

Book 4 in a series of practical ideas for Scout Troops
Developed for the Branch Scout Council Victorian Branch
Scout Association of Australia



Patrol Challenges & Games
for

Scout Troops or Patrols

COMPILED BY
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ILLUSTRATIONS
Glen Hall

ACKNOWLEDGEMENTS

This Resource book has been compiled from ideas, information and troop programs from a number of sources of people, especially from the pages of Scout file in the Australian Scout.

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: Alistair Horne

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Introduction

This material has been compiled by Lindsay Knights from his Scout file program pages in the Australian Scout. The ideas come from many sources including the well known "traditional". Glen Hall prepared the illustrations for the magazine. Australian Scout has kindly given permission for their use and normal copyright provisions apply. We appreciate the opportunity to bring the material in this form to Leaders.

HOW TO USE THIS BOOK

Here are some suggestions though, knowing how resourceful Leaders and Scouts are, and we know the inventions will be boundless.

- Copy the Games and Challenges onto cards and develop a Games and Activities file.
- At District meetings have each leader plan a new card for each category to add to the file. Give copies to each Troop and send copies to the Branch Scout Council for another book - and use in the Australian Scout.
- Give PLs a selected game card for the following meeting. The PL must get all the gear together and run the game.
- Lay 10 chosen challenge cards face down and each PL selects one for completion at the next camp. Patrols plan for the challenge two weeks before the event.
- Get the Troop Council to use the cards to plan the games for the nightly programs for a term.
- Have Patrols develop Patrol Activity badge plans from selected cards. They can then be passed to Troop Council for easy approval.
- Use selected challenges at the District Scout Leadership course.
- Have a Patrol Challenge night or camp based on the cards.

Great Scouting!

Branch Scout Council
Victorian Branch, Scouts Australia
March 1998

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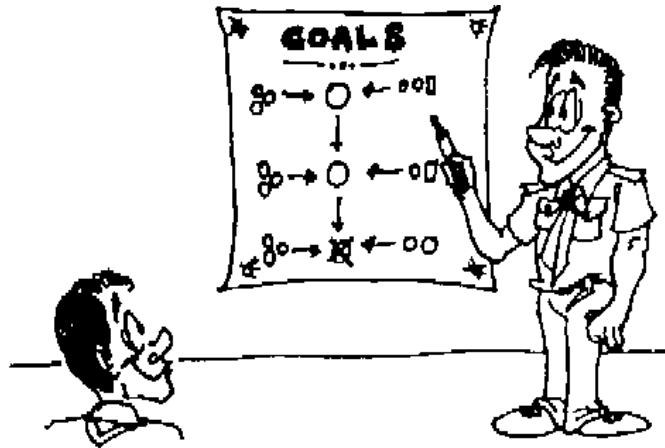
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Patrol Challenge No 1

Set Award Scheme goals that can be achieved over the next twelve months, for every member of your Patrol.



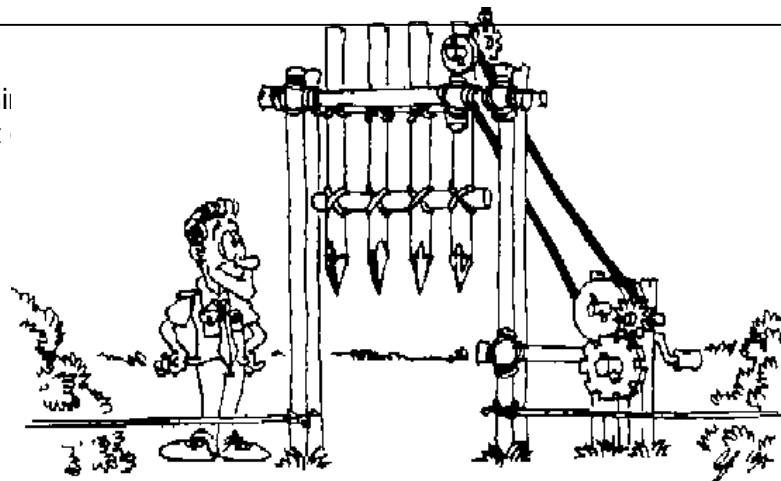
Patrol Challenge No 2

Catch a fish then cook it in coals (You may use a trout farm to catch that fish).



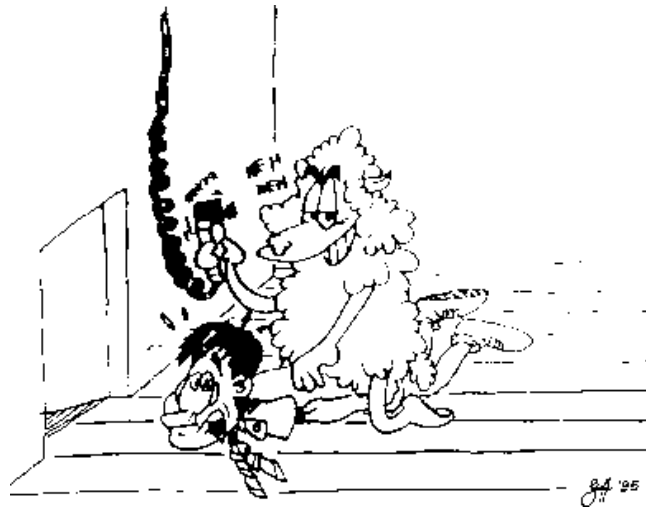
Patrol Challenge No 3

Design and build a self-opening closing gateway for your next



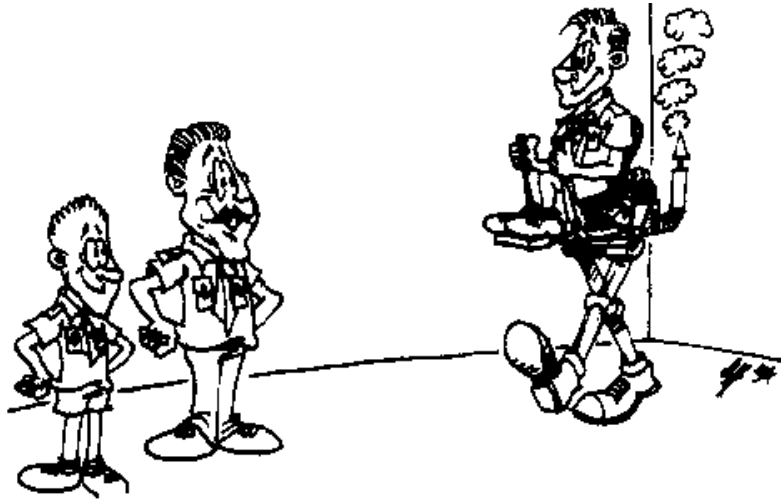
Patrol Challenge No 4

As a Patrol, learn how to shear a sheep or goat.



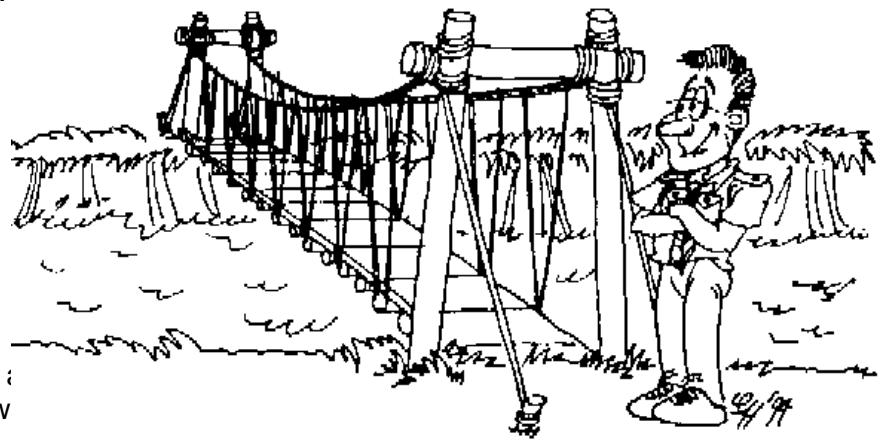
Patrol Challenge No 5

Circumnavigate the Scout, keeping a minimum of one foot on the ground.



Patrol Challenge No 6

Build a bridge across a stream. Your Patrol across with you.



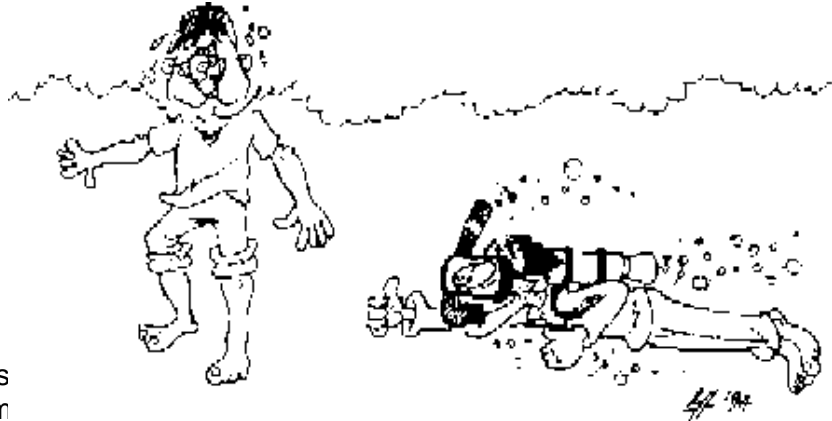
Patrol Challenge No 7

As a Patrol service project, clean up your local War Memorial or Cemetery.



Patrol Challenge No 8

Teach all the members Patrol how to swim 100 m clothed.



Patrol Challenge No 9

Cook and eat a meal in a strange place, e.g. a police cell, on the top of a building, in the middle of a lake.



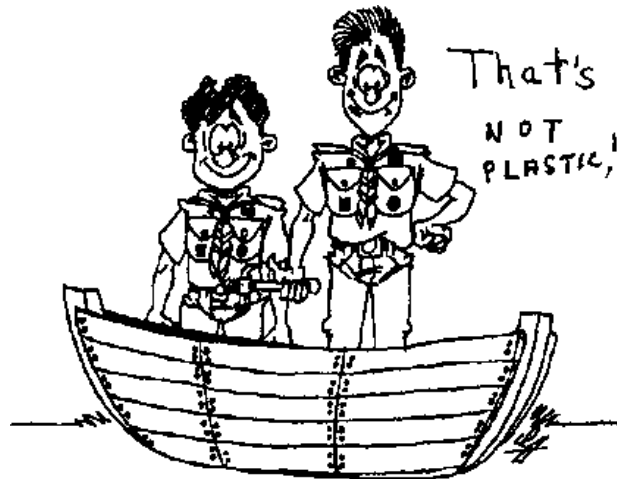
Patrol Challenge No 10

Have your Patrol learn Sign - sign language for the Deaf - and earn their Can "Sign Badge".



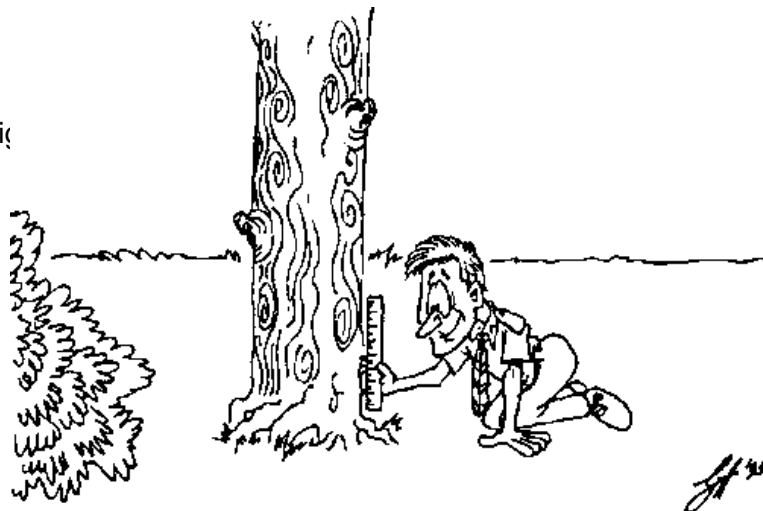
Patrol Challenge No 11

Build a canoe out of tea tree sticks, hay binding and plastic sheeting.



Patrol Challenge No 12

Learn how to estimate the height of a tree.



Patrol Challenge No 13

Organise a junior disco for the Cub Scouts and Brownies in your District.



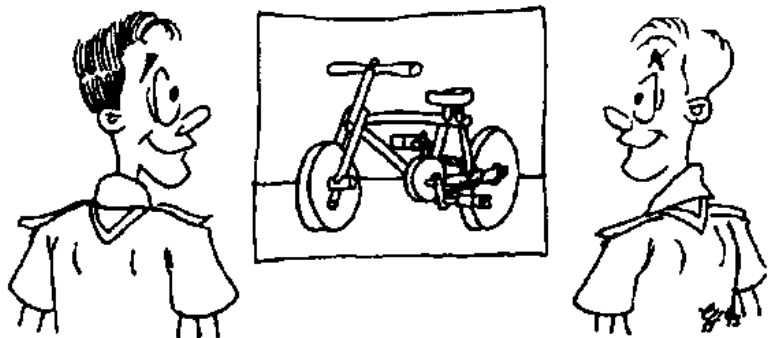
Patrol Challenge No 14

Learn a folk dance from another country.



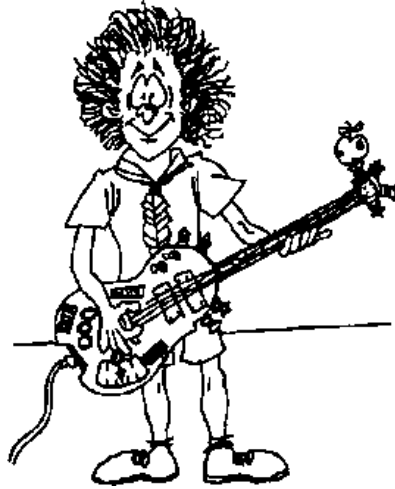
Patrol Challenge No 15

Design and build a car gadget to help you in camp.

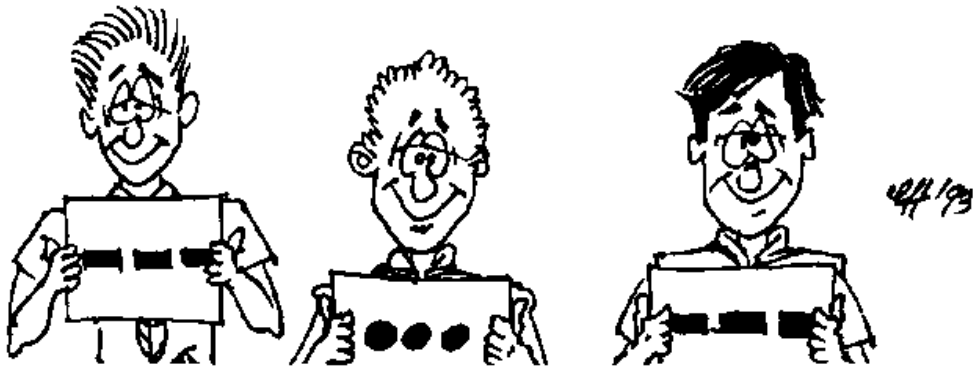


Patrol Challenge No 16

Make musical instruments and put on a concert for the rest of the Troop or Group.

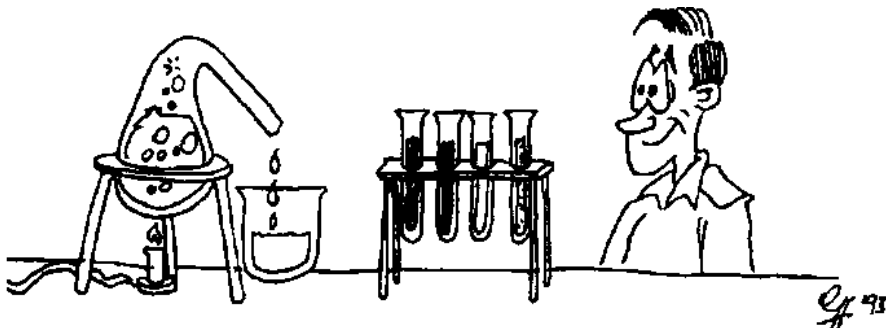


Patrol Challenge No 17



Learn Morse Code or Semaphore and send and receive messages from each other.

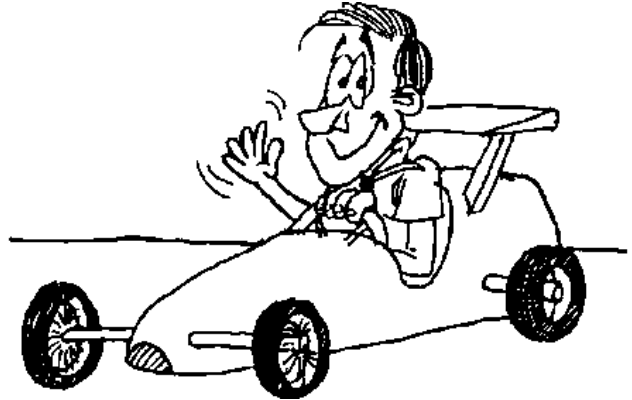
Patrol Challenge No 18



Grow some strawberries (or other vegetables) hydroponically, i.e. without soil.

Patrol Challenge No 19

Organise a billy cart championship in your town and get others involved, e.g. Cubs, Brownies, local school kids etc.



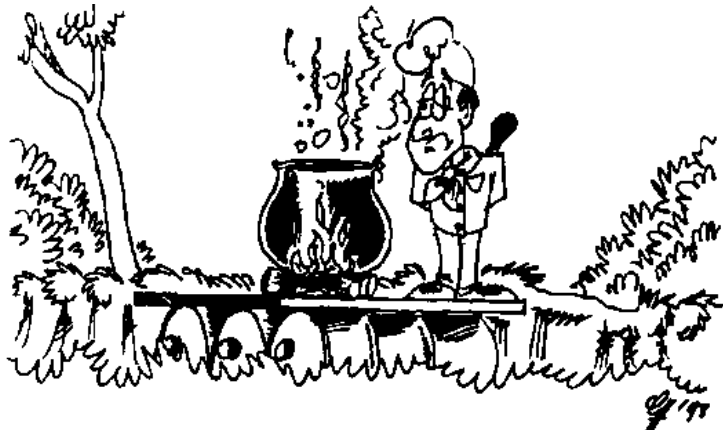
Patrol Challenge No 20

Using bales of hay, make a suitable shelter for your Patrol and sleep in it for two nights.



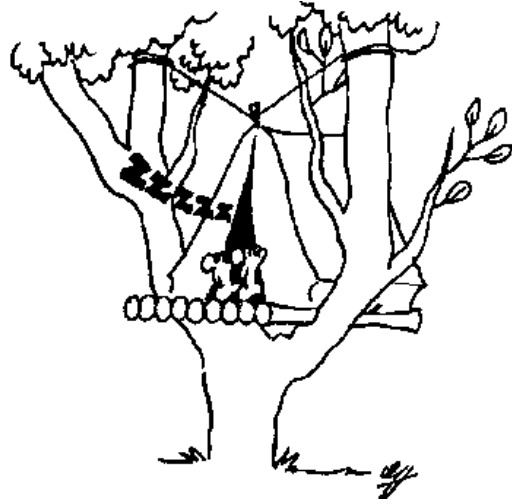
Patrol Challenge No 21

Cook a three-course meal for your Patrol on a raft (on water naturally).



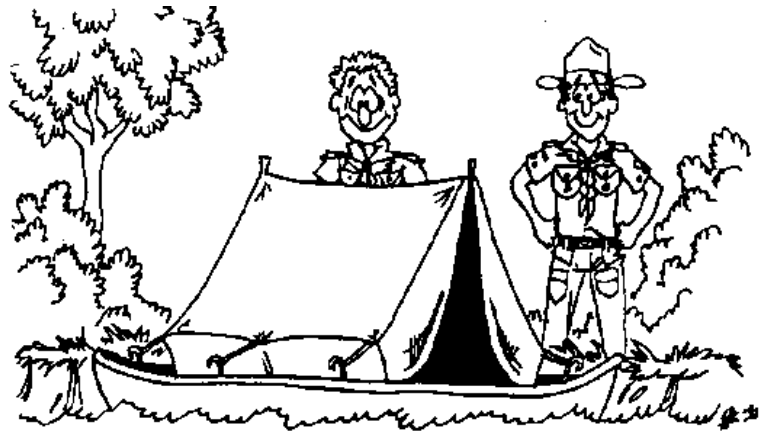
Patrol Challenge No 22

Pitch a tent up a tree and sleep in it for the night.



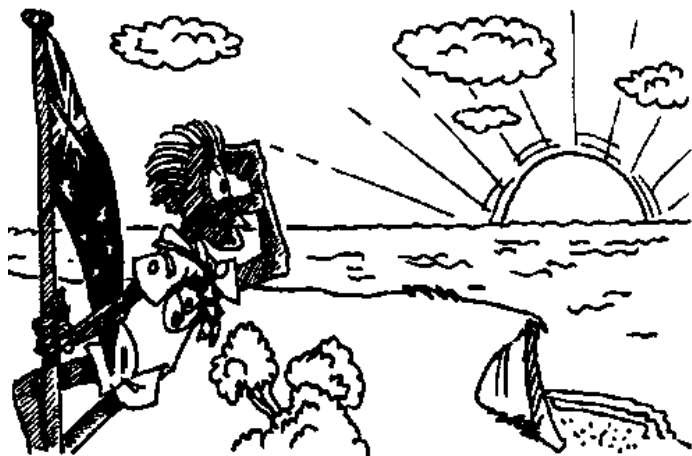
Patrol Challenge No 23

Try pitching a tent on a stretch of flat, still water, up to 2 metres from the bank.



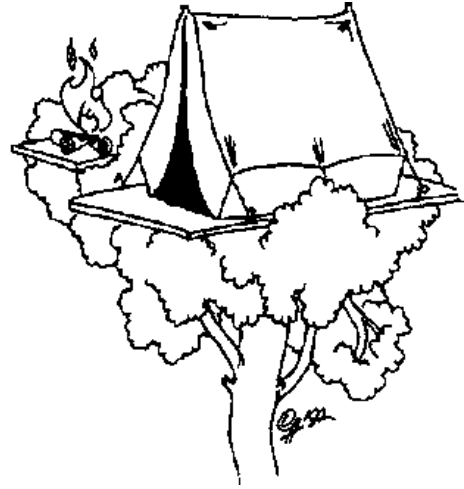
Patrol Challenge No 24

Using poles, spars and lashing ropes, build the tallest flagpole you can (don't forget the flag).



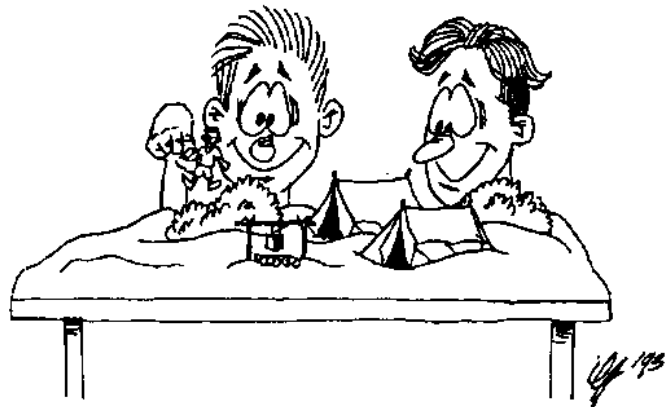
Patrol Challenge No 25

In your campsite in the tree, light a fire and cook a meal. Please be careful.



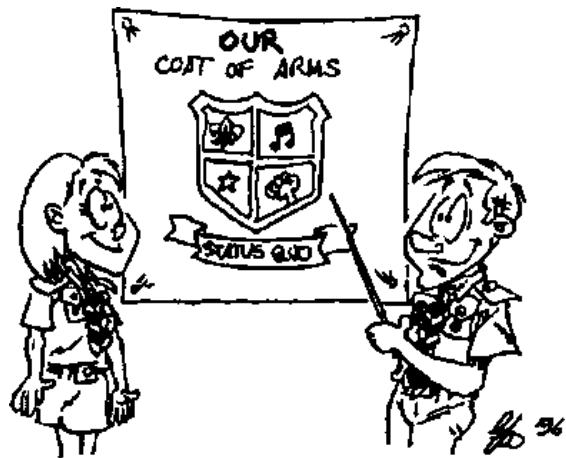
Patrol Challenge No 26

Make a model map of your campsite using plaster.



Patrol Challenge No 27

Design a COAT OF ARMS for your Patrol and make a shield for the den.



Patrol Challenge No 28

HOW FIT ARE YOU?

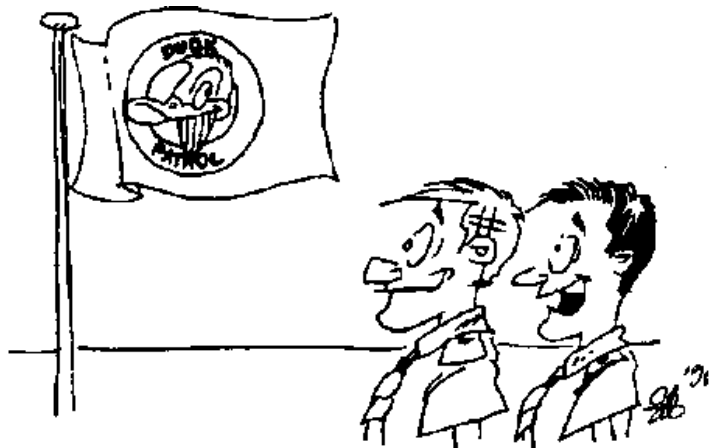
1. Do windmills with arms in opposite directions.
2. Skip 100 times backwards.
3. Stand on each leg for 30 seconds without wobbling.

Time each Patrol member, and then try to improve each week for a month or so.



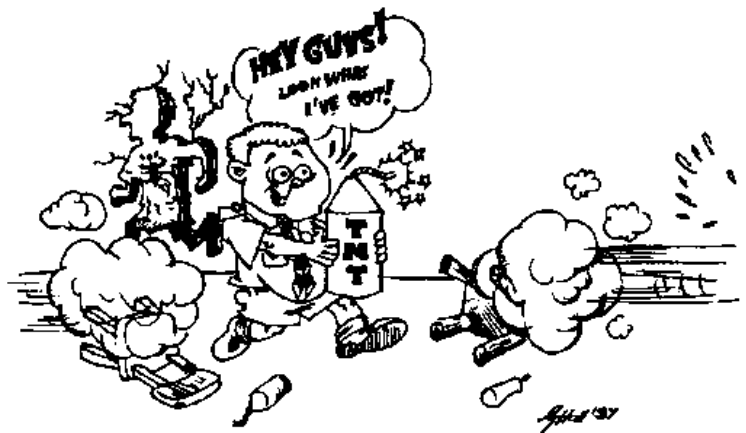
Patrol Challenge No 29

Come up with a Patrol logo and have it printed on your Patrol notepaper as letterheads, or even make a flag for Patrol outings.



Patrol Challenge No 30

Make and decorate a candle for each member of your Patrol.



Patrol Challenge No 31

Learn a skit and go to an elderly person's centre to entertain them.



Patrol Challenge No 32

Learn to identify and name topographical features, e.g. col, saddle, summit, ridge, promontory, etc and find them on maps.



Patrol Challenge No 33

Have every member of your learn CPR.



Patrol Challenge No 34

Take part in your local ANZAC Day parade.



Patrol Challenge No 35

Try Plane Table Mapping.



Patrol Challenge No 36

Make a model of a native animal out of natural materials.



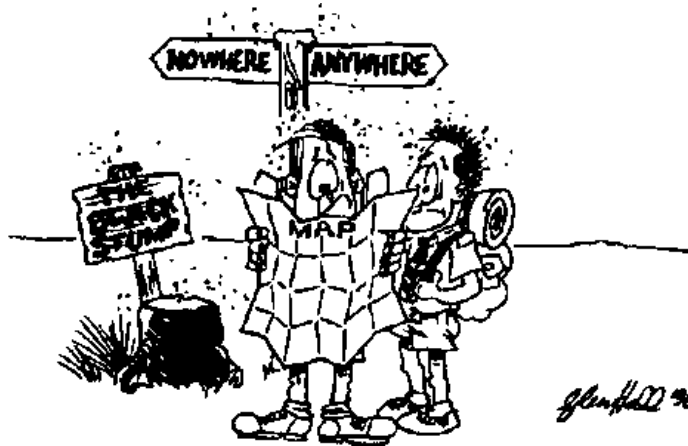
Patrol Challenge No 37

Teach each member of your Patrol a new knot.



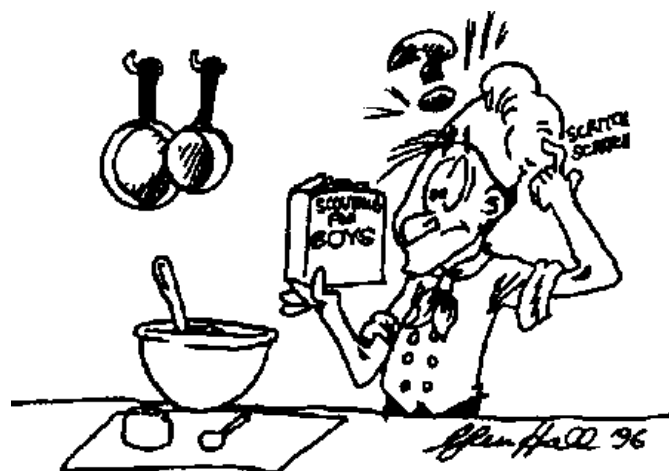
Patrol Challenge No 38

Take your Patrol on a hike where no members have been before.



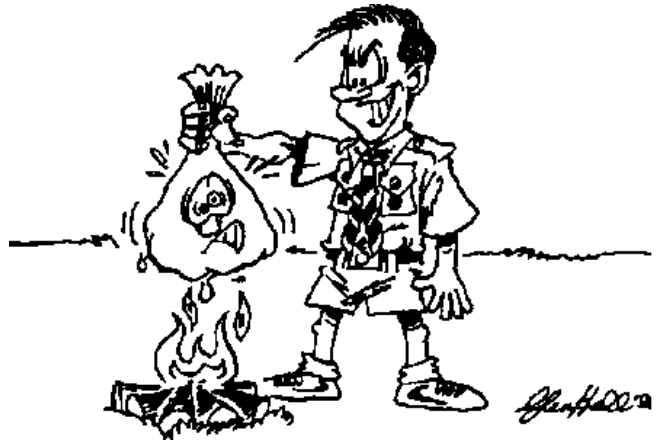
Patrol Challenge No 39

Members of the Patrol cook themselves a 'TWIST'. Check out 'Scouting for Boys' for more details.



Patrol Challenge No 40

Cook food in a paper bag - water can be boiled in one!



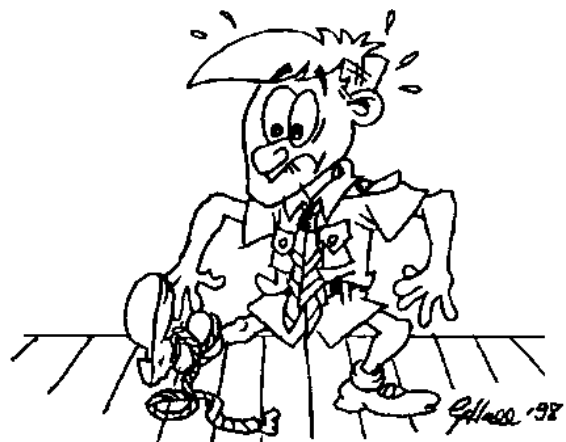
Patrol Challenge No 41

Teach each member how to knit and see who can knit the longest scarf - in your Patrol colours, footy colours or whatever.



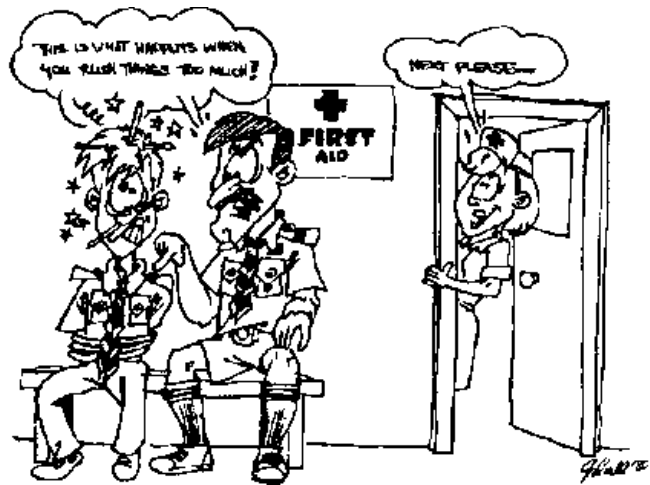
Patrol Challenge No 42

Tie a reef knot using your toes, then a fisherman's knot and finally, with a partner using their right foot, and you your left foot (no hands), tie a reef knot and a fisherman's knot.



Patrol Challenge No 43

Make a model of a Ferris wheel using skewers and string.



Patrol Challenge No 44

Design and make a floating night light for when your Patrol is in camp-keep naked flames away from tentage.



Patrol Challenge No 45

Collect or make good toys and give them to the Salvation Army to distribute for you.



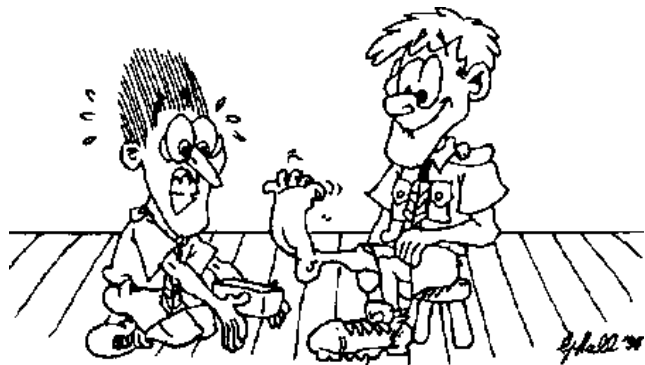
Patrol Challenge No 46

Make toffee as a fundraiser.



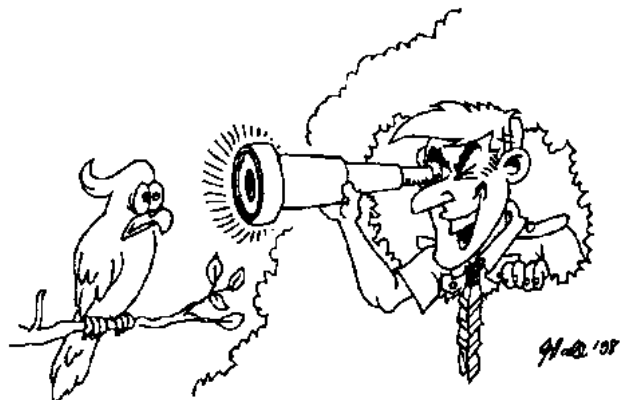
Patrol Challenge No 47

Make a plaster cast of every member of your Patrols hands and feet.



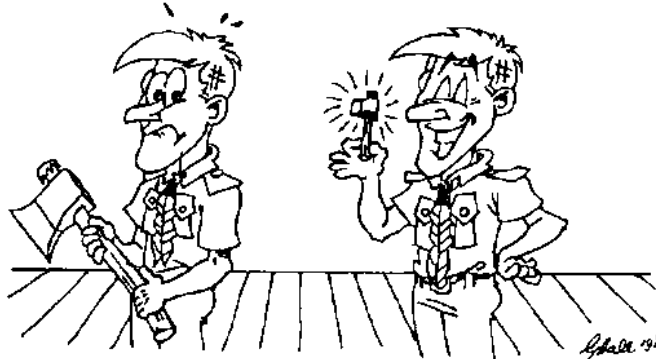
Patrol Challenge No 48

With the help of your local camp warden, compile a list of the birds and animals that inhabit your local campsite.



Patrol Challenge No 49

Try a match splitting contest with an axe ~ make sure you do it safely.



Patrol Challenge No 50

Build an aerial runway (Flying Fox) next time you are in camp. Make sure you know all about the safety rules for it.



Your Own Patrol Challenges

Think up your own Patrol Challenge - there are lots of things you can try. If it is a good one, send it into the address on the inside front cover.



Lighthouse

Equipment:

Candle in a jar & box of matches

Two teams (half the Troop each) -one the defenders, the others the attackers. A Leader in a wooded area guards a candle in a jar with an empty matchbox next to it. Twenty metres around the candle is out of bounds to the "Defenders". The attackers, each with a match, try to creep up and light the candle while the defenders defend it.

Each attacker has a rolled up piece of paper in their belts as their 'life'. If captured they have to surrender their match and piece of paper and return to a pre-arranged base for a new life and another match.

Teams swap around when candle is lit, if not lit, a pre-arranged time.



Taped Noises

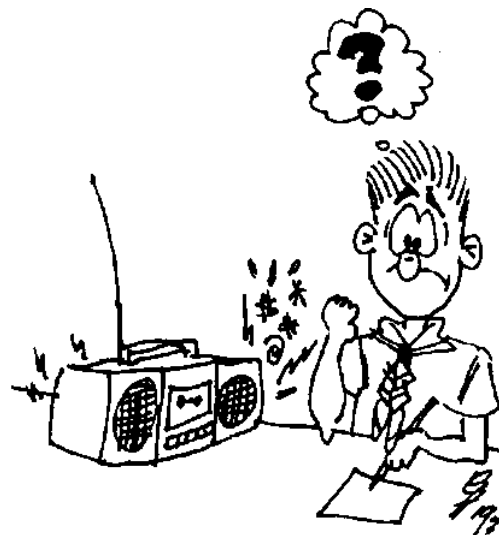
Equipment:

A tape recorder - Paper & Pencil for each player

Record several different household or local sounds, e.g., a tap running, kettle boiling, door shutting, vacuum cleaner, making sure you leave a silence between each sound. As it is played each member of the Patrol writes down what they think the noise is.

This activity can be varied by recording more complicated sounds, e.g. making a cup of tea, writing a letter, putting it into an envelope, etc. Voices of well-known personalities, birds or street sounds can be recorded.

Experiment.



Beware the Lookout

Equipment:

Torch, chairs, coats - played indoor in the dark.

Erect several hides about the room by draping coats around chairs. One member of the Patrol, with the torch, is the 'lookout' and stands in one corner of the room. The rest of the Patrol begin in another corner, which they use as their base.

The lights are turned off and one player at a time crawls to the first hide. The object is to crawl right around the room, visiting every hide without being heard by the 'lookout', who shines the torch in the direction of any noise. Anyone caught in the beam has to return to his or her base to try again.

Those waiting their turn have to exercise as much self control as those stalking.



Crab Football

Equipment: Large rubber ball.

Establish two goal lines 13 metres apart. Divide the players into two teams and have them sit on the goal lines facing each other either arms extended backwards supporting the body from the ground. Place a large rubber ball on the ground mid-way between the goals. At the signal both teams move towards the ball, keeping the crab position, and attempt to kick the ball over the opposing goal line. They can kick it with one foot or drop it and kick it with both feet. Players cannot stand up nor touch the ball with their hands.

Variation:

After the ball game has been played for a while, substitute a balloon for the ball. After being accustomed to the ball, the slow moving balloon causes much amusement.



Other People's Shoes

Equipment:

Apples, knives, cotton wool, paper and pencils

Blind

Put a blindfold on and then select, peel, core and eat an apple.

Deaf

Each member of the Patrol puts clean cotton wool in their ears and speaks without using any voice. One member of the Patrol must make the others aware of an emergency.

Physically Handicapped

Write one of the Scout Laws, holding the pencil in the mouth. Tie the laces of your shoes without using your thumbs. Draw a picture, holding the pencil between your toes. Using one hand only, peel a potato.



Scalps

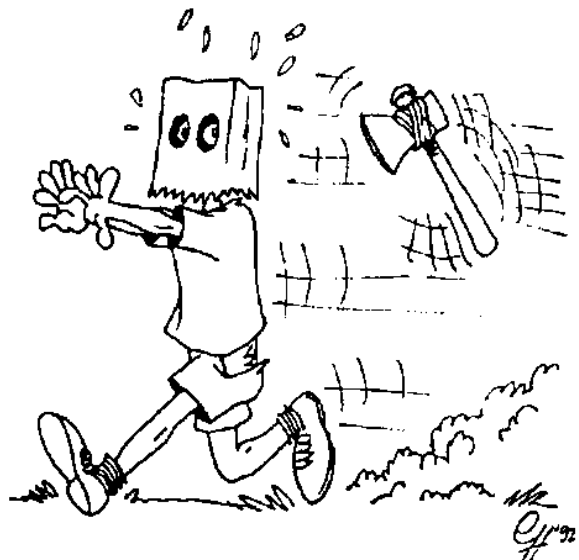
Equipment:

A paper bag for each player

Give each player a paper bag to fit his/her head, the bag representing a "scalp". On the signal, each person tries to see how many scalps they can collect without losing their own. When a person loses their scalp, they are out of the game.

Scalps may not be held on the head by the hand, they must be protected only by fast footwork or dodging.

The last to remain, or to collect the largest number of scalps (within a specified time) is the winner.



Slimy Tug-Of-War

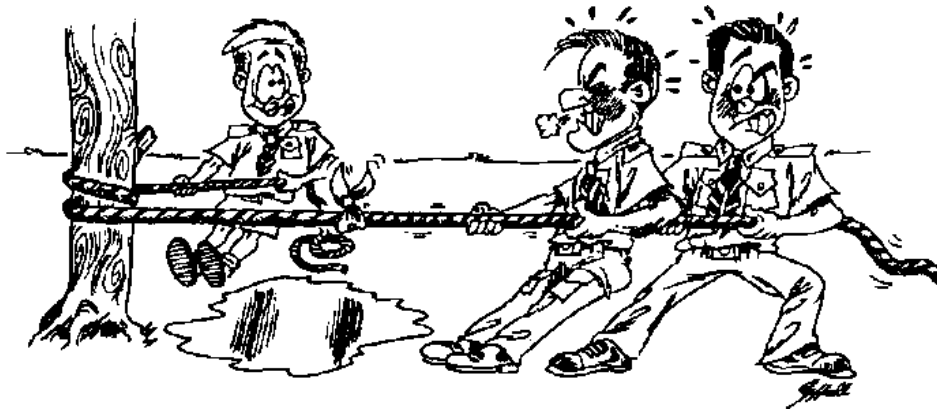
Equipment:

Rope, mud patch

Create a large mud pit as the central point in a tug-of-war. Make sure you have plenty of mud by leaving the hose running.

Variation:

You could run your tug-of-war over a creek. Just beware of snags etc in the water.



Circle Stride Ball

Equipment:

A playground ball

Players stand in a circle with legs astride and feet touching. A player who hits it into the centre of the circle puts Ball into play.

The aim is to try to hit the ball through a player's legs. This player is eliminated, returning when the next player is eliminated. Ball must be hit by the hand, not thrown or pushed. When eliminated the player can be asked to do an activity eg, sit up, and run to the wall.

Variation:

Ball is to be rolled. One player is 'it' in the centre and tries to roll the ball through legs. If successful they change places with the player who lets the ball through.



Horse & Rider

Equipment:

2 metre long rope

Two equal teams divided into pairs along two opposite sides of the playing area. Give each pair a number using similar numbers for each team. Arrange each team so that one is suitable for a horse (a larger Scout) and a rider (a smaller Scout). Use a tree or similar as a base for each team and place a 2 metre long rope in the centre of the playing area. When a number is called the pair form a horse and rider team and charge out, the object being for the rider to get the rope and tie it to their tree, the other rider trying to do likewise.

The horses try to knock one another over. Horses cannot touch the rope. If a rider falls off, they have to drop the rope (if they have it) and pick it up when they remount, that is, if the other rider has not taken off with it.

The game is best played outside.



Bosses & Secretaries

Equipment:

Paper, pencils and prepared statements

Group players into couples. Place each member of the pair on opposite sides of the hall. Use the four sides so players are stretched around the hall. One member of each couple (the boss) is given a prepared newspaper cutting (use six different messages of approximately the same length), while the other member (the secretary) has a piece of paper and a pencil.

On the signal to start, each boss begins to dictate the contents of the newspaper cutting to the secretaries who try to take it down. This is a difficult task with so many competing voices. The first couple with a complete record of dictation is the winner.

Variation:

To make it more difficult, have the bosses suck a lolly at the same time.



Blind Feeding

Equipment:

Blindfolds, plates of food.

Arrange couples around a small table and blindfold each player. A plate of feeding mixture is placed between them and both members of each couple are equipped with spoons. On a signal they begin feeding each other with their spoons, the winners being the first couple to empty (and eat) the food. Make sure their clothes are adequately protected and warn against wild movements of the spoons as this can result in broken teeth. If possible, use plastic spoons.



Boat Race

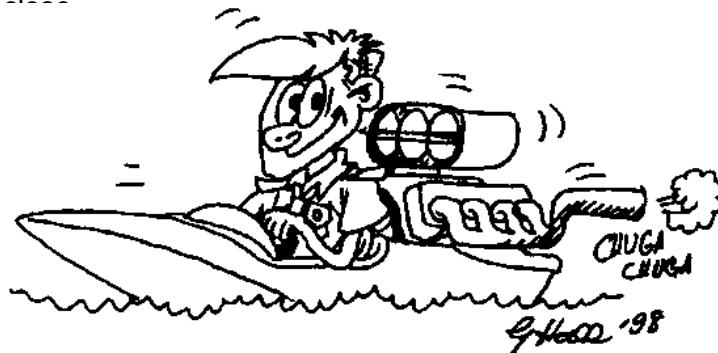
Equipment:

Scout staves or poles.

The staff is the boat and if you have more than three Scouts, two staves should be lashed together. The Crews (two to six) straddle the staff, grasping it with both hands in front of them. They must keep in step, or they will mix their feet up thus reducing speed. The crew have their backs to the direction travel and should be close together.

The Coxswain faces the direction of travel and grasps the staff at the extreme end with both hands.

word 'Go' the boats' crews run backwards, being steered by the coxswain. The course will depend on space available - set a course and cover the distance. In limited space maybe two go at the one time (no fouling). If outside try a complicated course



Intellectual Baseball

Equipment:

Chairs, sets of questions

Place chairs for nine players of the team in regular baseball formation with an extra chair at each base for the batter and runners and also one for the umpire at the back of the pitcher.

The other team sits on the sidelines. The player who is the first to bat takes their place beside the catcher.

The pitcher fires a question at the batter who answers it if they can. If correct, the batter goes to the first base; if incorrect, they are out. If the batter cannot answer the question they fire it to any member of the team in the field, by calling the position i.e., 'right field'. That player must answer correctly to put the batter out. If incorrect, the batter goes to the first base.

No prompting or delaying is permitted by the umpire. Runs can be made only by moving from base to base. No stealing is allowed.

Play as a regular baseball game for three, five or seven innings. Use any subjects for the questions - history, Scouting, knots, flag etc. or even current events or music



Orange Chin Pass

Equipment:

An orange per team.

This is an oldie but a goodie.

Teams are arranged (if possible) with alternating guys and girls. On the signal, the first person hugs an orange under his chin, then turns to the girl next to him, and, without using his hands, transfers the orange to beneath her chin, and so on, to the last person in the team.

Should the orange drop at any stage, it goes back to the person under whose chin it dropped from.



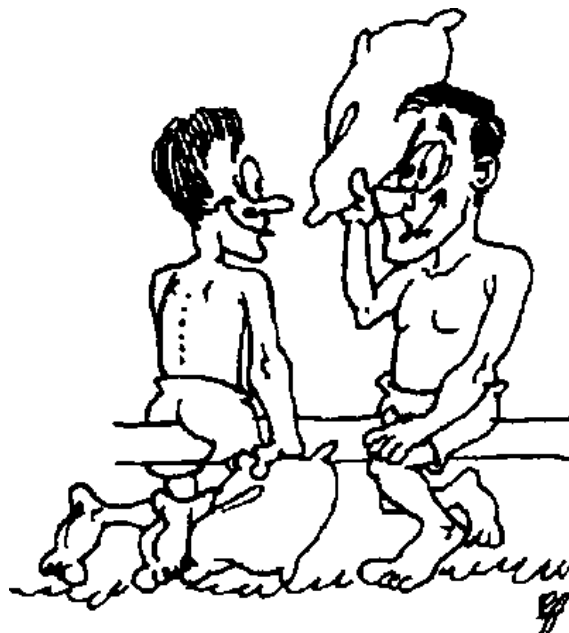
Water Jousting

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.



Card Rugby

Equipment:

Old pack of cards.

Divide the players into two teams, which are distinguished in some way. They line up on a team base line 10 metres apart. The leader stands in the centre, and suddenly throws the cards into the air and calls a particular card. All the players then dash to the centre and attempt to find the card and get it back over their base line.

The game is particularly entertaining if the teams decide on using 'dummy decoy discoverers' who can lead the opposition away, leaving the rest of the team time to find and transfer the right card over the base line.



Balloon Football

Equipment:

One or two blown-up balloons.

Troop in two teams, seated on the floor, facing each other with feet touching.

Leader drops the balloon between the two teams. Players hit the balloon with their hand, attempting to hit it past the other team so they cannot return the balloon.

If the balloon goes behind a team so a player cannot reach it, a goal is counted for the opposing team.

Feet must be touching opposing player's feet at all times. If the balloon goes to the side of the team and cannot be reached, it is considered out of bounds and no goal is counted.



Hunt the Rabbit

Equipment:

None.

This 'fun' game still has good value in observation training.

Everyone leaves the room, and a 'rabbit' is hidden somewhere in plain sight. The rabbit may be a toy rabbit, or any other object may be used instead.

As the players return to the room, everybody tries to locate the 'rabbit'. When they see it they sit down quietly and watch the others continue their search.

Last person to see it gets three groans, or maybe otherwise penalised.

First person may hide the rabbit next time.



Bottle Feeding

Equipment:

Small bottles of cola, teats, blindfolds

Divide into groups of two, blindfold them and allocate a chair to each couple. One person sits on the chair while their partner sits on their knee. One person in each couple is given a full bottle of cola, with a teat on the end.

On the signal to start they then feed the drink to their partner. The winning couple is the first to empty the bottle.

Then reverse partners so each person has a go at the drink.



Kiss the Magic Book

Equipment:

Blindfold, book & saucer of flour

A 'victim' (who doesn't know the game) is 'dragged' before the group on a false and exaggerated charge and told that they can only gain the forgiveness of the group by kissing the magic book three times.

They are shown the book on the table, then blindfolded and allowed to kiss the book a first time, then a second time.

As they prepare to kiss the book for the third time, a saucer of flour is placed on the book and the victim gets a mouthful.

Make sure you don't pick on anyone who can't take a joke.



Kim's Game

Equipment:

Articles on a tray - pencil & paper

Each Scout stands around the table that has a selection of articles on it covered by a cloth. Start with 12 and move up as the Scouts get better at it.

The Leader uncovers the articles and the players look at them for about two minutes. The articles are then covered. The Scouts must then write down the list of articles from memory.

Variations:

There are lots of variations to this. You can have a smelling Kim's Game where items such as coffee, tea, curry powder etc. are in small containers and Scouts have to identify them.

Hearing Kim's Game is another one where the Scouts are blindfolded and a number of sounds are made (or recorded) and each Scout has to try to identify the noises.



Soap Bubble Contest

Equipment:

Bubble solution, straws, rope

Prepare the following solution in a fruit jar: two thirds water, add finely shaved castile soap, four table spoons of glycerine and a teaspoon of sugar.

Shake well, strain through a cloth, pour back into the jar, and let it stand for an hour or two. Water colouring can be added for coloured bubbles.

Bubbles can be blown with clay pipes or straws. If straws are used, split one end for one centimetre and spread the ends apart.

Arrange the players in two teams, one each side of a rope stretched 1.5 metres high. Each player tries to blow bubbles over the rope.

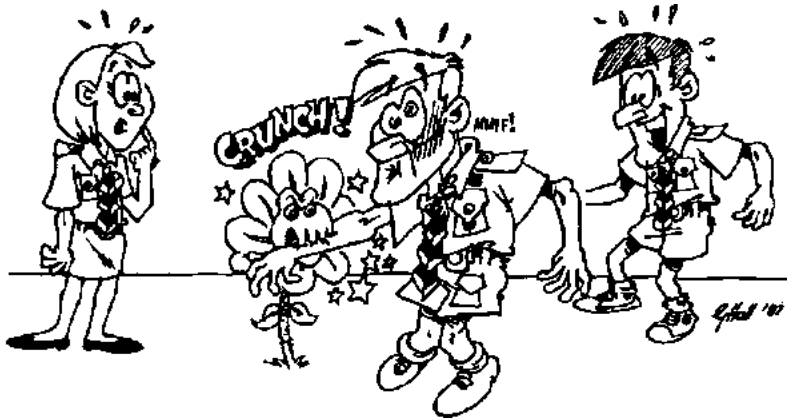
For each bubble, one point is scored. Different coloured bubbles for each team prevents confusion.



Freak Plant Hunt

Equipment: Pad and pencil for each Patrol; items for 'doctoring up' plants.

In a given area, 'doctor up' a number of different trees and plants - tying a wildflower to a gum tree; having an orange grow' in a wattle; making daisies 'bloom' on a bush, etc. (let your imagination run wild). Patrols are then told how to find 'doctored' area, and are given ten minutes to locate these 'freaks of nature'. Patrol reporting greatest number of 'freaks' wins.



Balloon Shaving

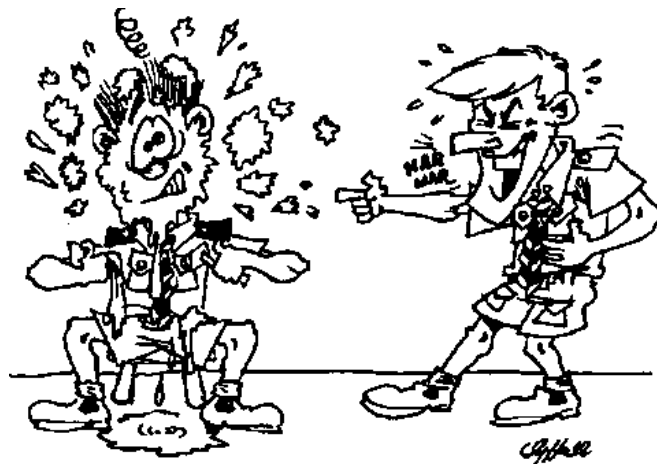
Equipment:

Disposable razors; balloons; shaving cream and towels

Divide into three or four teams. One member of each team is seated on a chair with the neck of an inflated balloon in their mouth, and a towel draped around their front.

The balloon is then covered with shaving cream, and at a given sign, their partner attempts to shave the cream off with the razor.

Work it as a relay so that every member gets a turn.



Chair Soccer

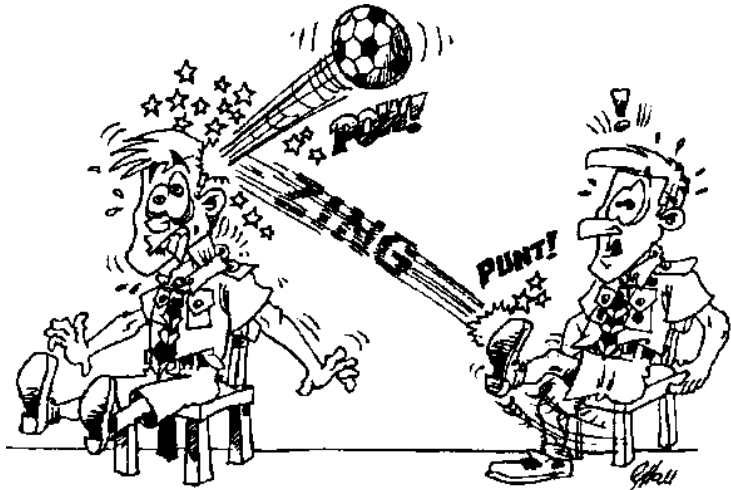
Equipment:

Each opponent has a chair each; 1 soccer ball.

The Leader stands in the middle of the hall, while each player makes a circle around him/her.

Then the leader throws the ball up in the air and gets out of the way really quickly so that the players can play.

Each player has to kick and aim at the same time to another player's chair. You can't touch the ball with your hands and head - use only your feet. You can play this game inside or out.



Balloons to Buckets

Equipment:

Paper waddies; balloons, buckets.

On the signal, the first member of each team begins hitting the balloon towards its bucket at the other end of the hall. On reaching the bucket, they must get the balloon into the bucket with the waddie.

On getting the balloon in the bucket they then dash back to their team and give the balloon and waddie to the next person.

Players can interfere with other teams balloons, which add to the difficulty.



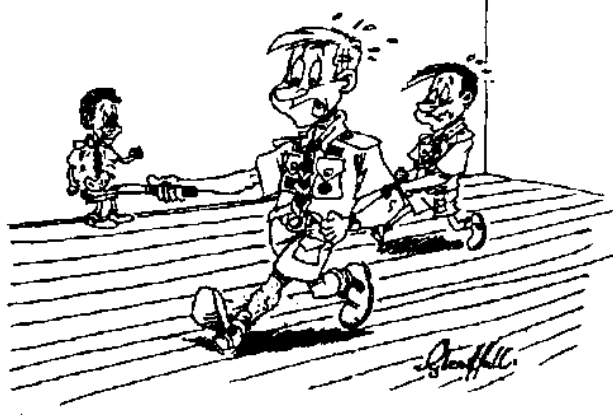
Bowl & Nuts Game

Equipment:

One empty bowl and one bowl with one peanut per player and a table knife

Place the empty bowl at one end of the hall. On the word 'go', the first person of each group will pick up a peanut, put it on the side of the knife, balancing it and goes to the other end of and drops it into the empty bowl. They then run back and the next player does the same.

After the last player has returned to their group and put the knife in the bowl, the whole group runs up to the other end. After shelling the peanuts, they must all eat them and as soon as this is done, they run back and sit down, one behind the other. The first team finished and sitting down wins.



Compass Golf

Equipment:

Golf clubs; golf balls; tin and tent pegs

Bury a small tin in the centre of a large circle marked on the ground. Mark north, south, east and west with small pegs on the circle's circumference. These are used to tee golf shots toward the buried tin. Record how many strokes you need to get in from each point.



Lost Shoe Relay

Equipment:

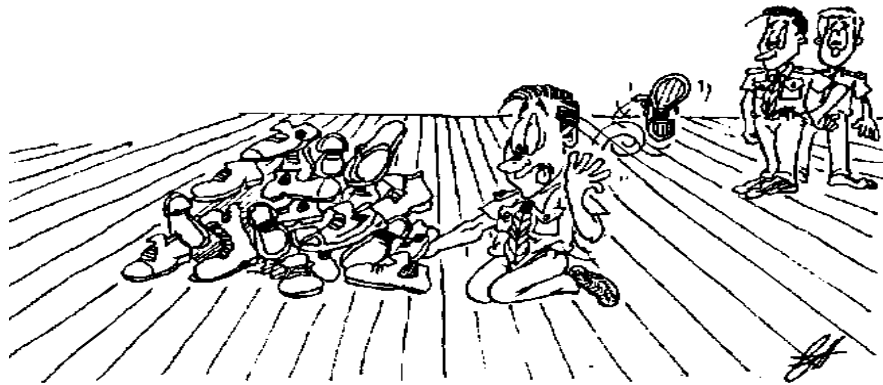
None.

Heave everybody's shoes into one pile, and as the recipe book says, stir thoroughly. Line up each Patrol in single file as for relay races and turn em loose.

The idea is to find your own shoes, put them on, and run back to touch of the next player in your team.

Try this as a surprise some time.

Do it in the dark.



Back-to-Back Race

Equipment:

None.

A good game to play when you have that combined meeting with the Cub Pack

Pair off Cubs or Scouts in each Patrol, stand back to back and link arms.

(Mix up Cubs and Scouts if combined meeting).

One runs forward the other backwards to a given point.

If any player permits their feet to be dragged along the ground, they start again from that point.

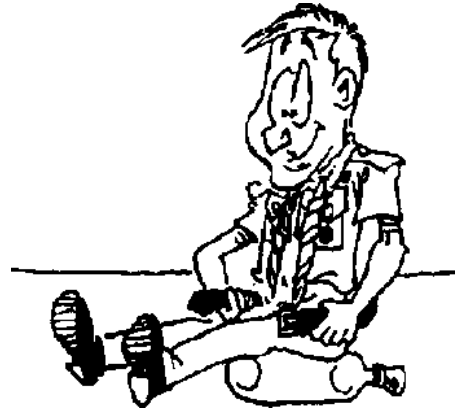


Sense of Balance

Equipment:

Bottle or rolling pin for each team

This game can be played as a relay race. Place a bottle or rolling pin on the floor and the Scout sits on it with the neck pointing toward the feet. Cross one foot over the other so that only one heel is touching the floor. While thus balanced put on a belt, scarf and woggle without rolling sideways and touching the floor with a hand. Any Scout touching the floor with a hand must start again. When correctly dressed the Scout picks up the bottle and carries it to their team mate at the other end. Continue until all Scouts have had a turn.



Human Pyramids

Equipment:

None.

Divide into teams of five. Players must race to build a steady pyramid, standing for at least 30 seconds.

Three players on hands and knees form the base. Two more players get on their backs, on their hands and knees.

The fifth player then climbs (or tries to) to form the top of the pyramid on their backs.

NOTE:

Once you have mastered five, try and build up bigger pyramids.

At the Jamboree, the Kaleidoscope team had about 15 people on their pyramid.

Just be careful getting back to earth. Try it in a swimming pool.



Blow Out

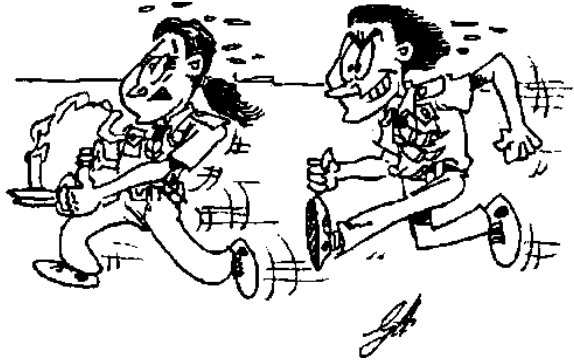
Equipment:

Candle & holder for each team, Box of matches

Each Patrol is given a corner in the Scout hall as their base.

They are given a candle in a holder for each team. The candle is lit and placed on the floor. On the given word, the lights in the hall are switched off and then each Patrol must endeavour to put out the candles from the other Patrol, whilst keeping their own alight.

Safety comes first, and there is no kicking over the candles.



Balloon Volley Ball

Equipment:

Balloons and net

Similar to Balloon Football

Divide the group into two teams. Stretch a net (about 2.5 metres above the floor) across the room.

Using the balloons as the ball, each team tries to keep the balloon from touching the floor on its side.

Each team is allowed to hit the balloon a maximum of five times whilst it is on its side.

Variation:

All players have their hands tied behind their back and have to blow the balloon across the net.



Flour Mould

Equipment:

1 kg mould of flour; knife; newspaper; container; a cherry

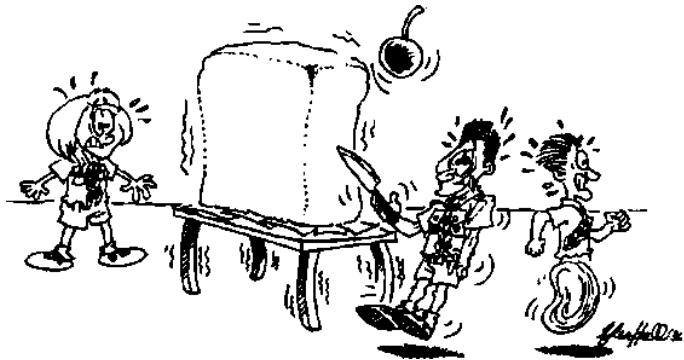
Place a mould of flour on a table covered with newspaper. (The mould is formed by pressing flour into a container, inverting it and lightly tapping the base).

On top of the mould place a cherry.

Place the knife beside the mould.

Begin to call out different descriptions and anyone fitting that description must come out and slice a piece off the mould without the cherry falling from the top. Examples of descriptions: all red-headed girls; anyone wearing thongs, etc.

The person who causes the cherry to fall must retrieve the cherry from the collapsed pile of flour using only his or her mouth.



Parcel Game

Equipment: An article to wrap up; paper and string neatly folded ready to wrap the parcel.

Patrols in line at one end of the hall and at the other end of the hall place equipment for wrapping. On the word 'go' the first player of each team runs up and ties up the parcel, on their return, the second player runs up, undoes the wrapping and folds the paper. Third player repeats process until all team has had ago. First Patrol to finish scores. Points also for neatness of parcels and piles of paper etc, and also for correct knots. Make sure you learn the knot first.

Variation:

To test the durability of parcels, Patrols stand in line three or four paces apart. As soon as the parcel is tied up, it is thrown from one end of the Patrol to the other and back.



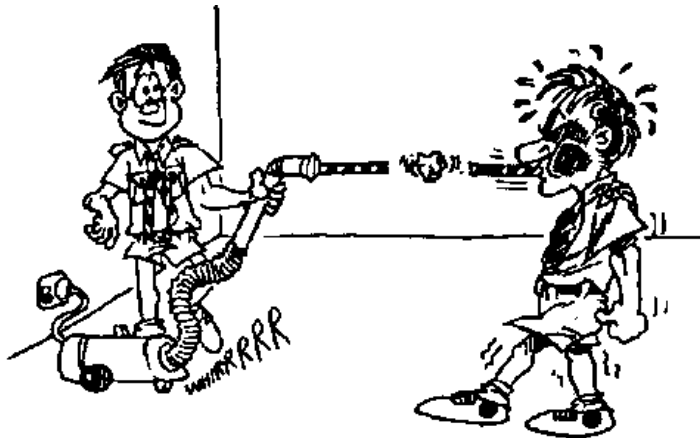
Magnetic Straws

Equipment:

Straws, Kleenex tissues

Every player in two or more teams is given a straw. The first person in each team is given a small piece of tissue paper, and, by drawing in their breath they can hold the tissue on the end of the straw. The next player puts their straw against the tissue and draws in their breath. The first person withdraws their breath. This technique is repeated down through the team.

Variation: You can play this with a phone card against each player's mouth. Lots of concentration needed, but lots of fun.

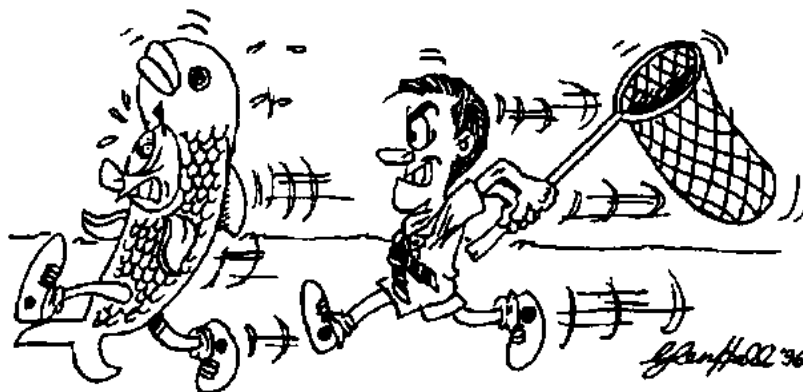


Catch a Fish

Equipment:

None.

Players divide into two teams ~ the fish and the net. Each group stands behind a goal line, 15-22 metres apart and parallel. Players of the "net" group join hands. On a signal, both groups move forward - the fish trying to reach the other goal. Fish can only go around ends. Net must make a circle around the fish. Those caught are out of the game. This continues until all fish are caught. Then teams reverse.



Loaded Mousetraps

Equipment:

Mousetrap per team.

First member of each team must carry a loaded mousetrap to a certain line and back and then pass it on to the next player who then carries it to the line and back again. This process is repeated down the team. If the trap springs (this will occur often), that player must start again.

Keep your fingers away from the spring.



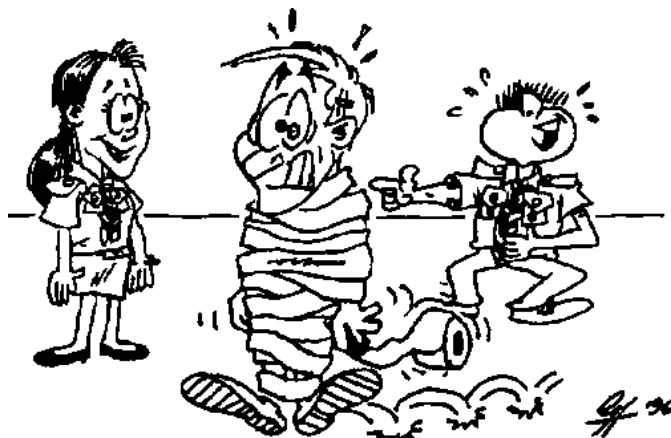
Paper Rolling

Equipment:

A toilet roll per team

The first member of each team is given a roll of toilet paper. At the signal, they begin rolling the roll by passing it over their head to the next person, while the first person holds the end.

When the roll reaches the end, it is passed back down the row of players between their legs, and on reaching the front; the process is repeated until the roll runs out.



Lemon Twister

Equipment:

Lemon and pencil per team.

The simple object of this game is for each member of the team to push the lemon with the pencil, along the floor in a straight line to and from a finishing line about seven metres away.



Great Chicken Race

Equipment:

Obstacles for an obstacle course (chairs, ladders, gym gear), eggs, blindfolds

A relay in which couples participate one player jumps up on the back of a blindfolded player and guides them through an obstacle course by giving them any directions they can.

To make it a little more difficult, holding an egg in their mouth handicaps the rider.

