

Wide Games

What is a wide game? A wide game is one that involves a test of ingenuity and child cunning which a Scout possesses. Normally played at night in a Wide area, not necessarily open. These games involve teams trying to bypass enemy guards and either rescuing members of their own team or gaining important elements. For instance, A team may be guarding a supply of radiated water, and the B team has to get as much of that water as possible back to their own hose. With lots of fun and to-ing and fro-ing, these games become a highlight of any camp or night-time

Wide games to try

By LEX LANNOY

Now that you have some insight into the wide games concept, here are some basic themes and ideas on which you can improve to give your Scouts the 'adventure' they desire via games.

The flying saucer

Can be played in camp where there is bush nearby or suitable terrain, or, on Troop night if you can acquire a blinking type torch or light (for night) or beet (for day).

The story

A confirmed report indicates that a one man flying saucer has landed in a bushy field near the Troop headquarters and is thought to be showing a blinking blue light. Two teams are after the saucer -one team to make friends with the alien in the saucer (discussed later) and safely bring him back to World Security headquarters (the hall), and the other team to kidnap him and secure the saucer for a hostile foreign power. Each team is given the approximate location of the Flying Saucer by different routes.

The Flying Saucer

... is a Venturer or ASL with a large, clear 500 gauge polythene bag over his head and down to about his ankles. Half a dozen air holes are cut in the face area for better breathing (as in a survival bag) and at one-minute intervals he flashes the torch (with a blue

piece of cellophane over the glass) north, east, south and west.

The Venturer doesn't know which team is the 'goodies' or the 'baddies', just to make things more difficult. The teams must first locate him by stealth and this depends on sighting the blue light. They must persuade him (quietly so as not to give his position away) that he must accompany them to safety, but they can't use physical force- Even the baddies can pretend to be goodies to trick the alien.

Each team has to have a good convincing argument to win. The catch to it all is that the alien must continue to flash his torch at intervals until the hall is reached by devious means. The team concerned must try to conceal the flashing light without touching him (initiative - hats, shirts to screen the light). Have a post mortem on the game when it's all over.

The opal smugglers

The Troop is divided into two teams - the opal smugglers and the police. The smugglers carry a bag of opals (four marbles), which is secretly allocated to one person. The police all carry handcuffs -a piece of rope with two fixed loops for the hands). The smugglers set out to reach their haven across the border without being detected. Somewhere in between are the police. If a policeman bails up a smuggler (touches him/her on the back), the smuggler must hand over the opals, if he has them. If he has not, the smuggler goes free and the policeman gives the handcuffs to the smuggler.

Of course, the wily smugglers can keep changing the opals from one to another and the policeman who has lost his handcuffs can either return to his headquarters (the Security Base) for a new pair or still chase the smugglers to help his team. However he cannot apprehend them until he has his handcuffs. This game can be played by day or on a moonlit night.

Points

20 points for smugglers getting opals to the hall, 20 points for police capturing the opals, 2 points for every set of hand cuffs won by the smugglers.