiet)

Equipment: Two sets of 3 x 5 inch cards for each patrol. Each card of the first set with a drawing of a trial sign from pages of the Boy Scout Book. The second set has printed on each card the meaning of one of the same trial signs.

Method: Patrols line up in relay formation. Twenty-five feet in front of each patrol are the two sets of cards. Cards from the set with design of trail signs are placed face down, while the printed cards are spread out face up. On a given signal, the first Scout from each patrol runs to his set of cards, draws one of the face-down cards. He then matches it with the correct printed card by placing it on that card, runs back and touches off next Scout. Continue until all cards are matched.

Scoring: First patrol that finished with all correct matches wins.

Nature Sensing

(Sense Training | Patrol Teams | Quiet)

Equipment: None

Method: Each patrol sits quietly outdoors and members record the sounds, smells, sights, and feelings of nature in their minds. After 5 minutes, time is called, and each patrol has 3 minutes to prepare one written list made up of the different observations of its members. Before the contest, give suggestions to stimulate the observation power of Scouts – winds in trees, and feel of wind on face. Warn Scouts that whistles or car horns are not included.

Forbidden Words

(Sense Training | Individual | Quiet)

Equipment: Beans or counters for each player.

Method: Each Scout is given six beans or similar counters. When signal to start is given, each player engages another of his own choice in a brief question-and-answer period. Should either player detect the other using forbidden words, such as “yes” or “no” he will receive, on demand, one bean for each offense. At one-minute intervals, signals to change are given and all Scouts change opponents and engage new opponent in conversation, trying, of course, to make him say one of the forbidden words.

Scoring: At end of game, Scout with the greatest number of beans is winner.

Variation: Each time signal is given to change, new forbidden words can be announced. “I,” “my,” “me,” “you,” and “our” make good substitutes.

Witness

(Observation | Patrol Teams | Quiet)

Equipment: One person, either not known to troop members or disguised so he cannot be recognized.

Method: Sometime, during the meeting (just after the Scoutcraft Instruction period), the stranger enters the room, breaking into a talk being given by the leader at the moment. He takes the leader off to the side and vigorously discusses something with him in whispers. After the discussions, the stranger apologizes to the Scouts for breaking in and then leaves. Later in the meeting, patrols are asked to meet in their respective corners and develop an identification sheet on the stranger. This should include all features that would be helpful to someone in locating the man. After lists are submitted, have the stranger return and give his age, weight, height, and let Scouts check his general features and clothing. The patrol with the most accurate description of the stranger qualifies as the prize witness.

In Line

(Active | Patrol Teams | Indoor or Outdoor)

Equipment: None

Method: Members of each patrol line up according to height and troop assembles by patrols in a “U” or square formation facing the leader in the center. Leader then sounds alert and changes the direction he facing or moves to another location. On signal, the patrols must reassemble in their rightful places in relation to the new location of the leader.

Scoring: The patrol that can assemble first and in the right position in relation to the leader wins points in the game.

Submarines and Mine Fields

(Active | Indoor or Outdoor | Patrol Teams)

Equipment: Neckerchiefs for blindfolding

Method: Blindfold the Scouts of one patrol and line them up across at room, feet widespread, outer sides of feet touching next fellows, hands at sides. Other patrol form lines, one behind the other, facing the blindfolded group. On a given signal scouts of first patrol attempt to go under or between the blindfolded “mines” without being heard. If a “mine” hears a “sub”, he tries to blow him up by touching. A blown-up sub is out of the game. A sub safely through the line scores a point for his patrol. Each “mine” has two shots in his two hands. If he tags and misses, this shot is used, and he must place his hands on his knee to indicate a miss. He can no longer tag with this hand. If he tags and hits a “sub” this does not immobilize the tagging hand. If a “mine” misses twice, he can no longer tag; but neither can “subs” pass through this unprotected area.

Wild Boar Hunt

(Tracking | Troop Against “It” | Active)

Equipment: Brush and can filled with red or other water color paint; a wooded area.

Method: One Scout the wounded wild boar and leaves a trail of blood (red poster paint applied with a brush) on grass, trunks of tree and on tips of shrubs. The rest of the troop are the “hunters” and try to track down the wounded wild boar. The wild boar is given a three-to-five-minute head start, depending on the difficulty of the terrain. When caught, the wild boar may fight back (with the paint brush). Any Scout marked with poster paint (not just spattered, but actually hit with the brush) is wounded and must drop out. It will be up to the hunters to overwhelm the wild boar and hold his tusks (brush) from action. Note that poster of water- color paint will wash off the trail after the first rain and will come off clothing and skin with a little soap and water.

Scoring: None, just for fun.

Map & Compass



What Constellation Is It?

(Stars | Patrol Team | Quiet)

Equipment: A set of cards with a different constellation sketched on each card. Number each card and fasten on walls of meeting place. Each Scout need pencil and paper.

Method: Scouts are instructed to number their papers from one to twenty according to the number of constellation card displayed. On given signals, Scout scatter around the meeting place. They write the names of constellations that are displayed opposite the correct numbers of their papers. When papers are completed they are turned over to the judge.

Scoring: Score ten points for each constellation correctly identified. Add scores of all members of a patrol average. Highest patrol average wins.

Blind Flying Relay

(Compass | Two Patrol Teams | Relay)

Equipment: A large paper bag, compass, and card for each patrol. The card lists compass degree reading from one patrol to another.

Methods: This is a four patrol games with two teams of two patrols each. Patrols in relay formation.

Give Scout No. 1 in each patrol a compass, degree reading card, and bag. On signal, he covers his head with the bag so that he cannot see ahead but can see the compass held close to his body. Before he start out, he turned around three times. Then he uses the compass and degree reading to find his way to the opposite patrol. Once there, he gives the bag, card, and compass to scout No.2, who repeats the same procedure. This continues until the two patrols have exchanged their places.

Scoring: The two patrols exchanging places first are the winning team.

Compass Change

(Active | Indoor)

Equipment: None

Method: Scouts facing inward, each Scout representing a compass point, except the “it” who stands at the center. “It” calls out two compass points. The Scouts representing the points mentioned proceed to change positions, while “it” tries to take the place of one of the contestants. A Scout without a place in ring becomes next “it,” as the other two change their positions.

Pilot Navigation

(Compass | Patrol Teams | Patrol Corners)

Equipment: A map, ruler, compass, paper for each patrol.

Method: Patrol at patrol corners. Give each patrol an identical map with two points marked with letters A and B. The distance, between points on each map must be the same. Then give patrols this or a similar problem: A pilot, navigating his plane from point A to point B, must determine how long it will take to reach point B. The plane is flying with an air speed of 120 miles per hour. How many hours and minutes will it take to cover the distance between points A and B? What will be the degree reading on the pilot’s compass when he leaves point A?

Variation: Mark more points *en route* from A to B and have patrols determine the flying time to each point.

Scoring: First patrol with correct answers wins.

Fire building and Cooking



String Burning

(Active | Outdoor)

Equipment: Stakes, string, wood, ax or bolo, knife, 2 matchsticks.

Method: Two Scouts form a team. Two string are stretched tightly between two upright sticks, one string 18 inches above the ground, the other 24. The team gathers wood, prepares it, and makes a fire lay under the horizontal strings. Top of fire lay must be below the 18-inch string. Only natural tinder and wood should be used. On a given signal, fire is lighted, using only the two matchsticks provided. After lighting, fire must not be touched, nor extra wood added. First team to burn through top string wins.

Can Opening Relay

(Cooking | Patrol Teams | Active)

Equipment: For each patrol, one Boy Scout knife with can-opener blade and one large used tin can.

Method: Scouts line up in relay formation with tin can and Scout knife 15 feet in front of patrol. When the game leader signals “go,” the first Scout in each Patrol runs to the can and starts to remove the bottom of tin can by using the can-opener blade of the knife. After about 10 seconds, the game leader shouts “stop,” and each Scout runs back to touch off the next Scout in line. He runs up and continues to remove the bottom from the tin until the game leader shouts again “stop,” which is the signal to change Scouts. This continues until a patrol cuts all the way around so the bottom of the tin will fall free.

Scoring: First patrol to remove the bottom of can is the winner.

What's Cooking?

(Cooking | Patrol Teams | Patrol Corners)

Equipment: Paper and pencil for each patrol.

Method: Patrols are assigned in respective patrol corners. Game leader gives short talk about cooking on an overnight hike. Then each patrol writes a workable menu for the overnight activity, including breakfast, lunch and dinner.

Scoring: Have Troop Leaders judge the best menu based on the following points: cost of food, ease of preparation, and balanced diet. Patrol with best menu wins.

Fuzz Stick Relay

(Fire Building | Patrol Teams | Relay)

Equipment: For each Patrol, one sharp knife and one stick of dry, soft wood about ½ inch x 1 inch x 9 inches.

Method: Each Patrol lines up in relay formation opposite equipment. On a given signal, Scout No. 1 runs up and cuts one sliver stick, lays knife down and runs to touch off No. 2 Scout, who runs up – and so on. Slivers should be at least 3 inches long, 20 slivers, all attached, complete the fuzz stick.

Scoring: First Patrol to finish, scores 10 points. Best fuzz stick scores 30 points, next best 15.

Camping



Pack Relay

(Active | Indoor)

Equipment: For each patrol a pack and all the articles required for a successful overnight camp.

Method: Patrols line up in relay formation opposite empty pack and camping articles. Scout No. 1 runs up, pack first item, runs back, touches off next Scout, who runs up and packs an item, and so on. Patrol with best-packed pack, with items packed in good order, wins.

Tent Pitching

(Active | Outdoor)

Equipment: Four tents with poles and pegs; axes

Method: Patrol lines up 4 tents neatly rolled in front of it, poles and pegs enclosed inside of tents. Patrols at attention. At command “Go,” patrol sets up its tents. Tents must be neat and tight. When tents are erected, patrol lines up in front of them at attention. (Note: Instead of a patrol putting up tents, have a team of 2 Scouts put up 1 tent Patrol finishing first wins.

Blanket Rolling

(Active | Indoor or Outdoor)

Equipment: Eight blankets per patrol.

Method: Patrol lines up in relay formation with a blanket in front of it. On word “Go,” No. 1 takes a blanket and rolls it up into a tight roll, finishing with “ears” tucked in the roll. No strings or straps can be used. Blanket must be secure enough to be picked up and transported without loosening. When No. 1 has completed, No. 2 rolls a blanket, and so on, until all blankets are rolled. (Note: In case of a small patrol, one or more Scouts may roll 2 blankets, until all 8 are rolled.

Scoring: Patrol completing first wins.

Nature Lore



Nature Hunt

(Active | Patrol Teams | Indoor or Outdoor)

Equipment: Collection of 30 labeled specimens. Material for labeling or tagging. Pencils.

Method: The patrol is shown an exhibit of 30 labeled nature specimens like leaves, flowers, twigs, rocks, and so on. On a given signal, Scouts set out to collect specimens corresponding to those on exhibit. When brought in, they are labeled or provided with tags. Time limit is around 30 minutes (or more, depending upon the locality).

Scoring: Patrol with most collections wins.

Bird Recognition

(Active | Indoor or Outdoor)

Equipment: Twenty colored pictures of birds.

Method: Twenty pictures of local birds are placed before the Patrols. Patrol has five minutes on which to write down the names of the birds. Patrol correctly naming most of the birds, wins.

Nature True and False

(Nature | Active | Outdoor | Half Troop Teams)

Equipment: A supply of true-false statements on nature prepared in advance.

Method: Line the troop up in two lines facing one another at a distance of 5 feet. Establish a goal line for each team about 20 feet behind the team. Designate one team as “true” and the other as “false.” Read one of the true or false statements in a voice loud enough to be heard by all Scouts. If the statement is true, the “true” chase the “false” team, attempting to tag them before they can retreat to their goal line. If the statement is false, the “false” team chase the “trues.” Each time a Scout is tagged before reaching his goal, he becomes a member of the opposing team.

Name It

(Quiet | Indoor or Outdoor)

Equipment: As needed, also paper and pencils.

Method: The Troop's nature expert collects specimens of things every Scout should know, such as leaves, insects, shells, etc. About 15 of them are attached to cardboard, numbered consecutively, and placed before the Troop. Each boy makes list of the items he recognizes. These are turned over to judge, who gives one point to each correct answer. Total points divided by number of boys in the patrol gives each patrol's standing.

Tree Hunt

(Quiet | Indoor or Outdoor)

Equipment: Paper and pencils

Method: Patrols are given 10 minutes to gather a leaf from each of as many different trees as they can locate around an area near the troop meeting place. When brought in the leaves are arranged on the ground or blanket and slips of paper with names arranged next to them. The first patrol to bring in its collection with most leaves correctly identified wins.

Nature Go Down

(Nature | Patrol Teams | Quiet)

Equipment: One set of ten or more nature items for each patrol. Set consists of twig, bark, nest, flower seed, track cast, feather, rock, and similar items.

Method: patrols in relay formation. A junior leader with a set of nature items goes to first man in each patrol, shows him the first nature item. If Scout identifies it correctly, he stays in position. If he cannot identify it, he is told to "go" down to end of line. In this manner the questioning is carried down the line, then back again to the head for another round until all items are identified.

Scoring: First patrol to identify all nature items is the winner.

Edible Plant - Match It

(Nature | Plant | Teams | Quiet to Active)

Equipment: A collection of edible wild plants from the immediate vicinity of the meeting place. This collection is obtained in advance of the game by troop leaders.

Method: The leader displays one edible wild plant for 30 seconds. Then he shouts "match it." Scouts scatter and try to find a similar plant. The Scout finding one picks it and runs to the leader.

Variation: Use other nature object in addition to edible wild plants.

Scoring: The first Scout to bring a matching plant to the leader wins 1 point for his patrol. If the Scout who brought in the plant can identify it by its common name and tell how to properly prepare it for eating, his patrol earns another point.

Signaling



Code Circle Content

(Signaling-Individual | Quiet)

Equipment: A Scout staff or stick.

Method: After some Scout have arrived at the meeting, select one to be “it.” The rest form a circle around him. “it” places the stick or staff so it is standing on end at the center of the circle. He takes his hand away and lets the stick fall. The top end will point at one of the Scout. As the stick is falling, “it” shouts out a letter of the alphabet. The Scout at whom the stick points should within fifteen seconds sound out of three or four letter word in Morse code or become “it.” The word must contain the letter shouted by “it.” When he finishes sounding the letters of the word (dit, dah, . . .), “it” must say the word sounded. If he fails, he remains as “it” and repeats the process. If “it” gets the word, he takes the place of the Scout who gave the word.

Scoring: None. Just for fun and to keep sharp on the Morse Code.

Message Relay

(Active | Indoor)

Equipment: For each patrol message of 20 words, written on paper, then each word cut out separately, and pieces mixed together. Paper, pencil.

Method: Patrols line up in relay formation, opposite a hat containing cut-up message. On signal, one boy at a time runs up, takes one word from hat and brings it back to patrol leader who is in charge of arranging words into what he thinks is the original message. When finished, he writes out message, delivers it to the judge. Even better: the message orders something to be done – first patrol to do it wins.

Message Signaling

(Quiet | Outdoor)

Equipment: One flag for each patrol. Pencil and paper for each receiver.

Method: Patrol to have one signaler, the rest to be receivers, Starter gives signaler a message of 20 letters. Using flag, he sends message (by Morse Code) to receivers, 100 meters away. Each receiver writes message on paper. No repeats by signaler; he must be slow enough to be understood by all his patrol members. When message is completed, patrol leader collects slips and checks with signaler on the correct letters with observer present. Total correct letters received by patrol are added, then divided by number of receivers to give the patrol average Best Patrol average wins.

Morse Relay

(Active | Indoor or Outdoor)

Equipment: One signal flag for each patrol or flashlight or blinker.

Method: Patrols line up in relay formation. On word “Go,” first player from each patrol runs up to flag or blinker and sends Morse letter “A.” Races back to touch off next player, who runs up, sends “B” returns, and so on, until all letters of alphabet have been sent. First patrol to finish with correct letters wins.

Signal Touch

(Active | Indoor or outdoor)

Equipment: One signal flag.

Method: Leader, standing at a suitable distance in front of the troop, sends word naming an available object. When word is finished, each boy who has read it runs and touches object mentioned. Build words of letters which all the boys can master – for example: “show,” “me,” “teeth,” etc.

Code – O

(Signaling | Patrol Teams | Patrol Corners)

Equipment: Necessary number of Code -0 cards, as shown here, with different letter combinations; and handful of beans or small pieces of paper for each patrol; a set of cards, card with different letter from alphabet on it; a buzzer.

Method: Have patrols in corners. Give each Scout two Code-0 cards. The leader shuffles the alphabet cards, draws one and sends the letter appearing on card to the patrols using the buzzer and Morse code. Each Scout who has this letter on his card covers it with a bean. The first Scout to get beans in any direction, including diagonal, is the winner.

Variation: Instead of five in a row, use combinations such as four corners, square in the center, etc.

Scoring: One point is given to the Patrol to which the winning Scout belongs and the Patrol accumulating the highest number of points within a given time is the winner.

Water Games



Beginner's Water Games

(Water Sports | Patrol Representatives | Various)

Horse and Rider

Buddy team of two, a horse and a rider. Each team tries to unseat other teams in knee-deep water. Last team standing up is the winner.

Wheel barrow Race

Two Scout from each Patrol line up, one behind the other, in shallow water. One Scout is wheel barrow and gets down on all fours. The other grasps the ankles of the wheelbarrow and raises his legs. On signal all race to finish line.

Water Poison

Scouts in circle with hands clasped. At center is a floating object which is “poison.” On a given signal, each tries to pull others into “poison while avoiding touching it himself. All who touch “poison” are eliminated. Two players who let go their grip are both out.

Pyramid Relay

This relay is conducted in shallow water. Two Scouts from each Patrol should stand side by side, holding hands. A third Scout stand on the shoulders of the first two Scouts, places one foot on the inner shoulder of each base Scout, while holding their upraised outside arms of balance. The pyramid group races to a mark, turns around, and runs back to touch off a second set of Scout in pyramid formation. This can be repeated until all Patrol members have had a chance to be part of a pyramid or the leader can designate a certain number of times that Patrol can run.

Crew Relay

Four Scouts from Patrol straddle a Scout staff in water at least knee deep. The four Scouts face the rear. A fifth Scout (the coxswain) straddles the staff at the rear, but faces forward. On signal, the coxswain guides his crew as they are though the water to a mark, turn around, and return.

Underwater Tag

Equipment: None

Method: “It” must make the tag while his opponent’s head is above water. Thus to be safe from tagging, the victim can submerge but is subject to being tagged as soon as he comes up for air. A Scout legally tagged becomes “it.” Scoring: No score, just playing for fun.

PHYSICAL FITNESS GAMES



Torpedo

(Individual | Active)

Equipment: Beanbags, knotted neckerchiefs, boxing gloves, or other soft object for throwing.

Method: Six Scouts are selected to be “submarines.” They are blindfolded and seated in two facing rows 10 feet apart. Each submarine is provided with several soft, throwing objects that represent torpedoes. The rest of the Scouts represent ships that are trying to pass though the submarine – infested waters. Scouts should make noises, resembling a ship’s motor, as they pass though the submarines launch their torpedoes (throw the soft objects) by second, trying to hit one of the Scouts going through the lines. If a Scout is hit, he changes places with the submarine that hit him and the game continues.

Scoring: None – just for fun

Tree Climb

(Patrol Teams | Active)

Equipment: A strong tree in which a tin can has been suspended near the trunk at a height of 15 to 20 feet.

Method: Scouts from one patrol climb the tree in turn, tapping the suspended can when they can reach it. Time each Scout from the signal “go,” until he hits the can. The time it takes to climb down the tree to start the next climber is not timed or counted. The winner is the patrol with least total climbing time.

Train Chase

(Individual | Active)

Equipment: None

Method: The game starts with a Scout designated as “it.” He tries to tag any other scout. When a Scout is tagged, he joins on behind “it” by clasping hands around the latter’s waist. The two then try to catch another and so on until there are four contestants hooked up. Whenever this happens, the train splits up into two pairs doing the chasing. This continues with each pair able to capture and add members. Whenever a new group reaches four, it again splits. This continues until one contestant is left uncaught.

Scoring: This uncaught player is the winner and becomes “it” to start the next round.

Island Hopping

(Patrol Teams | Active)

Equipment: Sheets of bond paper – two for each patrol member plus one sheet.

Method: Papers are placed in a line on the floor. Patrol members form by placing one foot on each sheet of paper. One sheet should be left unused at the rear of the line. On a given signal, the extra sheet of paper is passed up the line from the last man to the first. He places the sheet down toward the goal and steps on to it by moving the foot that is to the rear. Each Scout in line advances by moving his rear foot to the now vacated sheet ahead of him. The final empty sheet is passed forward and the process is repeated. If a Scout steps off a paper, his entire patrol must move back and start all over again.

Scoring: The first patrol to cross a finish line prepared in advance is the winner.

Grasshopper Race

(Active | Patrol Teams | Outdoor)

Equipment: A Scout hat, small ball or similar item for each patrol.

Method: Patrols in relay formation. A turning line 25 feet in front is designated. First Scout in each patrol places object between knees, hops to turning line and back without dropping object. If item is dropped, Scout picks it up, puts it back between knees, and carries on. First patrol though is winner.

Crosses in the Circle

(Vigorous | Patrol Teams | Indoor)

Equipment: A pieces of chalk for each patrol and a 6-foot circle for each patrol marked on the floor.

Method: Each patrol has a circle to defend and may attack the circle of any other patrol. Object is to make as many crosses as possible in the other patrol's circles during the time limit. While attacking, patrol members must also defend their own circle. Crosses may not be erased by players. Chalk may not be broken and divided among patrol members but it may be passed from member to member. Time limit for each game should be 60 second at end of time limit is the winner.

Steal the Bacon

(Active | Indoor or Outdoor)

Equipment: One neckerchief

Method: Troop, in two teams, lines up with 30 feet between the lines. Teams face each other and number through, thus there are Scouts for each number –one in each line; two “1’s,” two “3’s” etc. The “bacon” – neckerchief – lies on the ground in the center. The leader calls “5’s” and the two “5’s” dash out, each trying to seize the “bacon” and get home before the other “5” tags him. Score one point for getting safely home or for tagging Scout trying to carry “bacon” home.

Skin the Snake

(Active | Indoor or Outdoor)

Equipment: None

Method: Each players stoops over, putting his right hand between his legs and grasping the left hand of the player behind him. At a given signal the last man in the line lies down on his back, putting his feet first between the legs of the player in front of him. The line walks backward, striding the bodies of those behind, boys immediately lying down upon having no more to stride. When finished, all are lying on their backs. The last man to lie down rises to his feet and strides forward up the line, the rest following as fast as their turn comes. Team which breaks grasp is disqualified.

Jump the Shot

(Active | Indoor or Outdoor)

Equipment: Long rope with soft (sand-bag) in end.

Method: Troop in circle formation, with one boy at center who swings rope around circle below knees of others, who must jump it. If hit by rope or bag, they are given one penalty point. At end of game Scout with least number of points wins.

Hopping the Gauntlet

(Half | Troop Tram | Vigorous)

Equipment: None

Method: Half of the troop lines up at one end of meeting place with other half out in the middle. Line-up players try to hop on one foot from one end of the place to the other. They must firmly hold with one hand the leg not being used. Players in center must also hold one leg up to try to prevent opponents from crossing the area by shoulder charging (no hands to be used), trying to knock them off balanced. If player from either side touches ground with his free foot, he must join the other team.

Scoring: None – just for fun.

Dragons

(The-Man Teams | Vigorous)

Equipment: None

Method: Players group in threes with one man as the “head.” The other two Scouts join behind him so No. 2 has his arms clasped around the waist of No. 1, and No. 3 clasped to No. 2. Two or three Scouts are unchained. The Scouts try to hook on to one of the “dragons” by grabbing the No. 3 man of any group around the waist and hanging on for a count of five. The dragons try to keep this from happening by moving around. The “head” may push chasers off with his hands, but the No. 2 and No. 3 men may not use their hands to fend off pursuers since they must maintain their grasp on the man ahead of him. If an Unchained Scout succeeds in hooking one, he becomes the third man, and the “head” drops off to try to hook onto another trio.

Scoring: Just for fun. No scoring.

Horseback Relay

(Patrol Teams | Vigorous | Outdoor)

Equipment: None

Method: Patrols line up in relay formation with smallest member of each patrol at the front of his patrol line. On starting signal, he jumps up on back of second Scout in line and the two race around a mark set about 20 feet in front of the patrol. As soon as they reach the starting line, the “rider” must transfer to the next Scout in line without touching the ground. If he touches the ground in making the transfer, he must get back on the “horse” that just took him over the course and ride around again before making the transfer. This continues until the rider has made the rounds riding

on each Scout in the patrol. If patrols are less than eight, the first horses will have to repeat to make a total of seven laps.

Scoring: First patrol to complete seven laps of the course is the winner.

Obstacle Relay Race

(Patrol Teams | Vigorous | Outdoor)

Equipment: One long, heavy rubber band made by cutting an inner tube into strips and knotting into one length. One wood or cardboard barrel, open at each end, for patrol contestants. A turnaround mark about 50 feet in front of the patrol.

Method: Rubber band is stretched across field, flat on ground about 10 feet in front of starting line. Barrels are placed on their sides about half-way between rubber band and turnaround mark. Patrols line up in relay formation. On given signal, first Scout in each patrol runs forward; lifts rubber band and crawls under; runs to patrol's barrel; crawls through; runs around turnaround; back through barrel; and this time, jumps over the patrol. Some Scouts will have to run twice to complete eight laps for the patrol.

Scoring: First patrol to complete eight laps is the winner.

Shuttle Run Relay

(Patrol Teams | Vigorous | Outdoor)

Equipment: Provided each patrol two blocks of wood 2" x 2" x 4".

Method: Patrol divided into two equal groups. One half of members line up in relay formation facing the other half lined up the same way on a line 30 feet away. Blocks of wood are placed at line opposite starting line. On given signal, Scout at starting point runs to opposite line, picks up one block and returns with it, placing it at starting line. He runs back and does same with block two until all Scouts in the patrol have run. First Scout on the opposite line runs across, picks up one block and returns it to his line. He runs back and does same with block two. This back-and-front delivery of blocks continues until all Scouts in a patrol, repeat until a total of eight block transfers have been made.

Scoring: First patrol to complete eight block transfers is the winner.

Fitness Medley Relay

(Patrol Teams | Vigorous | Outdoor)

Equipment: Each patrol provided with a used tire casing, two rice sacks, and eight triangular bandages or neckerchiefs.

Method: Patrols line up in relay formation in pairs. On given signal, all pairs tie together ankles and the above knees using triangular bandage or neckerchief. The first pair races around a marker 50 feet in front of the patrol. As soon as they return to starting line, the second team repeats same process. When a total of four pairs have finished, they untie their bandages/ neckerchiefs. First contestant of the Patrol steps into a sack with both feet and jumps around marker and back to starting line until eight Scouts have hopped around the course. Then each Scout in the patrol, in turn, rolls

the tire around the mark and back to start point. When all eight Scouts have rolled the tire, event is finished. If Patrol is less than eight is completed.

Scoring: First patrol to complete the three parts of the medley is the winner.

Holding the Line

(Half | Troop Teams | Vigorous)

Equipment: None

Method: Set up two goal lines as far apart as the meeting facilities permit. Divide troop into two teams. One team lines up behind one goal. The other team lines up in the center of the playing area between the two goals. On signal to start, players behind the goal try to reach the opposite goal line. Players in center attempt to stop them from reaching it by catching and holding them. At the end of 30 seconds, a signal is given to stop the action. Those who reached the goal are counted. The teams change sides, After another 30 seconds of action, those who reached the goal are again counted. The difference between the two totals is given as a score to the team with the highest total.

Repeat game as often as desired.

Antelope Race

(Vigorous | Patrol Teams | Outdoor)

Equipment: None.

Method: On given signal, Scout run in single file with one hand on the belt of the Scout ahead to a point 50 yards away, make left turn, and turn back to starting point. Falling down or breaking apart throws out the team.

Mixed Relay

(Patrol Teams | Vigorous)

Equipment: None

Method: Patrols line up at starting line in relay formation. At signal “Go,” Scout No.1 runs to wall or finish line and returns to touch off Scout No.2 who starts by holding one foot and hops with the other foot to the wall and returns to touch off Scout No. 3. Scout No. 3 runs backward to the wall by jumping sideways and returns to touch off Scout No.5. Scout No.5 then runs to the wall and back on hands and feet. The next two Scouts (Nos. 6 and 7) form a “chair” with their hands and carry Scout No. 8 to the wall and back.

Scoring: First patrol to complete the course is the winner.

Poison

(Vigorous | Indoor or Outdoor)

Equipment: None

Method: Troop circle formation, but with Scouts of various patrols alternating. Mark a circle on the ground, '5 – 6' in diameter. All Scouts join hands and move rapidly around the circle, while each Scouts tries to force the opponent next to him on either side to step into the inside circle. Any Scout stepping into the circle is "poisoned" and receives one penalty point. And bend of game, Scout with least penalty points wins. The patrol to which he belongs is the winner.

Circle Full

(Troop Teams | Vigorous)

Equipment: Chalk

Method: Divide troop into to equal teams. Draw a circle on the floor. One team of players is stationed within the circle. The other team is scattered outside the circle. At a given signal, the players who are stationed outside the circle the circle try to pull the players who are stationed inside the circle to get their feet outside the circle. At the same time, the players inside the circle try to pull their opponents stationed outside of the circle so their feet get inside the circle. Once a player is pulled in or out of the circle, depending on which side he is on, he becomes a prisoner and is out of the game. Continue the game for two minutes and count the prisoners of both sides. Next, change sides and play a second round.

Scoring: Team with most prisoners wins.

Wild Bull

(Fun | Troop Against "It" | Vigorous)

Equipment: None

Method: Scouts form circle holding hands. One Scout, designated as the "wild bull," is in the center of the circle which represents a fence. The wild bull tries to break through the fence of Scouts by rushing at a pair of joined hands. In his escape attempt, the wild bull cannot used his hands to pry his way free, but must depend on his strength and ability to get through the encircling Scouts. If he can break through, all Scouts in the circle drop hands and try to tag him. The first Scout to tag the escaped wild bull becomes the new wild bull for the next game.

Variation : Two Scouts are the wild bulls. Play the same as above except that the two bulls cannot escape through the same break in the fence.

Scoring: No score, just play for fun.

FUN GAMES



Do This – Do That (Quiet – Indoor or Outdoor)

Equipment: None

Method: Leader in front of Troop, performs certain movements, preceding each with “Do this!” or “Do that!” All movements following the order “Do this!” should immediately be executed by all contestants, while movements following “Do that!” should not be followed. Contestants committing mistakes take one step back. Continue for a certain length of time. Winner is Scout nearest the starting line.

O-Grady Drill (Quiet | Patrol Teams | Indoor or Outdoor)

Equipment: None

Method: Patrols line up in relay formation. Leader calls out commands like “Attention,” “Parade Rest,” “Hand Salute,” “hands on hips,” etc., which the contestants will execute and obey only if the command is preceded by “O–Grady says...” Contestants executing the command without “O–Grady says...” are eliminated from the game. The Patrol having the most members remaining after a given time wins the game.

Gabfest (Patrol Representatives | Quiet)

Method: This is campfire type of game to be played with Scouts seated in a circle. Each patrol select a representative to come forward to compete. The leader matches two patrol representatives for each heat. He assign a topic for discussion to them, gives them a moment or two to think about the subject, and then say “go”. The two must talk and look at each other continually from the word

“go” until the leader says “stop.” They must talk so the audience can hear. The time limit for each gabfest heat is usually one minute.

Scoring: After each heat, the leader holds his hands over the head of first one contestant and then other asking for troop applause for the Scout the troop members feel did the best job. The Scout with the most applause wins a point for his patrol.

Note: Topics assigned can be serious but are usually more fun if they are complete nonsense.

Song Stumper (Patrol Teams | Circle)

Equipment: None

Method: Scouts by Patrols in circle formation, with a song leader in front of each patrol. The game leader takes position in the center of the circle and starts the game by pointing to one patrol. The patrol members must immediately begin a song and sing until the game leader points to another patrol. The idea is for each patrol to come up with a new song every time the game leader points to another patrol is designated. A patrol must start singing before the game leader counts to three or it is out. Once a song is used in the game, it cannot be repeated or the patrol is out.

Hike Memory Game (Whole Troop | Single Line)

Equipment: None

Method: Scouts form single line of circle. Leader select a Scout to begin the game. He starts by saying “I went on a hike and I took a haversack and in it I put.....” (name of article). The next Scout in line repeats what the first one said and adds another article. This continues with each Scout in line repeating what was said and adding another item. If participant misses an article, he is disqualified. The game continues until a winner is selected.

Under and Over Relay (Active | Indoor or outdoor)

Equipment: Ball

Method: Front player has a ball – or other large object – which he passes over his head, using both hands, to the player behind him, and so on down the line. When the last player gets the ball he runs to the front and passes it between his legs back down to the line. Next time over the head, and so on. Ball must be passed, not thrown.

Scoring: First team to regain its original order wins.

Variation: Front player always passes over and the next under, and so on alternately.

Jack –en – Poy

(Quiet | Patrol Teams | Indoor or Outdoor)

Equipment: None

Method: Patrols line up facing each other 2 meters apart. Each patrol must make one common and synchronized signal (scissors, rock or paper) when called upon to showdown with the other patrol on the signal “Go!” The patrol winning the most showdowns wins the game. An opened hand stands for paper which wins over a rock signified by a closed fist. A rock wins over scissors which is shown by an extended fore- and middle finger.

Variation: Hunter, Gun, Rabbit. The Hunter (hands on hips) defeats a Gun (simulate firing a rifle) which defeats a Rabbit (hands extended behind ears). The Rabbit, since it runs faster defeats the Hunter.

Pocket Rope

(Fun | Patrol Teams | Quiet)

Equipment: None, except as may be available from the pocket of Scouts.

Method: Members of each patrol empty the contents of their pockets into a common pile and then, using their collective ingenuity and knowledge of knots, tie the objects together to make the longest possible continuous line capable of holding without breaking when held up by the two ends. This can be played as a preopening game by adding the pocket contents of each Scouts to the total of the Patrol as he arrives.

Variation: In addition to pocket contents, allow Scouts to add items of apparel from above the belt.

Scoring: Patrol with longest line that holds without breaking wins.

Aso’t Pusa

(Vigorous | Patrol Teams | Indoor or outdoor)

Equipment: None.

Method: Divide Troop into two teams, one team designated as “Aso” and the other team as “Pusa” face each other ten feet apart from a center line. The home base for each team is a line 15 feet from the center line. Leader calls out “Aso, Pusa, Aso, Pusa,” etc. until his final call when the team called has the right to chase and tag the members of the other team before they reach their home base. Those tagged become members of the team that tagged them. The team having the most tags wins the game.

Variation: Instead of calling out the name of the team, the leader can use an object like a rubber slipper which when tossed can land either side up. Designate who are to be “heads” and those who are to be “tails.”

Human Chain Race

(Patrol Teams | Active)

Equipment: None

Method: Patrols line up in relay formation. They face starting line. Each player reaches between his legs with his right hand and grasps the left hand of the player behind him, thus forming a patrol chain. On signal “Go,” the teams race to a designated line. If at any time they should break the chain, they must stop and repair the break before continuing.

Scoring: Patrol finishing first with chain intact is the winner.

Ball Over

(Active | Indoor or Outdoor)

Method: A line is drawn across center of room or cleared outdoor area, one team on either side of the line. Players cannot cross over the line. Leader with a whistle is blindfolded or stands with his back to the action. When the whistle is blown, the Scouts toss the ball back and front across the line. Whichever team has the ball when the whistle sounds again is penalized by scoring one point for the other team. The object, of course, is to get the ball as rapidly as possible into the other team's territory each time it comes over.

Chariot Fight

(Patrol Representatives | Active)

Equipment: For each three-man team, a piece of newspaper for tail.

Method: From teams of three. First two Scouts link arms. They are the horses. The third Scout is the driver. He holds belts of the two horses. The driver has a piece of newspaper tucked under his belt on back. The object of the game is for the horses to grab as many newspaper tails as possible without losing their own tail. When a team loses its tail, it drops out of the game. Only the horses may grab tails.

Scoring: 25 points for last remaining team, 5 points for each tail captured.

Variation: Two Scouts from a team. Once a rider, the other the horse. Rider has newspaper tail tucked under belt. On signal, riders mount horse and try to capture tails without losing their own.

Scoring: Same as above.

Duck on the Rock

(Whole Troop | Single Line)

Equipment: Outdoors use a block of wood, empty milk cans or a large rock and small stones for each Scout. (For indoors, use a stool or table and bean-bags for each Scout).

Method: One Scout is “it.” He places his small stone (beanbag) on the rock (stool) and stands beside. His stone is called the “duck” and he must protect it. All other Scouts stand behind a line 15 away the take turns throwing their stones (beanbags) at the duck, trying to knock it off the rock.

When a Scout misses, he tries to recover his stone by running and picking it up without being tagged “it”. If he is tagged, he becomes the new “it”. When the duck is knocked of all, Scouts may recover their stones before “it” replaces the duck. Once the duck is replaced on the rock, “it” may tag the Scouts.

Scoring: No scoring, just fun.

British Bulldog

(Vigorous | Indoor or Outdoor)

Equipment: None

Method: One or two older Scouts take position in center of room – or area – facing troop. At “Go,” the entire troop charges from one end of the room and tries to reach the other end, without being caught. To catch someone, “bulldogs” in the center must lift player off the floor long enough to yell “1-2-3 British bulldog.” When a player is caught, he too. Becomes a “bulldog” for the next charge. Not more than three can tackle a player. If a struggling player is not completely lifted off the floor while he counts to ten, he is declared free for another charge. Game is run until everyone has been caught. Last man left is the winner.

Find Your Patrol

(Patrol Teams – Active)

Equipment: Neckerchief for each Scout, to serve as a blindfold.

Method: Patrol members are blindfolded and scattered around the room. On a given signal, all patrol members give their call to attract other members of their patrol. When members meet they join hands and continue to seek other members of their patrol by their call.

Scoring: The first patrol to get together with all its members is the winner.

Captured

(Half | Troop Teams | Active)

Equipment: None

Method: Draw a line across the center of the floor and divide the group into two teams with one on each side of the line. One side is designated as “Attackers.” On a given signal, they have one minute to cross the line and try to capture opponents by pulling them across the line. Once across, the prisoner stands in “jail” to be counted. At the end of the minute, the prisoner are counted and allowed to return to their own side. Then the roles are changed and those who were attacked become the “attackers” for one minute.

Scoring: Team with the most prisoners after the two attacks is the winner.

Dropping Staff (Whole Troop | Circle)

Equipment: One Scout staff or a broomstick.

Method: Number Scouts from one to the number of Scout playing. Have them sit on the floor in circle formation. The game leader, standing in the center of the circle, balances the staff erect with his hand. Then he calls a number and lets the staff fall. The Scout whose number was called must catch the staff before it touches the floor. If he falls, a point is scored against him. Repeat game by calling different numbers at random.

Scoring: The patrol with least points scored against its members is the winner.

Are You There? (Patrol Representatives | Informal)

Equipment: Newspapers rolled up into swatters.

Method: Two Scouts are blindfolded. They kneel so that they face each other, within reach. Each has a rolled-up newspapers to use as a swatter. The first Scouts asks, “Are you there?” Second Scout responds, “Here I am” whereupon he take steps away from him. Scout No. 1 takes a swat at Scout No.2. Should he succeed in hitting No.2, he gets another chance. If he misses, the second fellow has his turn.

Scoring: The Scout with the most “swats” at the end of a certain time is the winner.

Bull in the Ring (Patrol Teams | Circle)

Equipment: None

Method: Each patrol forms a circle by joining hands. A representatives from another patrol is the “bull” and goes to the center of the ring. At signal, each bull attempts to break out of the ring in any manner he may wish.

Scoring: The first bull break out of his ring wins a point for his patrol.

Variation: Each patrol in turn acts as bulls with the rest of the troop forming the ring. Time each patrol. Patrol getting out in shortest time wins.

Hog-tie the Rustler
(Patrol Teams | Informal)

Equipment: two 6-foot ropes for each patrol.

Method: Select one Scout from each patrol to be the “rustler” and send him over to another patrol. On a given signal, each patrol tries to hog-tie its “rustler” within one minute using the two ropes. Do not tie rope above the “rustler’s” shoulders. At the end of the minute, all “rustlers” who gets loose wins a point for his patrol. Repeat the game as many times as you wish.

Scoring: The patrol with most point at the end of the game is the winner.

Sorry to Pass the Shoe
(Whole Troop | Active)

Equipment: None

Method: All players remove their right shoes and place them in a circle, rosette fashion. Each kneels and holds his shoe with the toe pointing toward the center. The object of the game is to pass the shoes around the circle from one Scout to the next, increasing in speed to the tune of a simple song, each player slapping a shoe in front of the Scout to his right. Soon the shoes are fairly flying. Anyone who misses or lets the shoes pile in front of him drops out taking one shoe with him. The game is continued until the last two players facing each other are left with just two shoes to pass. One becomes champ.

The song, sung to the tune of “Farmer in the Dell”, runs like this...

...sorry to pass the shoes

...hooray, hooray, hooray

...sorry to pass the shoe so fast

...If you miss you cannot play.

Guardian Patrol Leader
(Fun | Patrol Teams | Active)

Equipment: A volley ball.

Method: One patrol is grouped in the center of a large circle formed the Scouts of the other Patrols. Scouts in the circle throw the ball to the Scouts assembled in the center, by hitting them below the waist. Any Scout hit, except the patrol leader, must drop out. The job of the patrol leader is to guard his members by blocking the ball. He is the only patrol member who is not knocked out if hit. Game continues until all have been eliminated except the patrol leader. At this point a new patrol takes over in the center.

Scoring: Time this event from signal “go” for each patrol until last man is out. Patrol with longest time in the center wins.

Catch Ten

(Half | Troop Teams | Active)

Equipment: A volleyball, basketball or football.

Method: Divide Troop into two equal teams. Identify all members of one team by tying handkerchief on right arm. The ball starts in the hands of one team member who tosses it to a teammate. The opposition tries to intercept the ball. As the first player catches the ball, he shouts “one,” and throws to another teams mate who shouts “two,” as he catches the ball. This continues until “ten” is reached. If the opposition intercepts the ball, the man who intercepts shouts “one,” then that team tries to reach “ten.” As teams intercept the ball, they must always start with number “one.”

Scoring: The first team to reach “ten” is the winner.

Barnyard

(Individual | Active)

Equipment: Slips of paper with name of animals. Each name appears on two slips.

Method: The slips of paper are put into a hat. When everyone has a slip, each Scout starts making the animal sound that is appropriate to the animal name on his slip of paper. The object of this game is for each boy to find his “mate” who is making the same animal call as he. When a Scout finds his mate, both stop calling and step to one side.

Scoring: None. This is strictly for fun.

Variation: Barnyard surprises. To add some fun to this game, make only one slip with the name “goat.” The bleating at the end by one lone Scout will make everyone laugh.