

Book 3 in a series of practical ideas for Scout Troops

Developed for the Branch Scout Council Victorian Branch
Scout Association of Australia



Practical Games & Activities
for

Scout Troop Programs

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This Resource book has been compiled from ideas, information and troop programs from a number of sources of people. In particular, we would like to acknowledge material used from Heather Brennan, Joan Powell, Peter Mentiplay, Chris Reardon and ideas from 40 *Programs for Scout Troops*, (WASP Book 14), *More Program Ideas for Scouts* (WASP Book) and *the Australian Scout Magazines*.

As a result of requests from leaders we have also decided to include the complete games section from the Program Ideas for Scouts (WASP Book 2).

We are always searching for new and exciting programming ideas. If you have some material that might be useful to other leaders, which could be included in further editions of this book, please send a copy to:

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Introduction

Challenge and fun are the key ingredients in any successful Scout program. This handbook aims to make it easy for every Scout Troop to offer this sort of program. The games, activities and ideas brought together here offer a wealth of material for every Scout Troop. And every one is practical. Tried and tested in the only place, which matters - a real, living, breathing troop!

This handbook is included as one of the key resources in the new Victorian Scout Section Resource Manual. The Manual is, more than anything else, an opportunity for us to share the good ideas we are using with others. A chance to learn from the experience of those who have been around for a while, to benefit from the new ideas and insights and way-out approaches brought by newcomers to Scouting. Most of us who use this book will find in it things which we have used before - which perhaps we invented! But there won't be many of us who dip into it without finding something's which are new and exciting.

It is intended that this handbook - and the Manual generally - be constantly added to with new ideas, program guides and other resources. To make this happen, we need your ideas and inventions. Made up a new game? Discover an old idea, which isn't already included in the Manual? Come up with an exciting themed program? We really want to hear from you. We will include any good ideas in future editions of this handbook and, if there are enough, we will produce a second volume. So please keep them coming.

In the acknowledgements and in the reference section, we have tried to acknowledge the source of the many great ideas, which are contained in this handbook. Murphy's Law being what it is, we have probably not acknowledged somebody we should have! Please let us know, and we will make sure that future editions properly acknowledge your role.

The value of this Handbook, and the Manual it is contained in, will ultimately be determined by how much use you and your Troop Council are able to make of it as you continue to develop and run great programs for more scouts. Please make sure that you have as much fun doing so, as those Leaders did who first came up with the ideas.

Great Scouting!

Adrian Walsh Victorian Branch Commissioner for Scouts
October 1997.

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Promise & Law

Scout Law Baseball

FOR: Patrol teams

OCCASIONS: Informal

EQUIPMENT:

A set of 12 cards numbered from 1 to 10 with one blank card and one card marked X; piece of chalk.

OCCASIONS: Patrol corners

RULES:

Card No 2 is a double; card No 6 is a triple, card No 12 a home run. Blank card base on balls, X card third strike (out). All other cards are singles.

METHOD:

Draw a miniature baseball diamond on the floor with chalk. Line up team behind home plate.

The umpire (game leader) holds cards in his hands. Each player is to draw a card from the umpire and recite the point of the Scout Law indicated by the number on the card.

If the Scout knows it, they become a base runner, going through as many bases as specified.

If the Scouts do not know the wording or draws the card with the X, they are out. After three outs, the next team comes to bat.

SCORING:

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

Scout Law Hunt

FOR: Patrol teams

OCCASIONS: Informal

EQUIPMENT:

One issue of today's newspaper for each patrol; pencils.

METHOD:

Patrols go to Patrol corners, each with the same issue of a newspaper.

On signal, Patrol starts searching for articles or news items that illustrate some point of the Scout Law.

Items are torn or cut out of the newspaper and Patrols write on the clipping the point of the Scout Law involved, along with their Patrol name.

SCORING:

Clippings are collected by the Scout Leaders, and the Patrol with the most clippings in a given time wins.

VARIATION 1

Patrols cut out news items illustrating points of the Scout Law, either broken or kept. The first Patrol to find clippings for all 10 points wins.

VARIATION 2

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.



Scout Law Relay 1

FOR: Patrol teams

OCCASIONS: Relay

EQUIPMENT:

A set of cards numbered from 1 to 10 for each Patrol.

METHOD:

Patrols line up in relay formation. Cards are placed in a pile at a turning line opposite each Patrol.

On signal to 'Go', the first Scout runs up and selects a card. The Scout recites the Scout Law represented by the number on their card. The Scout returns and touches off the next Scout.

SCORING:

10 points for the first Patrol finished, 5 for second, 3 for third, etc., 1 point for each error in naming a Scout Law.

VARIATION:

Reverse Law Relay

Patrols line up in relay formation. Place numbered cards at intervals between the Patrol and the turning line.

A second set of cards bearing the 10 points of the Scout Law is placed at the turning line.

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

Scout Law Relay 2

EQUIPMENT:

Ten numbered slips per patrol.

METHOD:

Patrols line up in relay formation. The first Scout runs up, picks slip, writes point of Law for number indicated, runs back, touches off next Scout, etc., until 10 slips are marked.

SCORING:

The first Patrol to finish wins.

Scout Smart

FOR: Patrol teams

OCCASIONS: Flashcards

METHOD:

Patrols line up in relay formation. At signal, the first Scout in each Patrol runs to the end of the room and about faces.

The Patrol Leader facing these Scouts (but with their back to the rest of the troop) flashes a card asking for Scout sign, salute, point of Scout Law, ec.

Scouts perform or answer according to instructions on card, then run back to touch off the next Scout.

SCORING:

One point for each correct answer. The patrol with the highest number of points wins.

Community

Patrols in Town

Each Patrol is given a list of tasks involving knowledge of local buildings and where they are. They have 30 minutes to find out various things about the buildings.

Possible tasks are height of Civic Centre flagpole; number of windows in the school; date when library opened; length of church, etc...

Monopoly ©

This is a Patrol based game based on the board game of the same name.

Select 50 or more buildings in the town, give them a value (depending on distance from the hall) and write each one on a small card.

List all buildings on a board at the hall. Scouts work in pairs.

The game proceeds as follows:

1. The pair selects from the list a building that has not been claimed (strike them off as they are).
2. They both run to the building and if first there, one stays to claim it, the other returns to the hall for the card and piece of chalk.
3. They return to the building and claim it by drawing their patrol emblem on the path outside.
4. They move to find another unclaimed building.

Add up the value of the buildings owned by each Patrol and find the winner.

Community Service

- Collection day for Red Cross or Salvation Army etc.
- Take part in "Clean Up Australia" campaign.
- Visit a Children's Farm.
- Assist local schools or nursing homes, etc to set up tents for fetes.
- Have the Troop 'adopt' an old people's home for garden maintenance, Christmas craft gifts, and carols at Christmas etc.
- Cut sandwiches for the Salvation Army.
- Visit local hospitals - performing a skit or musical item.
- Register and take part in the "Adopt a Highway" programme.
- Collect or make toys for a Christmas toy appeal.
- **Tours of Parliament House.** Particularly when parliament is sitting and ensure that your local member is aware of the visit, etc. A lead up night could involve forms of governments, a mock debate on passing a local law, e.g. a freeway through the scout hall.

Play Acting

Patrols to act out road safety or emergency based plays (five minutes each)

First Aid

First Aid Quiz

Have occasional 5 question quizzes on First Aid. These don't take long and are a great way for Scouts to pick up more knowledge of First Aid.

Either one set of answers per Patrol or one set from each member of the Patrol and take the average for point scoring purposes. e.g.

What sort of knot do you use to tie a sling?

What is the correct pulse rate?

How do you stop bleeding? Etc.

First Aid Practice

Make sure the Troop know how to:

- roll up a bandage;
- open a medicine bottle and pour out
- medicine with one hand;
- know the correct contents of a good
- first aid kit;
- cut and tie a roller bandage;
- apply an arm sling in the dark;
- put on elastoplast.

First Aid Course

Run a mini First Aid course for the Patrol or Troop. Contact St John's, Red Cross or any other organisation that run courses for young people. They may even qualify to wear the correct First Aid badge on their uniforms.

Ice Accident Game

FOR: Patrol teams

OCCASIONS: Informal

EQUIPMENT:

For each patrol, a 3.5 metre rope; a staff or broomstick; a blanket, arranged casually in corner of room ready for use

METHOD:

Each Patrol places a Scout 'victim' in a prone position at the opposite end of the room.

Announce that this victim has broken through the Antarctic ice and that it is up to each Patrol to rescue its victim and to render first aid.

NOTE:

Whether ropes and staves are noticed and used; whether artificial respiration is given; whether the victim is warmed by the blanket and treated for shock; whether a doctor is called.

SCORING:

The Patrol with the best performance and time wins.

VARIATION:

Swimming 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.



General

Visits

Remember, when you are visiting these places: you are representing not only your Troop but also the Scout Movement

An Airport

Get permission to go up to the control tower. You will need to arrange this well before you get to the airport. Other parts of the airport would be aircraft maintenance, customs etc.

An Art Gallery

Many art galleries have special displays of paintings, pottery, photographs etc.

Planetarium

Do some stargazing. Can you tell the time by the stars?

Science, Air, Naval Army Museum

Look around to find out where these are.

Newspaper Office

It is worth a visit to watch the printing of your local or daily newspaper. These could be late at night so could form part of a Night Beat.

Television or Radio Studio

You could make up part of the audience, or just make a visit to have it all explained to you.

A Good Turn

If it's to be of value to those you intend to help, service to others needs to be of a regular nature. Make sure you see it through.

Old Folks, homes, "Adopt a Granny", gardening, shopping, Meals on Wheels, make toys for under privileged kids and lots more.

Flag Folding Display

FOR: Patrol teams

OCCASIONS: Relay.

EQUIPMENT:

An Australian flag for each patrol



METHOD:

Line up Patrols in relay formation. About 15 metres in front of each Patrol, place a table or a chair with a folded flag.

On signal 'Go', the first two Scouts in each Patrol run to the flag, unfold it completely, fold it again, place it back on the table or chair, and run back to their Patrol to tag the next pair in line.

They repeat the same procedure until all pairs are through. The flag may not touch the ground at any time. Doing so will disqualify the Patrol.

SCORING:

Give 100 points to the first Patrol that completes the run, 80 points to the second patrol, and 60 points to the third patrol. Deduct 10 points for each incorrect folding.

Campfire Games

Laughing Game

FOR: Whole Troop

OCCASION: Circle

METHOD:

The first player in the circle says, "Ha". The next says, "Ha, Ha." The third must say, "Ha, Ha, Ha."

This goes on, with each player adding a "Ha" until one makes a mistake or laughs out of turn. The victim must sing a solo.



Ring-O-String

FOR: Individual; Circle

EQUIPMENT:

A ring and a long length of string to accommodate all players.

METHOD:

Scouts form a circle, facing inward, with one Scout in the middle.

Slip string through the ring and tie ends together so the ring can pass freely around the string.

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.

The Scout tries to guess who has it by pointing to the hand they think has the ring. If the Scout is correct, the ring holder goes to the middle and the guesser takes their place in the circle.

The Scout in the middle must keep guessing until they locate the ring.

SCORING:

This game is not scored. It is suitable for pre-opening or just for fun.

The Frog Pond

METHOD:

Divide the Scouts into three groups. Have the first group say in high voices, "Tomatoes, tomatoes, tomatoes."

The second group in deeper voices says, "Potatoes, potatoes, potatoes."

The third group in deep bass voices say "Fried bacon, fried bacon, fried bacon."

After rehearsing each group turn them loose at once.

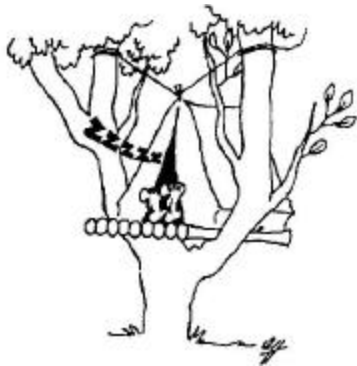
Continue until signal for silence.



Camping & Hiking

Patrol Challenge - Number 1

Each patrol is to Pitch a hike tent whilst all are blindfolded. Patrols pitch a tent up a tree and spend the night in it.



Campcraft Skills

Each patrol to produce kindling for fire, properly packed rucksack, a seat for the SL, width of river, washing basin and stand, damper and billy of tea, a clothes hanger, height of tree, distilled water.

Cooking at the Hall - 1

- Have the troop arrive at the hall early to cook their own meal. Try an international night with each patrol preparing a separate course e.g. Italian with an entree, main and dessert.
- Make oven from cardboard boxes with aluminium lining. Heat beads for fuel source. Bake Anzac biscuits near Anzac Day.
- Gas safety night, gas bottles, cookers, lanterns etc. Change mantles, fill at gas station.

Cooking at the Hall – 2

As Scouts return from an activity, provide ingredients and utensils for them to cook pikelets (i.e. drop scones). Have some butter and jam too.

Cooking at the Hall - 3

Supper with a difference.

Provide each Patrol with one sausage per Scout, a wire coat hanger and a candle.

Ask them to cook their supper.

Home Cooking

Patrol arrives at house where activity is cooking, led by a parent. (The parent should be asked and briefed well in advance).

Patrol to be shown how to cook snacks suitable for cooking whilst in camp, e.g. apple fritters, pancakes, honey joys, cheese on toast, scones, chocolate crackles, etc.



Relay - Knot

Each Scout has to tie the given knot at the end of the hall.



Knotting

- Tie knot behind back or blindfolded.
- Rope making as a craft activity.
- Teach every Scout the 'truckies hitch'.
- Patrols to make rope bridge or cargo nets to carry Patrol members' distances without touching the ground etc.
- **Challenge Valley.** As the name suggests this is one of the most exciting activities; set up in a circuit to test the Patrol, encouraging participation and the Patrol system.

Code Breaking

Patrol to decipher message and follow any instructions.
The message tells the Patrol to go to a particular Scout's house for further activities.

Blindfold Hike

7.30pm. Meet at Group HQ.

Brief Patrols and drivers (give drivers drop-off location).

7.40pm. Patrols depart by car.

Each Scout is blindfolded and the driver is asked to take a circuitous route to drop-off point 6-8km from Group HQ.

8.00pm. Patrols dropped off and work out location then start hike back to hall.

9.15p.m. Patrols arrive back at Group HQ.
Supper of cake, hot chocolate etc.

Penny Hike

A Patrol hike with coin tossed at each intersection. If a head, turn left, tail turn right.
See how far the Patrol can get in 30 minutes.

No Speakee English

Challenge Patrols to produce a map, which will show an intelligent person (who doesn't read, write or speak English) how to get from the Scout hall to the railway station (or place in your locality).



Map & Compass

Compass Corners

FOR: Individuals

OCCASIONS: Open lines of Patrols

METHOD:

Participants line up in open lines, arm's length apart - sideways, front and back. One wall of the room is designated as north.

On signal "North-east, G&" all turn to face what they believe to be north-east and so on the command "Freeze!" they stand motionless.

Those who are facing incorrectly are out of the game.

Continue with other compass directions south, north-west, south south-east, west north-west, and so on.

SCORING

Continue until one player is left and becomes the "Troop Compass Champion".

VARIATION

Let those who face correctly go out of the game each time, to give more training to the others, leaving the troop "Non champion" at the end.

Compass Drawing

Give a compass course to plot on a piece of paper. The course can form the outline of an object such as a ship.

i.e. starting at the middle left of the piece of paper and with North to the top:

3E, 1 SE, 3E, 1 N, 1 E, 2N, 1 E, 2S, 1 E, 2N, 1 E, 2S, 1 E, 1 S, 3E, 1 NE, 3E, 2S, 1 SW, 15W, 3NW = Cargo ship with two funnels.

Compass Call

Introduce the eight major compass points (N, S, E, W, NW, SE, SW, NE) to Troop.

With Troop standing, call directions at random, which they should turn to face.

Once these are mastered expand to 16 points.

Compass Course

Give each Patrol a number of courses to follow. Provide bearings and length of each leg of course, e.g. 330 degrees for 10 minutes.



Map Tour

Give each Patrol a copy of the same map. Step by step outline a hike route using grid references, contours and bearings.

Ask a series of questions about the route as you go, e.g.

- Is it up hill?
- How high are we?
- In which direction are we travelling?
- At which grid reference are we?

Afterwards, check that each Patrol drew the correct route.

Observation

Star Gazing

Patrol Leader to show Patrol the Southern Cross, Pointers, Canopus and Achernar and demonstrate three methods for finding south by the stars. e.g.

- Southern Cross alone
- Southern Cross and Pointers
- Pointers and Achernar



Map and Compass

Place items within the hall to locate by compass bearings and conduct the exercise in the dark.

Place letters on tiles on floor hall and, using compass bearings, solve codes or missing words, etc.

'Bunyip Chase'. In a physically challenging hunt where Patrols use AM/ FM receivers to get a copy on the location of the illusive bunyip (transmitter) -a test of the Scouts' compass work is included so that they really show their experience.

Hunter, Eagle or Rabbit

FOR: Patrol teams

OCCASIONS: Quiet

EQUIPMENT: None

METHOD:

Two Patrols compete in each round. Patrols are seated in a circle, preferably around a campfire.

Before each round, the Patrol secretly decides whether it will represent a hunter (all standing with hands on hips); an eagle (arms outstretched as wings); or a rabbit (hold fingers up side of head as long ears).

On signal each Patrol strikes the pose secretly selected. In scoring, eagle defeats rabbit, rabbit defeats hunter, and hunter defeats eagle.

For example; the first Patrol strikes the pose of hunter, while the second chooses an eagle. This would score for the first team, since hunter defeats eagle.

Had the second team selected rabbit, it would have won, since rabbit defeats hunter.

If both pick the same pose, repeat the round. The losing Patrol is replaced after each round by a new Patrol.

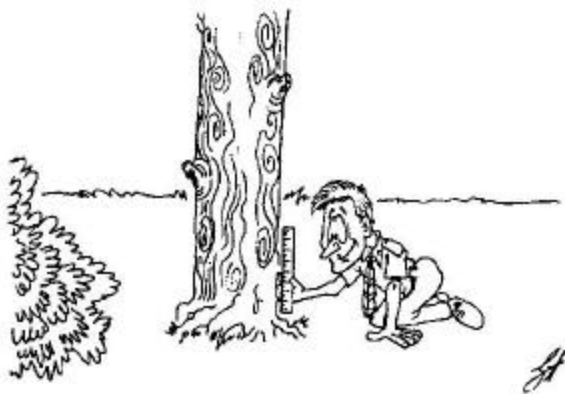


Kim's Game, First Aid Kit

Show the Troop the components of a simple first aid kit and explain their use. Put everything away and then ask each Patrol to list as many items as possible.

Estimation

Provide Patrols with list of tasks involving estimation of distance, heights, volume, etc ...



Lantern Raid

Troop divided into two teams, each with a lantern.

Teams set up lanterns in clearing 200 metres apart and try to extinguish the other lantern whilst protecting their own.

If a Scout is caught by the opposition they must sit out for two minutes with a judge (one at each lantern).

First team to put out the other lantern wins.

Stalking

Set up a lantern ambush.

One Patrol defends, but must remain within 10 metres of lantern.

The other Patrols try to sneak in to extinguish lantern. If defender hears or sees an attacker, they call 'freeze' and the attacker stops.

They point out the direction to leader who shines a torch in direction. If the beam lights an attacker they are out of the game, otherwise the game continues.

Let each Patrol take its turn at defending the lantern.

Bell Tap

FOR: Whole troop

OCCASIONS: Informal

EQUIPMENT:

Spare scarves or blindfolds and a hand bell or electric buzzer.

METHOD:

Blindfold all Scouts except the one who has the bell. Have blindfolded Scouts mill around the room. The Scout with the bell moves amongst the others ringing their bell constantly.

The blindfolded Scouts try to tag the bell ringer. The Scout who succeeds changes places with the bell ringer.

Who Am I?

FOR: Individuals

OCCASIONS: Informal

EQUIPMENT:

Card or piece of paper, 50 mm square or larger for each player.

Print names of famous people on cards, including local or comic characters such as Allan Border, Andrew Gaze, Queen of England, Captain Cook, and Michael Jackson etc.

METHOD:

Each player has a name card pinned on his/her back, but does not know what the name is.

Players circulate and ask questions that can be answered by "yes" or "no" such as "Am I dead?" "Am I in this room?"

Only two questions can be asked of one person. When the player learns their identity, they may stop or get another name and start afresh.

VARIATION:

Famous visitors, leaders assume names of famous persons. One leader visits each patrol.

The Patrol tries to discover the name of their famous guest by asking questions that can be answered with "yes" or "no".



Signal Step Contest

FOR: Individual

OCCASIONS: Quiet

EQUIPMENT:

Paper and pencil for each Scout; buzzer, blinker or Morse flag for the leader.

METHOD:

Scouts line up across one end of the room, facing the leader, who stands at the opposite end of the room.

The leader sends a letter in Morse code.

The Scouts write the letter on their paper. The leader announces the correct letter. Each Scout shows their paper to another Scout for verification.

If correct, the Scout takes one step forward toward the leader.

All Scouts cross out their letters and prepare to receive another letter. The process continues until one Scout reaches the far end of the room.

SCORING

If used as an inter-Patrol contest, give each person a point for each person behind them at the finish.

(Example: If 20 scouts are competing, the Scout who finishes first earns 19 points for the Patrol.)

Whistle Chasee

One or two Scouts set off with a whistle, which they must blow every 60 seconds.

After 2 - 3 minutes the rest of the troop starts chasing. If caught the catcher takes over the whistle.

“Code-O”

FOR: Patrol teams

OCCASIONS: Patrol corners

EQUIPMENT:

Necessary number of cards with different letter combinations; a handful of beans or small, pieces of paper for each Patrol; a set of cards, each card with a different letter of the alphabet on it and a buzzer.

METHOD:

Have Patrols in Patrol corners. Give each Scout two cards. The leader shuffles the alphabet cards, draws one, and using the buzzer and Morse code, sends the letter appearing on card to the Patrols.

Each Scout who has this letter on their card 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, square in the centre, etc.

Minute Judging

Scouts sit on the floor.

Leader says 'Go', and then Scouts stand when they think the minute has expired.

Flag Matching

Patrols in relay formation.

Cards with flags at end of hall, country names in front of Patrol.

In turn Scouts take name card and match it with the correct flag.

I Spy...

FOR: No contest, just for fun!

METHOD:

Send the Troop out of the room. The Leader places a small article (ring, thimble, or other small item) in a place where it is perfectly visible, but in a spot where it is not likely to be noticed.

The Leader then calls all Scouts in and tells them that a (name the article) has been placed somewhere in the room. When a Scout sees it they should sit down without giving it away to others.

The leader notes the time the first Scout sees the article and when the last one sees it.

Black Magic

Two Scouts decide on a secret code. One is in the room when an object is selected. The other is called in and eventually guesses the object.

The other Scouts must guess the code. For example it may be the four objects pointed to by the Scout who knows it, or they might say 'Is it this?' when pointing to other objects but 'Is it that?' when pointing to the correct one.

Flag Raid

Same as "lantern Raid" except the teams try to sneak each other's flag, i.e. pennant on a 2-metre pole standing in the ground.

Charades

Give Patrols words to act out for the rest of Troop to guess.



Kim's Game

Prepare a tray of 20 small objects, which Patrol is shown for one minute. They then list all the objects they can recall.

Silent Artists

Each Patrol has pencil and paper. In turn, one member goes to leader for a name of an article (e.g. ice-cream, the sun), which they must draw for the Patrol to guess (no talk or written words). Continue for all Scouts to have turn.

Stamp Search

Whilst the Patrols are away from the hall, hide a postage stamp somewhere in the hall. Challenge the Troop to locate the stamp, and also to keep quiet when they find it (They can tell a leader).

Snow Stuff

Shaky Skater

FOR: Various

OCCASIONS: Informal

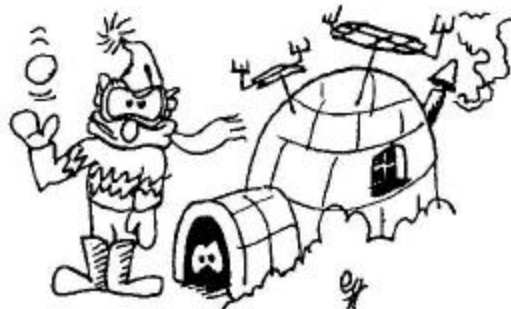
METHOD:

Set up a course about 15 metres long. Line up players at the starting line without skates. On signal they 'skate' with the soles of their shoes to the finish line.

Snowball Rolling Contest

METHOD:

Before the contest starts, each Scout prepares a snowball 25cm in diameter. On signal, each rolls his ball for 3 minutes. When the stop signal is given, all balls must remain in place until measured. The largest snowball wins.



Broomsled Race

METHOD:

Set up a 30-metre course on smooth snow. Use a house broom for a sled.

One Scout sits on it, and another holds the handle and pulls. The pair finishing first wins.

Canoeing Races

Canoe Tug-of-War

METHOD:

Tie painter-ropes of two canoes together, with two Scouts to each canoe. On signal, each team tries to pull the other beyond a given line by paddling.

Canoe Splash

METHOD:

Two players in a canoe. One paddles, the other has a bucket and tries to fill the opponents' canoe with water until it sinks.



Gunwale Race

OCCASIONS:

For experienced canoeists only.

METHOD:

Each contestant stands on stern gunwales. On signal, Scouts move canoes forward with a well-balanced knee action.

Canoe Log Rolling

METHOD:

Two Scouts to each canoe. One takes the stern gunwale, the other the bow gunwale position. On signal, each tries to upset the other.

No Paddle Race

METHOD:

Just that! Four Scouts to a canoe. Each uses their hands instead of a paddle to move the canoe across the finish line.

Construction

Sedan Chair Race

Each Patrol to construct a sedan chair, which is a seat slung between two long poles (2 metre).

One Scout sits on the seat and the others carry them.

Ten Minute Flood

A flood will race through the hall in 10 minutes time. To save its members, each Patrol must construct something to raise itself above the water, which will be 1 metre deep.

Time limit 10 minutes.

Chariots

In 15 minutes, each Patrol to construct a chariot from two 2-metre poles and one 1-metre pole using square lashings.

The chariot is a triangle with the driver squatting on the short pole, the rest of the Patrol lifting and pulling from the opposite point (or ropes).

Indoor around the hall or outside involving obstacles.

Construction Bases

- Teach round lashing then erect a flagpole
- Make and use a Scout transport
- Set up a two-rope Commando bridge
- Build a rope less bridge rig and use a Flying Fox
- Build a large tripod to use as a tower

Patrol Challenge - Number 2

Patrols have 10 minutes to construct an obstacle for an indoor obstacle course. Then time Patrols over the course.

Construction

- A construction night with a theme, e.g. creating a 'Gladiators' course.
- Constructions away from the hall, e.g. building a bridge across a creek.
- **"Fiddlers Factory"**. Provide a change for a bit of culture and relaxation by making useful craft items such as first aid kits, woggles, belts, boomerangs, kites etc.
- **Bike Bungle**. A Patrol has the opportunity as a team to put together a push bike and race it around a bush course. This should be specifically constructed to make Scouts use plenty of team work and ingenuity going through mud, over bush tracks, jumps and even changing riders.
- **"Go Golf"**. Design your own copyright golf game -just made for scouts. Square balls, round holes, bush obstacles, birdies and bush clubs.



Swimming Races

25 Metre Dash

FOR: Patrol representatives

OCCASIONS: Various

METHOD:

Contestants (one from each Patrol) line up. On signal, they jump into the water and swim 10 metres to the goal.



Deep Sea Diver Race

FOR: Half Troop teams

OCCASIONS: Various

METHOD:

Each contestant carries a table tennis ball between their knees. If a Scout loses it, they must replace it before continuing.

Hands Up Race

METHOD:

Contestants line up in water. At signal, Scouts swim a designated distance with both hands above the water, using only legs and feet for propulsion. The first Scout over the line wins.

Pace Race

METHOD:

Have Scouts race back and forth between two points a certain number of times, using a different stroke each time - crawl, breast, back, side, and so on.

Patrol Swim Relay

METHOD:

Patrols line up in relay formation on dock. The first Scout swims to float and back to touch off the second Scout, and so on.

Towel Race

METHOD:

Scouts race between two points, with each contestant holding a dry towel in one uplifted hand.

The towel must be dry at the finish.



Water Sports Games

Greased Watermelon

EQUIPMENT:

One medium sized watermelon greased with shortening.

METHOD:

Divide Scouts into two teams and station them in the water 7 metres 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 is the winner and gets to eat the melon.



Horse & Rider

FOR: Patrol representatives

OCCASIONS: Various

METHOD:

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

Ring Buoy Throw

FOR: Patrol teams

OCCASIONS: Facing line

EQUIPMENT:

One or more 350mm ring buoys with 20 metres of 6mm rope attached.
Use kapok buoy for land practice, cork buoy in the water.
Target two markers, 1.5 metres apart. 4 metres from throwing line.

Regulation Throw

Throw a 350mm ring buoy equipped with 20 metres of line between two marks 1.5 metres apart, 10 metres from throwing line, three times in 1 minute, recoil, and leave ready for use.

METHOD:

Each scout throws ring buoy across the target three times, recoils line, and hands it to the next team members. Buoy must go past target line and between side markers.

SCORING:

The Patrol making three hits per person in the shortest elapsed time wins.
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 hits in shortest elapsed time.

Skin Diving Contest

EQUIPMENT: Saucers or small plates.

METHOD:

Patrols line up on dock per side of the pool. Game leader throws a number of saucers into the water. Scouts dive in and retrieve saucers, bringing them back to the dock.

Repeat game three times.

SCORING:

The Patrol with the most saucers retrieved is the winner.

Suitcase Race

EQUIPMENT:

An old suitcase or a burlap bag filled with old clothing for each Patrol.

METHOD:

On signal, the first Scout in each Patrol opens the suitcase, puts on the clothing, jumps into the water (carrying the suitcase), swims to an assigned place, takes off the clothing, and puts it back into the suitcase.

Then the Scout swims back to the starting point with the suitcase and touches off the next Scout in line. This continues until the whole Patrol has participated.

SCORING:

The first Patrol through is the winner.

Troop Buddy Board

EQUIPMENT:

A tag is used to keep track of Scouts in the water during swims. Each Scout has a "buddy tag" with their name on it.

Buddy tags may be made from laminated card, jar lids or wooden discs.

METHOD:

When a Scout is in the water, their buddy tag is on the top section. When they come out, they put their buddy tag in the bottom storage section.

The top section may be red vinyl; the bottom is clear plastic. Sew clear plastic pockets on both sections to hold the tags.

Water Basketball

FOR: Half Troop teams

OCCASIONS: Various

EQUIPMENT: An empty fruit basket; a rubber ball.

METHOD:

At the end of a swimming pool or a boat landing, fasten a bottomless fruit basket. Divide the Troop into two teams of swimmers.

The idea is for each team to throw the ball into the basket and gain 2 points for each basket. Limit the game to 5 minutes.

SCORING:

The team with the high score wins.

Scouts

Emergencies

Water Breakthrough

EQUIPMENT: A rubber ball.

METHOD:

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 longest wins.

Balloon Ball

METHOD:

Divide Scouts into two equal teams. One team, standing in shallow water, gathers around to protect an inflated balloon.
The other team is lined up along the shore.
On signal, the attacking team tries to burst the balloon.
Each team is given 3 minutes to burst the balloon. The team that bursts it in the shortest time wins.

Ping Pong Paddle

METHOD:

Scouts line up at starting point in waist deep water, each with a table tennis ball floating in front of them.
On signal, each blows their ball to shore.

Ping-Pong Race

FOR: Patrol representative

OCCASIONS: Fun race

EQUIPMENT:

One tablespoon and table tennis ball for each patrol.

METHOD:

Contestants line up in water. (Beginners at waterfront are good).
Each player places the tablespoon in their mouth and puts the table tennis ball in the spoon. Players must swim to a finish line about 15 metres away.

If the spoon is dropped or the ball falls off, the swimmer must surface, dive and recover the ball before continuing in the race.

The spoon cannot be steadied or touched by the contestant's hands once the race has started.

SCORING:

50 points for the first patrol; 25 points for the second, and 10 for the third.

VARIATION:

Swim sidestroke and carry spoon in hand.
Usually, players have to be better swimmers for this method.

Wheelbarrow Race

METHOD:

Two Scouts from each patrol line up, one behind the other in shallow water. One Scout is the wheelbarrow and gets down on all fours.

The other grabs the ankles of the wheelbarrow and raises their legs. On signal, all race to finish line.

Scouts

Emergencies

Backward Race

METHOD:

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

METHOD:

Scouts form buddy team with horse and rider (piggy back). Each team tries to unseat other teams. Play in knee-deep water. The last team standing up is the winner.

Water Poison

METHOD:

Scouts stand in a circle in 8mm shallow water with hands clasped. In the centre is a floating object, which is "poison".

On signal, each tries to pull another into the poison but avoids touching it him/ herself. All who touch poison are eliminated.

Two players who let go of their grip are both out.

Ocean Race

METHOD:

Each Scout sits in an inflated tube at the starting line.

Water should be waist deep.

On signal, each paddles with their hands toward shore, which is the finish line.

Bull in the Ring

METHOD:

Scouts in waist deep water form a circle by joining hands.

One scout in the centre is the "bull".

On signal, the bull attempts to break out of the ring in any manner the Scout desires.

Shirt Rescue

Two entries from each Patrol.

One Scout swims out 10 metres, and remains there to be rescued.

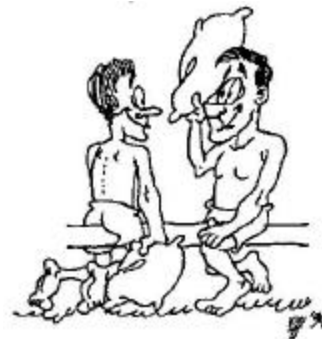
The rescuer jumps into the water with a shirt in their mouth, swims out, throws end of the shirt to the victim, and pulls them to shore.

Water Jousting

EQUIPMENT: Pole, 2 pillows

Have a smooth pole about 10cm in diameter stretched across a stream or pool supported at each end by a triangular stand.

Two players equipped with pillows straddle the pole and attempt to knock each other off the pole into the water.



Be Prepared

Adventure Hike

Select four checkpoints in the local area, so that they are about 10 minutes walk from the Group HO and 10 minutes walk apart.

Arrange an emergency stunt at each checkpoint, taking Patrols about 15 minutes to deal with. Stunts could be:

- electrocution
- rescue from fire
- traffic accident
- camp accident
- rescue cat up a tree etc.

Each Patrol should be given a different route, with directions given as map grid references, as cryptic message or in code.



Stretcher

Patrols given 15 minutes to construct an effective bush stretcher.

Time Patrols over the course with a loaded stretcher, or have a stretcher race.

Emergency

- Enlist help from nurses or doctors and even parents, to see who has access to a rescue dummy.
- Have St John's Ambulance/Red Cross conduct a series of training sessions at the Hall over three nights.

Safety

- **Conduct a 'Hall Safety Night'.** Inspect all aspects of your own troop's hall safety, e.g. gas bottles, fire fighting equipment, electrical leads, locks and security, exit signs, splintered timber, handrails, outside lighting.
- **Fire safety and regulation.** The Fire Brigade/Authority is often prepared to visit halls for demonstrations. Publicity and pamphlet material can be obtained from the Central Fire Unit.

Environment

Nature Nest Hunt

FOR: Patrol teams

OCCASIONS: Informal (hike)

EQUIPMENT: None

METHOD:

On a winter hike, a leader is assigned to travel with each Patrol. Patrols start out from a given spot at 5-minute intervals.

Patrol members keep on the lookout for bird nests. When one is spotted, they point it out so leaders may see it. The Patrol then identifies the nest.

SCORING:

Score 5 points for each nest found.

Score an additional 5 points for each nest that is properly identified.

Nature Hunt

Go for a hike over a pre-determined trail seeking nature specimens and evidence of wildlife. You would collect specimens and record evidence of the following types:

1. Feathers of wild birds
2. Fur of wild animals (found on branches in bush etc)
3. Insect specimens.
4. Leaves and leaf prints.
6. Bird calls and birds sighted.

Get a good notebook in which to record your information and repeat the trip later in the year.

Don't forget to take your camera to record some of the things you see. An exhibition of

the proceeds of the hunt can be held soon afterwards.

This could be worthwhile on a parents' night

Environment

Local council has designated tree planting days.



Most Zoos run a 'frog watch' program.

Water Watching. Water Supply organisations or the Conservation Department run a community based program which may be suitable for Scouts to participate in.

"S.C.E.N.T." Set up a Scout Conservation Environment Nature Trail, which will give the scouts a chance to see birds, animals and plants in a natural setting. Test of both observation skills and bush skills.

A pleasant evening walk in Spring can be fun if you set out to find as many signs of Spring as you can.

Catch two worms and measure their length accurately to one millimetre. Time them for speed over a course of 300mm and in a box of earth; time their rate of burial.

Circle Games

Crowded Circle

FOR: Whole Troop

OCCASIONS: Informal

EQUIPMENT: A piece of chalk.

METHOD:

Draw a circle about 2 metres in diameter on the floor. Have Scouts walk freely around the room. Turn off lights for a period of 10 seconds.

In darkness, all Scouts must get inside the circle. When lights go on, every one must freeze on the spot.

All Scouts found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one Scout remains in the circle.

SCORING:

The last Scout 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 circle should be used.

VARIATION 2.

Make, as many circles as there are Patrols. Assign each Patrol a circle. In darkness, Patrols must find their circle.

Cooperation

Patrols form circle facing inward and shoulder-to-shoulder.

Scouts reach in and grasp another hand in each of theirs.

The Patrol then tries to untangle without letting go.

Lassoing the Bull

FOR: Patrol

OCCASIONS: Circle

EQUIPMENT:

For each player, one rope 3 to 4 metres long. One old paint can or small log, about 300 mm high.

METHOD:

Place can or log upright in the centre of a circle about 4 to 6 metres in diameter. Players stand outside the edge of the circle. At a given signal, all throw their ropes and attempt to lasso the "steer" and pull it out. Scouts can make as many throws as are needed to rope the "bull".

They will soon find that, with all the ropes landing in the centre of the circle at the same time, it is difficult to get the "bull" into his pen.

SCORING:

The first Scout to bring the can or stump outside the outer edge of the circle scores 5 points for their patrol.

VARIATION:

Suddenly tell each player they must use a bowline knot in the lasso. All those unable to tie this knot must drop out until they have tied one.

Crossed Circles

Two or more teams, each with one piece of different coloured chalks, try to put as many crosses as they can in any circle other than their own, which are drawn before the start of the game.

There are no rules, and sixty seconds is long enough for each bout

(A cross is the intersection of two lines).

Chalk Football

50cm circle chalked on floor at either end of hall for goals.

The "ball" is a 2cm piece of chalk.

To score a goal a cross must be drawn in a team's own goal. No rules (within reason).

VARIATION:

Have a goal for each Patrol.

Bucket Ball

FOR: Half Troop teams

OCCASIONS: Circle

EQUIPMENT:

A wastebasket or bucket and a ball.

METHOD:

Place a wastebasket in the middle of a circle. Gather Patrols around the circle, facing the waste basket.

Starting clockwise, each Scout tries to throw the ball into the basket. Each successful throw scores one point for a Patrol.

SCORING:

The Patrol that earns 15 points first is the winner.

Pig Whistle

Form a circle, all facing in.

All breathe in, and as they breathe out, whistle. As their breathing and whistling comes to an end they sink to the ground and the last one standing whistling wins.

Fitness

Search & Find

FOR: Patrol teams

OCCASIONS: Relay

EQUIPMENT: None

METHOD:

Each Patrol can enter of team of four Scouts. A circle with a 20-metre radius is described, with a 3-metre circle in the centre.

At the start, all participants remove shoes (sneakers, etc), place them in the centre circle and go to the outer circle.

They may not tie shoes together.

At this point judges thoroughly mix the shoes in one large pile.

On signal, all participating Scouts rush to the centre circle, search for 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 members standing still and at attention on the outer circle.

Ankle Tag

FOR: Individual

OCCASIONS: Informal

EQUIPMENT: None

METHOD:

Scouts mill around the room.

To escape being tagged by "it", each scout must grasp another scout by the ankle.

The Scout whose ankle is grasped can be tagged unless they have hold of someone else's ankle.

The Scout who gets tagged becomes the next "it".

Three Person Tug-of-War

FOR: Patrol representatives

OCCASIONS: Informal

EQUIPMENT:

4 metres of rope at least 6mm in diameter;
three scarves or hats.

METHOD:

Arrange a 4-metre length of rope on the playing field with the ends tied together so that it forms a triangle.

Place a scarf or a hat about 2 metres from every corner. A scout from each Patrol grasps the rope at the corner with his left hand.

On signal 'Go', each Scout tries to pick up the scarf with their right hand.

SCORING:

Give 10 points for each winner.

Add the total points of winners in each patrol to determine the winning Patrol.

VARIATION:

Two teams in single lines face each other. Players take hold of rope and, at a signal, start pulling.

Rope may not be tied around waist of players, nor can players hold onto posts, trees, or any stationary object.

SCORING:

The first team to pull or drag its opponents across a given line wins.



Tug-of-War

FOR: Half troop teams

OCCASIONS: Informal

EQUIPMENT:

One rope at least 8 metres long.

METHOD:

Two teams in single lines facing each other. Players take hold of rope, and at a signal, start pulling. Rope may not be tied around waist of players, nor can players hold onto posts, trees, or any stationary object.

SCORING:

The first team to pull or drag their opponents across a given line wins.

VARIATION:

Teams are given pieces of rope 1 to 1.5 metres long. Players tie ropes together with sheet bends.

The leader ties the opposing team's ropes together and says, "go".

This is not only a test of strength, but also becomes a good test of the Patrol's knotting ability.

If the team captain gets their players to "heave" together, the team will have success even against superior strength.

Hoppo Bumpo

In two teams. Each team numbers off tallest to shortest.

Numbers are called at random, the two Scouts numbered, whilst hopping with arms folded, try to push each other out of a marked area or try to force the other to touch the ground with both feet.

Relay Games

Scouts' Pace

A traditional method of covering long distances. Patrol alternate 100 metres jogging and 100 metre walking.
Go outside and practice.



Inter Patrol Olympics

Try some of the following:

- **Discus** - use paper plates
- **Water Activities Relay** - with cup of water
- **Shot Put** - use cotton balls
- **Javelin** - use drinking straws
- **Hurdles** - scouts go under benches in a race
- **50m Spring** - run backwards.
- **Hop, Step & Jump** - backwards with out a run up.
- **Fencing** - using rolled up newspaper
- **Weight Lifting** - carry Scout a distance but Patrol members must not move whilst holding him.
- **Marathon** - crabwalk or backwards.

Ball Relay

FOR: Patrol teams

OCCASIONS: Relay

EQUIPMENT:

A ball or other "throw able" object for each patrol.

METHOD:

Patrols line up in relay formation, with the Patrol Leader stationed 5 to 7 metres in front, facing his patrol.

The first Scout in line has the ball to start the game. On signal to go, the first Scout throws the ball to the Patrol Leader, and then sits down.

The leader throws the ball to the second Scout in line, who returns it to the Patrol Leader and sits.

Continue until all are sitting. The Scout who missed it must recover a missed ball. The Scout must be back in line before throwing ball again.

SCORING:

The first Patrol to finish wins.

VARIATION:

The Patrol Leader forms their arms into a loop by clasping their hands in front of themselves.

Scouts must throw the ball so that it goes through the Patrol Leader's arms. The Scout keeps trying until they succeed.

Push the Pig

Patrols in relay formation. In turn, each Scout tries to push a sausage-shaped balloon to the far end of the hall and back using a short stick.



Can It (Object Relay)

FOR: Patrol teams

OCCASIONS: Relay

EQUIPMENT:

Two one kilogram coffee tins or cans for each patrol.

Various objects such as nails, sticks, pieces of string, stones etc.

METHOD:

Patrols line up in extended relay formation. Players sit down, feet extended.

Patrols count off so that each Scout has a number and there is a like number in 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 the object.

Scouts having that number race to the can, pick out object named, transfer it to the can at the other end of the Patrol line, and return to places.

SCORING:

The first Scout back in place with object transferred wins point for their patrol.

Scouts must keep track of objects as they are transferred from can to can.

When their number is called, they must know where to find the object.

Whack the Bucket

FOR: Patrol teams

OCCASIONS: Relay

EQUIPMENT:

A bucket, a stick and a blindfold for each Patrol.

METHOD:

Patrols line up in relay formation.

About 10 paces in front of each Patrol, place an upside down bucket.

Blindfold the first Scout in each patrol. On signal, the Scout must step out three steps, turn around three times, and then precede six more steps toward the bucket.

Then the Scout removes their blindfolds, runs back, blindfolds the next Scout in line, who steps out, turns around three times and so on, until each Patrol member has had a go.

If a Scout does not have a hit within three tries, no points are gained, and the Scout runs back to blindfold the next Scout.

SCORING:

The patrol with the most points is the winner.

Crossing the Marsh

Patrols in relay formation in front of 5 metre wide marsh, with two sheets of newspaper for stepping-stones.

Patrol is to cross to the other side as quickly as possible. Stepping-stones sink if more than two people are on them.

Dutch Football

Each Patrol has an equal portion of the hall floor marked out and two tennis balls.

Scouts must hop whilst trying to keep balls out of their area. Whistle is blown at short intervals and a point is awarded to the patrol with fewest balls in its area.

Relay - Dizzy Lizzy

Scouts run to the end of the hall, place forehead on 1 metre pole held vertically with the other end on the floor, and complete three circles.

Relay - Leap Frog

Patrols in relay formation.
Last person leapfrogs to head of Patrol, and then second last etc until Patrol Leader returns to the front.

Relay - Message

Select an outdoor course, finishing and starting at the hall, with one 200 - 300 metre leg for each Scout.

Patrols number off. All with same number go to the same point. No 1 stays at the hall and memorises a 30-word message (including numbers).

After a minute Scouts may leave to pass onto next member.

First Patrol back with correct message wins.
(After passing on a message Scouts must return to the hall).

Relay - Ping Pong

Patrols in relay formation. Draw 50cm circles in front of each Patrol and at the far end of the hall.

First Scout blows table tennis ball from near circle to far circle, second blows it back, etc.

Relay - Stew

Patrols in relay formation, each Scout given the name of an ingredient for a stew. Leader tells a story.

If the Scout's ingredient is mentioned they must run to the far wall and back. If stew is mentioned the whole Patrol must run.

Rowing Patrol

Patrols in relay formation, standing astride a 3-metre pole; all but Patrol Leader facing backwards, Patrol Leader as Cox.

Patrol runs to the end of the hall then back where the next Scout takes over as Cox.

Repeat until all have had a turn as Cox.

Shuttle Run

Patrols in relay formation behind 50cm circle, with another 50cm circle at the far end of the hall.

Start with five blocks in the far circle. The first Scout moves these, one at a time, to the near circle, the second takes them back etc.

Team Games

Water Relay

Patrols in relay formation; Patrol Leaders FOR: at other end of hall with tin cans or billy on chest (Patrol Leaders lying down).

Patrols have buckets of water and, in relay, must fill patrol leader's tin from bucket.

Lifting Logs

Patrol in relay formation numbered off. When a number is called the Patrol is to lift the Scout above their heads in a horizontal position. Make sure they lift them down and not drop them.

Relay - Medley

Relay formation in Patrols. First Scout runs to other end and back, second Scout does something different as does the third etc. e.g. hopping, crawling, crab walking, running/walking backwards, grasping ankle with hands etc.

Cossack

Half of each Patrol is mounted, piggyback, on the other half. A scarf, or other easily grasped article, is placed half-way down the course, and is surrounded by a chalk circle. The rider must pick up the object on the outward journey and replace it in the circle on the return trip.

Home Defence Line

FOR: Half troop

OCCASIONS: Teams line

EQUIPMENT: Scarves for blindfolding one team

METHOD:

Divide the Troop into two teams - the "Aggressors" and the "Home Defence Line". The Home Defence Line team is blindfolded and lines up with legs extended. When their arms are straight out their fingertips would just touch the next Scout. All "Home Defence Line" Scouts have two depth charges their hands. They hold them at shoulder height. The "Aggressors" try to penetrate the "Home Defence Line" by crawling through.

The "Home Defence Line" to get to the other end of the hall scouts must eliminate the "Aggressors" by touching them with their hands.

If a "Home Defence Line" Scout makes a hit, the "Aggressor" is out and his depth charge still good. If the Scout misses, his depth charge is wasted and the Scout must put his hand on his knee.

Limit playing time to 3 minutes and then change teams.

SCORING:

The team that succeeds in getting the most members through the "Home Defence Line" is the winner.

More Water

FOR: Patrol teams

OCCASIONS: Active

EQUIPMENT:

Two litre Coca Cola bottles for each Patrol, one filled with water. A paper cup for each scout.

METHOD:

Patrols line up in single file.

Full bottle is in front of Patrol Leader, empty bottle at the end of the line.

Mark the empty bottle 10mm below the water line of the full bottle.

On signal, the Patrol Leader fills his cup with water from the bottle. The Scout 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 bottle at the end of the line.

This process is repeated until one Patrol has emptied the front bottle and filled the other bottle.

SCORING:

The first Patrol to fill the second bottle 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 bottle.

Signal Steal the Bacon

FOR: Half Troop teams

OCCASIONS: Facing lines

EQUIPMENT :

A buzzer or signal flag for each team; a scarf for the bacon.

METHOD:

Half Troop teams line up in facing lines 5 metres apart. The bacon is placed halfway between the two lines.

The captain of each team is at one end of the line with a signal buzzer.

Each Scout is assigned a letter. To start the game, the captains are given a letter. They signal this letter to their team.

The Scout on each team who has been assigned the letter runs out to the centre in an effort to steal the bacon.

When the Scout has the bacon, the Scout races back to their place. If the Scout gets there without being tagged by the opposing player, the Scout scores a point.

If the Scout is tagged before reaching their goal, the point goes to the other side. At the end of each round, the Scouts rotate so that they have a different letter each time.

SCORING:

The team with the most points wins.



Short Slice Tug-of-War

FOR: Half troop teams

OCCASIONS: Facing lines

EQUIPMENT:

For every two teams, one 1 metre and two 5 metre lengths of rope

METHOD:

Two teams, each with a 5-metre rope, face each other in single lines. Between the teams draw a centre line dividing their territory.

Place the 1 metre rope across this line, with ends toward the teams. On signal, both teams have 4 minutes to splice their long rope onto the short rope.

After time is up, players take hold of their ropes and start pulling at new signal. The idea is to drag the opposite team across the centre line.

Rope may not be tied around players' waists, nor can players hold onto posts, trees or other objects.

SCORING:

The first team to pull its opponents across the centre line with its splice intact wins.

Bases & Cans

Patrols are lined up behind 50cm circles equally spaced around walls of hall.

Two cans or similar objects per patrol are placed in the centre of the hall. Each Patrol numbers off.

When a number is called the scout has to try to get four cans into their circle, by carrying one at a time from any other base.

No physical contact.

Lane Soccer

Divide the hall into four strips (drawn cross-ways) and place goals at each end. Each team has half its players in the strip farthest from its goal and the one-second from goal.

Players must stay in their own area. Otherwise normal soccer rules.

Quoit Tug-of-War

Troop in two teams. Each team numbers off - tallest to shortest - and lines up at opposite ends of the hall.

At each end is a quoit and in the middle a 2-metre rope stretched out.

As leader calls a number, the two designated run to the rope and then attempt to thread it through their own team's quoit. No one else must touch the quoit.

Catch 10

Scouts in two teams. Using basketball each team tries to get 10 passes without the other team intercepting.

The team must count out loud as each pass is made, and must start again if the ball is dropped or intercepted.

Just for Fun

Change Hockey

Two teams numbered off. One Scout from each team tries to hit beanbag through the legs of a chair with a rolled-up newspaper.

When number is called, new pair of Scouts takes over in middle of the game.



Hot Rods

Scouts number off in two teams. Chalk a large (as possible) figure eight on the floor. Each team has a 1-metre stick and an empty pudding tin. When Scouts' number is called, they place one end of the stick in the tin and push it around the chalked course.

One point is scored by winner.
Teams start at opposite end of the figure eight.
Can also be played Patrol against Patrol.

Aerial Explosives

Each Patrol is given some small poles, light rope, candle and a box of matches.

The Patrol sits on the floor beneath an inflated balloon pinned to the ceiling.

The first Patrol to burst their balloon without standing up is the winner.

Burglar Alarm

Challenge each Patrol to construct a burglar alarm, and then test them.

Crab Soccer

Same as soccer except players must use crab walk (i.e. on hands and feet with back to ground).



Knitting

Knitting can be a fun thing for all the Patrol. Why not see how long a scarf the Patrol can knit. Have inter Patrol challenge. Try the colours of the Patrol or troop or the local footy team.

Lifeboats

Also called "**Block Coming Over**" or "**Boom Coming Over**".

Leader gives a series of commands, which the troop is to follow. Scouts may be eliminated though this is not necessary. Keep up the pace.

The commands are:

- **Foredeck** - run to one of the hall.
- **Quarterdeck** - run to end of hall.
- **Crow's nest** - run to 2-metre circle chalked in centre of hall.
- **Main deck-stand** - in any other part of hall.
- **Captain Aboard!** - All stand to alert and salute.
- **Boom coming over** -all lie flat on the floor.
- **Lifeboats** - all off the floor.
- **Freeze**
- **Scrub the deck**, etc

Foraging in Sciatica

Must be played in silence.

100 dried peas or similar are scattered in the middle of the room.

The lights are turned out and the Scouts must make their way from their positions to find as many peas as possible.

The lights may be flicked on and off several times.

Limited Over Cricket

Troop divides into two teams for outdoor, limited over cricket match.
Ensure everyone bowls and bats.

The Matchbox Game

Two Scouts face each other, right arm outstretched, palm down, and left arm behind back.

Each has matchbox resting on right hand and tries to knock opponents' box off.

Obstacles in the Fog

One Scout blindfolded at the end of the hall. Three or four at a time the Troop tries to stalk from the other end of the hall.

If blindfolded Scout hears noise and points at the stalker, the stalker is out and must squat where they are.

Patrol Challenge - Number 3

Which Patrol can fit the most different objects into an empty matchbox?

Progressive Supper

Provide about four courses with Patrols working separately.

Provide cryptic or coded clues as to the whereabouts of each course.

Indian Smoke Signals

Divide the Troop or Patrol into two and station each half about 800m apart within sight of each other. Send messages to each other by Indian smoke signals.

At conclusion all traces of fire must be removed. Do a little research before you start to find out how the Indians did it!

Scavenger Hunt

Give each Patrol a list of articles to be found (and the number of points each will earn, if you like).

The object is for the Patrol to get either the most objects or the most points.
Here is a sample list:

an uncle	20
1 litre seawater	10
a live fish	10
a worm	15
a footprint	10
a girl guide (in uniform)	40
a block	10
a mouse	35
a bladder	20
a tooth (not in mouth)	30
horse blinkers	100
a baked potato	10
a nappy	15
twins	50
a canary	30
a genuine love letter	30
a cat's paw	15
Sodium Chloride	15
a drum	30
the local Mayor	250

Conjuring

Get each member of your Patrol to learn a conjuring trick (or perhaps two or three). Next time you have to put on an item at a campfire or parents' evening, they could put on a most unusual performance.

Invent a secret code

Each Patrol invents a secret code.

Patrol Song

Have each Patrol write an original song for the Patrol to sing at a campfire. Words must be topical but the tune need not be original.

Aboriginal Lore

Get a local Aborigine to come and talk to the Troop on Aboriginal Lore or to instruct them on Aboriginal handicrafts etc.

Water Activities

Water Slide using plastic sheeting (tarpaulins) on an embankment with soap etc. Excellent first night activity in February. Can add surf mats and longest slide etc.



Raft Building (and testing). Can also be used for going up ceremony, e.g. Cub Scout departs from a shore on the raft and joins the troop as a Scout on the other shore.

Patrol Land Boat Racer. This is pure fun for Scouts when they build and decorate their very own 'land boat' and sail it against other Patrols.

Other good things to do

Some Other Planning Ideas ...

- Guest speakers from Venturers and Rovers.
- Joint Venturer / Scout camps or activities.
- Have a Venturer or Rover Crew participate in troop activities.
- **Disability Research Centre.** Assisting the disabled scouts is an excellent opportunity for Community Service activities.
- Billy Cart Derby.
- Raft Races.
- Lightweight hiking.
- **'Backwoods'** camping or hiking using absolute minimum of equipment to be carded only by Scouts.
- Backwoods meal (start with drinks).
- **'Field Days'** to develop patrol identity, spirit and skills.
- **Guinness Book of Records.** Here's your chance to be in the Guinness Book of Records or even just break a troop record. Make history when you spit watermelon seeds, blow bubbles with bubble gum or squeeze into impossibly small places.
- Go roller or ice skating, horse riding, go-karts, abseiling, surfing or snorkelling etc.
- Make up a discovery tour of a nearby town or visit to a local museum etc.

Theme Nights

- **"Back to Front" night.** Everything from the closing ceremony to the opening ceremony is back to front.



- **International night.** Videos, flags, language, costumes, Internet (RC/ email), food, culture etc.
- **"Alphabet Jungle".** A night based on a single letter of the alphabet, e.g. **'J night'**, including jumping games, juggling, jokes, jelly eating competition.
- Invite a Showtime Rock Group for a special music night.
- **Radio and Electronics.** This could include a computer workshop, AM radio station, two way radio base, electronics workshop.
- **Trade Skills.** There is a place to make bricks, build a large motif for the decoration of your campsite, learn to work with plastics and spray painting.
- **Video Workshop.** Video technology enables you to participate in the making of epic movies.

Scouts

Miscellaneous

"Surfing the Net". Arrange for access to the Internet and let the Troop browse the World Wide Web for other Scout Troop Home Pages. Make email contact with other Scouts or Scouters. Construct your own WWW Home Page for your Troop.

Leisure Games & Hobbies. Giant chess, monopoly, draughts, dominoes, totem tennis, twister, badminton, computer games and many, many more (quiet) games.

"Fitness Trail". Push ups, time trials, agility, balance, chin ups and jogging. All the latest fitness exercises set up right in the Australian bush.



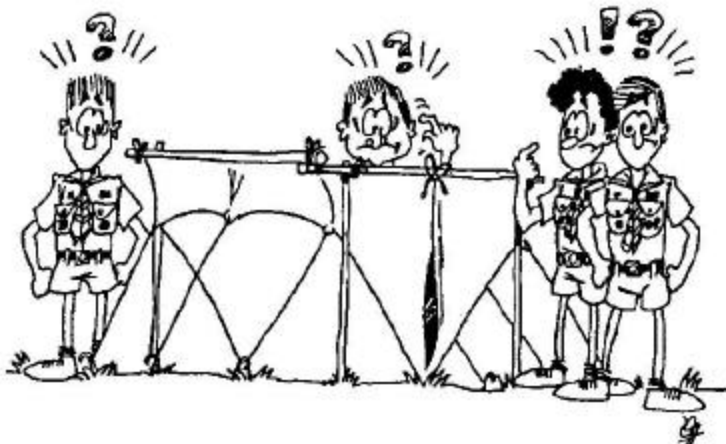
Patrol Challenge No 4

Build a raft out of old P.E.T. bottles
e.g. orange juice or drink bottles.



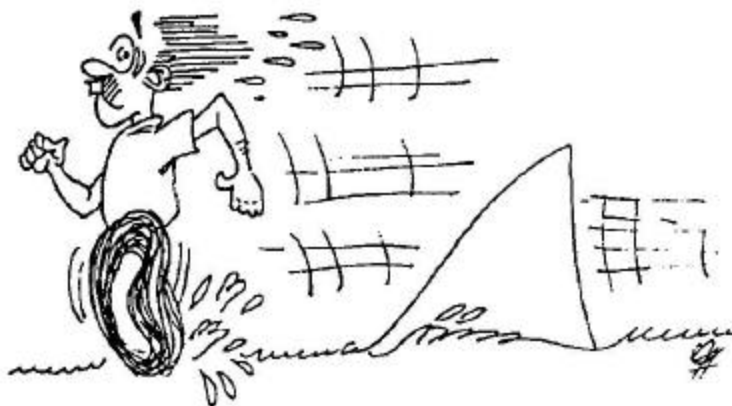
Patrol Challenge No 5

Pitch a tent upside down.



Patrol Challenge No 6

Make a gadget to help you walk on water for at least 20 metres.



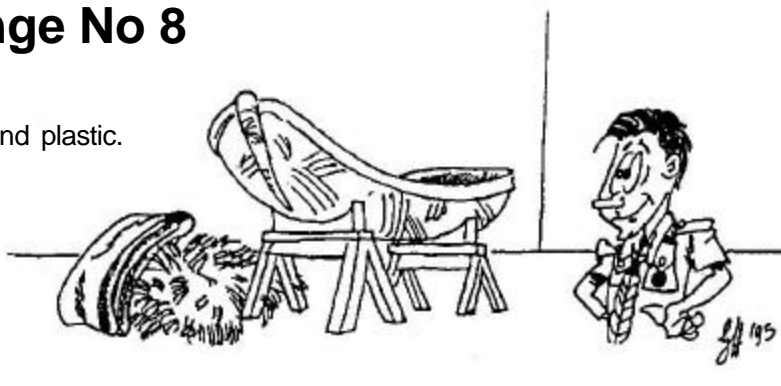
Patrol Challenge No 7



Make a possum nest and set it up in a park or bushland - or even in your own back yard.

Patrol Challenge No 8

Build a coracle out of hay and plastic.



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