

# Never Too Cold for a Good Chase

by Ian Mitchell

Remember your last winter outing; the cold wind, the cold snow, the cold you caught!! If there is one way to beat the cold, it is of course, to keep moving. I know, easier said than done; especially when we are talking about Scouts who like to play those computer games. Well, here are a couple of vigorous games that can be played almost anywhere, at any time. They will keep Scouts moving quickly to beat the cold while ensuring that they use a little bit of brain power and even some pre-planned teamwork.

## Rabbits

*What you need:*

A space of 9 x 24 metres (30x80 feet) is outlined on the ground with six cross-lines dividing it into seven sections of equal length. Through the center a long line is drawn parallel to the sides, dividing the ground into two equal halves. Each cross-line represents a track on which a hunter must stay or move. (See diagram below.)

*How to play:*

The game is usually played by two teams of nine scouts each, one team being called the rabbits and the other the hunters. One Scout on each team is a captain. For a larger number of

players there should be more cross-lines, and for a smaller number of players, fewer cross-lines.

The object of the game is for the rabbits to start at the near end, run through to the opposite or far end, cross over to the other side and run back home without being tagged by a hunter. One such successful run wins a game for the rabbits' team.

The object of the hunter is, of course, to tag the rabbits during this run. Five rabbits tagged or "killed" wins the game for the hunters. The game starts on a signal from the captain of the hunters, who calls "rabbits", when he sees that his Scouts are all in position.

Alternate hunters on alternate sides of the center line at the start, but in the course of the play they may cross over from side to side anywhere on the specified lines.

Usually only one rabbit starts at a time, however any number may be in the field at once and, of course, the more there are in the field the more confusing and difficult the game becomes for the hunters. A hunter may not move away from the cross-line to which he is assigned, so the rabbits may rest in between such lines. The captain, however, is at liberty to move on any line in any direction, so the rabbit must keep away from the long lines as well as the cross-lines in his vicinity.

Any rabbit tagged is "dead" and leaves the field. Five dead rabbits

score one game for the hunters. One rabbit getting back to the starting point without being tagged, wins the game for his team. At the close of each game the teams change sides, the rabbits become hunters and vice-versa.

## Handball

*What you need:*

A regular baseball diamond and volleyball.

*How to play:*

Two teams are chosen of equal number. One team is scattered anywhere inside the bases, the other team is up to bat. The Scout bats the ball with his hand. The opposing team catching the ball he has batted tries to put the runner out by throwing the ball at the runner or by touching him with it. If the runner stands still he may not be put out, but the team trying to put him out must keep the ball passing continually; holding the ball is not allowed. The Scout running must circle the bases and reach the home plate before another batter comes up to bat.

Does your Troop have a favorite "warm-up" game for winter? Share it with us by forwarding it via e-mail to: imitchell@scouts.ca. We will be sure to pass it along for our other members to enjoy. X

- Ian Mitchell is the Program Director for Scouts, Venturers and Rovers. He stays warm by keeping active!

## Rabbits

