

From: Ralph Oborn <antelopee@gmail.com>
Reply-To: Ralph Oborn <antelopee@gmail.com>
Sent: Saturday, February 12, 2005 10:43 PM
To: scouting@mormonscouting.com
Subject: Scout games
| | | [Inbox](#)

-----Attachment: 

[SGAMES2005b.DOC](#) (0.11 MB)

Gentlemen, I enjoyed your stuff, I'm a Scout leader in Pocatello. Over the years I've collected a few games I think you could add to your site.

Some I made up, some I picked up as a scout (many decades ago in Bountiful) others I get from others. Some from the web.

Enjoy; pass them on if you think they would be interesting.

Ralph Oborn
Pocatello, Idaho
antelopee@gmail.com

I used to be an antelopee...

Scout Games

Game List

Ralph Oborn

February 25, 2005 (208) 237-6960

antelopee@gmail.com

SUGGESTIONS FOR ACTIVITIES

Work as Patrols

Be fair

Let scouts suggest variations.

Have a purpose

Explain rules

Stop the game while you are still having fun

Keep control

Let boys lead

Explain Don't Ump

Use your surroundings

Challenge (older scouts)

Don't win

Make a game of requirements

Step back

Be unusual

Make a game of a test

Close

Be consistent

Rotate different games often

Reflect

Plan spontaneity

Have Fun

Have Fun

Have Fun

OTHER SOURCES:

Woods Wisdom

Web sites search for scout games using any engine

Fill Games (idle hands) Sometimes plans just fall through. Keep scouts busy and teach at the same time.

Scout Law Circle

Form a circle of scouts; go around the circle with each scout giving the next point. If a point is missed the scout leaves the circle.

Tangled Knot

Scouts form a disorganized cluster. Each grabs two other hands forming a huge tangled knot. The group tries to untangle itself.

Standing Staves

Each scout needs a staff 5 to 7 feet long. Form a circle with the sticks held vertical inside, one end on the ground. One scout is chosen as caller. The caller loudly and clearly calls out "ready left" or "ready right". Each scout leaves their stick standing and moves to the left or right. Occasionally the caller calls out "ready back" to spread the circle out. If a stick falls to the ground the person leaves the circle. The last scout in the circle becomes the caller for the next round. There is no need to be tricky with calls, let people make their own mistakes.

Crab Wars

Scouts crawl around on the ground "crab style", sit on the ground then raise your seat up and move. You are out if your seat touches the ground. Try to get the others out by gently pulling their arms or legs out from under them or by crawling on top of them. Try to keep non-violent.

Ping, Buzz, Ring

A great campfire game. Form a circle. Start counting but instead of saying the number that has a 3 in it or a digit 3, you must say "ping". So the count sounds like 1,2,ping, 4,5,ping, 7,8,ping, 10,11, ping, ping, 14, ping.

Note the ping for 13, 23, all the 30s etc. if someone goofs, they leave the circle. And the count starts over. Continue until there is only one person left. If the group gets really good, add "buzz" for 5s and ring for 7s. So 35 would be a "ping buzz ring". Have fun.

I'm Going Camping An alphabet game.

First player says: "I'm going camping in **Alaska**, with my pet **alligator**, and we're going to eat **apples**". The next player repeats the sentence replacing the highlighted items with words starting with B, etc. Hint: newts, narwhales; find other "pets" in a children's dictionary.

I'm Going Camping II A building sequence memory game

First player says, "I'm going camping and I'm taking a flashlight". The next player says, "I'm going camping and I'm taking a flashlight and a rope." The next player repeats everything previous and adds one more etc.

Flag Tag

Place a cloth or plastic flag in everybody's back pocket. Try to pull other flags before yours is removed. Stickers placed in the small of the back work also.

Keep Talking

This wears down even the most active scout. Break into pairs. Each person must talk as fast and long as possible. The person who lasts the longest moves up and competes until a champion is crowned. Some ground rules: brief breaths are allowed, but no pauses. No lists or counting. No repeats. This one is exhausting just thinking about it.

Minute Timer

A quiet game. Have all the scouts close their eyes. Start a timer. Have people raise their hand (and open their eyes when they think one minute is up).

Worm Wars

No more sleepyheads. When about half the group is awake, when sleeping outside or in a large tent, start a worm war by rolling your sleeping bag over everybody else. Keep arms inside the bag. Keep it non-violent.

Jack Balls

A rough and tumble takeoff of "boulles". Each player gets 2 balls of a unique color or marking. Croquet balls or painted golf balls work nicely but use your imagination pinecones, rocks or shoes might do. A white target ball is tossed out by the winner of the previous game from where the last game ended. The scouts try to put their ball as close as possible to the target. The previous winner gets the privilege of throwing the last ball. There are no out of bounds, keep the rules simple, if scouts can put the target ball up a tree, in a hole or behind a stump it makes the game more interesting.

Rope Golf

This is really a water rescue practice game. First teach the scouts how to loosely coil the rope and throw with a long flat sidearm throw. Each patrol is given a long heavy rope, 1/2 inch ropes 30 to 40 ft. long work best. A target like a tree or dumpster is chosen about 100 feet away as the "hole" and is declared a "par 4". The first scout from each patrol coils his rope and throws it out towards the hole. The next scout coils and throws from where the end of the rope lands. If the rope is let go it is thrown from the of the last shot. The next hole is designated and the game continues.

Frisbee Golf

Similar to rope golf, but just for fun.

Sponge Water Fight

Traditional water fights have squirt guns or water balloons that take time to fill. Here is a suggestion that will speed up the action. Use sponges. Take about 50 to 100 hand size pieces of foam rubber. Place 1 half dozen full buckets of water around the area. Let the action begin. Scouts are not allowed to pick up the buckets, but can quickly fill their sponges. Scoutmasters quickly become favorite targets.

Moonlight Hike

Take the scouts out on a hike in the dark. Scout the path previously to make sure it is free of obstructions. Forbid flashlights and talking and let the scouts heighten their senses. It usually takes the scouts about 10 minutes of walking to quiet down. Encourage talkers to be quiet with a quiet “one on one” admonition. After a while they will start to notice night sounds. They will notice how the air feels cooler and moister near a stream. Sooner or later someone will notice the stars. Be patient as you encourage the scouts to quiet down and observe.

Why Our Ride is Late.

Take turns speculating on why our ride was late. They might have been kidnapped by aliens and are trying to escape.....

Situation Games (What should we do?)

Occasionally give the scouts a situational problem. Act it out if you can. As your scouts get into the spirit of these games they might come up with ideas also.

Nosebleed?	We're lost, what should	Where's the dipper?
Fire! What should we	we do?	How high is that
do?	Where's the truck?	object?
Heart Attack?	Where's north?	How far is that object?

WORD GAMES

Crockadites

This is an example of a "never tell" game. **You never tell the rules!**

A real puzzler that can keep scouts and leaders going for months. To play crockadites you only give examples usually a positive and a negative pair that are related. You **never** discuss the rule or acknowledge questions about the rules. If a rookie thinks they understand they should also give an example. This works best verbally as the written words make the rules obvious. As more examples are given they may seem contradictory but they all obey "the pattern". I.e. they live in Pocatello but not Idaho. Have fun.

Examples:

Crockadites like carrots but not peas.

Crockadites like puppies but not dogs.

Crockadites like kittens but not cats.

Crockadites play soccer but not hockey.

Crockadites live in Pocatello not Inkom.

Crockadites wear cotton but not wool.

Crockadites live on walls but not floors.

Crockadites are pretty but not cute.

Crockadites are not crockadites.

Crockadites live in burrows but not holes.

Crockadites are named Jimmy but not James.

Crockadites go swimming but don't swim.

If the pattern hasn't jumped out yet,
a s k me.

Pig Latin

A great way to speak in code.

Remove the first letter or sound from the start of each word. Place it on the end and add -ay. If the word starts with a vowel just add the -ay. Ifay oyay ancay eakspay igpay atinlay, oyay ancay avehay unfay.

Skill Games (Teach, Test)

After you teach a skill get some feed back and see how you (as a teacher) did.

Bucket Games

Scouts see a series of buckets in a line; they are told that there are treats under the bucket that is exactly 60 ft. away. They are instructed to stand next to the bucket that they think has the treat. They will share whatever is under the bucket with everybody around that bucket. No peeking until all have made their choices. Put 1 or 2 treats (Jolly Ranchers) under all buckets but the right one that has at least 10. This will teach scouts to stand by their convictions.

This game can be done with distance, compass bearings or even knots.

Treasure Hunts are a way to liven up an activity. Have the scouts locate different plants, building rooms, people or animal signs.

Raise the Flag Pole

Teach the scouts lashing. Wrap thrice, frap twice. Give each patrol 3 sticks about 1/2 inch in diameter and 3 to 5 ft long. Have them lash a flagpole and raise a flag, using at least 3 sticks. The top stick should be almost vertical, no sagging.

Easy 3-Leg Compass

Teach the scouts basic pacing and compass bearings. Test them by giving them a series of short 2 and 3 leg compasses courses. I like the there and back courses to see if they can come back to the same spot.

Backpack Games

These are games used to see how well their backpacks are packed. If someone loses something from their pack they must immediately lash it back on. This is a chance to wander around and adjust the straps and loads. Many of the packs will still be adjusted for older brothers and dads.

Balloon Bounce

For indoors, blow up a large balloon or latex glove, have the patrol work as a team (with backpacks on) keep it in the air for the most hits. (The record is 41).

Soccer

Have the scouts play soccer with backpacks on. They could also try hopscotch or volleyball.

Weigh-in

Before leaving on a trip have the scouts weigh their backpacks to see who is traveling the lightest and heaviest.

TRAVEL GAMES (Idle hands. Idle minds)

Navigator

While driving to scout camp, give each scout a copy of the roadmap that shows where camp is. Tell them you won't turn until they say to.

I Spy

Classic game. "It" says, "I spy with my little eye something that begins with a (pick a letter. Players get 5 or 10 guesses. Guesser gets to pick next item. (Hint nobody ever guesses insulators on power poles).

Alphabet Letters

Be the first to find all the letters in the alphabet on signs etc. I once followed a Jeep for miles knowing I would need a J.

Alphabet Items

Find items that start with all the letters of the alphabet in order. Hint: a gravel pit is a quarry. A rock made up of other rocks (concrete) is a xenolith.

Travel Bingo

Create a bingo game with items like a graveyard, round bale of hay, Volkswagen, cop car etc.

Feel the Pain

Every time you pass under a power line spread your hand on the window and announce that you can "feel the pane". Get the scouts to see if they can also "feel the pain"

Find the 7

Need a bag of skittles. Every time someone sees the digit 7 they get a skittle.

PATROL GAMES

Steal the flag

Traditional game

No Line Steal the Flag

Modify the traditional game by allowing any player to tag out any other player at any location. This makes the game go a lot faster with more scoring and avoids scouts languishing in prison. This also gets rid of the taunting across the boundary line. This version does take some maturity because scouts have to be honest about who tagged who first.

Sponge Wars

For a great water fight, collect about 100 pieces of foam the size of your hand. Place 6 or so 5 gallon buckets full of water around the area, **scouts cannot pick up the buckets.** Let the water fight begin. This is better than the traditional water balloons or squirt guns. Sponges fill up faster and don't leave litter.

CHALLENGE GAMES

(Leadership, teamwork and problem solving)

Compass Course

Give the patrol a compass course with ice cream at the end.

Spider Web

Create a large 6-foot by 8-foot web with elastic rope. Have holes about 3 ft square in it. Hang some small cowbells from the web. The patrol finds a spider web across their path; they cannot go around but must go through. If they rattle the web they will wake the sleeping spider and be eaten. Each member of the patrol must go through a different hole of the web without waking the spider. No one is allowed to hold the web steady.

River Crossing

A large rope is hanging down from a large tree. Stream boundaries are marked out so the rope is just out of reach. The patrol must figure out how to cross the river full of alligators and piranhas.

Sing a Song

Patrol must get together and sing a song. A real leadership, teamwork challenge. Watch the group dynamics.

Stepping Stones

A stream is marked out with some stepping-stones scattered around (14" X 14" plywood) Patrol must cross holding hands or waists. Space the stones so some jumps must be made, have enough so there are some dead ends and backups.

Push-Pull Games

Many of these are classic Indian games. Variations for each game can be: Try it without moving your feet, try it while standing on a log (or plank), try it with a blindfold, try it while crouched down, try it on one foot.

Coup Stick

A short stick (4 or 5 foot) is held with one hand by 2 scouts, they try to wrest it away from their opponent.

Hand Shake

Face an opponent, grasp each other's hand, and try to make them move their feet or step off of a plank.

Loop Pull

Same as above but use a short rope with 2 loops. A different version can use a short pole.

Push Me

Same as above but scouts must gently push with a hand on their opponent's chest.

Hand Slap

Same as above but the only contact is slapping the opponent's palm.

Pinky Pull

Link pinkies and pull

Quarter Staffs

A variation of Robin Hood and Little John. Two scouts meet each other on a log with staves. Using the staves only to push the other stave they try to clear the way.

Tractor Pull

Using 2 ropes with loops Scouts connect right foot to right foot, left to left. They then get on their hands and knees facing away from each other and try to pull their opponent across a line.

Sling a rope under your butt, have a friend sling the other end under his butt, stand facing each other, with the rope taught in your right hand, then around your butt and to your friend. Raise your left hand up like a bull rider and get a good solid stance. Try to make your friend move his feet by tightening and slackening the rope. No letting go!

Skunk

A skunk skin is placed on the ground (skin, tarp, paper, or other object). Scouts grasp each other's arms, hands or shoulders in a ring around the "skin" and try to pull the group onto it. Anyone touching the "skin" leaves the circle until a champion is crowned.

MORE FUN**Bear in a Can**

Take a coffee can, poke a small hole in the bottom and thread in a shoelace. Get the lace wet, pull it taught, grip tightly and let the lace slide through your fingers. The can will roar like a bear. A five-gallon bucket works even better.

Bull Roarer

Take a thin piece of plywood about 3" by 18". Put a strong flexible rope through a hole centered on one end. Tie it so it cannot swivel. Spin it rapidly around your head and it will roar. This is how you keep scouts in their tents all night.

Whistling Hose

Rapidly spinning a corrugated hose (dishwasher drain) around makes an eerie whistle.

Vortex Generator

Cut a 3-inch diameter hole in the bottom of a bucket; stretch a piece of inner tube tightly over the top. Secure with a hose clamp. When you thump the inner tube a stable torroid of air will move across the room. It is like an invisible smoke ring that suddenly hits someone in the face.

Make up your own games from requirements

MORE NEW GAMES

Isolation

Make a grid with paint, chalk or tape. 5 by 8 or up to 10 by 10, every player stands on 2 squares. For each turn a player must move one foot to a different grid. The abandoned square immediately becomes “poison” and no one is allowed to use it again. Mark each abandoned square with a chalk mark or a sticker. If a player touches a poison square, falls down or has nowhere to move to they are eliminated. As available grids become more and more scarce, contortions and stretching become survival techniques. The winner gets to be the poison marker for the next game. Having a chart with the participant move order displayed will speed up the game.

Bell Ringer

Form a circle around “it”, facing inward. “It” is blindfolded. Pass a bell around the circle without ringing it. If “it” hears the bell he immediately points and identifies the spot. Person holding the bell becomes the next “it”.

Airplane

Teach scouts to make paper airplanes, throw from stage in gym, see who can throw furthest, highest, longest hang time etc.

Flood

How many people can you fit on a “rock?” The rock is a plywood disk about 12” in diameter.

INDIAN GAMES

Fire Tender:

The blindfolded fire tender is placed in the center of a ring next to three pieces of tinder. Players try to sneak in and steal the tinder two or three at a time. If the tender hears them he points to them. If thieves get to good make them wear a bell.

Air Ball

How many can you get into the air at one time? Use beanbags, balls, pinecones etc.

Shoulder Ball

How far can you throw 3 balls while laying flat on your back? Balls must be thrown “in the “head direction” first ball right handed, then left handed, then with both hands. Then try it “feet ward”. Balls, pinecones or beanbags may be used.

Kick Stick

Each scout finds a small oddly shaped piece of driftwood. (About six inches long) the goal is to kick it out and around a tree or marker and back. Odd shapes travel further.

TP Mummy

A great patrol game, give each patrol a roll of toilet paper. Each picks a victim and wraps them up with the TP as a mummy. Best-looking mummy wins.

Spoon Tag

Each scout has spoon with a ping pong ball (or egg) Their job is to keep the ball on the egg for as long as possible while trying to blow others ball off the spoon. (No touching allowed)

Not in my Patch

Divide the room into two teams and two halves. Throw out some balls. Play is for 1 minute. Whichever team has the fewest balls on their side at time wins! After a while the team will develop the strategy of holding the balls till just before times up so change to random times.

Paper Airplanes

Have your scouts fold paper airplanes, launch them from the stage, and go for distance.

Ball of Yarn

Give each team a ball of string have them string it out to as many interesting places as possible. Make sure you clean up the mess.

Rock Stars and Pointer Trees

Before you show your scouts the night sky, lay out some rocks in the shape of the big dipper and the North Star. Then while looking up it will make better sense. At night position yourself so a prominent tree points just below the North Star. It is much easier than the traditional hand waving and pointing. Pointed pines are best.

Sequence Games

Have the group line up by height, by shoe size, by birthday in the month etc. For a bigger challenge do it silently.

Teaching Tricks

Pace two steps is about 5 foot, so every time your left foot goes down, that's about 5 foot. Easy for scouts to count by 5's

Baseball Head Axe Mistake

If you don't check for overhead obstructions, the ax might come down on your head, if you get enough stitches it will look like a baseball.

Finger Wood

A way to teach scouts about kindling, finger wood then arm wood, then leg wood as the fire progresses.

Scrubmaster

Ask for volunteers, assign one scout to do absolutely nothing at camp, no cooking, no water jobs, no fire tending. But when he gets home his job is to scrub all the pots (to his mother's standards). Make sure you explain to his mother he is not being punished.

Schedule Phone List

Publish a quarterly schedule with a phone list on it. Of course give a schedule to all your scout parents. Give a copy to the person who does your church announcements

Globe Magnetic North

Use an inflatable globe to show the difference between magnetic north and true north.

Elephant on the Rope

When teaching hitches, explain that there is an elephant on one end of the rope. This will teach the scouts to keep the rope taught and straight. So the hitch is tied around the straight piece.

Trick Candle

A trick candle that doesn't blow out is real helpful for a new scout trying to light a fire.

Puff Balls

Make blow ultra safe blowguns from $\frac{1}{2}$ inch CPVC pipe cut to about 6 inches long. Use $\frac{1}{8}$ inch pom poms for bullets. Warning if you use other sizes the fit is not right and there is an aspiration (inhalation) risk. Much nicer than marshmallow guns.

Vortex Bowling

Use a vortex generator (above) to knock down paper cups. Works best inside with still air.

Candy Wrestle

Pair up scouts, when one wins an arm wrestle they get a candy, and then repeat. How long will it take them to figure out that if they just slap their hands back and forth they will both be better rewarded?

Mine Sweeper Maze

Make up a grid of at least 5 by eight up to 10 by 10 squares at least 1 square foot each. The winner of the previous game makes a map of the safe squares. Line up the participants, each attempts to find the safe path in order. If they misstep they are blown up and return for another turn. Coaching from the sidelines is encouraged. The steps must be forward, left, right, or backwards only, no diagonals. No shortcuts allowed. The first person to complete the maze gets to make up the next one.

M	M	M	M	M	M	M	M	M
M	M	5	6	7	M	M	M	M
M	M	4	M	8	9	M	M	M
1	2	3	M	M	10	M	M	M
M	M	M	M	M	11	14	15	M
M	M	M	M	M	12	13	16	17
M	M	M	M	M	M	M	M	M

Hoop Pass

Everyone forms a circle and joins hands put a hula-hoop in the loop. Move the hula-hoop around the circle with out breaking the circle; every person must pass through the hoop without letting go of the circle. For a real test pass 2 hoops around in opposite directions.

Group Measurement

Measure something with people measurements. He room is as wide as 17 scouts are tall. Joey is 87 fingers tall. My arm is as long as 19 ears, etc

All Ball Touch

Throw out a large ball like a giant medicine ball. Challenge the group to all touch the ball at once without touching each other. When they solve this easy task, have them do it with a basketball, softball, a baseball, a golf ball, a marble, etc.

Good Turn Victim

A twist on the game Assassin. Pick names out of a hat. Do a good turn to your victim without getting caught. When the deed is done report it to a leader and get another assignment. Everybody gets to be the “victim of a good turn, lots of fun.

Pole-less Tent Pitch

Patrol is given a tent to pitch without poles. Creativity counts. Old style tents are more fun for this activity. If you want to make things easy, have some materials lying around nearby, twine, sticks, duct tape etc.

Best Games of MacScouter

112 pages of new and old games

<http://www.macscouter.com/Games/index.html>

Kim's Flying Saucer

Theme: Camping

Equipment Needed: Pack, 20 camping items, bag

Method: Leader takes item out of bag and throws it to leader #2 who puts it in pack. Repeat. Patrols then try to make a list of the items thrown.

Remote Clove Hitch

Equipment Needed: 1 large diameter rope at least 50' long

Method: On signal patrol ties clove hitch around a tree that has a circle marked 7-10 around it. No one can enter the circle. One patrol at a time tries it unless you have many large ropes.

Compass Facing

Equipment Needed: None (compass for leader)

Method: Troop in mass, leader calls out a compass heading. Everyone points to where he thinks it is. If correct, each scout receives 1 pt for his patrol.

Map Orienteering

Equipment Needed: 1 map and compass per patrol

Method: On signal, patrol races to judge. They must take map and orient it with compass.

Two-Man Carry Race

Equipment Needed: None

Method: On signal patrol assembles a 2-man carry and races through course, repeat. First patrol to do 4 times, line up and do yell wins.

Scoring: First done wins

Island Hopping

Equipment Needed: Lots of paper or paper plates etc.

Method: Patrol lines up, everyone standing on 2 pieces of paper plus one extra piece in front of patrol. Patrol steps forward in unison and takes paper from back to front. Repeat until patrol covers course. First done wins

Pocket Rope

Method: On signal patrol tries to make the longest rope they can with the things they have in their pockets or on their person. (belts, socks, neckerchiefs, shirts).

Standing Jump Relay

Method: Relay formation. First scout standing broad jumps; next scout jumps from where he ended. Patrol with longest distance covered wins. Some patrol members might have to jump twice to make patrols equal in numbers.

Scoring: Longest distance wins

Three-Man Tug-O-War

Equipment Needed: 1 12' rope, 3 hats or erasers per 3 scouts

Method: 12' rope is made into a loop. 3 scouts grab to form a triangle. Place a hat... about 6' from each scout. On signal they tug until one gets his hat.

Transport

Equipment Needed: 2 staves (6'), 1 bleach bottle per patrol

Method: Patrols line up. On signal, first 2 scouts take staves and carry bottle between them to area 30' away, run back and touch next 2, they then race to bottle and carry back...repeat. First patrol to do it 4 times, line up and do yell wins

Hot Isotope

Equipment Needed: 1 heavy rubber band, 1 #10 can, 6 ropes per patrol

Method: Can set in center of infected area. On signal patrol uses equipment provided to retrieve can out of area without entering it.

Log Raising Relay

Equipment Needed: 1 log, 1 50' rope per patrol

Method: On signal patrol rigs log raising devise with materials provided. Must raise to top. First to top and gives yell wins.

One Hand Knots

Equipment Needed: 1 rope, bag (opt.) per patrol

Method: Same as any knot relay except that limited to tying with one hand only. Variation...2 hands behind back, or 2 hands in bag.

Chariot Races

Equipment Needed: 3 poles, 3 ropes per patrol

Method: Patrols line up next to equipment. On signal they assemble a travoi (A-frame). Place scout on it and carry him around a course and back. Tear down chariot and line up and give yell.

Cross the Pit

Equipment Needed: 3 poles, 6 ropes per patrol

Method: On signal, patrol rigs up an a-frame with guy lines on top. Scout on frame tries to "walk" it across the alligator pit while his patrol steadies it with the guy lines. At other end, dismantle, line up and give yell.

Flagpole Raising

Activity Level: High

Equipment Needed: 2 poles, 1 patrol flag, 7 ropes per patrol

Method: On signal patrol assembles flagpole from poles and their patrol flag. When erected and secure, salute and give yell. Disassemble and line up.

Radio Isotope

Equipment Needed: 3 ropes, 2 poles, 1 bottle, 1 #10 can per patrol

Method: Coke bottle in #10 can in middle of restricted area. On signal patrol tries to remove bottle from can (without touching can) with any equipment provided. First to get bottle out of restricted area wins.

Rat Trap Race

Equipment Needed: 2-3 poles, 2-4 ropes, 1 rattrap per patrol

Method: On signal patrols assemble 2 or 3 section pole and try to spring rat trap that is set up too far from reach with one pole. Disassemble line up and give patrol yell.

Tripod Lashing

Equipment Needed: 3 poles, 2 ropes per patrol

Method: On signal the patrol assembles a tripod. One member must be able to suspend himself from a rope attached at top. Disassemble line up and give yell.

Map Symbol Relay

Equipment Needed: Symbol cards or maps or paper and pencil for each patrol

Method: Patrols line up. On signal first member runs to judge and identifies symbol from card or map or draws on request. First patrol done with all cards or identifies set number of symbols wins King Patrol.

Height Measuring

Method: Patrols try to estimate the height of the flagpole, tree... using any method from the Scout Handbook.

Invisible Kim's

Equipment Needed: Bag

Method: Leader takes out invisible items out of bag and mimes using them...turn on flashlight etc. Patrols then try to make a list of what was taken out of bag.

Fastball Kim's

Leaders empty a pack and toss it to another who packs it out of site. Patrols then make a list.

Punctured Drum

Although this challenge doesn't happen in the water, it should be done near the water. Provide plastic detergent bottles or other convenient containers for

transferring water, and patrols must try to use them to fill a drum in which you've banged as many holes as possible. The only things boys can use to plug the holes are parts of their bodies. Fifty holes will occupy all of the fingers of five boys.

Whistle Tag (Use a bell or clicker) RAO

Equipment: one whistle for each 'hunted' leader or staff member.

The group is divided into teams of 6-8 players. The leaders or staff members who are to be 'hunted' are given a two-minute head start into the playing area (5 acre wooded area is ideal).

Teams have to stay together during the entire game. Each team begins to 'hunt' the staff members, who are required to blow their whistles at one-minute intervals (or variations which you may want to work out). Leaders may remain mobile, or seek a hiding place.

Teams try to touch as many staff members as possible within the time limit of the game. Captured staff is immediately freed to run and whistle again.

The team who tags the most wins.

Variation: as a night game, using flashlights instead of whistles. Same rules apply.

Double Your Money

Materials: Set of monopoly/trading post money

This is a game similar to 'Mixed Up Names' and 'Merchants'. Each player is given a \$1 note at the start of the game. The players must then find the very generous leader with the \$5 note who will swap a \$1 for \$5. The players can then go on to find and swap their currency with other generous leaders going from \$5 to \$10, \$50, and \$100. \$500 up to about \$1000. You can award points to the first players with a \$1000 note, or total the money held by a team after a certain time limit. It is easier to have one leader give one type of note but it is workable to have a leader give out 2 different notes as long as there are a few steps between them e.g. \$5 and \$100, or \$50 and \$1000. It requires much agility from the leaders who need to deal with several handfuls of notes coming and going but it is well worthwhile. The cubs who have played this game really love it. The idea of being handed large sums of cash for nothing really got them running around, even when the money wasn't real. A few cubs asked 'Why don't you use real money?' - obvious really, you wouldn't see the leaders for dust.

Rub a Dub Dub

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

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

rattle. You could make it more difficult by having a larger number of containers to begin with. You could also guild the Lilly by putting numbers on the canisters but I have not found this to be necessary. You can use this as a team game, the winning team being the one with most points or as individuals against all the rest.

The Electric Fence

A "Yard" is enclosed by and "Electric Fence" (twine) 36" high. Inside the "Yard" is a 2x4 with steps or log to assist. The Patrol must get as many members over the fence as possible. Anyone touched by the "fence" is zapped and eliminated. Scoring is by cooperation, spirit, and success.

Bowline-Sheet Bend Draw

Each participant needs a 6 ft. rope. Patrols form into pairs facing each other. On "go" each Scout ties a bowline around his own waist, the first one done then ties his rope to his partner's with a sheet bend. The two partners then lean back and raise their hands. Scoring: the number of seconds used subtracted from 120. Add a bonus of 5 points for each correct knot.

Prisoner's Base

This adaptation is an excellent game when something strenuous is needed to let off surplus steam.

A line is drawn and the two teams are drawn up in line facing each other across this. The idea is to pull the other fellow across the line. When so captured he is out of the game. Several Scouts can attack one and it is not an unusual spectacle to see the biggest Scout in the troop hoisted bodily over the line. Care must be taken not to step over the line. The game is very popular, probably because it is death on clean clothes and shirtsleeves.

Indoor Duck on a Rock

This is played with cheap balls. One is placed in a small chalk circle by the Scout who is "It." The others roll the balls and try to knock it out. If they succeed, the "duck is off" and the ball must be replaced before the players can be tagged on their way back with their ducks to the line. Or an Indian club can be knocked over by balls or beanbags.

Chain Tag

In this tag game the first man tagged joins hands with the boy who is "It" and later as each boy is tagged he is added to the chain. Soon only a few remain who are not caught and the awkward efforts of the unwieldy "chain" to capture these causes much amusement.

Camporee and Klondike Games Have Fun!

**If the Scout Leader isn't having fun
then the Scouts aren't having fun.**

These are tests of leadership, cooperation, resourcefulness, innovation, scout skills, creativity, problem solving and fun.

All scouts will compete as a patrol (not troops).

Know your patrol name and yell, bring your patrol flag (and your troop flag).

All games are being judged on patrol spirit and participation

"Style" will get you extras.

Awards for best-organized camp

Awards for most innovative shelter

For each game the game runner will:

1. Have patrol give name and yell.
2. Ask for patrol leader
3. Explain the rules only to patrol leader
4. Allow him to ask clarifications
5. He explains rules to his patrol
6. Say go
7. Grade on teamwork, planning, and fun
8. If a patrol comes up with a creative method award a bonus point
9. After game reflect with patrol.
 - What went right
 - What didn't go so well
 - What would they do different

Some Suggested Games:

- Build a snowman
- Start a fire: Use stuff from your sled.
- Seal race: Ice rescue technique
- Bucket snowshoes: Relay race using bucket lid snowshoes.
- Target throw: Snowball throwing
- Hypothermia: List symptoms and dangers
- Sled obstacle course: Take their sled on a short course.
- How high, how far? Have patrol estimate distance and height of an object.
- North? Have them close their eyes and point north, then let them agree as a patrol.
- Cold? Have them guess the temperature.

- Tuna surprise! Have them agree on a song to sing, Grade on volume, quality is optional.
- Lost: What would they do if lost.
- Layers: Have them total all their layers; teach about keeping warm.
- Evacuate: Have patrol evacuate their largest member with a broken leg. Not a race
- Rope Toss: Throw rope to rescue a drowning swimmer.
- Rope Swing: Figure out a creative way to get your patrol across a raging river full of piranhas,
- Bearings: What are the compass bearings to several prominent objects.
- How Far: How far away are things.
- Raise the Flagpole: Lash together a flagpole to display Old Glory.
- Stepping Stones: You must cross the river again, this time on some well placed? Stepping-stones.
- Short compass course:
- Fast first aid quiz:
- Iron Man: Tenderfoot fitness requirements
- How tall is that tree:
- Tent pitching:
- Knot challenge:
- Lash a gadget:
- Ax pass:
- Good turn of the day
- Almost any tenderfoot, second class or first class requirement can be turned into a contest

ANGELFIRE CAMP CHALLENGES

<http://www.angelfire.com/ca4/SnugglyBug/outdoorskills/campchallenges.html>
Wonderful list of neat things to do at camp from a Canadian Girl guides.

CAMP CHALLENGES

These are camp challenges that you can do at camp; these are things that can help raise awareness for the environment, and make camp more enjoyable for yourself and others.

1. Recycle an object into something useful
2. Identify 5 trees
3. Identify or describe 8 items with a magnifying glass
4. Find nature items beginning from A to Z
5. Construct a simple shelter and spend time in it with a friend
6. Be the first to fall asleep
7. Pick up 15 pieces of garbage and be prepared to talk about a human's influence on the environment
8. Create a poem and read it at Scout's Own
9. Make a treasure keeper
10. Don't complain for one day
11. Make a nature centerpiece for the table
12. Lying on your back, observe the night sky
13. Do a good turn
14. Don't speak during one meal
15. Complete Fire Safety questions
16. Search for a tadpole
17. Find the most interesting pebble
18. Lie on your back and record every sound you hear in 15 minutes.
19. Make notes about wind, clouds and other weather data and make a forecast for the next day
20. Find a plant that is useful to humans
21. Turn over a stone or a log and sketch what was under it
22. Collect leaves of different shades of green and arrange them from darkest to lightest
23. Sleep under the stars for 1 night
24. Complete an acrostic using the letters in N A T U R E
25. Sketch your favorite area of camp
26. Follow an insect for 5 minutes
27. Using one match, light a fire and keep it going for 10 minutes
28. Identify 8 wildflowers
29. Build a bird's nest
30. Find a spider's web. Tell where you found it, how big it is and what it looks like
31. Find different nature objects that start with the letters in your first

name

32. Make a sundial
 33. With your group, carry out a 10 minute exercise before breakfast
 34. Be the first group to have lights out and all quiet at night
 35. Make a tent peg
 36. Invent a new camp gadget
 37. Teach a new song
 38. Keep your gear tidy for one day
 39. Do your duties without being told
 40. Find north without a compass
 41. Help plan a Scout's Own
 42. What is the worst thing that can happen at camp? Present in mime
 43. Tell how to start a fire without using matches
 44. How many reef (Square) knots can you tie in a minute?
 45. Learn a new knot
 46. Play an observation game
 47. Help plan a campfire
 48. Write a short letter to another camper
 49. Watch a sunrise
 50. Go for a walk with a friend. Find five things you have in common
 51. Eat a meal blindfolded
 52. Make up a cheer or yell for your group
 53. Learn a new camp grace
 54. Build a chair for a leader to use at campfire
 55. Lay a trail for someone else to follow
 56. Make up a song or rap about camp
 57. Make a nature mobile
 58. Make a kite and fly it
 59. Draw a map of the campsite
 60. Hide a treasure and give at least 5 compass clues to find it
 61. Make your site comfortable using gadgets you have made
 62. Feed a leader
 63. Build a woodpile and keep it dry
 64. Make and play an instrument
 65. Do a 30-second commercial for Scouting or Camping
 66. Construct a Liquid Disposal Unit
 67. Make a stretcher and carry someone on it
 68. Teach a game
 69. Design a craft
 70. Add a new challenge to the list
- RAO Suggestions
71. Do a secret good turn
 72. Tie 10 different knots
 73. Twist a rope
 74. Whittle a fork

75. Write a letter home
76. Make a willow whistle
77. Make a treat, and leave it at another campsite, don't get caught.
78. Find objects to match all the rainbow colors
79. Design a treasure hunt
80. Design a compass course
81. Watch a mammal for 10 minutes
82. Follow a leader without being seen
83. Teach a friend a song