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GAMES

A game can be the highlight of a meeting. Boys seem to enjoy simple, active games that have few rules. Don't wear out a game that is a troop favorite. Introduce a new game occasionally, and recycle the ones that the troop likes. Here are a few games that were submitted by Scoutmasters from around the country. Some are patrol games, some are troop games. Most are just for fun. Enjoy!

INITIATIVE GAMES

Initiative games and cooperative games are different from most games that are familiar to us. What's different is the way we play them. These games require lots of strategy and skill. Everyone has fun, and in that sense, everyone wins.

Initiative games are purposeful activities with specific goals and learning processes that are less competitive and less rule oriented. They can best be described as "action-and-reflection" experiences. These games

1. Have a specific objective or objectives, such as cooperation, trust, or imagination, through physical and verbal group activity
2. Are problem solving in nature
3. Must be talked about or reflected upon in order to have the maximum impact on the participants
4. Are fun

HOW TO USE INITIATIVE GAMES

Consider the following steps in using these games with your troop:

BE PREPARED!

Familiarize yourself with the activity you have chosen. Know how the game is played, what the objectives are, and how its parts lead to the learning objective.

Plan a strategy ahead of time so you can help your Scouts if they get into trouble with the game.

Figure out space and equipment requirements. If you're planning an activity for a camporee, try it out ahead of time with your own troop to avoid last-minute snags.

Think about some questions to ask during the reflection following the activity. You might want to jot down some notes.

PRESENT THE GAME

Make the rules clear. Be sure the Scouts understand the problem they must solve or the skill to be learned before they begin. Emphasize that there should be **no put-downs or harassment** during the activity.

Stand back. Let the Scouts solve the problem themselves. Even though you might know a better solution, let them figure it out for themselves. They will learn the most from an experience they have worked through on their own.

LEAD THE REFLECTION

After the games, lay the ground rules for discussion. Have the Scouts sit so that they can see one another, and ask them to agree not to interrupt or make fun of each other. Let them know that they are free to keep silent if they wish.

Facilitate the discussion. As a leader, avoid the temptation to talk about your own experiences. Reserve judgment about what the Scouts say to avoid criticizing them. Help the discussion get going, then let the Scouts take over with limited guidance from you. If you describe what you observed during the activity, be sure that your comments don't stop the boys from adding their own thoughts. Above all, be positive. Have fun with the reflecting session!

Use thought-provoking questions. The following types of questions are useful in reflecting:

Open-ended questions require more thought and result in more information. "What was the purpose of the game?" and "What did you learn about yourself?" Avoid yes-or-no answers.

Feeling questions require Scouts to reflect on how they *feel* about what they did. "How did it feel when you all started to pull together?"

Judgment questions ask Scouts to make decisions about things. "What was the best part?" or "Why was it a good idea?"

Guiding questions steer your Scouts toward the purpose of the activity and keep the discussion focused. "What got you all going in the right direction?"

Closing questions help Scouts draw conclusions and end the discussion. "What did you learn?" or "What would you do differently?"

Reflecting on an activity should take no more than 10 minutes. The more you do it, the easier it becomes for both you and your Scouts. Remember that the value of the game (and the values of Scouting) often lie beneath the surface. Reflection helps you ensure that these values come through to your Scouts. (Reflection can be held in the time allotted for the Scoutmaster's Minute.)

SOME INITIATIVE GAMES

AEROBIC TAG

This is an active game that requires constant movement and little explanation. It's good for any size group.

Equipment: Plastic flying disk, hula hoop, beanbag, or similar object; watch with a second hand

Object: For a team (any size) to maintain possession of the object of play (flying disk, hula hoop, beanbag, etc.) for 30, 45, or 60 seconds (depending on the size of the playing area and the age and ability of the group)

Procedure: The object of play is thrown randomly into the air and onto the field by the timekeeper. A player grabs it and, by using speed, guile, and help from his teammates, attempts to keep the object from the opposing team.

If the person who has possession is tagged with two hands by an opponent, he must stop running and get rid of the object immediately. If a team member catches or picks up the object, time continues for that team. If an opposing team member takes possession, the timekeeper yells "Change!" and begins timing once again from zero.

Considerations:

1. Make up penalties, if necessary, for infractions such as unnecessary roughness or holding onto the object too long after having been tagged.
2. Limit the playing area, or the game could end up in the next town.
3. This is a fine game for cold weather since it doesn't take long for the players to warm up if the action is spirited.
4. Some kinds of plastic flying disks become brittle and crack or shatter if the temperature falls much below 30 degrees. If the temperature is low, have several disks or an alternative object on hand.

ALL ABOARD

Object: To have 12 to 20 Scouts aboard a 2-foot-square platform without anyone touching the ground around it. Combine patrols to make a group.

Rules:

1. Each person must have both feet off the ground.
2. Everyone must remain on the platform for at least 10 seconds.

This exercise stimulates discussion about team effort, group and individual commitment, leadership, compassion, and group problem-solving dynamics.

THE AMAZON

Equipment: Rope, ½ inch in diameter; pole or tree limb, at least 1½ inches in diameter; plank, at least 6 inches wide, 2 inches thick; stick of any diameter; container with a handle

Object: Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the "riverbank."

Rules:

1. The Scouts may use only the assigned materials and their bodies.
2. If a Scout steps into the "river," he must go back and try again.
3. Time penalties may be given when a player or any of the equipment touches the ground.

Scoring: The first patrol to retrieve the container wins.

BIKE GAMES

Bull's-Eye. For each patrol, set out four empty 1-pound coffee cans, open end up, about 8 feet apart in a straight line. Give each Scout four marbles. The object of the game is to drop one marble into each can while riding down the line at any speed. Score 1 point for each hit; deduct 1 point if the rider touches his foot to the ground.

Slalom Relay. For each patrol, remove the top halves of four empty plastic milk jugs. Set them out about 6 feet apart in a straight line. The rider must weave in and out without touching the jugs and without his feet touching the ground. If he touches a jug or the ground, he must return to the starting line and begin over. Run the game as a relay. The fastest patrol wins.

Snail Race Relay. Mark a 3-foot-wide lane about 50 feet long with string or chalk for each patrol. Half of the patrol lines up at either end of the lane. The object is to ride as slowly as possible without touching the ground or allowing a bike tire to touch the line. The race starts with the first rider at one end riding to the other end of the lane; there the first Scout in that line rides the other way, and so on until all patrol members have ridden the course. The slowest patrol time wins.

BLINDFOLD SOCCER

Equipment: Blindfolds for half the Scouts, two soccer balls

Object: Each team tries to kick the ball past the opponent's end zone as many times as possible.

Procedure: Divide the Scouts into two teams, or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of the soccer field or playing area.

Rules:

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to his partner.
2. Team members may not intentionally touch one another. Normal game contact is allowed as long as the touching is not used to direct a blindfolded participant.
3. There are no goalies.
4. If a ball is kicked out of bounds, the referee will throw the ball into the middle of the field and play resumes.
5. Any additional rules are at the discretion of the referee.

Scoring: Each successful kick earns 1 point for the team. The team with the most points at the end of the game wins.

THE BOY SCOUT SHUFFLE

Equipment: A 30-foot telephone pole lying on a flat area

Procedure: Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action and give a 15-second penalty for every touch on the ground. After a completed attempt, encourage the group to talk it over and try again.

As in all timed initiative activities, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Exceeding a personal "best" is the best kind of competition.

CROSSING THE ALLIGATOR PIT

Equipment: For each patrol, three spars, 6 to 8 feet long; three 6-foot lashing ropes; four guylines

Procedure: Mark the "alligator pit" on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols. The patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top and diagonal lashings for the crossbar. Near the top, they attach the four guylines, using two half hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts control each guyline and "walk" the walker across the pit by tipping it from side to side and moving it forward.

Scoring: The first patrol to finish wins.

Note: This can be a timed contest if there aren't enough spars for all patrols.

Active
Fitness
Whole troop

THE ELECTRIC FENCE

Object: To transport a patrol over an "electrified" wire or fence using only the team members and a "conductive beam"

Construction: The electric fence is a length of rope tied in a horizontal triangular configuration to three trees or poles. (It can be a single rope between two trees, but a triangular setup is more challenging and safer because Scouts cannot get a running start to try to jump over the rope, and thus are less likely to take a chance.) The height of the rope should match the skill or age level of the Scouts; 5 feet should be the maximum. The conductive beam is an 8-foot-long pole, log, or 2-by-4. Clear the ground of rocks and roots to prevent injury.

Rules:

1. The only route allowed is over the fence. If a Scout touches the fence (rope), he is "zapped" and must attempt the crossing again. Any Scout touching the hapless victim as he touches the wire must also return for another crossing.
2. If the conductive beam touches the wire, all those in contact with that beam are zapped and must attempt another crossing.
3. An "electric force field" extends from the wire to the ground and cannot be penetrated.

4. The trees or other supports that hold up the wire are "iron woods" (an excellent conductor) and cannot be safely touched.

Cautions:

1. Be careful not to let the more enthusiastic Scouts literally throw other participants into the air over the ropes. Injury might result.
2. Do not let the last person perform a headfirst dive into a shoulder roll.
3. Trust dives (falls into the arms of other Scouts) are OK, even though such a dive seldom works and can overwhelm some catchers.

EVERYBODY UP

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with the soles of their feet touching, their knees bent, and their hands tightly grasping each other's. From this position they try to pull themselves into a standing position. If they succeed, ask another Scout to join them and try standing with three Scouts, then four, etc. As the group grows, each player must grasp the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get *everybody up.*

Variation: Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. To avoid possible shoulder dislocations, do not allow interlocked arms.

FOGGY HARBOR

The group must maneuver an "oil tanker" (one member of the patrol) through the "harbor" without bumping into the other "ships" (the remaining patrol members). The oil tanker is blindfolded and moves on his hands and knees. He is not to touch any of the other ships, who remain stationary and are distributed throughout the harbor. As the oil tanker nears a ship, the ship must give a warning signal, such as a foghorn. The oil tanker then approaches more cautiously and tries to maneuver through the harbor without colliding.

FRANTIC OBJECT

Object: To keep a number of tennis balls in constant motion for as long as possible

Procedure: Everyone in the group is given a worn-out tennis ball or two. Play on a smooth surface that is bounded by walls. On signal, the group attempts to keep every tennis ball in motion. Referees are used to spot balls that have stopped moving.

Variation:

1. During the activity, additional tennis balls may be added, increasing the difficulty.
2. The activity may be allowed to continue until the referees have spotted three balls that have stopped moving.

HI-LO

Have patrols stand in line with patrol members shoulder to shoulder. Tell them they are to arrange themselves from high to low, or from most to least. For example, you might tell them to arrange themselves by age, from oldest to youngest. Or, choose from the list below:

- Height
- Occurrence of birthday (not age)
- Alphabet—last name
- Distance from home
- Number of brothers and sisters
- Number of merit badges earned
- Number of pets

When they have completed the task, they should give the Scout sign and shout their patrol yell.

HUMAN LADDER

This game will help Scouts develop trust and learn to be responsible for each other's safety.

Equipment: Six to 10 smooth hardwood dowels about 3 feet long and ¼ inch in diameter

Procedure: Pair the Scouts and give each pair one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds from one rung to the next. As the climber passes by, the pair holding that rung may leave that position and go to the front end of the ladder, extending the ladder length indefinitely.

Note: The direction of the ladder may change at any time (making a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.

INCHWORM

Pair the Scouts, then have them sit on each other's feet and grasp each other's elbows or upper arms. Each pair

advances by having the Scout whose back is toward the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, Scouts simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

THE MAZE

The patrol forms a circle. Next, each patrol member reaches across with his right hand and takes someone else's right hand. Then each group member does the same with his left hand, but it must be the left hand of a different person. On signal, two players (appointed beforehand) let go of their right hands only. No one else may let go. These two "loose ends" will attempt to straighten out the maze of hands into a straight line.

MOONBALL

Equipment: For each patrol, a well-inflated beach ball

Object: To hit the ball aloft as many times as possible before it hits the ground

Rules:

1. A player may not hit the ball twice in succession.
2. Count 1 point for each hit. Have the patrols gather in different areas of the field or gym and begin playing. Tension and expectation may build as each "world record" is approached.

Variation: Have a different-colored ball for each patrol. Start the game with all patrols in the same area, and allow patrol members to hit the ball of other patrols as well as their own. Do not permit pushing and shoving to get at another patrol's ball.

NIGHT CROSSING

This game will give a good assessment of the verbal communication skills of a patrol leader and the listening skills of the patrol.

Equipment: Enough blindfolds for everyone except the patrol leaders; about a dozen 4-inch-diameter cardboard cylinders, 18 to 24 inches long (such as the tubes that come inside rolls of carpet or in PVC pipe)

Procedure: Blindfold the entire patrol, except the patrol leader. Set up the cylinders at irregular intervals across the course. It is the patrol leader's job to coach his patrol across the course without bumping over a cylinder. The patrol leader cannot get on the course. If a cylinder is bumped over, that Scout must start over. Once a Scout has successfully navigated the course, allow him to take off his blindfold. All members can be on the course at once, or one at a time. This can be a timed event or it can serve as a team-building exercise. Rearrange the course for each new patrol.

NITRO

Three members of the patrol join hands. They are the "nitro" and must be transported as carefully as possible to a designated spot without touching the ground. The rest of the patrol must move them without breaking the grip or changing the position of the three players' hands.

NITRO CROSSING

Object: To transport a patrol and a container that is almost full of "nitro" (water) across an open area using a swing rope

Rules:

1. Participants must swing with a hanging rope over a "trip wire" at the beginning and end of the open area without touching either wire. If a trip wire is touched, the entire group must go back and start again.
2. No knots may be tied in the swing rope, although a loop or a large knot may be tied in the bottom of the rope if less adept players need help. This knot may be held tightly between the legs to help support the player.
3. The nitro must be transported in such a way that *none* is spilled. If any of the nitro spills, the entire patrol must start over. The container must be refilled after each spill.
4. The swing rope must be obtained initially without stepping into the open area between the two trip wires.
5. Participants may use only themselves and their clothing to reach the swing rope.
6. Participants may not touch the ground while swinging between trip wires, and must attempt the crossing again if they do so.

Variation: The nitro scenario can be accomplished indoors by using a gym climbing rope as the swing rope. Set up the trip wires using empty tennis ball cans as supports and a section of bamboo as the top crosspiece. Fill the No. 10 nitro can with confetti to avoid a wet gym floor.

NITRO TRANSPORT

The patrol must move a can of radioactive nitro (an orange juice can full of water) from point A to point B (a distance of about 25 to 30 feet) by lifting the can on a small board (12 inches square) with eight 6-foot ropes. (It will look a lot like an octopus.) All Scouts must pick it up at the same time without spilling the liquid.

PUNCTURED DRUM

This is a summertime game, best suited near a swimming pool. The object is to see which patrol can fill a large plastic garbage can with water until it overflows, by using either a bucket, if dipping from a lake or pool, or a garden hose. Oh, yes. The can has a few holes in it. Before the event, drill 50 to 60 holes at various points around the sides with a small drill bit. The patrol must plug the holes as the can fills. No foreign objects are allowed. The patrol with the best time wins.

REACTOR TRANSPORTER

Equipment: For each patrol, six Scout staves or saplings about 6 feet long, four 6-foot lengths of cord, 20 feet of binder twine or light cord, one No. 10 can, and one nut for a ½-inch bolt

Procedure: On signal, each patrol builds a transporter by lashing a three-sided frame with three staves and then lashing on a tripod from the three corners of the frame. The tin can is suspended from the top of the tripod. The nut is also hung from the top of the tripod. It hangs down into the can but does not touch the bottom or the sides. When finished, three patrol members pick the transporter up by its three corners and carry it to a finish line at least 100 feet away. If the nut swings and hits the side of the can, the patrol must return to the starting line and start the carry again. The object is to transport the reactor so gently and evenly that it is not jarred.

Scoring: The first patrol across the finish line wins.

Informal
Knots
Patrol teams

SCOUT PACE CONTEST

Equipment: Watch with a second hand

Object: To complete 1 mile in exactly 12 minutes

Procedure: The Scouts travel a 1-mile course, by pairs, using the Scout pace (50 steps running, 50 steps walking). Measure a point that is ½ mile from the meeting place, or as many times around the block as needed to make a mile. Space the pairs apart at two-minute intervals.

Scoring: The Scout who finishes closest to 12 minutes (more or less) wins.

SOCCER FLYING DISK

Equipment: A plastic flying disk; a field marked for soccer with a semicircular penalty area surrounding the goal

Object: To send the disk across the opponent's goal line (sliding on the ground or sailing through the air) as many times as possible

Procedure: Divide the troop into two teams or use patrols. Position a team on each half of the soccer field. Have each team choose a goalie, who stands in the penalty area.

Rules:

1. Play begins when anyone throws the disk high into the air.
2. After catching or picking up the disk, a player may run toward the opponent's goal. If he is tagged above the waist with two hands, the tagged player must drop or throw the disk within three seconds.
3. A throw at the goal can be made from anywhere on the field except within the penalty area. The only person allowed in this area is the goalie. The goalie may leave or enter the penalty area at any time.
4. If two or more players grab the disk simultaneously, a "jump" ball is called. A leader stops the action and throws the disk into the air at the point where play was stopped.
5. The only penalty is for excessive roughness. The first infraction results in a two-minute penalty: one player is removed from the field. The second infraction means removal from the game. Body contact is inevitable, but purposeful roughness is unnecessary.

Scoring: Each goal scores 1 point for the team. The team with the highest score wins.

SPORTS TOURNEY

This can be held either indoors in a gym or outdoors, depending on the climate. Have an interpatrol competition in two or more team sports, such as basketball, volleyball, team handball, indoor soccer.

Play patrol against patrol in abbreviated games (two five-minute halves of basketball, for example). If possible, have every patrol play all other patrols.

If the patrol leaders' council desires a full-scale tourney with regulation games, schedule one that covers two or three Saturdays.

STEPPING STONES

This game is a good team-building exercise. Give everyone in the patrol, except the patrol leader, a "life-support capsule" (a 6-inch-square block of wood). Each life-support capsule must be in contact with at least one human at all times. (The capsules can be touched by more than one human.) If a capsule loses contact with a human, it is taken away. The patrol must get from point A to point B, about 15 to 20 feet, without touching the ground, using the life-support capsules as stepping stones. If anyone touches the ground, the patrol must start over.

TANGLE KNOT

Procedure: Ask a group of 10 to 16 Scouts to form a tight circle. Have everyone close their eyes and extend their hands toward the center of the circle. Ask each person to grasp someone else's hands in both of his hands, keeping his eyes closed. When every hand is grasping another hand, tell the participants to open their eyes and listen to their objective.

Object: Without letting go of hands, the group is to unwind, freeing themselves from the seemingly impossible knot and forming a circle.

Rules:

1. Hand-to-hand contact may not be broken when unwinding the knot. Grips may change and palms may pivot on one another, but contact must be maintained.
2. When the group is finally arranged in a circle, the arms of some individuals might be crossed. This is part of an acceptable solution.
3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.

TWO-BY-FOUR

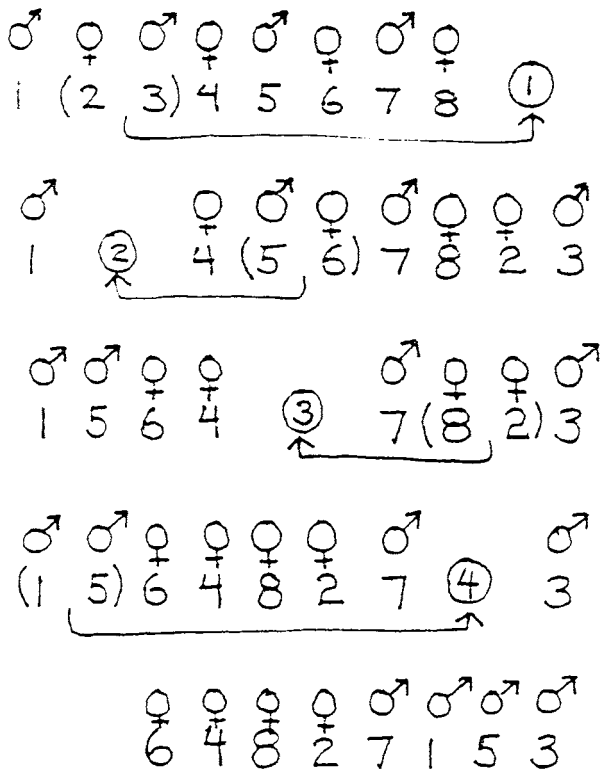
Object: To get all members of patrol A on one end of the line and all members of patrol B on the other end by moving in pairs

Procedure: This noncompetitive game is usually played with red and black checkers. We will substitute Scouts—four from each of two patrols. The eight Scouts line up shoulder to shoulder, alternating patrols (Scout from patrol A, then B, A, B, etc.).

Rules:

1. All moves must be made as pairs. (Members of different patrols may move together.) One pair moves at a time.
2. As a pair moves, the empty space left in the line must remain open until it is closed by another pair.
3. Pairs may not pivot or turn around.
4. The final line must be solid—no gaps.
5. No more than four moves are allowed, but don't announce this until the group has made a first try.

The following sequence shows the four-move solution:



If the group is frustrated, give them the first correct move. This will increase the group's confidence that the solution is imminent. If you forget the solution or neglect to draw the **above** solution on your palm, don't panic, just appear slightly amused at their attempts. Couple that with an occasional smile or slight affirmative nod of the head until the Scouts eventually hit on the right combination. If two or three hours have gone by and your nod is more weary than it is reinforcing, you might have to postpone the solution by suggesting that they "sleep on it."

OTHER GAMES

ANTELOPE RACE

Procedure: On signal, the Scouts run in single file, each with one hand on the belt of the Scout ahead, to a point

50 yards away. They make a left turn and run back to the starting point. Falling down or breaking apart disqualifies the team.

Scoring: Give the first patrol across the finish line 60 points; the second patrol, 40 points; and the third, 20 points.

ANTE OVER

Equipment: Soft rubber ball; a barrier such as a house, or perhaps tarps strung up

Procedure: Half of the troop lines up on one side of the barrier, the other half on the opposite side. One team begins by throwing the ball over the barrier and at the same time shouts "Ante over!" to alert the other team. If a member of the receiving team catches the ball on the fly, his team rushes to the other side of the barrier and the player with the ball tries to hit a member of the opposing team by throwing the ball at him. The team being attacked escapes by running to the other side of the barrier. Any team member hit by the ball joins the team that hit him. If the ball is dropped when it is thrown over the barrier, the receiving team throws it back over, shouting "Ante over!"

Game
Patrol teams
Parallel file

ARM-SLING RELAY

Equipment: Scout neckerchief or triangular bandage for each Scout

Procedure: The patrols line up in relay formation, with one Scout acting as a patient and standing across from his patrol on the opposite side of the room. There is a judge for each patrol. On signal, the first player in each patrol runs to the patient and applies an arm sling. At the instant the judge can see that the sling is correct, he shouts "Off!" and the Scout removes the sling and runs back to tag the next member of his patrol. This continues until all in the patrol, except the patient, have tied a sling.

Scoring: The first patrol to finish wins.

Note to judges: Slings must be correctly applied and adequate to serve the purpose.

First Aid
Game
Individual
Parallel file
Patrol teams
Relay

A TO Z

Give each patrol a large paper bag. The players are to find one item for each letter of the alphabet, and all of the items must fit into the bag. No letter of the alphabet may be skipped. For example: A patrol finds an apple, a bug, a can, an egg, a feather, and so on through the alphabet, but cannot find an item that starts with the letter 'd.' They get only 3 points, 1 for each of the items beginning with 'a,' 'b,' and 'c,' even though they found other items. The time limit is 10 minutes. Spell out the boundaries. Give a prize for the best score.

BALL-OVER RELAY

Equipment: Ball, about basketball size; whistle; blindfold

Procedure: Draw a line across the center of the game area, and assemble teams on either side of the line. The players take positions at various points on their side of the line; they cannot cross the line. One Scout is blindfolded and has the whistle. When he blows the whistle, the leader puts the ball into play. The players must try to keep the ball in the opposing team's territory so that they don't have possession of it when the blindfolded Scout blows the whistle again. The whistle should be blown fairly often, continuously starting and stopping play for a given time.

Scoring: Deduct 1 point from the side that has the ball when the whistle is sounded. At the end of the game, the side with the lowest score wins.

Game
Patrol teams
Whole troop

BALL RELAY

Equipment: Ball or other "throwable" object for each patrol

Procedure: The patrols line up in relay formation, with each patrol leader stationed 15 to 20 feet in front, facing his patrol. The first Scout in line has the ball to start the game. On signal, the first Scout throws the ball to the patrol leader, then sits down. The patrol leader throws the ball to the second Scout in line, who throws it back to the patrol leader, then sits. Play continues until all (including the patrol leader) are sitting. A missed ball must be recovered by the Scout who missed it. He must be back in place before throwing the ball again.

Scoring: The first patrol to finish wins.

Variation: **Basketball.** The patrol leader forms his arms into a hoop by clasping his hands in front of him. The Scouts must throw the ball so that it goes through the patrol leader's arms. Each player keeps trying until he succeeds.

Game
Informal
Patrol teams
Relay

BALLOON BATTLE ROYAL

Equipment: Balloon and 18-inch piece of string for each player

Procedure: The players blow up their balloons (all the same size) and help each other tie them to the back of their belts. On signal, the players use only their hands to try to break the balloons of other players while protecting their own. All's fair except using any kind of instrument, punching, tackling, or other forms of fighting. When a player's balloon is broken, he drops out.

Scoring: The winner is the last one left with an inflated balloon.

Game
Individual
Informal
Patrol teams

BALLOON BOUNCE

Give each patrol an inflated balloon. The object is for each patrol to try to keep their balloon in the air the longest by hitting it back and forth between the members. A patrol is out when their balloon touches the floor or bursts. It is not permitted to catch or hold a balloon. It is permitted to redirect the flight of other patrols' balloons.

BALLOON BUSTING

Equipment: One balloon, one newspaper, and one 18-inch piece of string for each player

Procedure: The players blow up their balloons (all the same size) and help each other tie them to the back of their belts. Each player has a newspaper that he rolls up tightly. The players pair off. On signal, they try to burst their opponents' balloons by hitting them with the newspapers. When half of the original players have busted balloons, the winning players pair off again, and so on until a troop champion is left.

Scoring: The champ earns 50 points for his patrol.

Variation: Line up the troop in a single line. Each player has a deflated balloon. At the signal, "Blow," the players do just that. The first player to overinflate his balloon and cause it to burst wins. All players must burst their balloons.

Facing lines
Fitness
Fun race
Game
Half-troop teams
Patrol teams

BANDAGE RELAY

Equipment: Scout neckerchief or triangular bandage for each Scout

Procedure: The patrols are seated in their patrol corners. A judge is assigned to each patrol. Each Scout selects a buddy from his own patrol. The name of a bandage is announced. On signal, one Scout from each team ties the named bandage on his buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on his buddy. When the judge approves both bandages for each team in the patrol, the patrol has finished the first round. They use another type of bandage for the second round, and so on.

Scoring: Score 1 point for the first patrol to finish a round. The patrol with the most points wins.

First Aid
Game
Informal
Parallel file
Patrol teams

BEACH BALL

Challenge the entire troop to keep a beach ball in the air for 100 hits. If they achieve the goal, challenge the troop to go for a record. Play becomes very competitive, and they are competing against their own best effort. A player cannot hit the beach ball twice in a row. Use two balls in a large group. Have the troop count the hits out loud.

BEGINNERS' WATER GAMES

Horse and Rider. Pair the Scouts into buddy teams. One is the "horse" and one is the "rider." Each team tries to unseat the other teams in knee-deep water. The last team left standing is the winner.

Wheelbarrow Race. Two Scouts from each patrol line up, one behind the other, in shallow water. The Scout in front is the "wheelbarrow" and gets down on all fours. The other Scout grasps the wheelbarrow's ankles and raises his legs. On signal, all race to the finish line.

BLACKOUT FUN

Here are five ideas that can be made into patrol or troop games. All of these ideas require blindfolding each player.

1. The players must correctly identify a sudden, sharp noise or a series of noises, such as items being dropped, striking a match, pouring water, etc.
2. The players walk a prescribed number of steps, turn around, and walk back to the exact starting place.
3. Open several small cans, each with different contents, such as ground coffee, onions, cloves, mint, etc. The players must identify the contents by smell.
4. Before the Scouts are blindfolded, they are shown several objects that are about 15 feet away. Once they are blindfolded, they must try to find and pick up the objects they just observed.
5. The patrol members must try to write the names and addresses of fellow patrol members.

Scoring: Develop your own scoring system best suited for these games.

Game
Patrol teams
Active

BLIND-FLYING RELAY

Equipment: For each patrol, a grocery bag, compass, and a card with degree readings, one written at the top, one at the bottom

Procedure: Form partner patrols. Have each patrol line up in relay formation in a corner opposite from the other patrol on its team. The first Scout on each team is given the bag, the compass, and the card. The top degree reading on the card, if followed correctly, will lead him toward the other patrol on his team. On signal, he puts the bag over his head and is turned around three times. He then uses the compass and the top degree reading to find his way to the other patrol. There he gives the equipment to the first Scout in the other patrol, who repeats the procedure, using the lower degree reading (which is 180 degrees opposite from the top reading) on the card to find his way to the opposite corner. Continue until the partner patrols have exchanged places.

Scoring: The first team to finish wins.

Nature
Patrol teams
Quiet

BLINDFOLD COMPASS WALK

Equipment: For each patrol, eight small, numbered stakes; for each Scout, one orienteering compass and a large paper bag

Procedure: Set the stakes in the ground 5 feet apart in a north-south line. One Scout from each patrol stands at each of the eight stakes. The Scouts from one patrol set their compasses between 45 and 135 degrees; boys from the opposing patrol, between 225 and 315 degrees. A paper bag is then placed over the head of each Scout, permitting him to see only the ground and the compass in his hand. Each Scout turns himself around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows the bearing back (orienting the arrow toward himself instead of away) for 95 steps.

Scoring: Only Scouts within 10 steps of their stake score. The patrol with the most points wins.

Game
Informal
Patrol teams

BLINDMAN'S KNOTS

Equipment: A 3-foot length of rope for each Scout

Procedure: Each patrol lines up in relay formation and all Scouts blindfold themselves. For each patrol, a leader passes a familiar knot down the line. Each Scout has up to 10 seconds to try to identify the knot by touch only. The Scouts are then given the length of rope and asked to reproduce the knot.

Scoring: Score 1 point for each correct knot.
The highest-scoring patrol wins.

Game

BOW-SAW RELAY

Equipment: For each patrol, one bow saw, one log about 6 feet long with a 4-inch butt, and one short log or block for support

Procedure: The patrols line up in relay formation, each facing their log from a distance of 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout supports the log while the second Scout saws off a disk about

2 inches thick. As soon as the disk drops to the ground, the Scouts change positions and another disk is sawed off. When the second disk hits the ground, the bow saw is placed beside by the logs, then both Scouts race back to the starting line and tag the next two Scouts, who repeat the process. This continues until all Scouts have had a chance to saw and all members of the patrol have returned to the starting line.

Scoring: The first patrol to finish wins.

Game
Informal
Patrol teams

BRITISH BULLDOG

Procedure: The troop lines up along one side of the room. One player, the "bulldog," stands in the center of the room, facing the troop. At the command, "Go," the entire troop charges and tries to reach the other side of the room without being caught. To catch someone, the bulldog in the center must lift a player off the floor long enough to yell "1, 2, 3, British bulldog!" A caught player becomes one more bulldog for the next charge. No more than three bulldogs can join to catch one player. The game is played until everyone has been caught.

Scoring: The last player caught is the winner.

Circle
Facing lines
Fitness
Game
Half-troop teams
Whole troop

BUCKETBALL

Equipment: Two bushel baskets or large cartons; a basketball

Procedure: Place the buckets at opposite ends of the room. Play a basketball game following the usual rules. The only exception is that the ball must stay in the bucket to count for a score.

This can be played as an interpatrol competition. After each score, the patrol that didn't score leaves the floor and another patrol enters. This should be a fast-moving game, with patrols constantly entering and leaving the game.

Game
Patrol teams
Vigorous

BUCKET BRIGADE

Equipment: Two plastic milk jugs for each patrol, one empty and one filled with water; one empty paper cup for each Scout

Procedure: The patrols line up in single file. A full jug is in front of the patrol leader and an empty one is at the end of the line. Mark the empty jug ¼ inch below the waterline of the full jug. On signal, the patrol leader fills his cup with water from the jug. He pours the water into the cup of the next Scout in line, who pours it into the next Scout's cup, and so on to the last Scout, who pours the water into the jug at the end of the line. This process is repeated until one patrol has emptied the front jug and filled the other jug.

Scoring: The first patrol to fill the second jug up to the mark is the winner.

Note: If water is spilled, it's possible that the patrol will be unable to reach the mark even though it empties the front jug.

Game
Half-troop teams
Line

BULL IN THE RING

Procedure: Each patrol forms a circle and joins hands. A representative from another patrol is the "bull" and goes into the center of the ring. On signal, each bull attempts to break out of his ring in any manner he wants.

Scoring: The first bull to break out of his ring wins 1 point for his patrol.

Variation 1: In turn, entire patrols act as the bulls, with the rest of the troop forming the ring. Time each patrol. The patrol that breaks through in the shortest time wins.

Variation 2: The Scouts forming the ring each have a 6-foot rope. The object is to keep the bull in the ring while at the same time tying all ropes into a circle using square knots. The first patrol to tie the rope circle before the bull has broken out wins.

Game
Informal
Patrol representatives

BUZZ-BING-BANG

Have the troop sit in a circle, then begin counting off, substituting "buzz" for the number seven and any multiples of seven. Let it circle the group at least twice. If a mistake is made, start over with the next person.

Now add to the mix by substituting the word "bing" for the number five and any multiples of five. Again, if a mistake is made, start over at the point of the error. Try to circle the group twice without a mistake.

If you get this far, substitute "bang" for the number three and any multiples of three.

Variation: When a person makes a mistake they are eliminated.

CAN IT (OBJECT RELAY)

Equipment: Two No. 10 cans or coffee cans for each patrol; various objects, such as nails, sticks, pieces of string, stones, etc.

Procedure: The patrols line up in extended relay formation. The players sit down and extend their feet in front of them. Each patrol counts off with the same set of numbers, so that each Scout will share a number with one Scout from each of the other patrols. One can is placed at each end of the patrol lines. Three objects are placed in one can of each team. The leader calls out a number and the name of an object. All Scouts who share that number race to the can, pick out the object named, transfer it to the can at the other end of the patrol line, and return to their places. An object can be called more than once, so when their number is called, the Scouts must know where to find the object. Scouts must keep track of objects as they are transferred from can to can.

Scoring: The first Scout back in his place with the object transferred wins 1 point for his patrol.

Game
Parallel lines
Patrol teams

CANNIBAL RESCUE

Equipment: One long rope for each patrol

Procedure: The patrols line up in relay formation. Draw a chalk line in front of each patrol and another line parallel to the first but about 20 feet away. Give the first Scout in each patrol a rope. Then tell this story: "You are fleeing from cannibals and have reached the bank of a wide river. Only one Scout in each patrol can swim. The rest of the patrol must be pulled across with the help of a rope." On signal, the first Scout in each patrol "swims" (runs) to the other "shore" (second chalk line) and throws one end of the rope back across the "river" to the second Scout in line. The second Scout ties a bowline knot around his waist and is pulled across to the other shore by the first Scout. Then the second Scout unties the rope, throws it to the next Scout in line, and so on. This continues until the whole patrol is safely across.

Scoring: The first patrol to get all of its members across the river wins.

Patrol teams
Pioneering
Relay

CANOEING RACES

Canoe Tug-of-War. Tie the painters of two canoes together, with two Scouts to each canoe. On signal, each canoe team tries to pull the other beyond a designated line by paddling.

Canoe Splash. With two men to each canoe, one of them paddles while the other uses a pail to try to fill their opponents' canoe with water until it sinks. (Proper safety precautions must be taken: a lifeguard boat must be at hand and participants must be wearing personal flotation devices.)

No-Paddle Race. Just that! There are four Scouts to a canoe. Each Scout uses his hands instead of a paddle to move the canoe across the finish line.

Facing teams
Game
Half-troop teams

CAPTURE THE FLAG

This can be used as a wide game, which means you'll need a large playing area.

Equipment: Two pieces of cloth to use as flags

Procedure: Divide the troop into two teams. Each team has a location designated as its goal. Tie one flag loosely to each goal. The object of the game is to get the opposing team's flag without being captured. A player is captured when he has been tagged by a member of the opposite team. Captured players become members of the opposing team.

CATCH TEN

Equipment: A ball; enough neckerchiefs for half of the players to each have one

Procedure: Divide the group into two equal teams. Identify all members of one team by tying neckerchiefs on their right arms. 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 the ball to another teammate, who shouts "Two!" as he catches

the ball. This continues until the number 10 has been reached. If a player from the opposing team intercepts the ball, he shouts "One!" and his team then tries to reach ten. As teams intercept the ball, they must always start over with the number one.

Scoring: The first team to reach 10 is the winner.

Active
Game
Half-troop teams

CATCH-THE-SNAPPER

Equipment: Four Scout staves, several lengths of cord, and a mousetrap for each patrol

Procedure: Form a "river" by drawing two parallel lines 15 feet apart. The patrols line up on one "riverbank." On the opposite bank is a cocked mousetrap. The patrol members use the lengths of cord to lash the four staves into a long fishing pole, which they use to catch the "snapper."

Scoring: The first patrol to catch its snapper wins.

Orienteering
Informal
Patrol teams

CATERPILLAR RACE

Equipment: A chair for each patrol

Procedure: The patrol members line up in single file behind the starting line. Put one chair for each patrol about 25 feet from the starting line. The first Scout in each patrol places his hands on the floor. Each of the other Scouts bends down and grasps the ankle of the Scout in front of him. On signal, the patrols move forward, swing around the chair, and return to the starting line. The first Scout in each line must walk on his hands and feet throughout. If the line is broken, the team must stop and re-form the line before continuing.

Scoring: The team to finish first wins.

Game
Parallel file
Patrol teams

CENTER MISS

Equipment: Two basketballs or volleyballs

Procedure: Arrange the troop in a circle with one player in the center. One ball is given to the center Scout and the other to one of the Scouts in the circle. On signal, the circle player passes his ball to the center player just as he is passing his ball to another circle player. This exchange continues until the center player misses. The player who caused the center player to miss or fumble the ball changes places with him. All passes must be accurate and in the shoulder-to-waist range. A miss caused by a bad pass does not count against the center player.

Scoring: None—just for fun.

Active
Game
Half-troop teams

CHAIN-GANG RACE

Equipment: For each Scout, 6½ feet of ¼-inch-thick rope

Procedure: The patrols line up in relay formation at the starting line. On signal, the first Scout in each patrol ties his rope around his ankle with a bowline knot and hands the other end to the second Scout. The second Scout joins his rope to the first with a square knot, then makes a clove hitch around his own ankle and hands the other end to the third boy, who does the same. When all patrol members are joined in this way, they race to the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Knots

CHECKERBOARD KIM'S GAME

Equipment: Large piece of cardboard marked into 16 squares, each square numbered and with an item on it, such as a key, pocketknife, nail, acorn, etc.

Procedure: Each patrol walks silently around the board of items. All of the items are then removed and put in a pile. The patrol members walk around the board again. As each player passes, he replaces an item in the correct square without talking. A player may use his turn to move an item he feels has been incorrectly placed. They continue walking around the table until all of the squares are covered.

Scoring: The patrol with the most items correctly replaced wins.

Game
Informal
Patrol teams

CIRCLE PULL

Equipment: Chalk

Procedure: Divide the troop into two 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. On signal, the players who are stationed outside try to pull the inside players so that their feet go outside the circle. At the same time, the inside players try to pull their outside opponents so that their feet step inside the circle. Once a player has been 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 each team's prisoners. Change sides and play a second round.

Scoring: The team with the most prisoners wins.

Active
Fitness
Patrol teams

CLOVE-HITCH RACE

Equipment: Set up a rack of three spars on six uprights. Use clove hitches to tie a rope of sufficient length to the spar in the middle. Drape the ends over the other spars. There should be one rope for each Scout.

Procedure: The Scouts line up at the ropes. On signal, each Scout grasps a rope end and ties a clove hitch around the spar. When all members of the patrol have finished, the patrol gives its yell. The first patrol to yell, with all hitches tied correctly, wins.

CODE-O

Equipment: For each player, two flash cards, each with 25 different letters printed on it in five rows of five; for each patrol, a handful of beans or small pieces of paper; set of 26 cards, each with a different letter of the alphabet printed on it; a buzzer

Procedure: Have the patrols in patrol corners. Give each Scout two flash cards. The leader shuffles the alphabet cards, draws one, and, using the buzzer, sends the letter on the card to the patrols in Morse code. Any Scout who has this letter on one or both of his cards covers it with a bean. The first Scout to get five beans in a row in any direction, including diagonally, is the winner.

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

Game
Individual
Quiet

COMMANDO RAID

Procedure: Divide the troop into two teams. Station one team near the room's light switch and the other team at the far end of the room. Turn out the lights. The team farthest from the light switch, the commandos, must get through the guarding team and switch on the lights within three minutes. If the commandos haven't succeeded in turning on the lights in that time, the guards win that round. If the lights are turned on, note the number of minutes and seconds it took. After the round, change positions so that the commandos from the first round become guards for the second. Each side should develop a secret password so that team members can be identified in the dark.

Scoring: Two runs constitute a round. The team that does the best job of guarding or getting the lights on wins the round. Play as many rounds as desired.

Facing lines
Game
Half-troop teams

COMPASS FACING

Procedure: The participants line up in open lines, an arm's length apart sideways, front, and back. One wall of the room is designated as north. On the signal, "Northeast—go!" all turn to face what they believe to be northeast, and on the command, "Freeze!" they stand motionless. Those who are facing in an incorrect direction are out of the game. Continue with other compass directions: south, northwest, south-southeast, west-northwest, and so on.

Scoring: Continue until one player is left—the troop compass "champion."

Variation: Have those who are facing *correctly* go out of the game each time. This will give more training to the others, and leave you with a troop "champ-nit" at the end.

Note: For many other games involving compass, maps, and orienteering, see *The Basic Essentials of Map and Compass.*

Game
Individual
Single line

CONCENTRATION

This game is best played with about 16 to 20 Scouts. If your troop is larger, two groups can play simultaneously.

Equipment: A list of simple words, a rubber ball

Procedure: The Scouts sit in a circle. The leader throws the ball to a Scout in the circle and at the same time calls out a word from the list. The Scout who catches the ball must spell the word backwards. The object of the game isn't so much to test spelling as to test concentration.

Scoring: None—just for fun.

Game
Patrol corners
Patrol teams

CORNER BALL

This game is played by four patrols at a time.

Equipment: Volleyball, chalk

Procedure: Mark four 8-foot squares on the floor. Each of the four patrols lines up with the first player in their square. The player in square 1 serves the ball in volleyball fashion so that it bounces in square 3; he then runs to the rear of his patrol's line. The player in square 3 hits the ball on the first bounce to either square 2 or square 4. The game continues with each player hitting the ball so that it bounces into either of the two opposite squares. He cannot return it to the square it came from. After each hit, the player goes to the end of his patrol line, and the next in line becomes the player for his patrol.

Scoring: Score 1 point against a patrol that fails to return a shot properly. The patrol with the fewest points wins.

CRAB BALL

Equipment: Basketball, volleyball, or similar large ball

Procedure: Set two goal lines about 40 feet apart. Divide the players into two teams, each team lining up on one goal line. The players sit on their goal line with their arms extended backward, supporting their bodies off of the floor. The ball is placed midway between the goals. On signal, the players move toward the ball, staying in the "crab" position, and try to kick the ball over the opposing goal line. Fouls include touching the ball with the hands, leaving the crab position, and unnecessary roughness. The penalty for a foul is a free kick for the opposition at the point of the foul.

Scoring: A team scores 1 point each time they kick the ball over the opposing goal. The first team to score 10 points wins.

Fitness
Half-troop teams
Vigorous

CRAB-CRAWL RELAY

Equipment: One tennis ball for each patrol

Procedure: The patrols line up in relay formation at a starting line. The leader marks a parallel line about 25 to 30 feet away from the starting line. On signal, the first Scout in each patrol lies on his back, raises his body up with his hands and feet, places the ball on his stomach, and proceeds to crawl in the "crab" position to the second line. If the ball rolls off his stomach, he must stop and retrieve it before continuing. When he has crossed the second line he runs back with the ball to the next patrol member, who assumes the crab position and continues the relay.

Scoring: The first patrol to finish the relay wins.

Fitness
Half-troop teams
Vigorous

CRACK THE DEW LINE

Equipment: Neckerchiefs for blindfolding one team

Procedure: Divide the troop into two teams—the "aggressors" and the "DEW line." The DEW (distant early warning) line players are blindfolded and line up side by side with their feet spread apart and touching each other's. All DEW line players have two "depth charges"—their hands, which they hold at shoulder height. The aggressors try to penetrate the DEW line by crawling through. The DEW line players must eliminate the aggressors by touching them with a depth charge. If a DEW line player makes a hit, the aggressor is out and the DEW line player's depth charge is still good. If he misses, his depth charge is wasted and he must put that hand on his knee. Limit the playing time to five minutes and then change teams.

Scoring: The team that gets the most members through the DEW line wins.

Facing lines
Patrol teams

CREATIVITY

Equipment: For each patrol, a like supply of miscellaneous materials such as Scout staves or saplings, lashing cord, empty cans, and coat hangers

Procedure: Assign a project that involves using the materials provided to create a device that does a specific job. Here are a few sample creations: a device that will weigh camp objects up to 50 pounds, a device to signal a message by a concealed operator located at least 10 feet from the device, or a device that will catapult a 25-pound weight at least 30 feet. The leader can dream up additional creations as desired. Give the patrols a time limit.

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

Variation: Instead of assigning all of the patrols the same project, assign a different one of similar skill level to each. This will eliminate one patrol copying the idea of another.

Game
Patrol teams
Quiet

CROSSES IN THE CIRCLE

Equipment: A piece of chalk for each patrol

Procedure: Draw on the floor, 15 feet apart, as many 6-foot-diameter circles as there are patrols. Assign each patrol a circle, have the members stand inside it, and give each patrol one piece of chalk. On signal, the members of each patrol may leave their circle and try to draw as many chalk crosses within other patrol circles as possible, while at the same time protecting their own circle from others.

Rules:

1. The players may not erase crosses.
2. Chalk may not be broken and divided among players, but it may be passed from one player to another.
3. Set a time limit before starting the game.

Scoring: The patrol with the fewest crosses in its circle at the end of the game wins.

Fitness
Half-troop teams
Vigorous

CROWDED CIRCLE

Equipment: A piece of chalk

Procedure: Draw a circle on the floor about 6 feet in diameter. Have the players walk freely around the room. Turn the lights off for 10 seconds. In the darkness, all players must get inside the circle. When the lights go back on, everyone must freeze on the spot. All players found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one player remains in the circle.

Scoring: The last player in the circle wins.

Variation 1: Instead of one circle, draw three circles on the floor and number them. When the lights go out, announce which ring should be used.

Variation 2: Make as many circles as there are patrols. Assign each patrol a circle. In the darkness, patrol members must find their patrol's circle.

Circle
Game
Patrol teams

CROWS AND CRANES

Procedure: Divide the troop into two teams, lined up 2 or 3 feet apart, facing each other in the center of a room or cleared space. One team is called the "crows" and the other the "cranes." The leader calls out one of these names, rolling the "r," as "Cr-r-r-rows!" or "Cr-r-r-ranes!" All members of the team called must turn and run to a designated wall or line behind them. If a player is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This is kept up until all players are on one team. The leader can add to the fun by giving occasional false alarms—for example, "Cr-r-r-rabs!" or "Cr-r-r-rash!" Any player moving on a false alarm is deemed caught and goes to the opposite side.

Scoring: The last player captured wins.

Variation: When a player violates the leader's call, he drops out. The last remaining Scout earns 20 points for his team.

Game
Informal
Patrol teams

DEER STALKING

Procedure: One player is selected as the "deer" and goes "grazing" in the woods. The rest try to get within 6 yards (or any suitable distance) without being seen. If the deer notices a tracker, he calls his name and points in his direction. That player must move back 50 feet. If the deer hears a tracker near him, he may "stampede," but not more than 30 feet (the tracker must remain in place). The first player to get within the agreed distance trades places with the deer.

Variation: The deer is in a circle about 50 feet in diameter. The players try to enter the circle unnoticed. If the deer sees a player and calls his name, that player is out of the game. The patrol with the most players in the circle within a certain time wins.

Game
Hike
Patrol teams

DELIVER THE MESSAGE

This is an excellent wide game. (As with most wide games, this one requires about a half-mile-square territory.)

Equipment: One neckerchief for each player; a sheet of paper (the "message") for each patrol leader; whistle

Object: For each patrol to try to get a message to the senior patrol leader or adult leader stationed in the center of the playing area. At the same time, each patrol tries to "capture" Scouts of other patrols by removing the neckerchief tucked into their belts in the back.

Procedure: Station the leader in a 4-by-4-foot space in the center of the playing area. He gives each patrol leader a message and orders him to take his patrol a quarter mile away. Each patrol goes in a different direction. When all patrols are in place, each patrol leader gives the message to one of his patrol members. The message may be passed to other members during the game.

The game starts with a whistle blast. All patrols start toward the center, trying to help their patrol member who has the message reach the leader in the center without being captured. At the same time, the boys try to capture Scouts from other patrols. When a Scout is captured, he is eliminated (or he may be sent back to his patrol's starting point to begin again). If the patrol member who has the message is captured, he must admit that he has it.

The game ends when all messages have either been captured or delivered safely to the leader in the center.

Scoring: Score 10 points for each delivered message; 5 points for each captured message; 2 points for each captured Scout who does not have a message.

DIRECTION-FINDING RELAY

Equipment: For each patrol, one map with magnetic north-south lines drawn on it, one orienteering compass, eight cards (each naming two towns or clearly identifiable map features)

Procedure: The patrols line up near their map, compass, and cards. On signal, the first Scout runs up, selects a card, and determines the bearing from the first point on the card to the second. He writes the bearing on the card and hands it to the judge. He then runs back to tag the next Scout. Continue until all have raced.

Scoring: Score 10 points for each bearing within 5 degrees of accuracy; 5 points for bearings within 10 degrees.

Orienteering
Patrol buddy teams
Quiet

DIRECTION HUNT

Equipment: Eight (or more) tall stakes with pointers that are pointing to distant landmarks or clearly identified objects (large tree, large rock, etc.); an orienteering compass, a pencil, and paper for each participant

Procedure: Scouts from each patrol distribute themselves at the different stakes. They check each landmark toward which the marker on the stake is pointing, set their compasses for the degree direction to the landmark, and write it down. The Scouts then move to the next pointer and determine the next degree direction. At the end of the specified time, each Scout turns his findings over to the judge.

Scoring: The patrol with the most correct degree directions (within 10 degrees) within the time limit wins.

Game
Parallel file
Patrol teams

DODGEBALL

Equipment: Volleyball

Procedure: Divide the Scouts into two teams. One team forms a circle around the other team. The idea is for the outside team to tag the members of the inside team with the ball. Scouts drop out of the game when they are hit by the ball. After a given time, the teams switch positions.

Scoring: The team that has the most players inside the circle at the end of the playing time wins.

DOUBLE DODGEBALL

Equipment: Two inflated balls at least 6 inches in diameter

Procedure: Divide the playing area into three equal parts. One team is divided into two groups. Half of the team is positioned across one end of the playing area, the other half across the other end. The second team is in the center section of the playing area. The balls are given to the team halves at the ends. The end team must throw the balls so as to tag any player in the center section below the waist. An end player may enter the center area to retrieve a ball, but must carry it (not throw it) back to his end zone before it can be thrown again at the center team. When a player in the center gets tagged, he joins the end team and continues playing by trying to tag his former teammates. When all center players have been tagged, those who started in the center become end players and the original end players move into the center.

Scoring: None—just for fun and alertness.

Fitness
Patrol teams
Vigorous

EDIBLE PLANTS WHO'S WHO

Equipment: Twenty (or more) edible plants, each in a numbered No. 10 can; a card at each plant that gives the name of the plant and the part that is edible (for instance, "Cattail: pollen for flour, shoot for greens, root (rhizome) for starch"); pencil and paper for each player

Procedure: The patrol members walk silently around the cans as they read the descriptive cards and try to learn about the plants and their edible parts. All of the identifying cards are removed. The patrol again walks around the cans. The Scouts try to identify and list all the plants and their edible parts. Each patrol goes into a huddle and makes a list of plant names and edible parts.

Scoring: Score 5 points for each plant correctly identified.

Informal
Nature
Patrol teams

FAMOUS VISITORS

Procedure: The patrols assemble in patrol corners, and are informed that they will receive a famous visitor shortly. They try to figure out his identity by asking him questions. The famous visitor will be able to understand English but unable to speak it very well, and can answer only yes-or-no questions. The game leader assigns a famous identity to each patrol leader; for instance, Christopher Columbus, George Washington, and Abraham Lincoln. The patrol leaders go to patrol corners, and the patrols begin questioning.

Scoring: The first patrol to correctly identify the visitor scores 1 point. After a set number of rounds, the patrol with the most points wins.

Variation: **Twenty Questions.** The patrol tries to determine the identity of an object by questioning the patrol leader. The Scouts are told only whether it is animal, vegetable, or mineral. They may ask only 20 yes-or-no questions.

Game
Individual
Informal
Patrol teams

FIRE BUCKET RELAY

Equipment: For each patrol, a fire bucket full of water

Procedure: The patrols line up in relay formation. There is a bucket full of water about 50 feet in front of each patrol. On signal, the first Scout in each patrol runs up, grabs the bucket, and brings it back to the next person in line. The second Scout runs and places the bucket in its original place, and comes back to send off the third, who copies the first, and so on until each boy has had a turn.

Scoring: The first patrol to finish without losing more than 1 inch of water wins.

Variation: The first player on each team runs and gets the bucket and passes it down one side of the team and up the other, the next player takes it back to its place, returns to send off the third, and so on.

Active
Fitness
Half-troop teams

FIRST-AID BASEBALL

Equipment: Ten numbered cards (1 through 10), list of questions based on Second and First Class first-aid requirements, piece of chalk

Rules:

1. Card 2 is a double.
2. Card 6 is a triple.
3. Card 10 is a home run.
4. All other cards are singles.

Procedure: Draw a miniature baseball diamond on the floor with chalk. Line up one team (patrol) behind home plate. The "umpire" (game leader) holds the cards in his hands. In turn, each Scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. After three outs, the next patrol comes to bat.

Scoring: The patrol with the most runs after two innings is the winner.

First Aid
Game
Patrol teams
Informal

FIRST-AID KIM'S GAME

Equipment: Blanket or tarp; collection of 10 or more first-aid items, such as gauze pads, bandages, splints, adhesive tape, absorbent cotton, soap, scissors, tweezers, sunburn ointment, snakebite kit, calamine lotion, thermometer, etc.; 10 or more items not used in first aid, such as a ball, paper clip, *Scoutmaster Handbook,* pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.

Procedure: Spread all items on the floor and cover them with the blanket or tarp. Group the patrols around the blanket, then remove the cover for exactly one minute. Afterward, the patrols huddle separately and write down all first-aid items they can remember.

Scoring: The patrol with the most complete list wins. Deduct 1 point for each non-first-aid item listed.

FIRST-AID PROBLEMS

These problems can be used for individual or patrol competition.

Procedure: Scouts or patrols should give a correct answer for each problem.

Scoring: The Scout or patrol that gets a correct answer gets 1 point. The individual or patrol with the highest score wins.

Problem A: A boy zigzagging on a bicycle is hit by a car. He receives a cut on his left forearm that severs an artery. He also sustains a simple fracture of his right leg.

Problem B: A driver is speeding along a country road when one of his tires blows out. The car crashes into a pole. The driver receives a simple fracture of the right forearm and a gash on his right shoulder, causing arterial bleeding.

Problem C: While on a hike, a Scout patrol finds an electrical repairman lying at the bottom of a transformer pole. He is not breathing and has burns on both hands.

Problem D: While swimming in a country pond, one boy jumps from a rock ledge and does not come back up to the surface. The other boys notice he is gone, jump in, and pull him out. He is not breathing and has a gash on his forehead that is bleeding profusely.

Note: For problems *C* and *D,* each Scout must show how to get the victim into the correct position for rescue breathing, without giving actual mouth-to-mouth resuscitation.

Problem E: A boy is riding his bicycle when a dog bites him on the right ankle. The boy swerves to get away, and falls heavily on the road. He lacerates a large area of his left elbow into which dirt and sand are ground. His left wrist is swollen and painful.

Problem F: A woman is pinned under a pickup truck that has overturned at the side of the road. When she is released, it is found that she has a cut over her right eye and is spurting blood. Her right ankle is very painful and swelling rapidly.

Problem G: On an extremely hot day, several boys are sitting on a fence in front of their high school, watching a parade. One of the boys falls to the ground. His face is hot, dry, and flushed, and his pulse is exceptionally rapid. His left ear is torn and bleeding profusely.

Problem H: On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running five inches from the front to the back of his head and it is bleeding profusely. The skin on his face is very cold, and his ears are pale.

First Aid
Informal
Parallel file
Patrol teams

FISHNET

Pick three Scouts to be the "fishermen," who catch the other Scouts. When caught, the Scouts become the "fishnet" by joining hands. The Scouts at the ends of the fishnet line try to catch players by tagging them. If the fishnet line breaks, it must be re-formed before anyone else can be caught. Players can charge the line to break it or slip through it. When all are caught, start the game over.

FITNESS MEDLEY RELAY

Equipment: For each patrol, a used tire casing, two gunnysacks, and eight triangular bandages or Scout neckerchiefs

Procedure: The patrols line up in relay formation, in pairs. On signal, all pairs tie their inside legs together at the ankles and above the knees using a triangular bandage or Scout neckerchief. The first pair races around a turning point about 50 feet in front of the patrol. As soon as the pair returns to the start, the second pair races. When four pairs have raced and have untied their legs, the first Scout steps into a gunnysack with both feet and hops around the turning point and back. Repeat until eight Scouts have hopped around the course. Then each Scout in the patrol, in turn, rolls the tire around the turning point and back to the start. When eight Scouts have rolled the tire, the event is

finished. If there are fewer than eight in a patrol, some Scouts will have to run the relay more than once.

Scoring: The first patrol to complete the three parts of the medley wins.

Fitness
Patrol teams
Relay

FLAG-FOLDING DISPLAY

Equipment: A United States flag for each patrol

Procedure: Line up the patrols in relay formation. Place a table or a chair with a folded flag on it about 40 feet in front of each patrol. On signal, the first two Scouts in each patrol run to the flag, unfold it completely, refold it, place it back on the table or chair, and return to their patrol to tag the next pair in line. They repeat the procedure until all pairs have run. The flag may not touch the ground at any time. If it does, the patrol will be disqualified.

Scoring: Give 100 points to the first patrol to complete the run, 80 points to the second patrol, and 60 points to the third patrol. Deduct 10 points for each flag that is folded incorrectly.

Variation: Instead of unfolding and folding, have the patrols display the flag for various prearranged occasions.

Game
Informal
Whole troop

FLAGPOLE RAISING

Equipment: For each patrol, five Scout staves, one patrol flag, eight pieces of sash cord, three wooden stakes, one mallet for driving stakes, and three guylines about 18 feet long

Procedure: The patrols line up, each with four Scout staves and their patrol flag attached to the fifth stave. On signal, the Scouts use the sash cord to lash the five staves together with four double lashings, omitting frappings. Next, they attach the three guylines about two-thirds of the way to the top, raise the pole, and stake down the guylines so that the pole stands vertically. When finished, the patrol forms a single line at the base of the pole and stands at attention.

Scoring: The first patrol finished wins. Give extra points for the tallest pole.

Game
Informal
Patrol teams

FLAPJACK-FLIPPING RELAY

Equipment: For each patrol, a frying pan and a linoleum "flapjack" with a white "X" painted on one side

Procedure: The patrols line up in relay formation. Pans and flapjacks are at a line 20 feet in front of the patrols. On signal, the first Scout from each patrol runs to the line and flips his flapjack. Then he runs back, touches off the next Scout, and so on until all have run.

Scoring: Award 1 point for each flapjack thrown into the air, turned over, and caught properly. Deduct 1 point if the flapjack hits the side of the pan, falls on the floor, or does not turn over. Give 5 points to the first patrol to finish with all flapjacks correctly flipped. The patrol with the most points wins.

Fitness
Patrol teams
Vigorous

FLYING DISK GOLF

Set up a flying disk golf course outdoors or in a large room. Use your imagination to develop the hazards. Use waste cans or boxes as the holes, number them one through nine, and let the players work their way through the course. You might want to establish par for each hole, depending on the degree of difficulty.

FLYING DISK SETBACK

This requires an outdoor area about half the size of a football field. It doesn't have to be completely cleared; trees can add to the fun of the game. Set goal lines and sideline boundaries. Divide the group into two teams, facing each other. The object is to get the flying disk over the other team's goal line. Teammates take turns throwing the disk. It is considered dead at the point where the other team catches it or stops it, and that is where the other team throws it back. If the disk is caught in the air by the other team, it is worth five steps, which may be used immediately or banked for future use. If the disk crosses the goal line, banked steps may be used to bring it back onto the playing field.

FOAMBALL DODGEBALL

Designate a playing area and choose one person to be "It," who tries to eliminate players by hitting them with a large foam ball. He cannot run with the ball; he can only pivot where he stands. A player who is hit must sit down where he was hit, with his legs crossed. He is out of the game unless he can intercept the ball from where he sits. Then he is back in the game and becomes the new It. Players who have not been hit can move around at will. For added confusion, add a second ball.

FOAMBALL SOCCER

Divide the group into two teams and play soccer using a foam ball. If it is a large group, put two balls into play at the same time. You might need one team to roll up a pants leg or wear a cap to distinguish between the teams.

FOUR-HANDED SEAT CARRY RELAY

Equipment: One turnaround post

Procedure: The Scouts line up in relay formation at the starting line, facing a single turnaround post located 30 feet away. On signal, each patrol's Scouts 1 and 2 carry Scout 3 with a four-handed seat carry (for a conscious patient) up to and around the turnaround post, then back to the starting line. Scout 3 will then join with Scout 4 to carry Scout 5 around the course. Then Scout 5 will join Scout 6 to carry Scout 7 around the course, and finally Scout 7 will join with Scout 8 to carry Scout 1 around the course. If at any time a "victim" touches the ground, the Scouts transporting this victim must stop, re-form their carry, and then continue.

Scoring: The first patrol to make the full circuit with the four victims is the winner.

First Aid
Informal
Patrol teams

FOUR-WAY TUG-OF-WAR

Equipment: About 100 feet of ¼-inch or thicker rope, chalk or rags for marking the rope

Procedure: Mark a spot in the center of the playing area. Tie the ends of the rope together to make a circle, then divide the rope into four equal segments marked by chalk or tied with rags. Lay the rope in a rectangle shape with the marked spot directly in the center. Have equal-size patrols line up along each of the four sides. On signal, the Scouts grasp the rope and try to pull the other patrols toward them. The winning patrol is the one that has made the most backward progress after a specified time.

FUN FIELD DAY

Choose five or six relay games, stir up excitement among the patrols, and conduct the games, giving liberal scores: first place, 100 points; second place, 50 points; third place, 25 points. Each patrol uses eight runners for each game. A few relay games are listed below:

Initiative Relay. Each Scout runs in his own way, and no method can be repeated within the patrol: forward, backward, hopping on both feet, on one foot, etc.

Candle Race. Each Scout runs to the goal line and back with a lit candle and a box of matches. If the candle goes out, the Scout must stop and relight it before proceeding.

Bag-Breaking Relay. Each Scout runs to the goal line, blows up a paper bag, bursts it, and runs back.

Happy Hooligan. Each Scout walks rapidly to the goal line and back again with a paper cup balanced on his forehead.

For more games along these lines, see G. S. Ripley's *Book of Games.*

Fitness
Individual
Active

FUZZ-STICK RELAY

Equipment: For each patrol, one sharp knife and one stick of dry softwood about ½-by-1-by-9 inches

Procedure: Each patrol lines up in relay formation opposite the equipment. On signal, the first Scout runs up and cuts one sliver on the stick, lays the knife down, and runs back to tag the next Scout, and so on. Slivers should be at least 3 inches long. Twenty slivers, all attached, complete the fuzz stick.

Scoring: The first patrol to finish scores 10 points. The best fuzz stick scores 30 points, the next best scores 15 points.

Variation 1: The players each cut three or four slivers instead of just one.

Variation 2: To vary the scoring, deduct 5 points for each sliver that is cut off the fuzz stick and see how many patrols end up "in the red."

Game
Parallel file
Patrol teams

GET 'IM UP!

Equipment: For each patrol, three Scout staves or poles, one 8-foot length of lashing rope, and one 10-foot length of rope

Procedure: On signal, each patrol lashes the poles together with a tripod lashing, ties a bowline knot in the shorter rope, and passes the running (or free) end of the rope over the top of the tripod. One Scout stands in the loop, grasps the free end of the rope, and is lifted up. (On a slippery surface, Scouts might need to steady the staves.)

Scoring: The first patrol to get a Scout in the loop with his weight fully supported by the tripod wins.

Game
Patrol teams
Quiet

GET THE MESSAGE

Equipment: Signal flag and secret message of 30 letters for each patrol, paper and pencil for each Scout

Procedure: Each patrol has one signaler and one dictator. These two players are sent 100 yards or more away from the rest of the patrol and given a secret message to send with the signal flag. The rest of the patrol members are the receivers. When the message is sent, each receiver writes the message on his paper. There must be no communication between receivers in the patrol. The signaler may not repeat the message, but he may send it slowly enough to be understood by all his patrol members. The patrol leader collects the slips for the judge.

Scoring: All correct letters recorded by the receivers are added together, then divided by the number of receivers to get the patrol average. The patrol with the highest average wins.

Variation: This same game could be played at night using flashlights and Morse code, or during the daytime using mirrors.

Game
Parallel file
Patrol teams

GETTING YOUR BEARINGS

Equipment: Topographic map (the master map); compasses; for each Scout, paper, a pencil, and a photocopy of a section of the master map

Procedure: On signal, the first Scout in each patrol runs to the master map. The leader names or points to two locations or features on the master map (buildings, rock outcroppings, hilltops, bridges, etc.). The Scout takes a bearing from one to the other, draws the route on his photocopied map section, and writes the bearing on it. He then runs back to tag the next patrol member.

Scoring: The winning patrol is the one with the most compass bearings correct within 5 degrees. This is not a speed contest; however, if two patrols have identical scores, the faster one wins.

Active
Game
Half-patrol teams

GRAND PRIX GAME

Equipment: String or chalk; a can and a broomstick handle or long dowel for each patrol

Procedure: With the string or chalk, mark a large figure eight on the ground or floor—the bigger the better. Then mark a starting point for each patrol at intervals around the figure eight.

The patrols line up at their starting point. On signal, the first player in each patrol starts sliding the can around the outside of the figure eight with the broomstick handle.

(All patrols move in the same direction.) When the first player gets back to his patrol, the second one starts, and so on until all have run. To make sure no one cuts corners, place boxes inside the curve at each end.

Scoring: The first patrol to finish wins.

Game
Patrol teams
Quiet

GRANNY'S FOOTSTEPS

Procedure: Assemble the troop in a single line. To start the game, a leader acts as "Granny." Granny stands 20 yards in front, with his back toward the troop. The Scouts try to sneak up on Granny without being seen. Granny counts to himself from one to any number up to 30. At any point he wishes, he turns around and tries to catch someone moving. A Scout caught by Granny starts over. If caught three times, a Scout is out of the game.

Scoring: The first Scout to touch Granny wins.

Variation: **Pandemonium's Footsteps.** A leader with a whistle stands with his back to the troop. The Scouts go hopping and bouncing around the room. When the whistle is blown, they must freeze on the spot. Any motion detected puts the offender out of the game. Continue until all but one are eliminated.

Game
Individual
Informal

GRASSHOPPER RACE

Equipment: A Scout hat, ball, or other small object

Procedure: The patrols line up in relay formation. The game leader marks a turning line 25 feet in front of the patrols. The first "grasshopper" in each patrol grasps the Scout hat or other small object between his knees. On signal, he hops up to the turning line and back to

his patrol, hands the object to the next grasshopper, and so on. If the object is dropped along the way, the grasshopper must retrieve it and put it back between his knees before proceeding.

Scoring: The first patrol to finish wins.

Variation: **Seal Race.** The "seals" line up in relay formation. The first seal grasps the object between his knees and then balances a book on his head. On signal, the seal hops or walks (or uses any mode he wants) to the turning line and back to tag the next seal.

Game
Informal
Various formations

GREASED WATERMELON

Equipment: One medium-size watermelon, greased with shortening

Procedure: Divide the Scouts into two teams and station them in the water 25 feet apart. Float a watermelon halfway between the teams. On signal, each team tries to bring the watermelon back to its own line.

Scoring: The team that brings the watermelon back to its own line wins.

Game
Half-troop teams
Informal

HAUNTED HOUSE

Equipment: Blanket hung up as a curtain, miscellaneous items for making sounds

Procedure: The patrols are seated in front of the curtain. Behind the curtain are two boys who produce various sounds for the Scouts to recognize and remember, such as turning the pages of a book, crumpling a cellophane wrapper, breaking a stick, striking a match, hammering a nail, and so on. After the demonstration, the patrols return to their corners to make a list of the noises they heard.

Scoring: Award 3 points for each sound correctly listed. The patrol with the most points wins.

Game
Parallel file
Patrol teams

HAWAIIAN HANDCLAP

The players sit in a circle or a line, and count off. Establish a 1-2-3 rhythm by having all players, in unison, slap their knees on the first count, clap their hands on the second count, and snap their fingers on the third count. Once the rhythm is set, the first player calls a number at the instant he snaps his fingers. Keeping up the rhythm, the player whose number has been called waits until the instant of snapping his fingers to call another number. A player who calls a number too soon or too late, doesn't call any number, or calls a nonexistent number—all of which happen frequently—loses his number, goes to the end of the line, and starts again with the bottom number, while the others move up a number. The object is to get to be number one and stay there.

Variation: Instead of calling a number, the first player says a word as he snaps his fingers. The player next in line must say a word that will logically follow the first word in forming a sentence, and so on around the circle. The object is to say a word that will complete a sentence.

Game

HOCKEY STEAL-THE-BACON

Equipment: Two Scout staves or 5-foot poles, a beanbag (the "bacon")

Procedure: This game is a variation of "Steal-the-Bacon." In this game, however, the bacon is a beanbag. Divide the group into two teams and have them line up facing each other. Each team counts off with the same set of numbers, so that each player will share a number with a player from the other team. When the leader calls a number, the players from both teams who share that number grab their team's stave, race to the bacon, and try to sweep it back to their goal line.

Scoring: Award 1 point for each goal.

Game
Informal
Patrol teams

HOPPING THE GAUNTLET

Procedure: Half the troop lines up at one end of the room and the other half is out in the middle. The lined-up players try to hop on one foot from one end of the room to the other. They must firmly hold the leg not being used with one hand. The players in the center must also hold up one leg; they try to prevent their opponents from crossing the room by shoulder charging (no hands), trying to knock them off balance. If a player from either side touches the ground with the foot he's been holding up, he must join the other team.

Scoring: None—just for fun. Obviously the team with the most players at the end of the game has done the better job; however, since players change sides frequently, team identity cannot be maintained.

Patrol teams
Relay

HORSE AND RIDER

Procedure: The troop is divided into two equal teams. The Scouts pair up and get into horse-and-rider position (piggyback). The teams stand behind lines 20 feet apart, facing each other. On signal, the "horses" try to reach the opposite goal without losing their "riders." At the same time, the riders try to unseat their opponents.

Scoring: When a rider falls, both he and his horse are out of the game. The team that has the most horse-and-rider pairs to reach the opposite line is the winner.

Patrol teams

HOT ISOTOPE TRANSPORT

Equipment: A log, 6 to 8 inches in diameter and 10 inches long (the "radioactive isotope container"); a length of rope to mark a 20-foot circle; a 2- or 3-inch-wide rubber band cut from an inner tube (the "transporter"); several lengths of rope (tied to the rubber band)

Object: To pick up the radioactive isotope container with the transporter, lift it out of the circle, and place it on the ground outside of the circle

Procedure: Set the radioactive isotope container in the center of the rope circle. Have each patrol, in turn, line up around the circle. Each Scout grasps a rope. Under the patrol leader's guidance, the Scouts pull the rope to stretch the rubber band, then bring the expanded band down over the container, relax the band to fit tightly around the container, then lift and deposit the container upright outside of the circle.

Scoring: The patrol that completes the task in the shortest time wins.

Variation: Instead of having only one container, have several containers. The patrol to transport out the most containers in a given time wins.

Informal
Knots
Patrol teams

HOT OR COLD

Procedure: Select a patrol representative as "It." It leaves the room or playing area. During his absence, the group designates an object for It to identify on his return—it can be anything, from someone's button or neckerchief slide to a nearby tree. When It returns, the group starts chanting "cold" or "hot" depending on how close It comes to the object. The closer he gets to the object, the "hotter" he is; the farther away he gets, the "colder" he is. When he is right on top of the object or touches it, the group cries "Fire!" Then the next It is selected and sent out to try his luck, and so on until every patrol member has been It.

Scoring: Set a limit of two minutes and give 1 point to each It who finds the object within the time limit.

HULA HOOP HORSESHOES

Use hula hoops as targets and sand-filled socks as horseshoes, and play regulation "Horseshoes" rules. A sock inside the hoop is a ringer. It is safer than regular "Horseshoes," and can be played indoors.

HUMAN CHAIN RACE

Procedure: The patrols line up at the starting line, one Scout behind another. Each Scout leans forward, 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, the patrol chains race to a turning point and back. If the chain breaks, the patrol must stop and re-form it before continuing.

Scoring: The patrol to finish first with the chain intact wins.

Patrol teams
Relay

HUMAN OBSTACLE RACE

Equipment: Stopwatch or a watch with a second hand

Procedure: This is a series of races in which patrol members form obstacles for the runner, who is one of their teammates. (One runner from each patrol competes at a time.) **First race—**The patrol members stand side by side in a straight line about 5 feet apart and clasp hands. The runner must zigzag through the chain, going under each pair of hands. **Second race—**The patrol members get down on their hands and knees; the runner hurdles the patrol members one at a time. **Third race—**The patrol members stand in a line with their feet spread apart; the runner scrambles under each pair of legs.

Scoring: Award 1 point per heat for the runner with the fastest time; when all Scouts have raced, the patrol with the highest score wins.

Active
Game
Patrol teams

HUNTER, GUN, OR RABBIT

Procedure: Two patrols compete in each round. The patrols are seated in a circle, preferably around a campfire. Before the round, each patrol secretly decides whether it will be the "hunter" (all standing with their hands on their hips), the "gun" (pantomiming aiming a gun), or the "rabbit" (making long "ears" with their hands at their heads). On signal, each patrol instantly strikes the pose they secretly selected.

Scoring: The gun defeats the rabbit, the rabbit defeats the hunter, and the hunter defeats the gun. For example, one patrol strikes the pose of hunter, while the other poses as the gun. This would score for the hunters. Had the second team selected rabbit, it would have won, since the rabbit defeats the hunter. If both patrols pick the same pose, repeat the round. The losing patrol is replaced after each round by a new patrol.

Game
Informal
Patrol representatives

ICE ACCIDENT

Equipment: For each patrol, a 10-foot rope, a stave or broomstick handle, and a blanket

Procedure: Casually arrange the equipment in a corner of the room so that it's ready for use, but don't draw attention to it. Have each patrol place a Scout "victim" in a prone position at the opposite end of the room. Announce that these victims have broken through the ice and that it is up to each patrol to rescue its victim and to render first aid.

Note the following:

- Whether or not ropes and staves are noticed and used
- Whether or not artificial respiration is given
- Whether or not the victim is warmed by the blanket and treated for shock
- Whether or not medical help is summoned

Scoring: The patrol with the best performance and time wins.

Variation: **Drowning Accident.** Announce that a Scout has fallen into the water. Each patrol is to rescue the "victim" and render first aid. Observe the same rules as for "Ice Accident."

Circle
Game
Whole troop

INDIAN ARM WRESTLING

Procedure: Two Scouts face each other across a table. Each places his right elbow on the table in front of him and grasps the hand of his opponent. On signal, each Scout presses to the left in an attempt to make his opponent's knuckles touch the table or to make his elbow leave the table. The Scouts are not permitted to use any other parts of their bodies.

Scoring: The first Scout to make his opponent's knuckles touch or his elbow rise scores 1 point. Two out of three wins the game.

Variation: **Indian Thumb Wrestling.** The Scouts place their fists on the table with their thumbs up and their knuckles touching each other's. They link their thumbs together, then each Scout tries to twist first so that his opponent's fist is raised off the table. Two out of three wins the game.

Game
Informal
Patrol representatives

INDIAN HAND WRESTLING

Procedure: Two Scouts stand facing each other. Each of them places the outside of his right foot against the outside of the other Scout's right foot. Both Scouts brace themselves by placing their left foot behind them, then grasp right hands and try to throw each other off balance.
Scoring: The first to succeed in making the other person move a foot or lose his balance wins. Run the contest for the best two out of three tries.

INDIAN LEG WRESTLING

Equipment: Blanket, if desired

Procedure: After a formal challenge, or elimination contests within the patrols, two patrol representatives lie down on a blanket, side by side, flat on their backs with their legs pointing in opposite directions. On the signal, "One," each contestant raises his inside leg to a vertical position. On "Two," the action is repeated, and on

"Three," each tries to lock legs with his opponent and twist him over.

Scoring: The first Scout to twist his opponent over two out of three times is the winner. If both players are twisted over simultaneously it is a tie. As in all duel contests, the winner should be promptly challenged in a more or less formal manner by someone else until (1) a troop champion is found, (2) one Scout has been the winner three times in succession, (3) a certain number of rounds have been played, or (4) a set time has elapsed.

Game
Informal
Patrol representatives

INFILTRATION

This is a nighttime wide game that is best played on a field about 300 feet long and 100 feet wide, preferably with some cover.

Procedure: Divide the troop into two teams, and have one team tie white handkerchiefs around their arms. Post one team at each end of the field. At each goal line, have an adult leader as umpire and scorekeeper. Two adult leaders or junior leaders are the "sentries," who pace back and forth across the center of the field with flashlights.

On signal, both teams begin advancing toward the opposite goal line. Their objective, as the "infiltrators," is to get to the other goal line without being spotted by the sentries. They may walk, crawl, or run. If a sentry shines a flashlight on an infiltrator, that player must go back to his starting line and wait five minutes before resuming play.

Scoring: Score 1 point for each infiltrator who makes it safely to the other goal line within a specified time.

ISLAND HOPPING

Equipment: Two sheets of 8½-by-11-inch paper for each patrol member; one extra sheet of paper

Procedure: Place the sheets of papers in a single line on the floor, perpendicular to the finish line. Each patrol member stands on two of the sheets, facing the finish line. One sheet should be left unused at the rear of the patrol line. On signal, the extra sheet of paper is passed up the line from the last player to the first, who places the sheet down in front of him and steps onto it with his rear foot. Each Scout in line advances by moving his rear foot to the newly vacated sheet ahead of him. The remaining empty sheet is passed forward and the process is repeated. If a Scout steps off a sheet of paper, the entire patrol must move back and start over.

Scoring: The first patrol to cross the finish line is the winner.

Fitness
Patrol teams

IZZY-DIZZY RELAY

Procedure: In turn, each member of the patrol runs to a designated turning point, touches one finger to the ground or floor, walks around his finger six times, then runs back to tag the next Scout.

Caution: Beware of falls! It's a good idea to assign each patrol a spotter to run alongside each Scout for a few yards after he finishes revolving and break his fall if he topples.

Scoring: The first patrol to finish wins.

Game

JUMP THE SHOT

Equipment: Soft weight, such as a rolled-up cloth or sandbag, tied to the end of a rope at least 10 feet long

Procedure: Have the players form a wide circle. The leader in the center swings the rope around inside the circle to get it going in a steady, circular motion. Then the rope is swung wider, around the circle below the knees of players, who must "jump the shot."

Scoring: Any player who is hit by the rope or weight drops out. The last player in the game is the winner.

Scoring variation: Each patrol begins with 50 points. When a player fails to "jump the shot," 5 points are deducted from the patrol score. All players remain in the circle. The game is continued until one of the patrols is "in the red."

Fitness
Three-player teams

KICK BRIDGE

Equipment: Two 12-foot spars, two (or four) 20-foot guylines, one 6-foot rope, one 20-foot recovery line

Procedure: The patrol members tie the guylines to the top of one spar and stand it up. Then they tie the upright and horizontal spars together with the 6-foot rope, using clove hitches, so that the horizontal spar hangs loose. The recovery line is tied to the free end of the horizontal spar. Two (or four) Scouts support the guylines. The first Scout runs to the upright, swings on the horizontal spar across the "stream," and gets off. The horizontal spar is swung back for the next Scout,

and so on. The guylines are eventually brought to the opposite side.

Scoring: The first patrol to get all Scouts across the stream in the shortest time wins. Add 30 seconds for each Scout who falls into the "water."

Informal
Knots
Patrol teams

KIM'S GAME

Equipment: Twenty or 30 assorted items, a large cloth or neckerchief, paper and pencils for each patrol

Procedure: Spread the items out and cover them with the cloth or neckerchief. Gather the patrols around. Lift the cloth and allow the patrols to study the items for one minute. Cover the items after the minute is up and have the patrol members list them on a slip of paper.

Scoring: Award 1 point for each correct item listed. The patrol with the most correct items listed is the winner.

Variation: **Up-and-Down Kim's Game.** Tie the items along a length of rope. Throw one end of the rope over a tree limb. The items are hanging down out of sight in a pack or an ice cooler. The game leader pulls the rope, revealing the items for one minute, then lowers them again. The patrols must list the items in the correct order.

Game
Informal
Patrol teams

KNOT HOOP RELAY

Equipment: One 6-foot piece of rope for each patrol

Procedure: On signal, the first Scout ties the rope into a loop with a square knot (or a sheet bend, fisherman's knot, or other joining knot) and passes it over his head and down his body. He steps out of the loop, unties the knot, and passes the rope to the next Scout, who repeats the procedure, and so on down the line.

Scoring: The first patrol to finish wins. If patrols aren't of equal size, announce a specific number of knots to be tied. This will mean that one or more Scouts might have to tie two knots apiece.

Variation: Instead of rope, use pieces of wool yarn. If the yarn loop breaks, it must be tied again and the loop made smaller, therefore more difficult to get through.

Facing lines
Knots
Patrol teams

KNOT TRAIL (KNOT KIM'S GAME)

Equipment: Several pieces of rope of varying thicknesses

Procedure: Tie the ropes together, using different knots (square, sheet bend, bowline, two half hitches, taut-line hitch). Tie one end of the rope to a tree using a clove hitch, the other end to another tree using a taut-line hitch. Each patrol is told to walk along the rope from tree to tree and back again, silently, to view and memorize the knots (for approximately two minutes). The patrols then huddle to come up with a list of the knots (including the knots around the trees) in the correct order.

Scoring: The patrol with the best list wins.

Trick question for extra points: How many ropes were used?

Game
Informal
Patrol teams

KNOT-TYING RELAY

Equipment: One 6½-foot rope per patrol; Scout staff or long stick

Procedure: The patrols line up in relay formation with the first Scout about 10 feet from the staff, which is held horizontally 30 inches off the ground. On the signal, "Bowline (or other knot), go!" the first Scout runs up, rope in hand, ties the rope to the staff with a bowline, has it approved by the judge, unties it, runs back, and gives the rope to the next Scout, who repeats the procedure, and so on until all players have tied a knot.

Scoring: The first patrol to finish wins.

Note: For the square knot, sheet bend, and fisherman's knot, join the ends of the rope with a taut knot with the staff running through the loop. For the clove hitch, tie two half hitches and a timber hitch, tie the rope to a staff, and pull taut. For the taut-line hitch and bowline, tie the knots so that the staff runs through the loop.

Knots
Parallel file
Patrol teams

KNOTTY-SILENT BALL

Equipment: A foamball, two pieces of rope, two broomstick handles, and a *Boy Scout Handbook*

Procedure: Form the Scouts in a circle. The game must be played in total silence. One by one, the boys toss the ball to anyone in the circle except to the boys beside him. If a boy misses the ball, he must go to the center of the circle and tie a knot. The knot is chosen by the

senior patrol leader (who chooses a knot that the boy needs to learn). The game continues around the boy tying the knot. Once the knot is tied correctly, he returns to the game. If the boy in the center is hit, the boy who threw the ball goes to the center. Any throw that is too hard or that hits below the knees also means a trip to the center.

Any boy who goes to the center two times must drop out of the game. Remember, this is played in total silence.

Scoring: The last player in the game is the winner.

Variation: Substitute other skills in place of knot tying.

LADDER RELAY

Equipment: For each patrol, six lashing ropes, two poles 6 to 10 feet long and three sticks 2 to 3 feet long (all 2 inches thick)

Procedure: The teams line up in relay formation at a distance from their equipment. On signal, the first player from each patrol runs up and starts his team's ladder by lashing the end of one rung onto a pole. Then he runs back and tags the next player, who runs up and lashes the other end to complete the first rung, and so on until the ladder is completed. Then all players run to their ladder and hold it while one Scout climbs to the top. If a team has fewer than six players, one or more will need to make two lashings.

Scoring: The first patrol to finish and test their ladder wins.

Testing and scoring variation: Give 20 points for the first ladder lashed, 15 for the second, 10 for the third, 5 for the fourth. The teams exchange places and each player climbs an opponent's ladder to test the lashings. Deduct 10 points if a rung slips; deduct 20 points if the lashing comes undone.

Knots
Patrol teams
Relay

LEAF MATCHING

Equipment: Large table (or two tables) with seating capacity for two patrols

Procedure: Send the patrols out to collect one leaf from as many different trees as they can find in five minutes. When they return, seat one patrol on one side of the table, the other on the other side. A Scout from one team holds up a leaf, identifies it, and scores 10 points. The first Scout on the other team to hold up the same kind of leaf scores 5 points for his team. This Scout then holds up a leaf, identifies it, and scores as above. If a team incorrectly identifies the leaf it holds up, it scores nothing, but the other team can score 10 points if it has a matching leaf and corrects the mistake. If a team cannot match the opposing team's leaf, it misses a turn and the opponent holds up another leaf for matching.

Informal
Nature
Patrol teams

THE LEAKING BACKPACK

Equipment: Various pieces of camping equipment that could have been lost from a camping or hiking pack (flashlight, toothbrush, soap, toothpaste, sock, spoon, comb, compass, map, piece of fishing line, matchbox, etc.); paper and pencils

Procedure: The game leader arranges the various articles not too conspicuously along one side of a path. The whole troop passes slowly along the trail in single file. No one is permitted to walk back once he has passed an article. Afterward, the patrols huddle and prepare a list of the articles they saw, in the correct order.

Scoring: The patrol with the most complete list wins.

Variation: Each patrol uses their judgment to arrange their list of items in order of importance—how important they consider the various pieces of equipment to a camper or a lost person.

Game
Informal
Patrol teams

LIFELINE RELAY

Equipment: For each patrol, one 40-foot length of sisal, manila, or nylon rope (unweighted); a target made from a 5-foot board (to represent outstretched arms)

Procedure: Each patrol team is about 30 feet from their target. Tie a bowline knot in one end of the rope and fit it around the first player's wrist. He coils the rope and, holding one end, tosses the coil at the target. The bowline loop is transferred to the second Scout's wrist, who recovers and recoils the rope, then throws, and so on until all patrol members have competed.

Scoring: Score 5 points for each throw that hits the target. Add 20 points for the patrol that finishes first.

Active
Outdoor
Patrol teams

LIFE'S LITTLE RIDDLES

Equipment: For each patrol, four blank index cards and a pencil or pen

Procedure: One Scout in each patrol is selected to write the answers, but all patrol members are expected to contribute to this game. The patrols are in patrol corners. Read aloud the first item listed below. The patrols huddle to list as many answers as they can on the first card. After two minutes, read the second item, and so on.

- Name Santa's reindeer.
- Name Snow White's seven dwarfs.
- Name the nine planets.
- Name the original 13 colonies.

Scoring: The patrol with the most correct answers wins. Deduct 1 point for each incorrect answer.

LOG-CHOPPING RELAY

Equipment: For each patrol, one 3-foot log, 10 to 12 inches in diameter, held firmly in place with four stakes; one long-handle ax

Object: To cut the log in half with the fewest number of strokes

Procedure: On signal, the first Scout runs up to the log, takes six strokes, sticks the ax in the log, runs back, tags the second Scout, who runs up, takes six strokes, and so on until the log is cut in two.

Scoring: The patrol that cuts the log in half with the fewest strokes wins, not the patrol to finish first. Stress accuracy over speed.

Game
Patrol teams
Various formations

LOG HAULING

Equipment: For each patrol, one log, 5 to 6 feet long; one rope, 100 feet long (or use a single log and rope for all teams, and time the game with a stopwatch)

Procedure: Each patrol ties a timber hitch around the log. Then each Scout ties a bowline-on-a-bight at intervals along the rope (or overhand knots in a double line, forming large loops). Then, each patrol member places a bight over his shoulders as a harness and together the Scouts drag the log 50 feet across the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Game
Parallel file
Patrol teams

LOG-RAISING RELAY

Equipment: For each patrol, a crossbar, a 3-foot log about 12 inches in diameter, and a 50-foot length of ½-inch-thick rope

Procedure: The patrols line up in relay formation at the starting line, which is 25 feet from the crossbar and the log. Position the crossbar 10 feet above the ground. On signal, the first Scout in each patrol coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of the rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties the timber hitch, pulls the rope from the crossbar, carries one end back to the starting line, and tags the next Scout in his patrol, who repeats the procedure. Continue until all patrol members have run the course. Any Scout failing to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish wins.

Game
Parallel lines
Patrol teams

LOG-ROLLING RELAY

Equipment: For each patrol, one log, 3 feet long and 12 inches in diameter; eight stakes

Procedure: Set the stakes in the ground in a zigzag pattern. The patrols line up in relay formation facing the course. Two Scouts in each patrol roll the log through the course, between the stakes, around the turning point, and back through the stakes to the starting point. The next two Scouts take over and repeat the process, and so on until eight Scouts have participated.

Scoring: The first patrol to roll the log four times through the course wins.

Game
Parallel lines
Patrol teams

LONG-LEGGED PUDDLE JUMPER

No time to build a bridge, but you don't want to get your feet wet? All you need are three stout spars, three lengths of lashing line, and three ropes for guylines. Lash the three poles together. Be creative in making it.

Active
Knots
Patrol teams
Game

LONG, SHORT, ROUND

This is a good game to sharpen alertness, if the leader keeps it moving fast. For each patrol you will need two coffee cans or similar containers. Place three objects in a can for each patrol: a long one, such as a pencil; a short one, such as a toothpick; and a round one, such as a penny. The patrols line up single file, each Scout a good distance behind the one in front of him. Then they sit down, feet extended, and count off so that each Scout in the patrol has a number. There must be the same set of numbers in each patrol, so some Scouts might need to take two numbers.

Set the can with the objects in it at the front of the patrol line, and the empty can at the back end. The game leader signals with his arms to indicate long or short or round, then calls a number. The Scouts who share that number race to their can, pick out the appropriate object, transfer it to the can at the end of the patrol line, and return to their places.

The first Scout back in place wins 1 point for his patrol. Keeping track of the location of the objects soon gets to be a mental challenge, and, of course, if a Scout heads for the wrong can he's bound to lose the race.

LOST QUIZ

Ask each patrol five to 10 questions about what a person or a patrol should do when lost. Base your questions on information from the *Boy Scout Handbook* and the *Wilderness Survival* merit badge pamphlet. Each patrol huddles and writes their answers. Here are some sample questions:

- What is the main thing to do if you are lost? *(Be calm and think.)*
- How can you use landmarks to travel a straight line? *(Visually align two landmarks.)*
- What's the universal distress signal? *(Three of any sound or sight signals.)*

Patrol teams

LUCK RELAY

Procedure: In front of each patrol is a junior leader with a coin hidden in one hand. The first Scout of each patrol runs up and guesses which hand holds the coin. If he is correct, he returns to his patrol and tags the next Scout. If he's wrong, he must return to his patrol and run back to the leader for each guess, until he gets it right. Meanwhile, the leader may transfer the coin from hand to hand at will. Continue until all Scouts have participated.

Scoring: The first patrol to finish wins.

Fitness
Pairs
Vigorous

MAP SYMBOL KIM'S GAME

Equipment: Nine flash cards, each with one map symbol; blanket; pencil and paper for each patrol

Procedure: Arrange the flash cards in any fashion you wish. (Keep a record of how they are arranged.) Cover the display with a blanket. Have the patrols gather around the display. Remove the blanket for exactly one minute, then replace the blanket and tell the patrols to huddle. Give the patrol leaders a pencil and paper and tell them that their patrols have two minutes to write the names and meanings of all of the map symbols they remember and place them in the proper position as displayed.

Scoring: Score 1 point for each symbol listed by a patrol, 1 extra point for the correct meaning. If there is a tie, the winning patrol is the one with the most accurate positioning.

Variation: Use Scout badges or any objects you wish instead of map symbols.

Game
Patrol teams
Quiet

MAP SYMBOL RELAY

Equipment: Several identical flash cards of numbered map symbols, including contour lines (see the *Boy Scout Handbook*)

Procedure: The patrols line up in relay formation facing a wall on which the map symbol flash cards (one for each patrol) have been posted. On signal, the first Scout from each patrol runs up, names the first symbol, runs back, and tags the next Scout, who runs up and names the second symbol. Continue the relay until all symbols have been named.

Scoring: Score 2 points for each symbol correctly named and deduct 1 point for each symbol incorrectly named. The patrol that finishes first scores 10 points.

Game
Informal
Patrol teams

MESSAGE RELAY

Procedure: A leader gives a message to a Scout, using sign language. The Scout must relay it to the next member in his patrol, and so on until the last member of the patrol repeats it to the leader.

Scoring: The patrol that reports the most correct words wins.

MILK JUG HOCKEY

Divide the group into two teams and set up a street hockey goal at each end of the playing area. Give each player a scoop made from a 1-gallon plastic milk jug with the bottom cut out. The players must try to advance a tennis ball into the opponents' goal, using only the scoops. The ball cannot be caught or thrown by hand.

MOW THE MAN DOWN

Equipment: For each patrol, a Scout stave or broomstick handle

Procedure: The patrols line up in relay formation. On signal, the first two Scouts from each patrol grasp the stave, one at each end. Holding the stave just below knee level, they walk quickly to the rear of the line while their patrol mates jump over it. At the end, Scout 1 stays there and Scout 2 races with the stave to the head of the line. He and Scout 3 repeat the action. Continue until all Scouts have raced and the patrol is in its original order.

Scoring: The first patrol to finish wins.

Active
Fitness
Patrol teams

NAIL-DRIVING RELAY

Equipment: For each patrol, a hammer; a log or a piece of 2-by-4; and one nail for each patrol member

Procedure: The patrols line up in relay formation. Each patrol's log, nails, and hammer are placed at a turning line 20 feet in front of them. The first Scout from each patrol goes to the line and drives a nail into the log. He returns and tags the second Scout, and so on until all of the patrol's nails are hammered down. Bent nails must be extracted, unbent, and driven in again.

Scoring: The first patrol to drive in all its nails wins.

Variation: **Patrol Nail-Driving Relay.** Each Scout is allowed only one swing of the hammer. He runs up to the line, takes one swing at the nail, and then returns to tag the next Scout.

Game
Patrol teams

NAME THAT FISH

Equipment: Pictures or silhouettes of several kinds of game fish (bass, perch, sunfish, walleyed pike, northern pike, bluegill, crappie, trout, sheepshead); paper and pencil for each patrol

Procedure: Post the fish pictures on a wall of the meeting room. The patrols huddle to try to identify the fish and list them on the paper provided. Allow three minutes.

Scoring: Score 2 points for each fish correctly named and deduct 1 point for each fish incorrectly named. The patrol with the highest score wins.

Nature
Patrol teams
Quiet

NAME THE MERIT BADGE

Equipment: A picture of each merit badge, each picture numbered but not identified by title (see the "Merits of Scouting" poster); one sheet of paper and a pencil for each Scout

Procedure: Spread out the numbered merit badge pictures on one or more tables. As each Scout arrives at the meeting, give him a sheet of paper and a pencil. Ask him to number his paper from one to whatever the highest-numbered merit badge is. Instruct the Scouts to study the merit badge pictures and write down the correct title of each badge beside the corresponding number on their sheets of paper.

Scoring: Have the Scouts exchange papers and score each other's sheets as a leader reads the correct numbers and titles of the badges. The Scout who correctly identifies the most badges wins.

Informal
Quiet

NATURE ART GALLERY

Equipment: Twenty pictures, each depicting a different kind of bird, tree, flower, etc., numbered but not identified; pencil and a sheet of paper for each player

Procedure: Post the pictures on the walls around the room. Allow the Scouts to move about with their pencils and paper and try to identify the subjects of the pictures. Without consulting each other, they write down the names on their sheets. After a certain time limit, all sheets are turned in for judging.

Scoring: Add the number of correct identifications made by each patrol and divide by the number of patrol members to get the patrol average. The patrol with the highest average wins.

Variation: **Nature Art Kim's Game.** Spread the pictures out on the floor and cover them with a cloth. Uncover for one minute, after which the patrols huddle and try to make a complete list of the items. The team with the highest number of correct items wins.

Informal
Patrol teams

NATURE-GO-DOWN

Equipment: For each patrol, a nature collection of 20 or more items (twig, piece of bark, nest, flower, seed, leaf, plaster track cast, feather, rock, etc.)

Procedure: The patrols line up in relay formation. A junior leader goes to the first Scout in each patrol and shows him the first nature item from the collection. If the Scout identifies it correctly, he stays in position. If he cannot identify it, he is told to "go down" to the end of the line. In this manner the questioning is carried down the line, then back again to the head for another round until all items have been identified.

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

Nature
Patrol teams
Quiet

NATURE MEMORY HUNT

Equipment: A nature display of about 20 items (acorn, rock, large leaf, pine needle, broken eggshell, bird feather, local wildflower, fern frond, local wild berry or nut, etc.)

Procedure: Spread out the display on a large table. Allow the players five minutes to study the display in silence as they try to memorize the items. After a huddle, the players scatter for 10 minutes to collect matching items and place them next to those in the original display. (If time permits, try to identify the items.)

Scoring: The patrol that gathers the most items within the time limit wins.

Informal
Nature
Patrol teams

NATURE SCAVENGER HUNT

Equipment: Sealed letter for each patrol

Procedure: Each patrol is given a sealed letter containing the following instructions:

"Greetings, my friends! Your senior patrol leader has contracted a terrible disease. He is suffering from acute mogigraphia and will not get better until he drinks a dose of my patented antimogigraphia formula. For this I shall need the items from this list within an hour from the moment you read this: 12 pine needles, 6 inches of sassafras branch, 14 dandelion seeds, a bit of rabbit fluff, five dead flies . . . Good luck and good hunting! (signed) Crambambuly, Witch Doctor."

The list should contain about 12 to 20 items, fitting your locale and the season.

Scoring: The patrol that collects the highest number of items within one hour wins.

Informal
Nature
Patrol teams

NEWSPAPER CRUMPLING

Equipment: A stack of old newspapers

Procedure: Give each Scout two full-size sheets of newspaper. On signal, each Scout tries to crumple the newspaper so that it will fit inside his hand. The Scout must not let the newspaper touch anything in the process.

Scoring: The first patrol to have all of their newspaper totally within the hands of the patrol members wins.

Variation: **Newspaper Basketball.** The patrols line up in relay formation. Place a wastebasket or bucket 15 feet in front of each patrol. The first Scout in each line crumples one sheet of newspaper, as above, then tries to throw the newspaper ball into the wastebasket. If he succeeds, the second Scout takes his turn. If he doesn't succeed, he must retrieve the ball, return, and throw until he makes it in.

Fitness
Patrol teams
Relay

NEWSPAPER GOOD TURN

Equipment: One copy of the same issue of a newspaper for each patrol; pens or pencils

Procedure: Give each patrol a copy of the newspaper and ask the patrol members to draw a circle around any article that could serve as an example of a Good Turn. (This can be used as a preopening game if the patrol leader assigns sections of the paper to different patrol members as they arrive at the meeting.)

Scoring: Compare all of the newspapers, page by page. Give 1 point for each article appropriately circled by a patrol, provided no other patrol circled it.

Scoring variation: Score 1 point for each article circled, even though other patrols have also selected the article.

Patrol teams
Game
Half-troop teams

NIGHT EYES

Equipment: A set of different-sized shapes, such as squares, circles, and stars, cut from white paper or cardboard; a blindfold for each Scout

Procedure: The patrols assemble in patrol corners. At the beginning of the meeting, designate the left eye of each Scout to be his "night eye" and the right eye his "day eye." Blindfold the night eye on each Scout and proceed with the meeting. At game time, send the patrols out of the room. In their absence, place the white shapes around the meeting room about 15 feet from a marked observation point. Turn off the lights and call in the patrols one at a time. Have them identify as many of these objects as possible within one minute. Then have them remove the blindfold from their night eye and place it on their day eye. How many objects can they identify now?

Scoring: The patrol with the most correct identifications is the winner.

Game
Patrol corners
Whole troop

NUMBERS

Procedure: Have the Scouts scatter throughout the room. Give the command, "Form fives" (or fours, or threes, or twos). The Scouts have to get into groups of whatever size is announced. Those who don't get into a group of the correct size are out of the game.

Scoring: The last Scout remaining in the game is the winner.

Variation 1: On the leader's command, "Sit in five," the Scouts try to sit down in groups of five (or whatever number was called). If the leader says "Stand in five," nobody moves. Those who sit at that command must drop out.

Variation 2: Whenever a number is mentioned by the leader in telling a story, the Scouts all sit down. The last Scout to sit down drops out of the game. The game ends when only one Scout remains—the winner.

Confusion
Game
Whole troop

OBSERVATION

Equipment: Pencil and paper for each Scout

Procedure: A Scoutmaster or a junior leader who is a good storyteller tells a dramatic story to the group. It should take about three to five minutes. While telling the story he will do several things, such as mop his brow, button his shirt, walk back and forth, etc. At the end of the story, each Scout is asked to write down not what the storyteller said, but what he did during the story, in the order that he did it.

Variation: At the end of the story, send the group out of the room for a few minutes. Move things, such as chairs, pictures, patrol flags, etc., around the room into different positions. Call the group in and have them write down any changes in the room's appearance.

Scoring: The Scout with the most accurate account of the storyteller's doings or changes in the room is the winner.

Game
Individual
Quiet

OBSTACLE RACE

Equipment: An obstacle course that includes a horizontal bar to climb over, a rope suspended from a tree branch to swing over an 8-foot "river," a low horizontal bar to crawl under, a 6-foot-wide area to jump over, a narrow board on the ground to walk along, a row of old inner tubes or tires to run through, an empty barrel to crawl through, etc.; a stopwatch or a watch with a second hand

Procedure: Line up the patrols at the starting line. If you have laid out two parallel courses, start two patrols at the same time and make it a race. If you have only one course, time each patrol separately. On signal, the first Scout in line goes through the course, runs back, tags the next in line, and so on until the whole patrol is through. If a player fails to pass the obstacle course correctly he may be called back for a second try.

Scoring: The patrol with the best time wins.

Fitness
Half-troop teams
Vigorous

OBSTACLE RELAY RACE

Equipment: One long, heavy rubber band made by cutting an inner tube into strips and knotting the strips into one length; sturdy stakes; one wooden or cardboard barrel, open at each end, for each patrol

Procedure: The rubber band is stretched across the field, flat on the ground about 10 feet in front of the starting line and held in place by the stakes. The barrels are placed on their sides about halfway between the rubber band and a turning point about 50 feet away from the patrol stakes. The patrols line up in relay formation. On signal, the first Scout in each patrol runs forward, lifts the rubber band and crawls under, runs to his patrol's barrel and crawls through, runs around the turning point, crawls back through the barrel, jumps over the rubber band, and tags the next Scout in his patrol. All Scouts in the patrol repeat the process. If there are fewer than eight in the patrol, some Scouts will have to run twice to complete eight laps for the patrol.

Scoring: The first patrol to complete eight laps wins.

Circle
Game
Whole troop

OCTAGON COMPASS COURSE

Equipment: Eight stakes individually marked "A" through "H"; for each Scout, a compass, a pencil, and a card with directions as shown below

Procedure: Set up the stakes in a rather large area to form an octagon. One Scout from each patrol is posted at each stake. His card tells him to proceed to two other stakes and return, taking bearings and measuring distances as he goes. *(Example:* "A to F: _____ degrees, _ _____ feet; F to D: _____ degrees, _____ feet; D to A: _____ degrees, _____ feet") Have cards with many combinations of letters.

Scoring: The patrol with the most accurate answers wins.

Game
Patrol teams
Quiet

O'GRADY

Procedure: Assemble the troop in a single-line formation, facing the leader who is four or five steps in front. The leader yells commands, but the players obey commands only if O'Grady says to. If the leader commands "O'Grady says: Arms up!" all arms go up. But if the leader calls "Arms up!" no arms should move. Players who obey that command are out of the game. As the game progresses and few players remain, the leader speeds up his commands and a player who makes the slightest false move must drop out of the game.

Scoring: The last Scout in the game is the winner.

Variation: Divide the group into two facing lines. One side obeys O'Grady, the other does not. If the leader yells "O'Grady says: About-face!" the obeying line does an about-face and the other line stands still. When the leader calls "About-face!" the second line does an about-face, but the first does not. The object is to see which line remains in the game longer.

Facing lines
Game
Patrol teams

OLD PLUG

Equipment: Volleyball

Procedure: Four Scouts form a line by grasping each other's waists. The rest of the Scouts form a large circle around them. The circle Scouts try to hit the last player in the line, "Old Plug," with the volleyball. The other three in the line try to maneuver to protect Old Plug, but they must not lose their holds on each other's waists. When Old Plug is hit, he joins the circle players and the one who hit him becomes the first player in the line. The new Old Plug is the player who was previously third in line.

Active
Fitness
Patrol teams

ONE-HANDED KNOT TYING

Equipment: Two ropes for each patrol

Procedure: Divide the patrols so that half-patrol teams face each other, with the Scouts in front about 20 feet

apart from each other. Two ropes are placed halfway between the Scouts in front. The leader calls out a knot. The first player from each half-team runs to the center and, with one hand behind his back, ties his end of one rope to that of the other player's. The leader checks the knot. Then the players untie the knots, run back, and tag the next players. The rope cannot be laid on the floor or the ground during tying. Teeth cannot be used. Knots cannot be tied against any part of the players' bodies. If a patrol has an odd number of members, one Scout runs twice.

Scoring: Score 10 points for the first patrol to finish, 5 for the second.

Variation: Add extra fun by having the players tie the knots behind their backs.

Active
Fitness
Patrol teams

OUTDOOR WINTER GAMES

Skating Race. The Scouts line up at the starting point. On signal, they race to the finish line.

Skateless Skating. Set up a course about 50 feet long. Line up the players at the starting line, without skates. On signal, they "skate" on the soles of their shoes to the finish line.

Broom-Sled Race. Set up a 100-foot course on smooth snow. Use a broom for a sled. One Scout sits on the bristled end and another pulls him by the handle. The pair to finish first wins.

Snowball-Rolling Contest. Before the contest starts, each Scout prepares a snowball 1 foot in diameter. On signal, each Scout rolls his ball for three minutes. When the stop signal has been given, all balls must remain in place until they are measured. The largest snowball wins.

Game
Informal
Patrol teams

OVER-AND-UNDER RELAY

Equipment: One volleyball, basketball, or similar object for each patrol

Procedure: The first player has a ball—or other large object—that 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 to the player behind him and on down the line; next time, it passes over the head, and so on. The ball must be passed, not thrown. The first team to regain its original order wins.

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

Relay
Patrol teams

OVERTAKE

The Scouts form a circle and count off. You must have an even number in the group. All even-numbered Scouts in the circle form one team and all odd-numbered Scouts form the other team. Hand a basketball to Scout 1. Give the other ball to the even-numbered Scout on the exact opposite side of the circle. On signal, Scouts must pass, not throw, the ball clockwise to members of their team (every other Scout). Both balls will be traveling in the same direction. The object of the game is for one team to pass their ball faster than the other team and eventually overtake the other team's ball.

Game

PAPER-WAD TENNIS

Equipment: Masking tape; about 100 sheets of paper crumpled tightly into wads

Procedure: This is a good patrol competition game that is simple to do. Divide the meeting room in half with a line of masking tape on the floor. Scatter the paper wads around the room, equally distributed on both sides of the line. Each patrol takes one side of the "court," and no one can cross over to the other side. The object is to throw as many paper wads onto the other patrol's court as possible, throwing only one at a time. A timekeeper facing away from the patrol calls "Go!" and the game begins. When he yells "Stop!" the patrol with the most paper wads on their court is eliminated, and the remaining patrol faces the next challenger.

PATROL CHARADES

Procedure: Each patrol prepares a pantomime of an activity required for any merit badge. *(Examples:* scanning the sky and writing on a clipboard for Bird Study; using a Geiger counter for Nuclear Science) In turn, the patrols mime their merit badge activity while other Scouts try to guess the badge.

Scoring: Score 1 point for the patrol of the Scout who first guesses correctly what another patrol is miming.

Game
Informal
Patrol teams

PATROLO

Equipment: Volleyball or soccer ball, patrol flags

Procedure: Mark out a playing field, 40 feet square or larger. Goal squares are 5 to 6 feet square. In the center of each goal square, plant the patrol's flagstaff about 3 inches into the ground. The object of the game is to knock over the opposing patrol's flag by hitting it with the ball.

Rules:

1. The ball must be passed by hand, punched, or headed; no kicking and no running with the ball.
2. Only the goalie may be in his team's goal square.
3. Tackling, shoving, and tripping are not permitted.
4. When the ball goes out of bounds, it is thrown back in, as in soccer.

Scoring: Score 1 point for knocking over the opposing patrol's flag.

PONY EXPRESS RACE

Equipment: A 5-foot length of rope for each Scout

Procedure: The patrols line up in relay formation, with the patrol leaders in front. On signal, every Scout ties a bowline knot around the waist of the boy in front of him, grips the free end of the rope with one hand, and raises his other hand. When all hands are up, the leader gives a command and the patrol races to the end of the room, turns around, and runs back across the starting line.

Scoring: The patrol that crosses the line first wins, provided no one lost his grip and all knots remained tied.

Knots
Patrol teams
Relay

PORPOISE RELAY

Equipment: Three or more inner tubes or other rings for each patrol; other obstacles as desired

Procedure: In chest-deep water, lay out an obstacle course for each patrol, using rings to go through, buoys to go around, Scout staves to swim under, etc. All items are anchored to the bottom. On signal, the first Scout in each patrol swims (or walks) the course, going through, around, and under the obstacles, and swims back to tag the next Scout. Continue until all have covered the course.

Scoring: The first patrol to finish wins.

Active
Aquatics
Patrol teams

PRISONER'S BASE

Procedure: Mark goal lines at opposite ends of the room or playing area. Behind each goal line, mark a "prison" about 10 feet wide and 5 feet deep. The teams stand behind the goal lines. Play starts with a player from one team running out, daring to be tagged. One player from the other team chases him. If the pursuer tags him before he returns to his own goal, he becomes a prisoner and must go immediately to the other team's prison. The original pursuer may now be tagged by an opponent. A player may only be tagged by an opponent who has left his goal line after the player did. Prisoners may be released by being touched by a teammate.

Scoring: The game continues until all of the players from one team are prisoners. Or, if using a time limit, the team with the least number of members imprisoned by the other team wins.

Active
Game
Patrol teams

REMEDIES

Equipment: A complete first-aid kit for each patrol; splints and other first-aid supplies as needed

Procedure: The patrols sit in their patrol corners. A leader thinks of a hypothetical first-aid case, then takes from each kit the first-aid items that would be used to treat it. The patrol members carefully study the items as they are presented. The leader then replaces all of the items, and each patrol must try to figure out what the injury is.

Scoring: The first patrol to come up with the correct answer wins. If a patrol guesses wrong, it is disqualified.

Variation: **Yes-or-No Remedies.** After the leader replaces the first-aid items, he may answer the patrol's questions, but only with "yes" or "no." Score as above, or limit the number of questions.

First Aid
Parallel file
Patrol teams

REMOTE CLOVE-HITCH TYING

Equipment: For each patrol, a tree around which a 10-foot-radius area is staked out, a 50-foot rope

Procedure: Two Scouts from each patrol grasp the rope at either end and are not permitted to let go. The object is to tie a clove hitch around the tree without entering the circle. Other patrol members may help with advice and by raising the rope as needed. This is a fooler; it requires lots of thinking!

Scoring: The patrol to finish first wins.

RESCUE-CARRY RELAY

Equipment: Two poles or Scout staves, a chair

Procedure: The patrols line up in relay formation. On signal, the first two Scouts from each patrol make a stretcher with the poles and their shirts, and transport a third Scout to a turning line and back. The next two Scouts carry another Scout with a chair carry to the turning line and back. The seventh Scout carries the last Scout to the turning line and back with a pack-strap (one-person) carry. See the *First Aid* merit badge pamphlet for more about these carries.

Scoring: The first patrol to finish wins.

Note: If carries are done roughly or improperly, Scouts must start over.

Outdoor
First aid

RESCUE RACE

Equipment: For each player, one 4-foot piece of rope

Procedure: The patrols line up in relay formation at a starting line, the "shore." Each player has a piece of rope. The patrol leaders each take position 20 feet in front of the first Scout in any patrol other than their own. When the game begins, each patrol leader pretends he is drowning and must be rescued by having a line thrown to him. Each patrol tries to be the first to get the patrol leader back to shore. On signal, all patrol members tie their ropes into one long line. The first Scout coils the rope and throws it to the patrol leader, and the whole patrol pulls him to shore. (It is best to trade patrol leaders around so that no leader is rescued by his own patrol.)

Scoring: Give 100 points to the first patrol bringing the leader ashore, 80 points to the second, and 60 points to the third. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Knots
Parallel file
Patrol teams

REVERSE SOFTBALL

Using a plastic ball and bat, play a game of softball, running the bases in reverse. If the ball field happens to be in an area with a few trees, it will make the game more interesting. Any ball caught falling out of a tree should be recorded as an out.

RING BALL

Equipment: A volleyball or basketball

Procedure: The Scouts form a circle. One Scout, chosen to be "It," is stationed inside the circle. Play is begun by passing the ball to a Scout other than It. The ball is passed around or across the circle from Scout to Scout, while It tries to intercept it and force it to touch the floor. If It can make the ball touch the floor, the Scout who last touched the ball before It did goes to the center and the game continues. Emphasize to the players that It must make the ball hit the floor. Thus, if a Scout in the circle can catch the ball before it hits the floor, It has failed even though he might have touched or hit the ball.

Scoring: None. This is a good preopening game because Scouts can be added to the circle as they arrive at the meeting place.

Patrol teams
Physical fitness
Vigorous

RING BUOY THROW

Equipment: One or more 15-inch ring buoys (kapok buoy for land practice, cork buoy if playing in the water) with 60 feet of 3/16-inch-thick rope attached; two markers

Procedure: Set the two markers 5 feet apart, 30 feet from the throwing line, to indicate the target area. Each Scout must throw the ring buoy between the markers three times in one minute, recoil the line, and hand it to the next Scout. (The buoy must go past the target area and between the markers.)

Scoring: The team that makes three targets per Scout in the shortest time wins. If playing rounds, give 60 points for the first patrol, 40 points for the second, and 20 points for the third.

Variation: Instead of using the whole patrol, select patrol representatives and score for five targets in the shortest time.

Aquatics
Patrol representatives
Various

RINGLEADER

The troop is seated in a circle. "It" leaves the room. While he is out, the Scouts select a ringleader and begin copying his motions. The ringleader must change motions at least every 15 seconds. When It returns, he tries to determine which Scout is the ringleader. The ringleader may clap his hands, rub his head, scratch his leg or his arm, pat his knee or his stomach, etc. If It can identify the ringleader in three guesses, he can play It again for the next round. If he fails, the ringleader becomes It.

Game

RING ON A STRING

Equipment: A ring; a string that is long enough for all players to handle at once

Procedure: Have the Scouts form a circle, facing inward, with one Scout in the middle. Slip the string through the ring and tie the ends together. Place the string inside the circle and have each Scout hold it with both hands. The idea is to pass the ring around the circle from hand to hand, unnoticed by the Scout in the middle. He tries to guess where it is by pointing to the hand he thinks is holding the ring. If he is correct, the ring holder goes to the middle and the guesser takes his place in the circle. The Scout in the middle must keep guessing until he locates the ring.

Scoring: This game is not scored. It is suitable for preopening or just for fun.

Game
Informal
Whole troop

ROMAN CHARIOT RACE

Equipment: For each patrol, six Scout staves and nine pieces of sash cord for lashing

Procedure: The equipment is placed in piles at a distance from the patrols. On signal, the patrols run up and lash a "chariot." This is done by making a trestle frame, as in building a bridge. Four staves form a square; the fifth and sixth staves are lashed diagonally to the opposite two sides. When the frame is finished, two Scouts pull the chariot and rider down the field around a marker and back to the finish line.

Scoring: The first patrol to cross the finish line with their chariot intact wins.

Informal
Knots
Patrol teams

ROOSTER FIGHT

Procedure: Each player grasps one leg by the ankle to hold it off the floor, and moves about by hopping on one foot. To start the game, two players face each other. On signal, each tries to knock the other off balance by shoulder blocking. Using elbows is not permitted.

Scoring: The first Scout to knock his opponent off balance so that he touches the floor with both feet scores 1 point. Two out of three wins the game.

Variation: **Rooster Pull.** Each "rooster's tail" is a 2-foot length of rope tucked under the Scout's belt at the back. Each rooster tries to pull out his opponent's tail and at the same time tries to protect his own. A tail pulled out scores 1 point. Knocking one's opponent off balance does not score any points.

Active
Fitness

ROPE CIRCLE

Tie a long 1-inch-thick (or thicker) rope to form a large circle and place it on the ground. The size of the circle should allow about 2 feet per player. Have the players stand outside the circle with their feet about 2 feet apart. They pick up the rope with their hands, which are also about 2 feet apart. On signal, they all lean backward away from the rope. On a second signal, everyone slowly sits down, relying on the rope to support them. On a third signal, everyone stands back up. On the final signal, they take a step to the left, then a step to the right.

RUBBER-BALL RELAY

Equipment: For each patrol, a 12-ounce soft-drink can, a rubber ball, and a chair

Procedure: The patrols line up in relay formation. The first Scout in each patrol has a rubber ball in his hand. About 25 feet in front of each patrol is a soft-drink can on a chair. On signal, the first two Scouts in each patrol place the ball between their foreheads, carry it in this manner without using their hands, and deposit it on top of the can. Once the ball is on the can, one of the two Scouts picks up the ball with his hand and runs back to the starting line, giving it to the next two Scouts in line, who repeat the process. If the ball is dropped, the pair must pick it up and return to the starting line to start over.

Scoring: The first patrol to finish wins.

Game

SCOUTING HISTORY

Equipment: Pencil and paper for each patrol

Procedure: The patrols sit in patrol corners. The Scoutmaster or any of the leaders asks the following, or similar, questions, based on information in the *Boy Scout Handbook:*

1. Who was the founder of the Scouting movement?
2. What was his profession?
3. In what country was Scouting founded?
4. When was the first American handbook for Boy Scouts published?
5. When and where was the first Scout camp held?
6. Who brought Scouting to America?
7. When was the Boy Scouts of America founded?
8. Who was the first Chief Scout of the Boy Scouts of America?
9. When and where was the first world jamboree held?
10. When will Scouting celebrate its 100th birthday?

Scoring: Award 10 points for each correct answer.

Informal
Patrol teams

SCOUT LAW BASEBALL

Equipment: A set of 14 index cards—12 of them numbered (from 1 through 12), one of them blank, and one of them marked with an "X"

Rules:

1. The number 2 card is a double.
2. The number 6 card is a triple.
3. The number 12 card is a home run.
4. The blank card is a base on balls.
5. The "X" card is a strikeout.
6. All of the other cards are singles.

Procedure: Draw a miniature baseball field on the floor or ground. Line up the batting team (patrol) behind home plate. The umpire (game leader) holds the cards in his hand. Each player draws a card from the umpire and recites the point of the Scout Law indicated by the number on the card. If he knows it, he becomes a base runner, going through as many bases as specified. If he does not know the wording or if he draws the card with the "X," he is out. After three outs the next team comes to bat.

Scoring: The patrol with the most runs after three innings of play wins.

Game
Patrol corners
Patrol teams

SCOUT LAW HUNT

Equipment: One copy of the same issue of a newspaper for each patrol; pencils

Procedure: The patrols go to patrol corners, each with a copy of the same issue of a newspaper. On signal, the patrols start searching for articles or news items that illustrate some point of the Scout Law. The patrol members tear or cut these articles from the newspaper and write on each clipping the point of the Scout Law involved, along with their patrol name.

Scoring: The clippings are collected by the troop leaders, and the patrol with the most clippings in a given time wins.

Variation 1: The patrols clip articles that illustrate points of the Scout Law, either broken or kept. The first patrol to find clippings for all 12 points wins.

Variation 2: The leaders select one of the more difficult points of the Scout Law to illustrate. The first patrol to find an example of that point wins.

Patrol teams

SCOUT LAW RELAY

Equipment: For each patrol, a set of 12 numbered cards (from 1 through 12)

Procedure: The patrols line up in relay formation. The cards are placed in a pile at a turning line opposite each patrol. On signal, the first Scout runs up and selects a card. He gives the Scout sign and recites that part of the Scout Law represented by the number on his card. The Scout returns and tags the next Scout.

Scoring: Score 10 points for the first patrol to finish, 5 for the second, 3 for the third, etc.; deduct 1 point for each error in naming a part of the Scout Law.

Variation: **Reverse Law Relay.** The patrols line up in relay formation. Space out the numbered cards on the floor between the patrol and the turning line. A second set of cards, each bearing one of the 12 points of the Scout Law is placed at the turning line. On signal, the

first Scout runs to the line, selects a card, and places it opposite the correct number.

Game
Informal
Patrol teams
Relay
Various

SCOUTS TO THE RESCUE

Equipment: First-aid equipment for each patrol

Procedure: Two Scouts from each patrol go to one side of the room. One of them is the message sender, and the other is the "victim." They are given a signal flag and a message describing the symptoms of an accident victim. The rest of the patrol members, the rescuers, assemble on the opposite side of the room with a supply of first-aid equipment. The sender relays the message to the others in his patrol. On receipt of the message, they select and assemble the first-aid equipment they will need for the symptoms described. They carry only this material over to the sender and the victim, who is then treated by the rescuers. No talking is permitted between the sender, the victim, and the rescuers.

Scoring: Score on speed and accuracy of treatment. Deduct for first-aid supplies carried across but not needed. Deduct for any first-aid equipment that was needed but left behind.

SEALED ORDERS

Equipment: Pencil and two sheets of paper

Procedure: Divide the troop into two teams. Each team chooses a captain. The two teams assemble to await orders. Give the captain of each team a folded slip of paper with his team's orders written on it. The captain returns to his team, looks at the orders, and, without moving the team, determines the strategy to be used in carrying out the orders. On signal, both teams attempt to carry out their orders. The orders given to the two teams contradict so that they work against each other. For example, one message might read, "Leave the room," and the other might read, "Don't let anyone leave the room." Establish a one-minute time limit for each action.

Scoring: For each team, give 1 point for every player who accomplished his assignment, and, for every player who failed, 1 point goes to the opposing team.

Active
Fitness
Patrol teams

SHALLOW-WATER GAMES

Bull in the Ring. Scouts in waist-deep water form a circle by joining hands. One Scout in the center is the "bull." On signal, the bull attempts to break out of the ring in any manner he desires.

Balloon Ball. Divide the Scouts into two equal teams. One team, standing in shallow water, gathers around to protect an inflated balloon. The other team lines up along the shore. On signal, the attacking team moves from the shore and tries to burst the balloon. Each team has three minutes to burst the balloon. The team that bursts it in the shortest time wins.

Water Poison. Have the Scouts stand in a circle in shallow water with their hands clasped. In the center is a floating object, which is "poison." On signal, each Scout tries to pull another Scout into the poison but must avoid touching it himself. Anyone who touches the poison is eliminated. Any two players who let go of their grip are both out.

Aquatics
Patrol representatives
Various

SHIPS IN THE FOG

The patrol members are blindfolded in single file with their hands on each other's shoulders at some distance from their patrol leader, who is not blindfolded. By shouting orders, he tries to pilot his patrol through the "harbor mouth" formed by two chairs. The first patrol through wins.

Game

SHIPWRECK

This game requires fast action and encourages group cooperation. Play it in a gym or on a large field.

Equipment: For each patrol, a ½-inch-thick plywood circle, 3 or 4 feet in diameter (the "ship")

Procedure: Rasp and sand any sharp edges and splinters on the ships (plywood circles) and give one to each patrol. The patrol members hold onto the sides as they run the length of the playing area until a leader yells "Shark!" At that instant, all of the patrol members jump onboard their ship.

Scoring: The first patrol with all members' feet off the ground earns 1 point. Repeat the game several times. The first patrol to reach the finish line earns 3 points.

SHOE HUNT

Each patrol can enter a team of four Scouts. Mark a 50-foot circle and a 10-foot circle in the center of it. At the start, all players remove their shoes, place them in the center circle, and go to the outer circle. They may not tie their shoes together.

The judges thoroughly mix the shoes in one large pile. On signal, all of the players rush to the center circle, search out their own shoes, put them on, lace them if necessary, and return to the outer circle. The winning team is the first one with all of its members standing shod and at attention around the outer circle.

Game
Patrol teams
Relay

SHOOT-THE-GAP

Procedure: Mark goal lines at each end of the playing area. One Scout is chosen guardian of the gap (the space between the goal lines). The other players are divided into two teams, one behind each goal line. The guardian is in the center of the gap and calls the name of a Scout on one team. That Scout immediately shouts the name of a Scout on the other team. These two players must then try to change goals without being tagged by the guardian. If the guardian tags one of them, he changes places with the tagged player and joins the team toward which the tagged player was running. The tagged Scout is the new guardian of the gap and starts the next round by calling out another name. If the guardian tends to keep calling the same name time after time, make a rule that after a Scout has run, he steps back from the goal line and cannot run again until all have participated.

Scoring: None—just for fun.

Fitness
Half-troop teams
Vigorous

SHORT-SPLICE TUG-OF-WAR

Equipment: For every two teams, one 4-foot and two 15-foot lengths of rope

Procedure: Divide the group into two teams, each with a 15-foot rope, facing each other in single lines. Mark a center line between the teams to indicate their separate territories. Place the 4-foot rope across this line, with the ends pointing toward the teams. On signal, both teams have four minutes to splice their long rope onto the short rope. On the second signal, the players take hold of their ropes and start pulling, trying to drag the opposing team across the center line. The rope may not be tied around players' waists, nor can players hold onto posts, trees, or other stationary objects.

Scoring: The first team to pull its opponents across the center line with its splice intact wins.

Game
Half-troop teams

SHUTTLE-RUN RELAY

Equipment: For each patrol, two blocks of wood about 2-by-2-by-4 inches

Procedure: Divide each patrol into two equal groups. Half of the patrol members line up in relay formation, facing the other half lined up the same way on a line 30 feet away. The two blocks of wood are placed at a line opposite the starting team's line. On signal, the first Scout from the starting team runs to the opposite line, picks up one block, returns to his starting line with it, and leaves it there. Then he runs back and does the same for the second block. As soon as he finishes, the first Scout from the other team runs across to the blocks, picks one up, and returns it to his team's line. Then he runs back and does the same with the second block. This back-and-forth delivery of blocks continues until all Scouts have run. If there are fewer than eight Scouts in a patrol, repeat the process until a total of eight block transfers have been made.

Scoring: The first patrol to complete eight transfers wins.

Fitness
Vigorous

SIGNAL STEAL-THE-BACON

Equipment: A buzzer or signal flag for each team, a neckerchief (the "bacon")

Procedure: Half-troop teams line up in facing lines 15 feet apart. The bacon is placed halfway between the two lines. The captain of each team is at one end of his line with a signal flag or buzzer. Each Scout is assigned a letter. Both teams must use the same set of letters, so that each Scout on a team will share his letter with a Scout on the other team. Each captain signals a letter to his team. The two Scouts who share that letter run out to the center and try to steal the bacon. If a player is able to steal the bacon, he races back to his team with it. At the end of each round, the Scouts rotate so that they have a different letter each time.

Scoring: If a player makes it back to his team with the bacon and without being tagged by the opposing player, he scores 1 point. If he is tagged before reaching his

goal, 1 point goes to the other side. The team with the most points at the end of the game wins.

Game
Vigorous
Half-troop teams

SILENT SIGNALS

Procedure: The senior patrol leader gives 12 to 15 silent signals for formation and fieldwork, one after the other: parallel file formation, open columns, spread out, dismissal, etc. The patrols are to follow each signal as quickly as possible.

Scoring: The first patrol to get into a formation or to obey a field signal scores 10 points. Any patrol talking or moving with unnecessary noise loses 5 points.

Variation: Write the name of a silent signal on each of eight slips of paper (one set for each patrol to draw from). At the word, "Go," the patrol leader gives the signal he has drawn and his patrol obeys it. The assistant patrol leader gives the next signal, and so on until eight signals have been given and followed.

Game
Patrol teams
Quiet

SILVER DOLLAR HUNT

Equipment: For each player, one orienteering compass, one "silver dollar" (a 3-inch cardboard circle covered with aluminum foil), one card with distances and directions such as "50 steps at [X] degrees (X being less than 120 degrees); 50 steps at [X + 120] degrees; 50 steps at [X + 240] degrees"

Procedure: Scatter the players throughout a field of fairly tall grass. Place a silver dollar at the feet of each Scout. On signal, each Scout sets his compass for the direction indicated on his card and walks the specified distance. The same is done for the second and third bearings. When he is done, the silver dollar should be at his feet (or at least within his immediate sight).

Scoring: The patrol with the most Scouts winding up within seven steps of their silver dollars (5 percent error) wins.

Game
Patrol teams
Informal

SILVER TONGUE ORATOR

The challenge of this game is to let Scouts see how long each one of them can talk intelligently on a subject. You will need a stopwatch or a watch with a second hand. Appoint judges and a timekeeper, and have a box or stump for the speakers to stand on. Print each question on a flash card, boldly enough so that everyone in the audience will be able to see them. You might want to write a question to fit each Scout. Some sample questions follow:

- How do you live up to the Scout Law?
- Explain *loyal.*
- When did you do your last Good Turn?
- What was the best meal you ever cooked?
- How do you make a stretcher?
- Define *friendly.*
- What is your favorite merit badge?
- Where was your favorite campout?
- How do you act cool?
- Who was Baden-Powell?

SKIN-DIVING CONTEST

Equipment: Plastic saucers or small plates

Procedure: The patrols line up on a dock or at the side of a pool. The game leader throws a number of saucers into the water. The Scouts dive in and retrieve the saucers, bringing them back to their starting point. Repeat the game three times.

Scoring: The patrol that retrieves the most saucers wins.

SKIN-THE-SNAKE

The players are lined up in single file with their feet apart. Each player leans over, reaches back between his legs with his right hand, and grasps the left hand of the player behind him. On signal, the last player in line lies down on his back, putting his feet between the feet of the player in front of him. The line of players walks backward, each of them straddling the body of the player behind him. The players immediately lie down when they have no one else to straddle. When finished, all are lying on their backs. The last player to lie down rises to his feet and strides forward up the line, the rest following as fast as their turn comes. A team that breaks its grasp is disqualified.

Game

SLAPJACK

Procedure: Contestant 1 places his open palms down on the upturned palms of contestant 2, who then tries to pull one hand, or both, away quickly and slap the back of his opponent's hands. When he fails, the opponents change hand positions and contestant 1 takes his turn.

Scoring: The first contestant to make a given number of slaps is the winner, or the most slaps in a given length of time wins.

Game
Informal
Patrol representatives

SLEEPING PIRATE

Equipment: Two blocks of wood or matchboxes (the "treasure")

Procedure: A blindfolded Scout from one patrol becomes the "sleeping pirate" and sits on a chair in the middle of the playing area. At his feet is the treasure that he is defending. The Scouts form a wide circle around the pirate. On signal, they try to sneak in and pick up the treasure without being caught. The sleeping pirate catches Scouts who have made noise by pointing at them. If a Scout is pointed at, he must go back and start from the beginning. Each player has two tries. Only one block (or matchbox) can be captured at a time.

Scoring: Score 10 points for each treasure successfully captured.

Note: Use two pirates seated back to back, and more blocks, if the group is large.

Game
Patrol corners
Patrol teams

SLOPPY CAMP

Equipment: A simple camp setup (tent and fireplace) with many things wrong—ax on the ground, glass jar in the fireplace, poorly set tent pegs, wrong knots on guylines, etc., and personal items such as two blankets and one sleeping bag in the tent, two neckerchiefs of different colors draped over a guyline, two Scout shirts with different troop identification and name tags, etc.

Procedure: The patrols study the camp for five minutes without talking. The Scouts are permitted to touch what they see, but must replace items exactly as they found them. Each patrol then huddles to come up with a list of wrong things.

Scoring: The patrol with the best list of "incorrect" items wins.

Scoring variation: When a patrol turns in its list, it gets a card with questions such as these: "How many boys camped in the sloppy camp?" "To what troops and patrols did they belong?" "What were their names?" (according to the items used).

Game
Informal
Patrol teams

SNAKE RACE

Equipment: Eight staves and seven lashing cords for each patrol

Procedure: The patrols line up in relay formation and place the staves in line between their feet. On signal, the patrol members lash the staves together into a long "snake" with single shear lashings. When secure, the snake is passed forward, then up and overhead to the rear, and down and forward between the feet to the original position.

Scoring: The first patrol to finish wins.

SPIES IN THE WOODS

Equipment: Several blank sheets of paper; one pencil for each player; a notebook or piece of paper (the "black book") for each spy

Procedure: Post the sheets of paper 2 or 3 feet from the ground on different trees and bushes. Two or three leaders become spies and roam about a given area in which the papers are posted. (The number of spies depends on the amount of space allotted to the game.) Each player tries to write his name on the different papers without being seen. The players may write their names only once on each paper. Of course, locating the papers is part of the game. If a spy sees a player within 15 feet of a paper, he writes the player's name in his "black book."

Scoring: The number of names in the spies' books is deducted from the number of signatures on the papers. The patrol with the best score wins.

Game
Informal
Troop against "It"

SPLIT-THE-MATCH RELAY

Equipment: A Scout ax and chopping block for each patrol; a wooden matchstick for each Scout

Procedure: The patrols line up in relay formation with a chopping block and an ax in front of each. On signal, the first Scout in each patrol walks up to the chopping block, places his matchstick (head up) on the chopping

block, and takes three strokes with the ax to split the match. When he has taken three strokes (or fewer if he splits the match sooner), he walks back to his patrol and tags the next Scout in line, who repeats the procedure. This continues until all patrol members have had three strokes.

Scoring: The patrol that splits the most matches wins. This is not a race.

Caution: Exercise safety precautions in the handling of axes and matches.

Game
Parallel file
Patrol teams

SPOON RACE

Equipment: One tablespoon and one egg or table-tennis ball for each patrol

Procedure: The players line up in chest-deep water (the beginners' area at the waterfront is good). One by one, each player places the tablespoon handle in his mouth, puts the egg or table-tennis ball in the spoon, and swims to a finish line about 15 yards away. If the spoon is dropped or the egg falls off, the player must surface-dive and recover his equipment before continuing the race. The spoon cannot be steadied or touched by the player's hands once the race has started.

Scoring: Score 50 points for the first patrol to finish, 25 for the second, and 10 for the third.

Variation: Swim the sidestroke and hand-carry the spoon. Usually, players must be better swimmers for this method.

Active
Fitness
Patrol teams

SPORTS TRUE-FALSE STEAL-THE-BACON

Equipment: Two rags—one red, one green (the "bacon")

Procedure: This is a variation of "Steal-the-Bacon" with two exceptions: first, two "slabs" of bacon are used, each a different color; second, before calling a number, the leader makes a statement about sports. If the statement is true, the players should try to steal the green bacon; if false, the red one.

Scoring: Award 1 point for stealing the appropriate bacon or tagging an opponent who tries to steal it. Deduct 2 points for stealing the wrong bacon or for chasing an opponent who is trying to steal the wrong bacon.

Active
Game
Half-troop teams

SPUD

Equipment: A soft rubber ball

Procedure: Have the Scouts scatter around the playing area. One Scout goes to the center with the ball. The game starts when he drops the ball and calls the name of a Scout. That Scout retrieves the ball and calls "Halt!" All other players must freeze. The Scout with the ball tries to hit one of them. The targeted Scout may duck and dodge, but he may not move his feet. If he is hit, a "spud" is scored against him; the other players scatter; he retrieves the ball, calls "Halt!" and throws at another player. If a thrower misses, a spud is scored against him.

Scoring: The Scout with the fewest spuds scored against him at the end of a specified time is the winner.

Outdoor

STANDING LONG-JUMP RELAY

Procedure: The patrols line up behind a starting line on the ground. The first patrol member jumps, using the standing long-jump method with feet together. The second patrol member then jumps from the closest mark made by the first Scout (that is, from where his heels or hands touched the ground nearest the starting line), and so on until all players have jumped.

Scoring: The patrol that jumps the farthest total distance wins.

Active
Fitness
Individual

STAR HUNT

Equipment: Flashlight with a strong focusing beam

Procedure: On a clear night, the patrols gather around a leader who knows the major constellations. He shines the light at a constellation. Each patrol quickly huddles to come up with the name of the constellation, then gives its patrol yell and announces the constellation's name.

Scoring: Award 1 point for each constellation correctly identified.

STEAL-THE-BACON VARIATIONS

BLINDFOLD STEAL-THE-BACON

Equipment: Three neckerchiefs (two for blindfolds and one for the "bacon")

Procedure: Two equal-size teams line up facing each other about 20 feet apart. Each team counts off with the same set of numbers so that each boy will share his number with a boy on the other team. The bacon is placed midway between the teams. The leader calls out a number. The two boys who share that number are blindfolded, spun around three times, then headed toward the bacon, with their respective teammates shouting directions. The two blindfolded boys also try to tag each other in order to be the first to get the bacon.

Scoring: The first player to bring home the bacon without being tagged by his opponent scores 1 point for his team. If a player is tagged by his opponent while touching the bacon or bringing it back, the opponent's team scores 1 point.

HORSE-AND-RIDER STEAL-THE-BACON

Equipment: One neckerchief (the "bacon")

Procedure: Two teams line up facing each other, and count off, as above. The leader calls out two numbers. The two smaller boys of the four whose numbers were called jump on the backs of the other two, who then gallop for the bacon.

Scoring: Same as above. If a "horse" touches the bacon, the opposite team scores 1 point.

Fitness
Patrol teams
Vigorous

STEP ON IT

Equipment: For each patrol, three large building blocks or three 8-inch lengths of 2-by-4

Procedure: Lay out a course about 25 feet long. The patrols line up in relay formation behind the starting line. Give the first player in each patrol the three blocks. On signal, he puts two blocks on the ground and stands on them. He then puts down the third block and steps forward on it, picks up the vacated block, and moves it ahead. In this fashion, he proceeds to the finish line, where he picks up all three blocks and runs back to his patrol and tags the next player. If a Scout steps on the ground at any time, he must return to the starting line and begin again.

Scoring: The first patrol to finish wins.

Active
Game
Patrol teams

STICK FIGHT

Equipment: One Scout stave per pair of players

Procedure: The players are paired off, facing each other with their feet planted in a wide, firm stance. They grip the stick firmly with both hands, each with his left hand covered by his opponent's right hand. On signal, each tries to get the stick to touch the ground on his right side by pushing down with his right hand and pulling up with his left.

Scoring: The player who succeeds in two out of three tries is the winner.

Variation: **Stick Twist.** The players face one another and stand about a yard apart, gripping the stick in a manner similar to that in "Stick Fight," with the exception that they hold the stick at eye level or higher. The object is to bring the staff straight down without bending the wrist or elbows or having the stick twist while holding it.

Fitness
Whole troop

STIFF

Equipment: Two blocks of wood small enough to hold in the hands

Procedure: The leader has two blocks of wood. The Scouts move about at will within a specified area. The leader stands where he can observe all action. When he claps the two blocks of wood together loudly, all Scouts freeze. If any Scout moves, the leader shouts his name and immediately the rest of the Scouts catch the guilty party. The leader is in complete control and, as soon as the offender is caught, he strikes the blocks together, again requiring all action to cease and Scouts to freeze. The leader again looks for movement and shouts out the name of any Scout he sees moving. If the leader doesn't detect any movement, he says "Mill around," which permits the Scouts to move at random around the meeting place until he strikes the blocks together again.

Game

STRETCHER RELAY

Equipment: Two staves, one sturdy blanket, and one inflated balloon for each patrol

Procedure: This is not a speed relay. The patrols line up in relay formation, with two "victims" in front of each. On signal, two members of each patrol run up with the blanket and two staves, make a stretcher, and put one victim on it. When the stretcher carriers are ready to lift the stretcher, the junior leader (or judge) places the inflated balloon on the victim. The carriers take the victim to the starting line without letting the balloon fall off. The victim may not hold onto the balloon. (The balloon is to ensure care rather than speed.) At the starting line, the carriers lift the victim off, and two other Scouts run up to make a stretcher for transporting the second victim.

Scoring: The patrol that most carefully transports both victims (without letting the balloon fall off) to the starting line wins.

Active
Game
Patrol teams
Relay

STRING-BURNING RACE

Equipment: For each patrol, two 2-foot sticks, two 3-foot lengths of twine, two matches

Procedure: Before the race, each patrol pushes the two sticks into the ground, 24 inches apart. They tie one length of twine between the sticks, 12 inches off the ground, and the other one 18 inches off the ground. Then, each patrol gathers native tinder and firewood. On signal, two representatives selected by each patrol build a fire lay (not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Scoring: The team whose fire burns through the top string first wins.

Game
Informal
Patrol teams

THE STRUGGLE

Procedure: Two Scouts face each other about a yard apart. A goal line is marked 5 to 10 feet behind each Scout. They stretch their arms forward, lock fingers with each other, lean forward until their chests touch, and push chest to chest.

Scoring: The Scout who pushes his opponent over the goal line wins.

Active
Fitness
Patrol teams

SUBMARINES AND MINEFIELDS

Procedure: Half of the troop's patrols are in extended line formation with their feet apart and are blindfolded. They are the "mines." The other patrols are the "submarines." At the signal, "Subs," those boys try to crawl between the feet of the mines without touching them. If a mine hears a sub, he "blows it up" by touching him with one hand. The patrols change positions when all subs have crawled through or have been blown up.

Scoring: Score 2 points for each sub getting through the mines. The mines receive 2 points for each sub blown up. Deduct 2 points from a team's score for each missed blow made at a sub.

Variation: The mines get in line formation with outstretched hands. The subs try to get around the legs or arms of the mines without being blown up.

Game
Individual
Single line

SUBWAY

Divide the group into thirds. Set two rows of chairs facing each other about 5 feet apart, as in a subway. There should be enough chairs for only two-thirds of the group. The remaining one-third, the "straphangers," remain standing in the aisle between the two rows. As the "conductor" (senior patrol leader) calls out a stop (use names of cities in your area), everyone seated must switch sides. The straphangers take this opportunity to try to get a seat. The first player to get his behind on a chair wins the seat. Those without a seat become straphangers.

After a couple of stops, the conductor yells "City Hall. Everyone off!" All the players must exit one end of the subway, circle, reenter the opposite end, and find a seat.

After a complete loop from City Hall to the terminal, the "express" is run. Start the whole process over, slowly at first, but pick up speed, spending less time at each stop.

SWAT 'EM, OR WHIPPED-TO-THE-GAP

Equipment: Newspaper rolled up into a swatter

Procedure: The troop forms a circle, with all players facing inward, hands behind their back. The first game leader walks quietly around the circle and secretly places the newspaper swatter in the hands of a player, who starts swatting the player to his right with it. He continues swatting at the victim, chasing him as he runs around the outside of the circle and back to his place in the ring. The player with the swatter continues around the circle (his place in the ring has been taken by the first leader) and hands the swatter to another player. Continue the game as long as desired.

Note: If the troop is large, use two or three swatters.

Confusion
Game
Whole troop

SWIMMING RACES

25-Yard Swim. The racers (one from each patrol) line up. On signal, they jump into the water and swim 25 yards to the goal. Continue until all have raced.

Patrol Swim Relay. The patrols line up in relay formation on the dock. The first Scout swims to a float and back to tag the second Scout, and so on.

Shirt Rescue. The Scouts pair off. One Scout swims out 30 feet, and remains there to be rescued. The rescuer jumps into the water with a shirt in his mouth, swims out, throws one end of the shirt to the victim, and pulls him to shore.

Hands-up Race. The Scouts line up in the water. On signal, they swim a designated distance with both hands above the water, using only their legs and feet for propulsion. The first Scout over the line wins.

Initiative Race. The Scouts race back and forth between two points a certain number of times, using a different stroke each time: crawl stroke, breaststroke, backstroke, sidestroke, and so on.

Towel Race. The Scouts race between two points, each holding a dry towel in one uplifted hand. The towel must be dry at the finish.

Ball Race. Each Scout carries a table-tennis ball between his knees. If he loses it while swimming or running in the water, he must replace it before continuing.

Aquatics
Half-troop teams
Various

TAGS

Cross Tag. "It" must continue chasing the same Scout until catching him, or until another Scout crosses between them, in which case It must catch the Scout who crossed.

Ankle Tag. To escape being tagged, players must grasp another Scout by the ankle. The Scout whose ankle is grasped, however, is liable to be tagged unless he has hold of someone else's ankle. The playing area must be small enough to make the game feasible.

Chain Tag. The first Scout tagged by "It" joins hands with him, and as each additional Scout is tagged he is added to the chain. The playing area must be limited so all can finally be caught.

Skunk Tag. Each player holds his nose with one hand, and holds up one foot with the other. A player can only be tagged if he lets go with either hand.

Game

TAKE THE MAT

Two opposing teams line up the same distance from a mat or a 25-square-foot area marked on the ground. On signal, they rush for the mat and try to place as many players on it as possible. At the end of one minute, a whistle is blown and the team with the most players on the mat wins. Opponents can be pulled, pushed, or thrown, but clothing may not be grasped.

Facing lines
Nature
Patrol teams

TAUT-LINE HITCH RACE

Equipment: A rope ring around a tree; tent stakes hammered in the ground around the tree in a circle; for each player, a rope of sufficient length to reach from the rope ring to a tent stake for tying a taut-line hitch

Procedure: All ropes are lying with their ends slack on the ground. The Scouts line up next to the tent stakes. On signal, each Scout grasps a rope end and ties a taut-line hitch. When all Scouts in the patrol have finished, the patrol gives its yell.

Scoring: The first patrol to yell, with all hitches tied correctly, wins.

Knots
Patrol teams

TENDERFOOT RELAY

Equipment: Flash cards, each printed with one instruction (such as "Give the Scout sign," "Give the Scout salute," or "Recite a point of the Scout Law," etc.)

Procedure: The patrols line up in relay formation. On signal, the first Scout in each patrol runs to the far end of the room and does an about-face. The senior patrol leader is facing this Scout, but has his back to the rest of the troop. He shows a flash card. The Scout performs or answers according to the instructions on the card, then runs back to tag the next Scout, and so on until all Scouts have run.

Scoring: Award 1 point for each correct answer. The patrol with the highest number of points wins.

TENT-PITCHING CONTEST

Equipment: For each half-patrol team, one two-person tent, poles, pegs, and guylines, properly packed; one or two mallets

Procedure: The teams line up across from their equipment. On signal, each team erects their tent. When completed, the guylines must be taut with the knots correctly tied, the tent sides smooth, the pegs properly placed, and the tent door closed.

Scoring: The first patrol finished gets 100 points, the second gets 80 points, and the third gets 60 points. Deduct 5 points for every incorrectly tied knot or any other fault.

TENT-STRIKING CONTEST

Equipment: Same as for "Tent-Pitching Contest" (except mallets)

Procedure: The tent is already pitched. Each team must take down the tent, fold it, and tie it up neatly. The pegs are to be pulled out of the ground and placed beside the folded tent. Judge for correctness and teamwork.

THREE-LEGGED FOOTBALL

Equipment: A neckerchief for each pair of Scouts, four chairs, a ball

Procedure: At each end of the meeting room, place two chairs about 5 feet apart to serve as goals. Organize the Scouts into two teams. The Scouts in each team pair up, their inside legs tied together with a neckerchief. One pair in each team acts as the goaltenders. Place the ball in the center of the playing area, with both teams taking position in front of their goals. On signal, each team tries to kick the ball through the goal of its opponents, using their untied legs only. After a team has scored, the ball is placed in the center and the game is started over.

Scoring: The team with the most goals scored after five minutes of play wins.

Game
Patrol teams

THREE-PERSON TUG-OF-WAR

Equipment: A 12-foot rope at least ¼ inch in diameter, three neckerchiefs or hats

Procedure: Tie the ends of the rope together and arrange it in the shape of a triangle on the playing field. Place a neckerchief or hat about 6 feet from every corner on the outside of the triangle. A Scout from each patrol grasps the rope at one corner with his left hand. On signal, each Scout tries to pick up the neckerchief with his right hand.

Scoring: Give 10 points for each Scout who gets a neckerchief. Add the total points of winners in each patrol to determine the winning patrol.

Variation: Each of three teams is lined up along a side of the rope triangle. The players take hold of the rope and, on signal, start pulling. The rope may not be tied around the waists of players, nor can the players hold onto posts, trees, or any stationary objects. The first team to pull or drag its opponents across a designated line wins.

Game
Patrol teams
Relay

THURMAN THROW

Equipment: For each patrol, a Scout stave or broomstick handle

Procedure: The patrols line up in relay formation, with the patrol leader of each holding the stave about 5 feet in front of them. On signal, he tosses the stave to the first Scout in line, who tosses it back to him and ducks down. The patrol leader then tosses the stave to the second Scout, who catches it, tosses it back, ducks down, and so on through the line. The last Scout in line catches and tosses twice, and then it's tossed to each Scout back down the line. Each Scout remains standing after this toss and catch.

Scoring: The first patrol with all players standing wins.

TIGER IN A CAGE

Procedure: Mark a large circle on the ground or floor to represent the "cage." One player is chosen to be the "tiger," who must stay inside the cage. The other players run in and out of the cage as they please, tormenting the tiger so he will try to tag them. The tiger may tag them only when they are in the cage; he cannot leave it or reach outside it to tag them. When a player is tagged inside the cage, he becomes the tiger and the former tiger joins the group of tormentors.

Scoring: None—just for fun.

Variation: Choose two tigers to share the cage at the same time. This increases the chances of tormentors being tagged.

Active
Fitness
Patrol teams

TIRE-ROLL RELAY

Equipment: For each patrol, a tire and seven stakes

Procedure: Lay out a course with the stakes. The Scouts line up in relay formation, facing the course. The first Scout in each patrol rolls his tire through the course, around a single end marker, and back through the course to the starting line. The next Scout in line repeats the process, and so on until the tire has been rolled through the course eight times. (Some patrol members might have to run the course more than once.)

Scoring: The first patrol to complete eight trips through the course from start to finish wins.

Patrol teams

TORPEDO

Equipment: Beanbags, knotted neckerchiefs, boxing gloves, or other soft objects for throwing; six blindfolds

Procedure: Six Scouts are selected to be "submarines." They are blindfolded and seated in two facing rows about 10 feet apart. Each submarine is provided with several soft objects to throw, "the torpedoes." The other Scouts, the "ships," try to pass through the submarine-infested water, but they must make a noise resembling a ship's motor as they go. The blindfolded submarines take aim by sound and launch their torpedoes, trying to hit one of the ships going through the line. If a ship is hit, he changes places with the submarine that hit him and the game continues.

Scoring: None—just for fun.

Fitness
Half-troop teams
Vigorous

TRAIL SIGNS

Equipment: Two sets of 3-by-5 index cards for each patrol (each of the first set bearing a drawing of a trail sign; each of the second set with the definition of one of the trail signs)

Procedure: The patrols line up in relay formation. The two sets of cards are placed about 25 feet in front of each patrol. The cards with the pictured trail signs are placed facedown; the cards with the definitions are spread out faceup. On signal, the first Scout from each patrol runs to his set of cards and draws one of the facedown cards. He places it on the correct definition card, runs back, and tags the next Scout. Continue until all cards are matched.

Scoring: The first patrol to correctly match all cards wins.

Game
Patrol teams
Quiet

TRAIN CHASE

Procedure: The game starts with one player designated as "It," who tries to tag the other players. A tagged player joins It by clasping his hands around Its waist. The two then try to catch two more players until there is a "train" of four players hooked up. When this happens, the train splits into two pairs to do the chasing. This continues with each pair capturing and adding members, then splitting as soon as it becomes a train of four. The game ends when one player is left uncaught.

Scoring: The uncaught player is the winner and becomes It to start the next round.

Fitness
Pairs

TREE HUNT

The patrols are given 10 minutes (on a hike or in camp) to gather one leaf from as many different trees as they can find. The leaves are arranged on the ground or on a blanket. The patrol must try to identify each leaf, write the name of the tree it came from on a slip of paper, then place each written identification next to its leaf. The patrol that correctly identifies the most leaves wins.

Nature

TRIPOD LASHING

Equipment: For each patrol, three 8-foot spars (staves or saplings), one 8-foot length of lashing rope, and one 6-foot length of rope for suspension

Procedure: On signal, the patrol members lash the three spars into a tripod, using the tripod lashing shown in the *Boy Scout Handbook.* When finished, they set up the tripod, tie a bowline knot in one end of the short rope, and place the bowline loop over the top of the tripod. Then they tie a bowline knot in the free end—high enough that the loop cannot touch the ground. One Scout steps up into the bowline loop and stands there, holding his balance by hanging onto the line coming down from the top of the tripod.

Scoring: The first patrol with a Scout standing in the bowline loop with the tripod supporting his weight wins.

Knots
Parallel file
Patrol teams

TUG-OF-WAR

Equipment: One rope at least 25 feet long

Procedure: Two teams line up single file, facing each other. The players take hold of the rope, and, on signal, start pulling. The rope may not be tied around the waist of any player, nor can any player hold onto posts, trees, or any stationary objects.

Scoring: The first team to pull or drag its opponents across a designated line wins.

Variation: The teams are given pieces of rope 3 to 4 feet long. They tie the ropes together with sheet bends. The leader ties the opposing teams' ropes together and calls "Go!" This method is not only a test of strength, but also serves as a fine test of the patrol's knot-tying ability. If the team captain gets his players to "heave" together, the team will have success even against superior strength.

Half-troop teams
Various

TUG-OF-WAR STEAL-THE-BACON

Equipment: A tire or stave (the "bacon")

Procedure: Two equal-size teams line up facing each other. The players are numbered such that each player shares a number with one player on the opposing team. Place a tire or stave in the center between the two lines. The leader shouts out a number. The Scouts who share that number run out, grab the tire or stave, and try to pull it back over to their side.

Scoring: Score 1 point for the team that wins each bout.

Game

TWIG HUNT

Equipment: A variety of 10 to 15 twigs

Procedure: The troop gathers around the game leader, who shows the twigs one at a time, identifying each (or not if you wish). The patrols are then sent out to gather a similar set of twigs.

Scoring: The first patrol to return with a complete set wins.

Variation 1: **Leaf Hunt.** As part of an instruction period on identifying trees by their leaves, the leader shows the patrols a set of leaves. The patrols then go out to collect twigs of the same trees from which those leaves came.

Variation 2: **Restricted Twig Hunt.** Within a restricted area, the patrols collect as many different twigs as they can find. Give 1 point for each twig that is correctly identified. Deduct 1 point for each error.

Cooking
Patrol teams
Quiet

TWO-PERSON SQUARE-KNOT TYING

Equipment: A 50-foot rope for each patrol

Procedure: Two Scouts grasp the rope ends and, without letting go, join the rope ends with a square knot. Other Scouts can help with advice only.

Informal
Knots
Patrol teams

WALKING STATUES

Two half-troop (or patrol) teams start from opposite ends of a room or field, advancing on a leader who stands halfway between them. A team can advance only while the leader is facing the opposite way. He turns around at will, whereupon everyone he faces must freeze. If he detects the slightest movement, the guilty party is sent back to the starting line to begin again. This continues until a player reaches the center and touches the leader, thus winning for his team and becoming the next leader.

Patrol teams

WALL STREET

Equipment: Two identical decks of playing cards

Procedure: This game works best if you have at least four patrols. Shuffle the two decks of cards together and deal them into equal stacks, one stack for each patrol. Before giving the stacks of cards to the patrol leaders, instruct the troop that they are to try to get a complete suit (hearts, diamonds, spades, or clubs) of cards (ace through king) by trading cards with the other patrols. Step back and watch the flurry of trading and bartering. (Watch for rules being broken or bent. This could be an opportunity to teach a Scouting ideal with the Scoutmaster's Minute at the close of the meeting.)

Scoring: The first patrol to collect a complete suit wins.

WASTEBASKET

Equipment: A wastebasket, a ball

Procedure: Form the patrols in one large circle, facing the center. Place the wastebasket in the center of the circle. Starting clockwise, each Scout tries to throw the ball into the basket.

Scoring: Each successful throw by a Scout scores 1 point for his patrol. The first patrol to reach 15 points wins.

WATER BASKETBALL

Equipment: A large basket with the bottom cut out, a rubber ball

Procedure: Fasten the basket at an end of a swimming pool or a boat landing. Divide the troop into two teams of swimmers. The players must try to throw the ball into the basket as in regular basketball. Limit the game to five minutes.

Scoring: Each basket earns 2 points. The team with the highest score wins.

WATER DODGEBALL

Equipment: A rubber ball

Procedure: Divide the troop into two teams. One team forms a circle around the other team in waist-deep water. The outside team tries to hit the members of the inside team with the ball. A player hit by the ball is out of the game. After a given time the teams switch positions.

Scoring: The team that stays inside the circle the longest wins.

Aquatics
Patrol teams

WATER GAMES FOR NONSWIMMERS

Ping-Pong Race. The Scouts line up at the starting point in waist-deep water, each with a table-tennis ball floating in front of him. On signal, each Scout blows his ball to shore.

Ocean Race. Each Scout sits in an inflated inner tube at the starting line. The water should be waist deep. On signal, each Scout paddles with his hands toward shore, which is the finish line.

Backward Race. The Scouts line up parallel to the shore in waist-deep water. On signal, they run backward to shore.

Horse and Rider. The Scouts form buddy teams with one as the "horse" and one as the "rider" (piggyback) in knee-deep water. Each team tries to unseat the other teams. The last horse and rider in the game win.

Candy Hunt. Wrap pieces of hard candy in aluminum foil and scatter them in shallow water. Have the Scouts try to find them within a given time.

Aquatics
Patrol teams
Various

WET-WEATHER FIRE BUILDING

Run as a normal fire-building contest, but first dunk all of the wood for 10 seconds in a bucket of water. A variation to add fun is sprinkling the Scouts intermittently with a garden hose to simulate rain. The first patrol to successfully build and sustain a fire wins.

WHAT DO I FEEL?

Equipment: Fifteen to 20 articles (marble, coin, pocketknife, hammer, etc.); paper and pencil for each patrol; a blindfold for each Scout

Procedure: Have the patrols form a circle, face inward, and put on the blindfolds. The leader hands the various articles, one by one, to a Scout in the circle. He feels each article and passes it on to the next in line. The second Scout feels the article and passes it on. This is continued until all items have made a complete circle. Remove the blindfolds and have the patrols write down the items in the order in which they were passed.

Scoring: Give 10 points for each correct answer. The patrol with the highest score wins.

Note: Instead of a circle, tell the patrol to form a line, standing or sitting on a log, without blindfolds, and pass the items behind their backs. The game leader

feeds the items to the first Scout, and receives them from the last Scout.

Game
Informal
Patrol teams

WHAT DO I SMELL?

Equipment: Several paper bags, each holding a different-smelling article (licorice, onion half, coffee, orange peels, cinnamon, etc.); paper and pencil for each patrol; blindfolds

Procedure: Place the bags about 2 feet apart on a table or bench. On signal, each Scout (blindfolded) walks down the line and sniffs each bag for 5 seconds. When all members of each patrol have passed by, the patrols huddle and write down the names of the different articles they smelled.

Scoring: Give 10 points for each correct answer.

Note: Instead of bags, use 35-millimeter film containers with the tops punctured, and fill them with cotton balls soaked in different-smelling liquids. Or, put different-smelling articles into cups and tape foil covers over them; punch holes in the covers with a fork. The Scouts sit at a table, passing and smelling the items.

Game
Informal
Patrol teams

WHAT HAPPENED?

Prepare a tracking pit by digging up and raking smooth an area about 10 by 15 feet. Then stage a simple tracking scenario to be observed and deduced.

The Good Turn. A blind man with a cane walks into the tracking pit. A Scout joins him, takes his arm, and leads him out.

Table Carry. Four men carry a picnic table (with benches attached) into the tracking pit. They stop, set the table down, rest on the benches, stand, pick up the table, and carry it off.

Tired Scout. A Scout stumbles into the pit, tries to climb out, gives up, and sits down. Another Scout enters, picks him up, and carries him off.

The patrols study the tracks for five minutes, huddle, and then present their deduction verbally. The game leader does not indicate right or wrong, but rakes the pit and calls in the original track makers to repeat their actions. (Be sure to restore the pit area to its original condition.)

Informal
Patrol teams

WHAT'S COOKING?

Equipment: Paper and pencil for each patrol

Procedure: The patrols gather in patrol corners. The game leader gives a short talk about cooking on an overnight hike. Then each patrol plans a workable menu for the overnighter, including breakfast, lunch, and dinner.

Scoring: Have the troop leaders judge the best menu on the following points: cost of food, ease of preparation, and balanced diet. The patrol with the best menu wins.

WHAT'S WRONG?

Procedure: The game leader reads preparation instructions for two or three hike menus, making several errors in the contents of meals and the manner of preparing them. The patrols go to patrol corners and make a list of the errors and the proper ways to prepare these meals.

Scoring: The patrol with the most correct answers wins.

Informal hike
Nature
Patrol teams

WHEELBARROW RELAY

Procedure: Establish a starting line and, 20 feet away, a turning line. The patrols line up in relay formation at the starting line. On signal, the first Scout from each patrol places his hands on the floor and the second Scout grasps his ankles and lifts his legs. In this position, they travel to the turning line, with the first player traveling on his hands. On reaching the turning line, they reverse positions and return, tagging the second pair of Scouts, who follow the same procedure. Continue the relay until all patrol members have competed.

Scoring: The patrol to finish first wins.

Game
Parallel file
Patrol teams

WHIP-THE-ROPE

Equipment: An unwhipped lashing rope and whipping cord for each Scout

Procedure: The patrols line up in relay formation. The ropes are placed at a turning line in front of the patrols. A leader is assigned to each patrol. On signal, the first Scout in each line runs to the turning line, picks up a rope, whips both ends, then runs back to tag the second Scout, and so on until all have run.

Scoring: Award 5 points for the first patrol to finish, 4 points for the second, 3 for the third, etc. The leaders inspect the whippings. Deduct 1 point for each whipping that slips off the rope when pulled.

Variation: **Splice-the-Rope.** Same as above, but each Scout puts one end splice on the rope. Score as above for time, then score 1 to 5 additional points for neatness.

Game
Informal
Patrol teams

WHO AM I?

Equipment: For each player, a card or piece of paper at least 2 inches square, each printed with a famous name (can be those of real people or of comic characters—Dick Tracy, Joe Lewis, Queen of England, Columbus, Harry S. Truman, etc.)

Procedure: Each player has a name card pinned on his back, but does not know what the name is. The players circulate and ask yes-or-no questions such as "Am I alive?" and "Am I an American?" Only two questions can be asked of one person. When a player learns his identity, he may stop or get another name and start over.

Game
Patrol teams
Relay

WINTER CONSTELLATIONS QUIZ

Equipment: None, if the night sky is clear; if overcast, a winter constellations display as described below

Procedure: Give the patrols three minutes to study the "Evening Skies" charts for winter months, found in the *Fieldbook.* Then, if the night is clear, take the patrols outside, one by one, and ask them to point out as many constellations as they can find. (Have another activity scheduled for the patrols inside.)

If the night is overcast, use five or more homemade projectors for your winter constellations display: Make patterns of the constellations on 2 ½-inch paper circles, marking the stars' positions with a pen or dark pencil. Tape each pattern on the bottom of a soup can. Use a small nail to punch a tiny hole at each star's position in the constellation. (Ensure that the holes are punched so that the projected constellations are realistic.) Shine a flashlight through the open end. Have each patrol write down the identifications.

Scoring: The patrol with the most correct identifications wins.

Nature
Patrol teams
Quiet