

# **FIRST BOOK OF INDOOR TROOP GAMES**



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**Editor's Note:**

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21<sup>st</sup> century. For reasons of historical accuracy they have been preserved in their original form.

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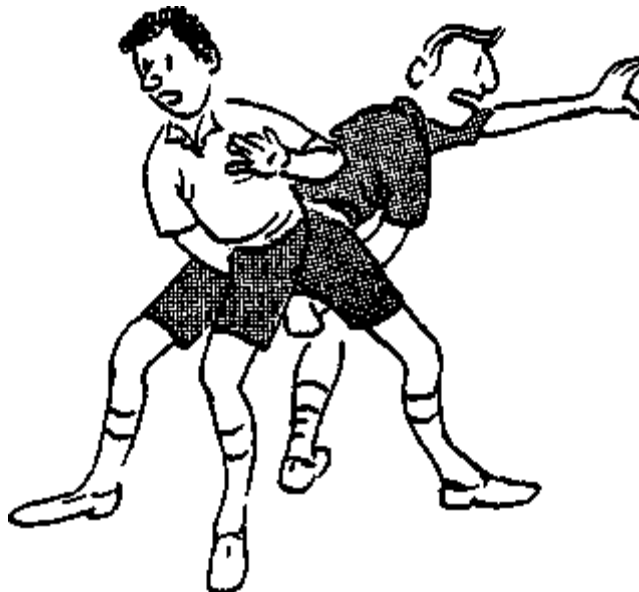
## **INTRODUCTION**

This little book of Indoor Troop Games has been put together to provide a selection of 125 games suitable for playing indoors.

The games described are not too complex or too difficult and can be explained in a minimum of words. All have been tested on New Zealand Scouts. Some games may be more suitable for certain moods of the Troop than others.

Sometimes a game needs to be played several times before a Troop accepts it and some may need to be modified to capitalise on a particular mood of the Troop.

There are no training games in this little book. These will be found in a companion booklet entitled “Troop Projects and Training Activities” to be published shortly.



## TAG GAMES

Most of these games require little or no equipment or preparation and are useful for getting rid of surplus energy at the start of a meeting. Most Scouts are full of energy and come to Troop meetings with a hundred physical devils in them. The wise Scout Leader gives them the opportunity to release as much of this energy as possible before getting down to the more serious or training aspects of Scouting,

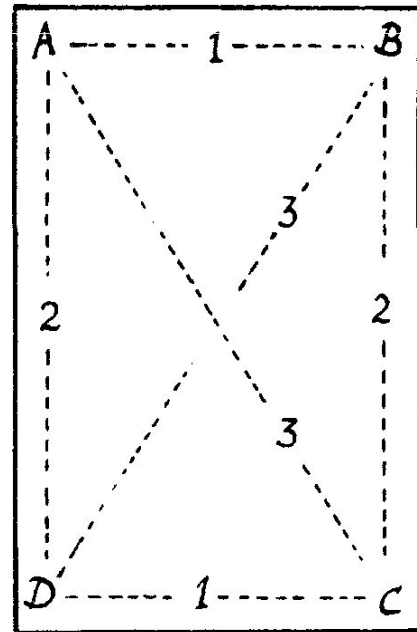
**200 SCARF TAG** – All Scouts wear scarves except the one Scout who is HE and has a ball. HE tries to hit anyone with the ball below the knees with a direct hit. If successful, victim removes scarf and helps HE, and game proceeds with more and more becoming HE and less and less having scarves. Last Scout with scarf is winner.

**201 SWINGERS** – Two Scouts (the swingers) in centre of hall, each armed with a rope with a soft weight tied to end. Scouts run from one end of the hall as in British Bulldog, (see 210) trying to avoid being touched by the swinging ropes. Ropes must hit below knees and the Swingers must have a circle in which they must stay (i.e. they cannot chase a victim all over the hall). Each Scout has 2 lives, after which he is out of the game or relieves the Swingers.

**202 LAPS** – Space Patrols at equal distance around the hall with four chairs or objects forming a large square in the centre. At a given signal the Scout (one from each Patrol) race around the chairs in relay formation. When a Scout is tagged by a Scout from behind, that is the end of that round and the next set of Scouts, at the given signal, set off (you can reverse the direction from time to time) and game continues until one Patrol runs out of Scouts. (Scout is out if tagged).

**203 THREE-TWO-ONE** – Nominate the four corners of all the hall as A, B, C, D and explain that when you call ONE it means running across the width of the hall (i.e. A-B or C-D), TWO is running the length of the hall (i.e. A-D or B-C) and THREE is running across diagonally (A-C or B-D). When you call 3232 and Troop are in base A, all should stay still. If Troop is in base C and you call 3212 all should rush straight to base A. Last Scout into base is out.

**204 ARTFUL DODGER** – Scouts spaced in a circle with ODD inside and two GUARDS outside. ODD tries to hurtle around a Scout and back into the circle before being tagged by a guard. When he succeeds he scores a point. When ODD is tagged he changes place with another member of his Patrol and the Patrol which scores the most points is the winner. You will need a time limit per Patrol so that ODDS are reasonably active.



**205 BEAN BAG TOUCH** – Scouts in a circle with ODD in the center with a bean bag or similar. ODD tosses the bag to any Scout in the circle and runs out of the circle. The receiver catches the bag, places it back in the centre and then chases ODD who has to pop back and touch the bean bag before he is tagged. If he fails he is out. If he succeeds he

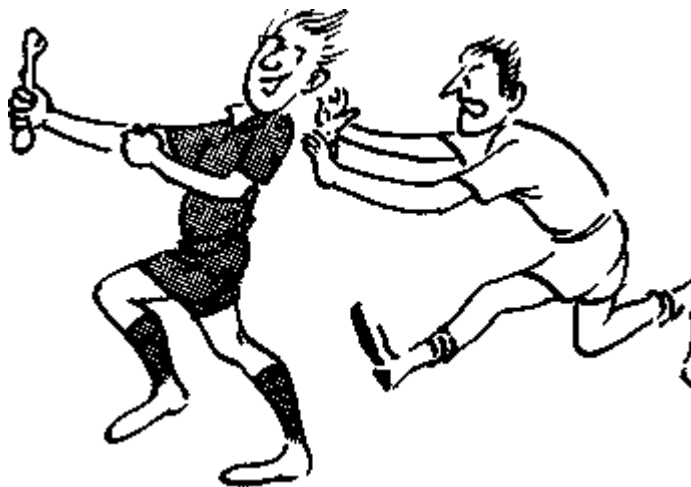
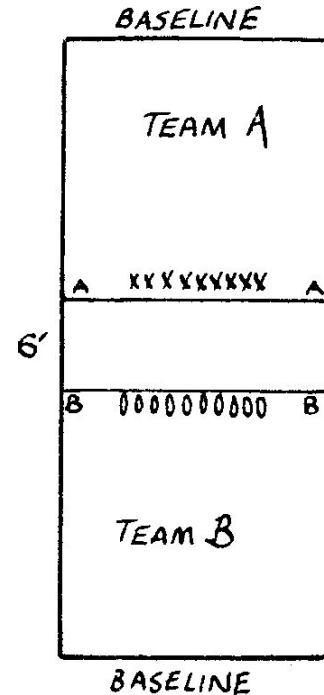
tosses again from the centre or he can take his pursuer's place in the circle. Patrol with most members left after a time limit are the winners.

**206 BOX TAG** – Have a small marked square for each Patrol, one in each corner of the room. Appoint a PL as ODD or an active ASL. Scouts have to dash from one sanctuary (the squares) to another in a clock or anticlockwise direction when the spirit moves them without being tagged by ODD. Anyone tagged is out and any Scout who gets around the course (touching every base and getting back to home base safely) gets a point for his Patrol. Anyone standing in a base for longer than a minute is OUT and Patrol with most completed runs is the winner.

**207 CAT AND MOUSE** – All in a circle clasping hands. Have a cat outside and a mouse inside. Cat pursues mouse under the linked hands. Scouts assist mouse and impede cat. When mouse is caught, the cat becomes the mouse and a new cat is appointed.

**208 CATCH THE PITCHER** – Troop in two teams arranged as follows. Team A line up along line AA, and team B along line BB. Each team number off, and each team in turn, and each number in turn, throws a ball or bean bag or disc to lodge in a central circle -each team member throwing in turn, i.e. – A1, B1, A2, B2, A3, B3 etc. As soon as someone is successful and gets the ball etc. in the circle, that team pursues the other team who dash back to their base line (the end wall of the den). Anyone caught is out, and the team that eliminates the other is the winner.

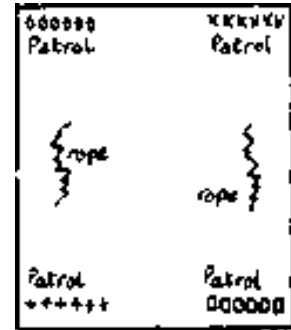
**209 DOG AND BONE** – Two teams standing at opposite ends of the hall. Halfway between the two teams lies the bone (i.e. skittle, beret, bean bag, baton). The captain of one team names a runner. The second captain matches him with one of his. They then take it in turn to call first. The named runners dash forward to snatch the bone and return back to their base without being tagged by the other. Players can feint, dodge and dart about, and each success scores a point for the team.



## TUG GAMES

These games, if they are used to split up the quieter or less active parts of a Troop meeting, make a welcome relaxation for Scouts, but don't let games go on for too long a period. Stop the game while everyone is enjoying it so that they will want to play it again on some other occasion.

**210 BRITISH BULLDOG** – Select the biggest, strongest, toughest or more robust Scout as the Bulldog. Troop at one end of the den, bulldog in the centre. The latter calls his victim and he has to try to reach the other end of the den without the bulldog getting his two feet off the floor. If the Bulldog succeeds the victim helps him from then on. If he fails the whole Troop races through and the two bulldogs take their pick. The second bulldog then has the choice of the next victim and so on, the winner being the last Scout left.



**211 PRISONER TUG** – Patrol versus Patrol like an ordinary tug of war except that as soon as the leading player in a team is pulled over the centre line he is out. The tug then restarts with one Patrol having a man less and tug continues until one or other side losses a member in the same way, and that Scout is out. The tug goes on until the whole of a Patrol is out. (Overconfidence on the part of the numerically superior Patrol often allows the smaller Patrol to draw level and eventually win).

**212 SPRINT TUG** – Lay a rope between the Patrols who line up at each end of the hall as shown. On the word 'go' each Patrol scoots for the rope in front of it and the tug begins. The team which gets the rope back to its corner wins. No player may touch the other team's half of the rope, and the rope is deemed to be home when a member of the Patrol can touch the wall with the end of the rope.

**213 CROSSED CIRCLES** – Give each Patrol one piece of chalk (different colour for each Patrol) and on the word 'go' they have to put as many crosses as they can in any Patrol corner other than their own. Crosses cannot be rubbed out once drawn and apart from that, there are no rules. Two minutes for each round is sufficient and Patrol with most crosses to its credit wins the round. Have 4 to 6 rounds.

**214 NORTH AND SOUTH** – Two teams face one another across a chalk line, each with right feet on the line. At a signal each team tries to grab the others and pull them over the line. A player who is hauled over the line is captured and is sent to prison (which is the end of the den) and team which eliminates the other side is the winner.

**215 BLOW OUT** – A commando type game requiring two teams. One team defends a lighted candle in the centre of the hall and the other team tries to break through (one Patrol at each end of the den) and blow out the candle (put lighted candle in a jar). Play with the lights on first, then turn the lights out. Have a time limit of 2 minutes, then teams change places.

**216 REMOVERS** – Put about twice as many objects as you have Scouts in the centre of the hall. Each Patrol in its corner. As soon as the lights are switched off each Patrol has to sally forth and take back as many objects as possible to its den. Have a time limit of 2 minutes or less. Patrol with most objects is the winner. Have 4 or 5 rounds.

**217 CHINESE TUG** – Patrols face one another, numbered off. No. 1 of each Patrol comes out to the centre, stand back to back, bow politely to their Patrol and grasp right hands of their opponent between their legs. In this ludicrous position each tries to pull the other back to his Patrol. If he succeeds the weaker one is captured and first Patrol to capture the other Patrol wins.

**218 DANISH WRESTLE** – Patrols face one another, numbered off. No. 1 of each Patrol comes out to the centre and stands sideways to his opponent, facing opposite ways, legs astride, the outside of their right feet touching. They grasp right hands and try by pulling, pushing and jerking to make the opponent move his rear foot. First to move is captured and Patrol with most members (own and captured) at the end of the round wins,

**219 MURDER BALL** – Divide Troop into two teams, give each team a mat or sugar bag and a large soft ball. Each team is positioned at opposite ends of the hall, the mat being placed at the centre of opposite walls and cannot be removed or relocated. On a signal each team dashes forth and tries to land its ball on the opposing side's mat. When a 'goal' is scored all return to their original position and game starts again on the signal.

**220 GRAB** – Each Scout is sent out on a scavenger hunt to find one object which is placed in the centre of the hall. When all objects are in the centre the Scouts are asked to run around the hall, keeping into the walls. One object is removed from the centre and when the leader yells 'Grab' the Scouts have to retrieve one object each from the centre, the Scout without an object being eliminated. The game continues with another object being removed and the game finishes when one Patrol is completely eliminated.

## RACE AND ROMP GAMES

Most Scouts like to race and romp. Some of these games will be well known to your Scouts and become firm favourites but ring the changes and try and introduce a new game every now and again. Repetition can become boring.

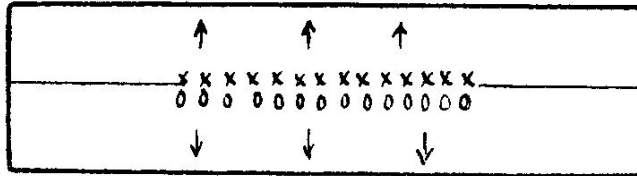
**221 BATTLE OF THE BANNER** – Two teams. Team A has a pole and a banner (which can be a rug, jersey, etc.) and it challenges Team B with taunts, jeers and what have you to capture the thing. Pushing, pulling, tripping, bumping, scragging and tackling is all O.K. but no boxing, battering, booting or anything of that kind. No weapons of course. Any one downed is dead and retired from the event which terminates when the banner is captured or Team B are all casualties. After this teams change places for Round 2.

**222 BULL IN THE RING** – Two teams. Team A forms a circle at one end of hall. Team B forms another circle at the other end. One Scout (say X) from Team A is placed inside Team B's circle, and one from Team B (say Y) in Team A's circle. On a signal Scout X tries to get out of B's circle and back into A's, while Y tries to get out of circle A back to his home circle B. Change over after a set time and the team with most breakouts wins.

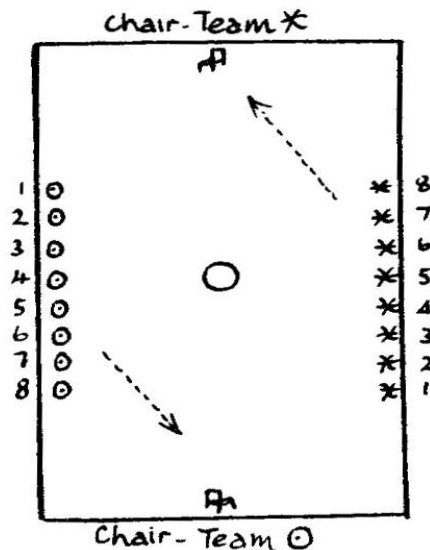
**223 JELLYFISH** – One or two teams. Team joins hands round a rope to form a circle, players being inside the rope. Inside the circle place some item which can either be knocked over or that can be stepped on (the jellyfish). Object of the game is to avoid knocking over or stepping on the jellyfish yourself while at the same time trying to force your fellow Scout to

do so. Hands must remain clasped to the rope or if no rope to one another. Scouts can jump over the jellyfish but if they touch it they are out.

**224 REVERSE RACE** – Two teams each facing one another along the length of the hall Partner off, and each set of partners link arms facing in opposite directions. On the word ‘go’ they stagger off, each trying to pull the other backwards with the aim of reaching his own side of the hall. If grip is broken pair has to start again at the position they broke.

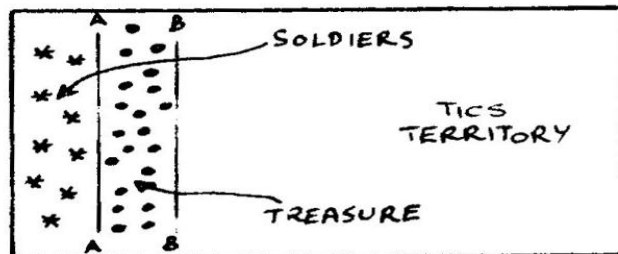


**225 LASSO CHAIR** – Two teams numbered off to give shortest on left, right. Each team lines alongside the hall. In the centre of the hall is a rope ring large enough to encircle a chair, one of which placed at each end of the hall. Call out a number and the Scout with that number from each team has to grab the rope ring and try to get it over his chair to get a goal for his side. Time limit is necessary. You can call 2 numbers at a time to make it more of a romp.



**226 SOLDIERS AND ROBBERS**

– One team comprising PL’s and APL’s which are the soldiers, the other team being the rest of the Troop, (the ‘tics’). Divide the hall thus: The treasure comprises about 20 30 objects. The ‘tics’ try and grab the treasure one item at a time without being tagged by the soldiers who cannot go any further than line BB. If a ‘tic’ is captured he has to return his goodie and go to prison which is the territory between line AA and the back of the hall. A ‘tic’ (No. 1) can be released by another ‘tic’ (No. 2) tagging him without No. 2 being tagged in the process by a soldier. No. 1 or No. 2 can be tagged on their



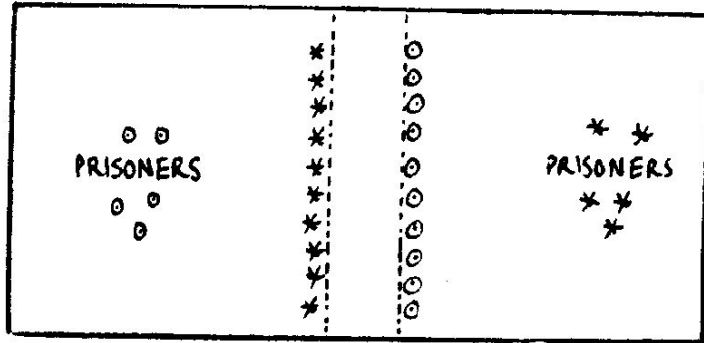
way out and become prisoners but once over line BB they are safe. Game ends when either all the treasure is captured or all the ‘tics’ have been put in prison.

**227 DROP RUGGER** – Patrols in their corners, facing inwards towards wall. Chalk a small circle in front of each Patrol. Have dead silence. Leader drops article (small stone, tennis ball, hank of rope etc.) in centre of hall. As soon as object hits the deck Scouts take off from their corners. Object is to ‘touch down’ with the object in their own goal. Vary the object for each round. Penalise any Scout that gets away before the object hits the floor.

**228 FLOTSAM SCRAMBLE** – Balls, bean bags, socks, scarves, Scouters etc. are scattered haphazard on the floor. Scouts line up at one end of the hall and on the word ‘go’ they race to touch two side walls, then gather up an object (one only), then touch two side walls again, pick up another object and so on. The Scout who collects the most objects when time is called is the winner (alternatively the Patrol with most objects is the winner).

**229 STORM THE CITY GATES**

– Two teams face one another in line with hands clasped and disposed of in any way the captain decides. Each captain in turn sends a warrior to break through the enemy line. He has three tries and if he fails he becomes a victim of the enemy and has to sit down behind the enemy. If he succeeds he takes back the



two players who let him through and they sit down behind their enemy. Only one attacker can be sent at a time and the team with most members (including the captured ones) when time is called wins.

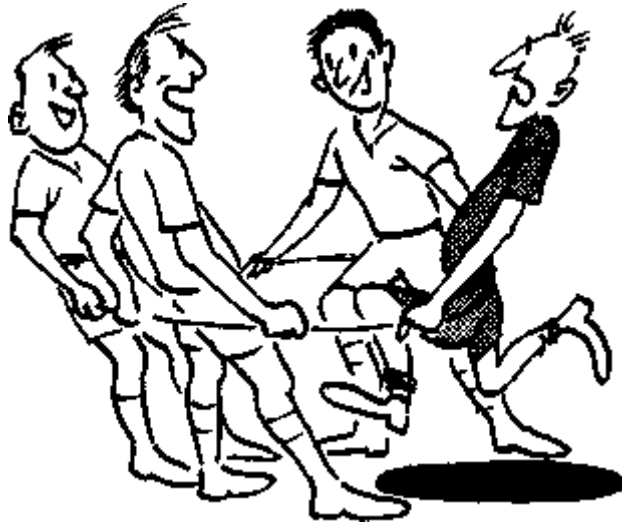
**230 GATHERING COCKLES** – Each Patrol in its corner. In centre of hall put one object less than the number of Scouts. On the word ‘go’ all dash out and try to obtain one object. Those who do not secure one are out. (No Scout is allowed more than one object). On the next round remove one or two more and players run again. This goes on until one Patrol is eliminated (or only one player is left).

**231 KING OF THE RING** – Draw a large circle within which all Scouts are able to be placed perched on one leg of their choice (on which leg they must remain for the whole game). They clasp the left ankle if that is the leg not being used with the left hand (or alternatively right ankle with right hand) and on the word ‘go’ they all begin villainously hopping and shouldering each other out of the ring. Once out of the circle that is the end of the game for that person. The free hand is not to be used except to maintain balance. Any player touching the floor with his second foot, hopping or stepping out of the circle or using unapproved methods is out of the game. The survivor is the winner.

**232 OFF THE DECK** – Set up the hall with enough chairs, forms, ropes from beams etc. so that when the whistle blows everyone can get off the floor. The last to get off the ground each round drops out. (Players scatter about having to be on the move all the time, then the whistle goes and all have to get off the deck). Patrol with most left after a time limit is the winner.



**233 LAPS** – Arrange chairs in a large square with a Patrol behind each chair. At the starting signal one member of each Patrol starts to run round the square in a clockwise or anti-clockwise direction (as indicated by the signal, i.e. 2 whistles clockwise, 1 whistle anticlockwise) and when the runner reaches his Patrol, No. 2 takes over. Each member of the Patrol runs in turn and the object of the game is to eliminate a Patrol by another Patrol catching up with its runner.



### RELAYS

These games are ideal for building up Patrol spirit and esprit de corp and they should always be played as Patrol versus Patrol. Relays usually combine concentration with physical ability. Some of the relays below could be a little complicated and a clear explanation is called for before a game begins and a trial run will not go amiss.

**234 SEDAN CHAIR RELAY** – Give each Patrol two staves. Each Scout in the Patrol is then carried by the others, strung between the two staves, the length of the hall and back. If the Scout touches the floor in the process, the team has to go back to base and start again.

**235 POST OFFICE RACE** – Place in front of each Patrol a chair and at the opposite end of the hall another chair (or alternatively draw a circle in lieu of a chair). The chair or circle in front of the Patrol is the 'change base' and the chair or circle at the far end of the hall is the 'post office'. Place in each post office the following:

one cent piece – five  
two cent piece – four  
five cent piece – two.

Number off each Patrol. The leader then calls out an amount (say 13 cents) to be in the post office, then the number of a Scout. The Scout from each Patrol with that number then has to dash to the post office and take all but 13 cents back to the 'change base', being allowed to take only one coin at a time. First to complete gets a point for his Patrol. The leader then calls a new amount for the post office and another number and that Scout has to juggle the

amount between 'change base' and 'post office' so as to achieve the objective with the minimum of runs. (Instead of coins you could use objects, i.e. a billy represents one cent, an axe two cents, a chair five cents etc.).

**236 NO HAND RELAY** – Provide each Patrol with a tennis ball. No. 1 places the ball in the crook of his elbow holding it there by forcing his forearm onto it. On 'go' he runs to the end of the hall and back, passing it to No. 2 without either using their hands (i.e. No. 2 has to slip arm and elbow on to the ball and hold it while No. 1 removes his arm, No. 2 goes through same sequence). If ball is dropped it must be replaced without using hands.

**237 SPACE FLIGHT** (An outdoor relay) – In Patrol corners get each Patrol to make a paper dart of any design. Then take Patrols outside where you have a reasonably large playing area. Decide on the starting line and finishing line. Line up Patrols at start. Each PL throws his dart in the direction of the finish, when the PL has had his throw, the PL runs after the dart and No. 2 throws from where it lands. Continue until Patrols reach the finish or get lost or the dart disappears. It's crazy but a lot of fun.

**238 CHOPSTICKS** – Give each Patrol two newspaper battens and a tennis ball. Place a metal plate about 10 m in front of each Patrol. On 'go' No. 1 places the ball in front of the Patrol and, using the 2 battens, has to propel the ball along the ground and onto the plate using the battens only. When this is done ball is retrieved and No. 1 runs back with ball and batten to No. 2, and so on.

**239 MOUSE TRAP** – you need a mouse trap for each Patrol and one paper batten or small wooden batten or stave for each Patrol. Put a set trap out in front of each Patrol (about 3-4 m away). On 'go' No. 1 runs up with batten and sets off the trap, then resets it, runs back and passes batten to No. 2 who goes through same process. If trap goes off before No. 2 gets to it, No. 1 has to reset it again.

**240 OUT BRIEF CANDLE** – About 10 m in front of each Patrol place a candle and a box with 10 matches. As soon as the light is switched out No. 1 runs up, finds the candle and matchbox, lights the candle, blows it out leaving matchbox behind and runs back and tags No. 2 who does likewise. If Patrol uses up its ration of matches before all have had a turn they are out of the game.

**241 BATON BEAT** – One baton to each Patrol. Each Scout from each Patrol in turn runs to other end of hall, taps five times on the floor with his baton, counting 1, 2, 3, 4, 5 out aloud, then runs back, passes on the baton etc.

**242 BOTTLE AND BATON** – Place a plastic bottle at one end of hall, relay teams at other end. Each Scout in turn has to aim the baton without moving from his position at head of the relay, so that it bowls the bottle over, refetching the baton until he achieves this. Each Scout must stand behind the relay starting line. When the bottle is bowled over, the Scout rushes up and replaces it then passes baton onto the next Scout in line.

**243 OBSTACLE RACE** – Set up three or four obstacles in front of each Patrol (i.e. a form to go under, a rope to swing from, a chair to wriggle through, a high rope to get over) and each Scout has to successfully navigate the course before the next Scout is allowed through.

**244 EXCHANGE** (for large Patrols or two Patrols combined) – Divide Patrol or teams into halves, one half (A) at one end of hall, the other half (B) at other end. At word 'go'

first Scout of A & B teams runs to wards each other, and on meeting, A has to go between legs of B, then each touch far wall and return to meet again in centre, this time B goes between legs of A and return to the opposite team, sending off No. 2, and the second pair report and so on through the team. Winning team is the first with both halves all sitting down cross legged and at opposite end of room to which they started.

**245 BLIND BULL** – PL's at 3 m interval from rest of Patrol. All but PL blindfolded. Each PL has 4 m rope. He has to toss this so that No. 2 can reach it, grab it and be hauled to his PL. No. 2 then removes blind fold and tosses rope to No. 3, who is hauled to PL and No. 2, then No.3 removes blindfold, and tosses rope to No. 4 etc.

**246 WHEELBARROW** – Players in pairs. One player walks on his hands, and the other holds his legs under his arms. Each pair in turn goes to a given point and back.

**247 TRAINS** – No. 1 runs out to a given point and back to his Patrol. No. 2 links on behind and No. 1 and No. 2 cover the course, then they pick up No. 3 etc. First Patrol to complete course wins. If team breaks its chain it has to return to base and start off again.

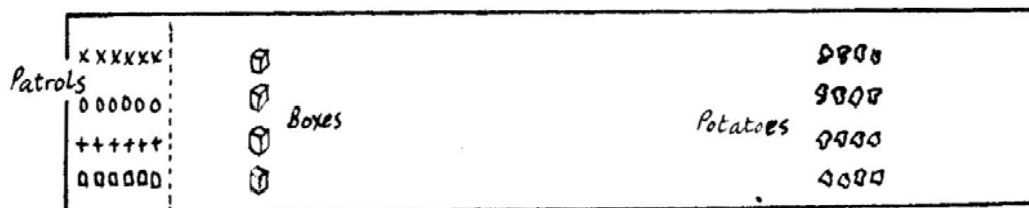
**248 WALK THE LINE** – Obtain lengths of linen tape, one for each Patrol and each Scout in turn tries to walk along the line. If he overbalances or walks off the line he must start again.

**249 BIG BOOTS** – Give each Patrol two pieces of thick cardboard about 300 mm x 200mm. Each Scout in turn stands with a foot on each board and in that way shuffles to a given point and back to start the next. If he steps off his board he must start again. The boards can be moved by hand provided none of his feet touch the ground.

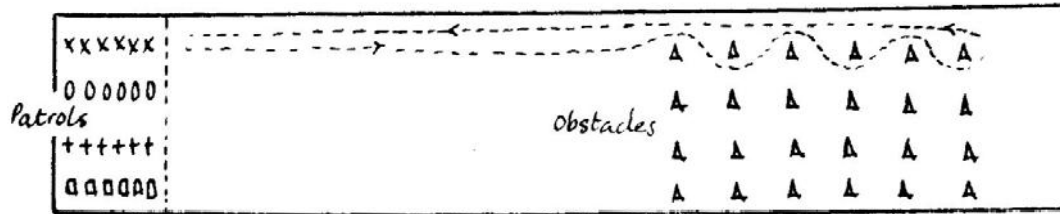
**250 BOTTLE AND BALL** – Put in front of each Patrol a milk or coke bottle and 3 m away another similar bottle. Give No. 1 a tennis ball. He has to run and place the tennis ball on the far bottle, return and tag No. 2 who changes the ball to the closer bottle, No. 3 switches it to the furthest bottle and so on. If the ball falls off this must be replaced before the next person can start his run.

**251 PUSHING THE PIG** – Give each Patrol a sausage shaped balloon and a baton. Object of relay is for the balloon to be pushed, pulled or bashed up and back using the baton. The turning point could involve getting the balloon around and under a chair.

**252 POTATOE RACE** – Everyone in the Patrol has a turn to collect all the blocks as set out and place them one at a time in the box provided. The next person lays them out and so on.



**253 DRIBBLE** – Patrol dribble a ball around obstacles or chalked circles.

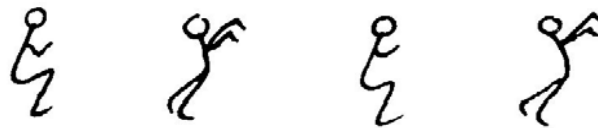


**254 STICK RELAY** – Patrol uses a baton (or rolled newspaper bat) and a ball and have to propel ball up to wall and back. Obstacles can be added on the second round.

**255 SWEEPING RELAY** – Sweep a piece of paper with broom up to wall and back (you should be able to find a broom for each Patrol otherwise use a thick piece of cardboard and fan the paper up and back).

**256 SORE TOE RELAY** – Player raises one foot, grasps the toe with both hands and hops on the other leg to the wall, then swaps feet on the way back.

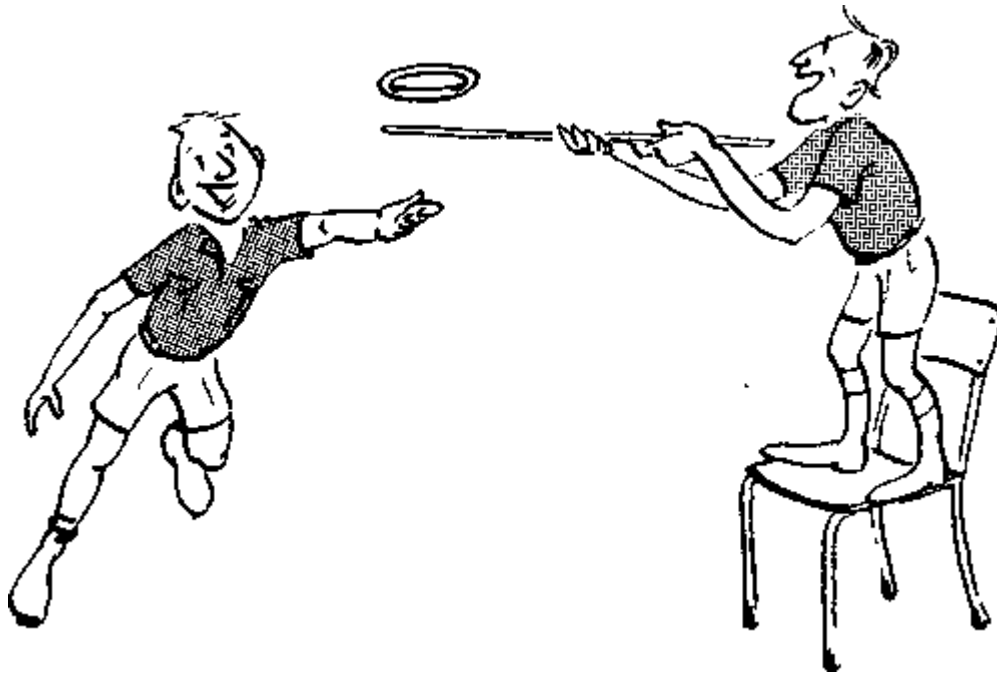
**257 FROG JUMP** – Each member goes up and back using frog jumps thus:



**258 DIZZY IZZY** – Each player runs up to end wall, puts his hand on a cane, stave, or broomstick, runs around it 3 times, and then heads back to his Patrol.

**259 CHARIOTS** – Each member of the Patrol has to be carried up and back by a pair of his fellow scouts making a chair for him by each pair clasping his own left wrist and the partner's right wrist.

**260 OBJECT TOSS** – Draw a circle about 2 m away from each Patrol. Draw a line in front of each Patrol. No. 1 in each Patrol is given an object (bean bag, tennis ball etc.) and has to toss it into the circle. If he misses he recovers the object and continues to try until he succeeds. When he does No. 2 has a go and so on, first Patrol to finish wins.



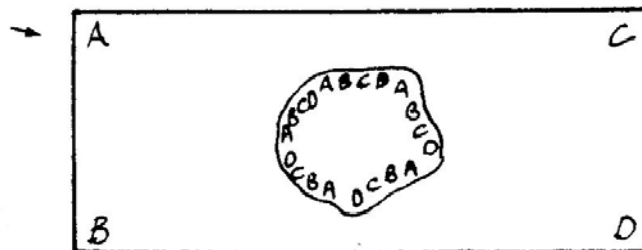
## CIRCLE GAMES

This section contains a variety of games whose common factor is the circle. Most are active games but a few are fairly quiet and all are easy to run and need the minimum of equipment.

**261 DEFEND THE SKITTLE** – You need a basketball or similar and a skittle or similar (e.g. bottle). Troop in a circle around skittle. One Scout has to defend skittle. Ball can be passed freely around circle and the Scout that knocks over the skittle gets the job of defending it. The defender can stop the ball any way with his body.

**262 POISON CIRCLE** – Place box or chair or similar obstacle in center of hall. Troop forms circle holding hands and each Scout tries to force another Scout to touch the obstacle while he avoids it. If a Scout touches the obstacle he is out. If circle breaks, chaps at both ends of the break are out.

**263 CIRCLE TUG** (1st version)  
– Join a length of rope in a circle large enough for all the Troop to fit inside it. Place an object in each Patrol corner and with all the Troop spaced out (not in Patrol order) see which Scout can retrieve the object from his own Patrol corner (i.e. each Scout works individually to get object).



**264 CIRCLE TUG** (2nd version) – As above, but Patrols are kept together and Patrol works as a team to retrieve object.

**265 DODGER** – Troop in circle formation with four Scouts in centre, each with his hands on the waist of the Scout in front of him. The Scouts in the circle pass a volley ball or basketball around, the aim being to hit the last Scout of the four in line (i.e. the dodger). The other three Scouts manoeuvre to protect the dodger. The Scout who hits dodger with the ball (below waist) moves to the front of the line of four Scouts and the Scout who was hit takes his place in the circle, while the Scout who was No. 3 in line becomes the new dodger.

**266 CROWDED CIRCLE** – Draw a chalk circle on the floor in the center of the hall. Patrols in their Patrol corner facing and touching the wall with their hands. Then turn out lights and Scouts all try to get in circle. Turn on lights (Scouts to then stay still where they are) and all Scouts outside circle are out. On next round have a little less darkness and so on until only one Scout remains. A variation is to have three circles and to number them. When lights are switched out the number of the appropriate circle is called out by the leader.

**267 ROBBER IN THE ORCHARD** – All standing spread out in a circle. One Scout (the robber) is sent out of the room. A ‘farmer’ is chosen and an apple placed in the centre of the circle. The robber is called in, and he has to grab the apple and get out of the circle without being tagged by the farmer whom he does not know. Farmer can move only after the apple is touched.

**268 POISON CIRCLE** (2nd version) – All join hands and try and pull each other onto the ‘poison’ which in this version can be three or four ‘poisons’ about 2 m outside the circle.

**269 CIRCLE TUG** (3rd version) - Place all the Troop within a circle of rope. Place, about 1.5 m behind the rope, ten objects. Patrol that first gets two objects wins round one, Patrol that gets three objects wins round two and so on. You can increase objects or decrease objects.



**270 JACKSTAY** – Form Troop into circle of between 4 m and 5 m diameter. A leader stands in the centre with a rope with a soft weighted end and swings the rope in a circular movement. Scouts have to jump over the rope as it comes around. If their feet touch the rope or weighted object, the Scout is out. Continue until only one Patrol has a member or members left.

**271 SPRY** – Scouts in a circle with one Scout in centre. This Scout tries to intercept a basketball or similar thrown from one to another, Thrower of an intercepted pass changes place with player in centre.

**272 STRIDE** – Scouts in a circle facing inwards with legs apart, knees straight. Two Scouts in centre of circle, two Scouts on outside of circle. Scouts in centre try to throw a medium to large ball between the legs of those in the circle who may not move their legs but can use their hands to stop the ball. Scouts on outside of circle try to do likewise and Scouts in circle have to use the eyes in the back of their head. Any Scout who lets a ball through his legs changes places with the Scout who threw the ball.

**273 CIRCLE CHASE** – All Scouts in a spread out circle facing inwards. Appoint two leaders who must be exactly opposite one another. Give each leader a football or basketball. On the signal the ball is passed or thrown to the player on his right, the object being to catch up with the other ball. If a ball is dropped it must be recovered by the dropper who must retain his place before passing it on again. **VARIATION** – have two teams a member of each team

alternating around the circle. Leader of each team opposite to one another with same objective of trying to catch up with the other ball.

**274 NIMBLE CIRCLE** – One Patrol in circle, rest of Troop in a spread out circle facing inwards. A medium ball is thrown at the Patrol in the centre on the word ‘go’. Any of the Patrol hit below the knee are out, object of game is for the Patrol to stay in as long as it can. Ball can be passed around circle. Patrol in centre can kick or toss ball out and can use their hands to protect themselves from the ball. Each Patrol has turn in centre, and Patrol that lasts longest is winner.

**275 CIRCLE CHASE** – Place whole Troop in a large circle, all facing centre. Number off the circle in fours or fives. A Scouter calls a number and a direction (i.e. clockwise or anticlockwise) and all the players so numbered step back and take off around the circle, either clockwise or anticlockwise, attempting to tag the runner ahead. Any player tagged is out. After a while reorganise and renumber the circle. Last five or six remaining are the winners or, alternatively, the first Patrol to be eliminated are the losers. All eliminated sit inside the circle.

**276 DODGE BALL** – Put one Patrol in centre, all other Patrols in a circle surrounding them. The circle Scouts throw a volley ball, basketball or rubber ball in an effort to hit the players inside the circle who may dodge in any way possible. The ball may be passed around the circle before being thrown at a player. Any players hit are eliminated. (Players hit below the knee only are out). When Patrol is eliminated put in next Patrol, time the life of each Patrol and one with longest life in the centre wins.

**277 SOCCER DODGE BALL** – Same as for DODGE BALL except that a soccer ball is used and ball can be picked or butted and may not be touched with the hands.

**278 CHAIN DODGE BALL** – Same as for DODGE BALL (276) except that five players inside the circle form a horse by clasping the Scout in front. Only the rear man (the tail of the horse) can be hit. When the tail is hit he takes the place of the person who hit him and the successful hitter becomes the head of the horse.

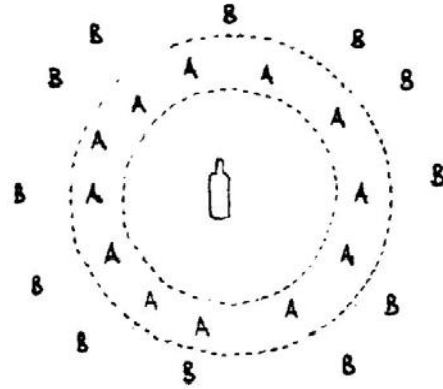
**279 INDIVIDUAL DODGE BALL** (for a smaller group) – All but one person in a circle, one Scout in centre. He must be hit below knees and the time is taken to get him out. Winner is the Scout staying in the longest.

**280 SPINNING PLATE** – Troop in a wide circle facing inwards. One Scout in centre starts game by twirling an enamel or aluminium dinner plate in the middle of the circle. As soon as he spins he calls out the name of someone in another Patrol who has to catch the plate before it collapses to the ground. If he does this he spins and calls the next name and the original spinner joins the circle. If he doesn't he can either be out, or retain his place in the circle and the original spinner comes on.

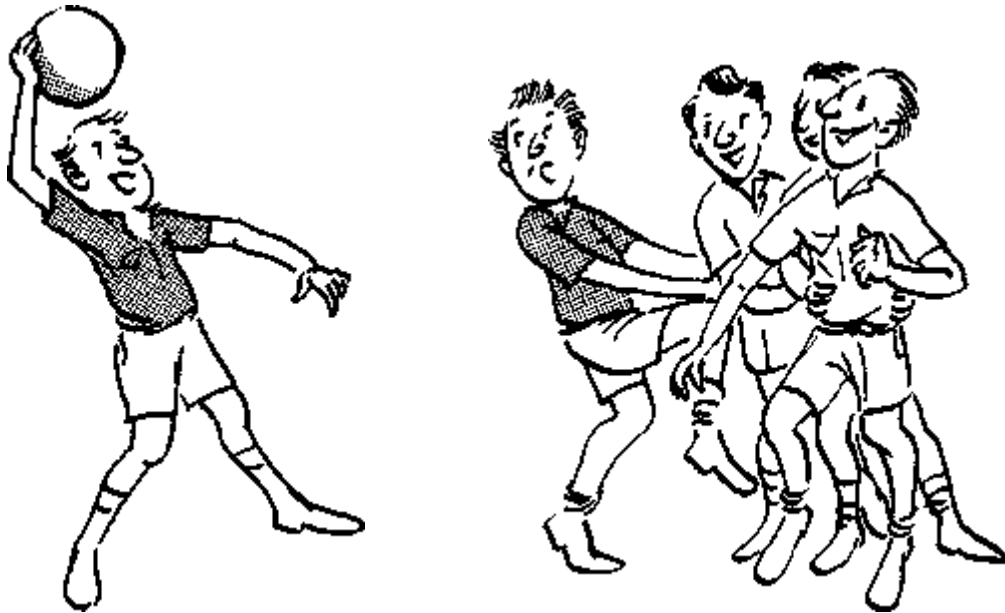
**281 DOUBLE CIRCLE** – You need two equal teams and two concentric circles, one of 2 m diameter and the other of 4 to 5 m diameter. In the middle place a bottle, team A plays in the area between the inner and outer circle and has to defend the bottle, team B can play only outside the larger circle. Provide team B with one tennis ball for every 2 players. Team B tries to knock down the bottle. Team A tries to prevent them by blocking the balls with hands, feet or body. Any ball in A's playing area has to be thrown into B's territory. Any balls going into inner circle have to stay there unless hit back into A's area (in which case they have to be

thrown in B's area) or into B's area. If bottle is knocked over, team B get all the balls back. Teams change sides at 8 minute intervals, having one turn each as defender and attacker.

**282 CRABSCRUM** – One Scout from each Patrol stands in the circle and grasps his ankles with his hands. Object of the game is for the players to try and push each other out of the circle. Any player touching the floor outside the circle or letting go of his ankles in the circle is out. The last player left in the circle scores a point for his Patrol.



**283 NUMBER-CALL** – All Troop in a circle sitting. Allocate a different number to each Scout and place one Scout in centre blindfolded and standing. The blindfold Scout shouts out some numbers (not more than 3 simultaneously) and the players with these numbers have to change places without being tagged by the blindfolded Scout. If tagged he becomes the Scout in the centre, if not the Scout in the centre keeps trying until he gets a victim.



## BALL GAMES

The common factor with these games is that you need a ball to play them. A variety of balls is an essential part of the Troop Games box which should contain 12-15 tennis balls, chalk, knotting rope, batons, bats, basketball, soccer ball or volley ball, bean bags, scrap paper and a supply of balloons.

**284 BLINDFOLD RETRIEVERS** – Patrols in Patrol corners so that they are equidistant from the centre of the hall. Place large ball in centre of hall. Allocate numbers to Patrols,

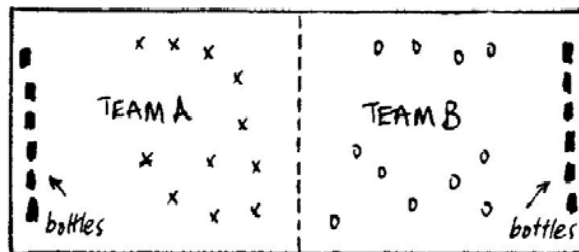


PL's are No. 1, APL's No. 2 and so on. Call a number and that Scout blindfolded has to crawl on all fours to retrieve the ball and get it back to his corner. The other players with that number can try and take ball off him. Time limit. Game is better played in dead silence, but it can be played with shouted advice (for all the good that will be in the din that is created!).

**285 BALLOON BLOW** – Each Patrol is given one balloon which is already blown up. The PL's throw their balloon into the air at the starting signal and the Patrol try to keep their balloon in the air by blowing at them. Hands or other parts of the body must not touch the balloon and the winning Patrol is that which keeps its balloon aloft for the longest period.

**286 KING BALL** – Scouts line up on the four sides of a square about 30 feet wide. The player on the right of each line is King. The ball must be passed to a player in each line. A player that fumbles the ball or throws an uncatchable throw must recover the ball. While he is recovering the ball the players below him in his line move one space each to the right and the player recovering the ball takes the place on the extreme left of the line. The object is to remain as King.

**287 BOTTLE BALL** – Draw a centre line to divide your hall into two halves. In the middle of each rear line place 6 bottles or similar objects in a row. Each team occupies a court. One team is given a basketball to start the game. Each team endeavours to defend its own bottles and to knock down the opponent's bottles with the ball. A bottle knocked down is removed from the game. The team which knocks down all its opponent's bottles first wins. Teams can play in both courts. When a bottle is knocked down all return to their own court and game restarts again.

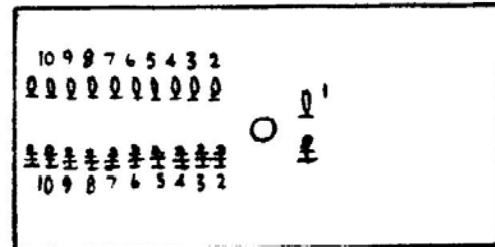


**288 NEW COMB** – A net or rope 2 m high divides your hall into two equal parts. A volleyball or basketball is used. Two teams each occupying a court in which it must remain for the game. The ball is thrown over the rope and must be caught on the full and thrown back. This continues until a point is scored (see later). Ball cannot be relayed (i.e. passed between members in the same court) but must be returned across the rope by the person who caught it. The team which loses a point starts each fresh rally by throwing the ball over the rope. If a player touches a ball he is responsible for catching it and cannot claim it was going out (i.e. if you are using an outdoor court). Scoring is as follows: One point each time the ball drops to the ground in the opponent's court and one point for a foul (hitting rope with ball, relaying the ball, having the same players playing the ball in succession, and if playing outdoors if the ball lands outside the court and if indoors the ball hits the wall directly).

**289 CURTAIN BALL** – If you can rig up a solid wall or curtain at least 2 m high you can play this game using a basketball or volley ball and two teams. It is suitable for small numbers. The principle of NEWCOMB applies. The ball is served from a specially marked

base on each side and the team cannot see the ball coming until it is over the curtain or wall. A game is 10 points.

**290 CORNER BALL** – Divide Troop into two teams and you will need one basketball. Set up game as shown, team A on one side, team B on the other. Last player in team A (say A10) starts off game by attempting to throw ball into circle on the full. If it goes in on the full, the first man in his team (i.e. A1) may catch the ball on the first bounce and team A has possession. If the thrower (i.e. A10) misses the circle, team B has possession and B1 gets the ball first. Also if A1 misses the ball on the first bounce B1 is allowed possession. Team with possession of the ball then uses the full court and tries to corner any member of team B and tag him with the ball. No one is allowed to run with the ball.

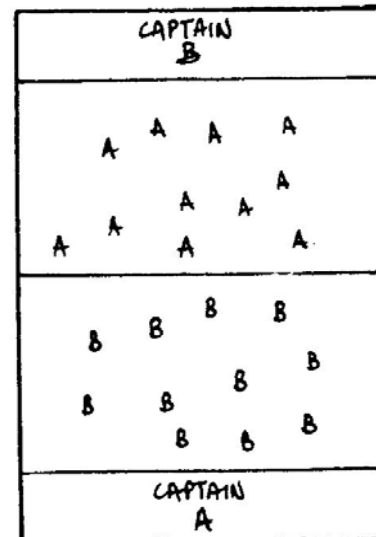


When a player is tagged it must be done by the tagger holding the ball and touching the victim with the ball anywhere on the body. If the ball is dropped at any stage the other side gains possession. When a point is scored by tagging an opponent the game recommences, and A2 and B2 take their place in the circle and the team scoring the point throws in.

**291 CIRCLE STRIDE BALL** – Scouts stand in a circle facing inwards, legs wide apart and hands on their knees. In the centre one player stands with a basketball or football. He endeavours to throw the ball between the legs of the players. Hands must be kept on knees until the ball leaves the centre's hands. When a ball passes through a player's legs he becomes centre.

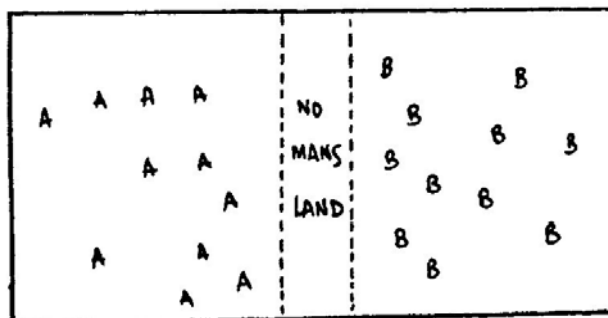
**292 TOUCH DOWN PASS BALL** – Suitable for a smaller Troop and teams of 8-10 Scouts. You will need 2 teams and a basketball. The object of the game is to pass the ball until it can be touched down behind the end line of the opposing team. The rules are as for basketball. A team gets 1 point for a foul. Pass-touch-down is worth 2 points. Play for two halves of 5 minutes each.

**293 FOUR COURT DODGE BALL** – Set up a court as shown, dimensions to suit your hall. You need a basketball or volleyball and two teams and team captains. Teams are arranged in the centre court and the rules of DODGE BALL (See game 192) are played (i.e. no running with the ball, opposing player must be hit with the ball between the ankle and knees). Captain only takes possession of the ball when it comes into his court and returns it to his team although the opposing players can intercept the ball. When a player is hit they join their captain and continue in the game passing the ball back to their remaining team mates.



**294 BOUNDARY BALL** – Set up a court as shown, you will need 2 teams, 2 basketballs and a tennis ball for every 2 players or so (i.e. about 12 to 15 tennis balls). Teams scatter over their end of the court in which they must remain for the game. Two basketballs are placed in

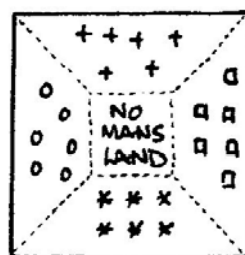
the no-man's-land. Each team is given the same number of tennis balls. At the signal 'go', the tennis balls are thrown at the basketballs so as to try and hit them into the opponent's territory. When a basketball rolls over the boundary line, that side gets a penalty point and after a time period side with least penalties is the winner.



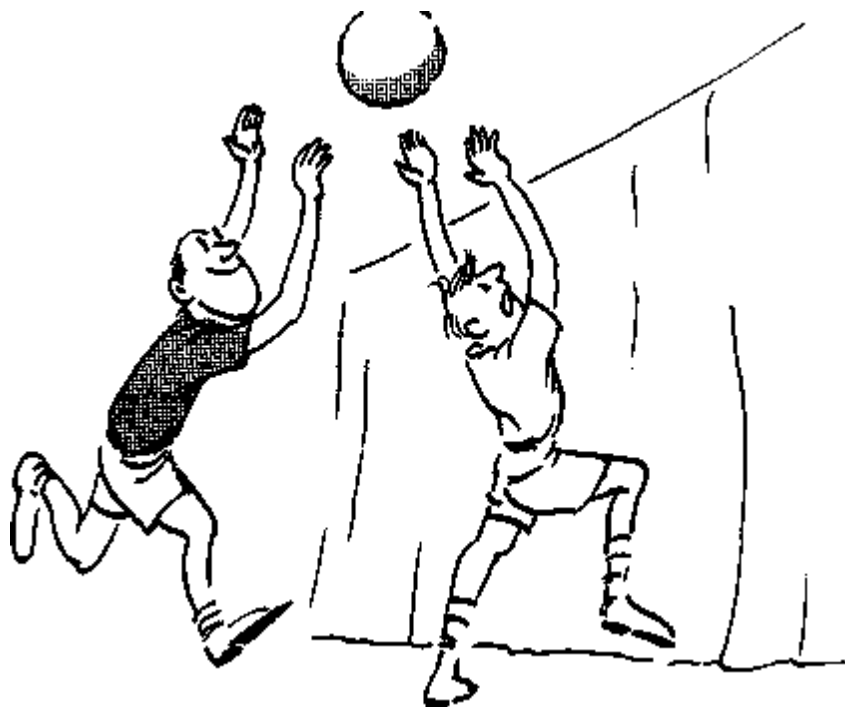
**295 FOUR COURT BOUNDARY BALL** – Court can be set up so that four Patrols can play as Patrols thus:



*Method 1*



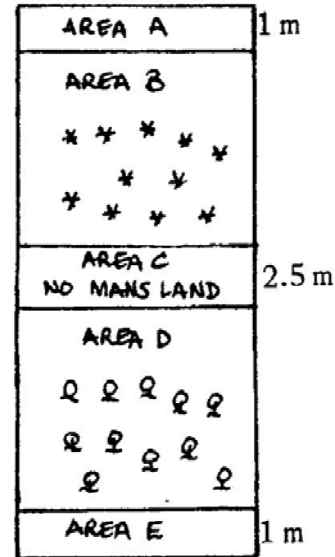
*Method 2*



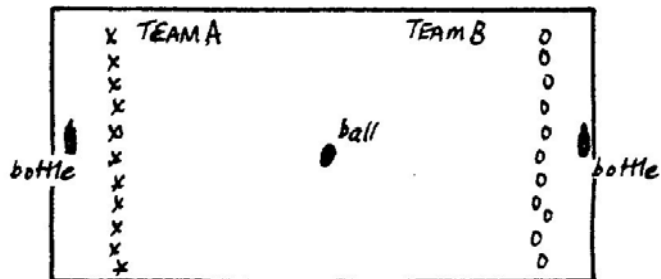
## TEAM GAMES

Most of these games require two teams and for some it is essential that the Scouts are paired off according to size, strength and physical development. For team games pair up Patrols or play Patrol against Patrol and do not cut across the Patrol as an entity unless absolutely unavoidable. Make sure the umpire is impartial - Scouts respond best to those that they know are fair.

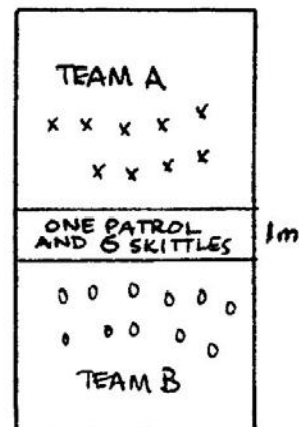
**296 BALL GAME** – Set up hall as in diagram. Put 2 Patrols in area B, 2 Patrols into area D. TOSS in basketball or soccer ball to say team in area B to start game. Aim of game is for each team to hit any opponent in the other team below the knee with a direct hit. If a Scout is hit he retires to area A (in for Team B) or area E (in for team D) where he can still aim at the opponents. Last team with a person not hit wins. Each Scout must stay in his own area. If ball gets into area C Scouts can retrieve as long as their feet don't leave their own area B or D.



**297 HOP HOCKEY** – Two teams are needed, one volley or basketball and a skittle or large bottle at each end of hall. Put ball in centre, and each team alongside their bottle thus: Each Scout removes his right shoe and holds it in his right hand. Thereafter players are only allowed to hop about on the left leg. The game is played when the leader gives the signal. Each team then hops about belting the ball with their shoe in their right hand with the object of knocking over their opponent's skittle or bottle. If they do this counts as a goal and all form up again as at the start (or alternatively as a bully off between the captains of each team). At half time the right shoe is replaced and the left one becomes the striker, players hopping about on the right leg and using the left arm. Five minutes each way is about enough.



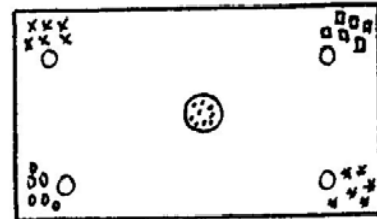
**298 MIND THE MINES** – Across the centre of the hall mark two lines about 1 m apart and in this area place 6 bottles or skittles and one Patrol. Put rest of Troop at both ends of the hall. Toss a small ball to one end of hall and object of game is for the Scouts at the end of hall to try and get Patrol out by hitting them below the knees. When hit they drop out, also they are out if they knock over a bottle or skittle. Time each Patrol to see who stays in the longest. Object is not to knock down bottles but to hit those Scouts in centre court or to make them dodge into bottles.



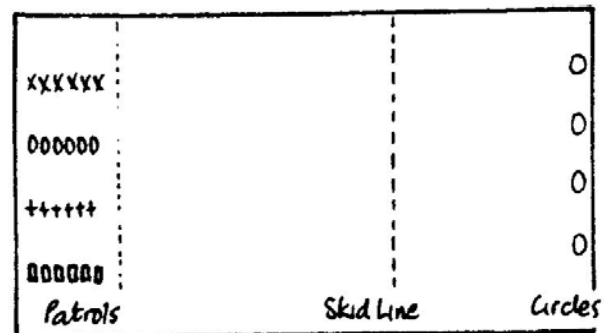
**299 ITALIAN VOLLEY BALL** – This game is played on a court divided into two by a line about 2 m high, separating team A and team B. Team A commences by volleying the ball over the dividing line into B's court. If the ball lands in B's court uncaught the ball goes out of play; if on the other hand team B catches it, the thrower becomes their prisoner and joins them in their court. Assume that the ball is caught. Team B must now throw the ball and the same rules will again apply. Team A now have the ball again, they must now try to rescue their captured member by throwing the ball to him. (Team B must endeavour to prevent him from catching it). If he catches it, he is repatriated to his team; if he fails to do this, the rules mentioned apply. To win a team must capture every member of the opposite team or a set number as the game tends to last a long time (this is also quite a good game for camp).

**300 PANDEMONIUM** – The Patrols are at one end of the room, one member of each Patrol is blindfolded. A coin for each Patrol is placed at the other end. On the word 'go' coins have to be retrieved by blindfolded Scouts who can be directed or encouraged by shouted advice from their Patrols, which are not allowed to move from their end of the room.

**301 ROB THE NEST** – Each Patrol is a team, position each equidistant from a chalked circle in the centre of the hall. Number off the Scouts in each Patrol. Place 9 objects in the centre. Call a number and the Scout with that number in each Patrol dashes out and removes an object at a time to his corner (chalk circle in front of each Patrol). First person to get 3 objects in his circle gets a point for the Patrol. When the centre is out of objects, contestants can proceed to rob them from other Patrols, one object at a time. No help is allowed and no resistance is to be made by other than contestants.

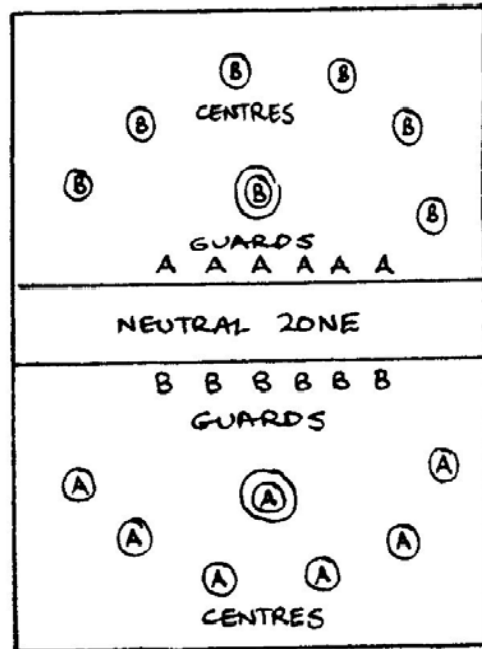


**302 PLATE BOWLS** – Patrols are at one end of room, at other end is a chalk circle for each Patrol about 1 m out from the wall. By each circle stands the last member of each Patrol. PL's armed with an old enamel plate slide it face downwards along the floor till they reach the SKID LINE (which is about 2/3rds the way down the hall). From this line they have to aim the plate at their circle so that it comes to rest entirely in the circle. Scout at that end returns the plate to the skid line until a successful shot is made, when his place is taken by the PL and so on.



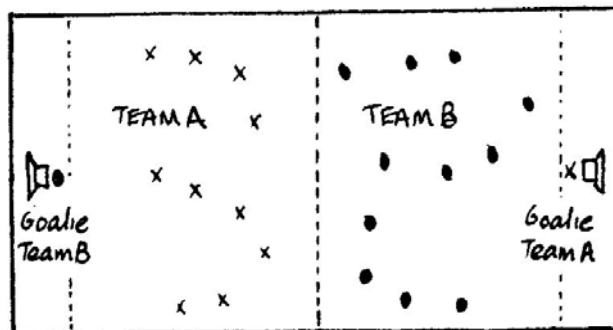
**303 CAPTAIN BALL** – Divide into two teams A and B. Half of each team are CENTRES and half are GUARDS. Set up a chalk base for each centre as illustrated and position teams as illustrated. Scout in double centre is the KEY CENTRE. The object of the game is to score one point for any player in a circle who legally throws the ball to his KEY CENTRE or to score 3 points when the ball (volley or basketball) is passed by any player in a circle to the next circle and so on until it completes a complete circuit and gets back to the original thrower. The game starts with a toss up between two opposing guards. A ball out of bounds on either side is given to a guard on that side to put into play again. Fouls include direct interference, a guard stepping into a circle to prevent a throw (ball is then awarded to the offended player), indirect

interference, stepping into a circle but not interfering with a player (penalty is a free throw to the opposing side), guards holding arms over the space in a circle, or centres stepping out of circles (free throw given to guard). If a guard knocks a ball from the hands of a centre the ball is given back to the centre player. Guards can play over the entire court of their opponent but are not allowed in the court of their own centres. Play game for 2 halves of 10 minutes each. Teams change sides at half time.



**304 DOG AND BONE** – Two teams face one another about 6 m apart and each team is numbered off. Put an object such as a beret or scarf or large ball midway between each team. Call a number and the Scout from each team with that number dashes forward and tries to grab the object and get it back to his team without being tagged by his opponent. No one can be tagged until he has the object, and if tagged he has to drop the object and each Scout then has a battle of wits to get the object away again without being tagged before he reaches his base. (Can be played as Patrol versus Patrol).

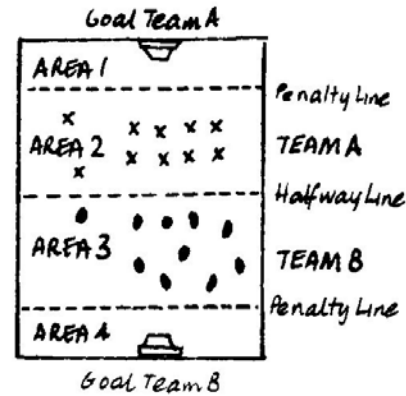
**305 RING THE STICK** – You will need 2 broom sticks or similar, 1 rubber quoit and 2 teams. Set up court as illustrated. Each team has a goalie (which can be changed after each score) which is located at the opposite end to his team. The goalie stands on a chair with his broomstick. He is situated in a no-man's-land. The rest of the team are in formation similar to basketball. The rubber quoit is thrown up between 2 centres to start. Object is to pass the quoit around among their own team so as to get it up to the goal area for the goalie to catch it with his broomstick. Goalie can only assist to the extent of moving the stick to the best position but cannot get off his chair. When a score is made, teams return to their basketball type positions and the quoit is thrown in again. No player is allowed in the no-man's-land.



**306 PIRATES** - Two teams. Team A is given 8 tennis balls and without running with them has to keep them moving about their team. The other team (team B) has to capture the balls without interfering with the ability of team A to throw the balls about. If team B intercept and capture a ball on a direct throw it takes the ball to the umpire and that ball is out of the game. If the ball is not caught directly it is still in the game and can be retrieved by team A. After a time each team changes functions and the team to pirate the most balls in the number of minutes allowed for each round is the winner.

**307 SCRIMMAGE BALL** – Two teams. Divide the hall into 4 courts as follows: Half of each team are defenders, half are attackers. At the start both attackers and defenders stand

behind their penalty line (i.e. in area 1). The ball is tossed in at the halfway line, the defenders stay in zone 1 and attackers dash into the rest of the court. The game consists of trying to push or hit a football with the open hand below waist level across into the enemy goal. A foul is to use both hands or to scoop or kick the ball and possession is given to the other side. Attackers and defenders change over after each goal.



**308 SCRAMBLE** – Each Patrol in its corner and equidistant form a circle placed in the centre of the hall. Place 2 less objects than there are Scouts in the centre. On the signal all rush to secure one object each and return to their corner. Scouts who miss out drop out of the game. Replace objects, remove 2 more and give signal. Remaining Scouts join in the scramble and the procedure is repeated with less and less objects until either a Patrol is eliminated or you are down to 2 Scouts and one object.



## QUIET GAMES

**These games should be played after an active period so as to give everyone a chance to relax. These are generally most useful towards the end of a Patrol or Troop meeting.**

**309 NEWSPAPER STUDY** – Provide each Patrol with the same edition of a local newspaper and a pair of scissors. Give each Patrol 15 minutes to make up a story based on (say) a Scout law using only the head lines in the paper. The words in the headlines can be rearranged in any order. Patrol with best message is the winner. (You could perhaps invite a mum or dad to be judge).

**310 STEADY SAM** – Provide each Patrol with an empty milk bottle and two boxes of matches (or you can combine 2 Patrols). Going clockwise each member of the Patrol places one match on the bottle top and this continues until some unlucky Scout topples one or more of them off. He is out of game if he does and game continues until the 2 boxes of matches are all balanced on top of the bottle or no Scouts are left to play the game.

**311 ONE OILY ONION** – Players in a circle. Leader (No. 1) says, 'one oily onion' and all pass this phrase round the circle. No. 2 then says, 'one oily onion, two tame tadpoles' and this is passed round the circle. No. 3 adds a further phrase, e.g. 'three throbbing thrushes' and so on. Each person choosing the phrase to be added. Each falls out if he for gets any item, hesitates unduly, adds extra words, etc. Last in wins.

**312 BUZZ WUZZ** – Players in a circle. They count in turn but whenever the number 7 comes or a multiple of 7 or a number with 7 in it the player whose turn it is must say 'buzz'. After two mistakes he must drop out. After each mistake continue with the correct number (i.e. don't start again at 1). Note – 7 = buzz, 14 = buzz, 17 = one buzz, 77 = buzz buzz.

**313 BUZZ WHIZZ** – As above but as well as saying buzz for the sevens, also say ‘whizz’ for the 5’s, e.g. 5 - whizz, 57 = whizz buzz, 35 = whizz, whizz, buzz (it has the number 5, it is a multiple of 5 and a multiple of 7).

**314 MATTHEW, MARK, LUKE AND JOHN** – Troop in a circle. One is called Matthew, next is Mark, then Luke, John and then the rest numbered 1, 2, 3, 4 etc. Mark starts off by saying, for instance, “Mark to one” and One then has to take this up and say, for instance, “One to Luke” and then Luke must immediately say, for instance, “Luke to 15” and so on. As soon as anyone fails to reply at once or the wrong Scout replies or the answerer muffs the words, the whole Troop moves one place clockwise so that 1 now becomes 2 etc. (Matthew becomes Mark). And the next round starts off again with the new Matthew. Best played at a good speed.

**315 MOUSETRAPS** – The Troop stands in a line and about 3 m from them there are as many ‘set’ mousetraps as you can obtain. Give them a supply of table tennis balls and by throwing them they must try to set off the traps. Patrol with the highest total wins.

**316 TWENTY QUESTIONS** – One Scout either a volunteer or chosen by lot, thinks of some person, object or place (e.g. James Bond, a frying pan, Mount Ruapehu). The remainder of the players in turn then try to find out what has been chosen by asking questions, the answers to which must be only ‘yes’ or ‘no’. If at the end of 20 questions the answer has not been discovered, the questioners have lost and the same person chooses another object. Any player who guesses the correct answer becomes the challenger or, alternatively, the next Scout in the circle becomes the challenger.

**317 DRAUGHTBOARD KIM** – Scouts in a circle, around a board. The board is divided into 25 squares and in square is placed an object, some of them similar but all recognisably different. Remove all the objects after 2 minutes and then each Scout in turn selects an object out of a box without being able to choose other than by feel, and places this in what he considers the correct square. No. 2 can either choose a new object or shift an object previously played if he considers this wrongly placed. Game proceeds until the Troop has correctly placed all 25 objects (You could introduce a few ringins to your box as a further test on observation).



**318 POWDERS** – Set out Troop in circle. Pass around about 10 numbered saucers each containing a different powder or crystal (i.e. icing sugar, flour, salt, cornflour, flour, baking powder etc.) and competitors have 5 minutes to decide by peering once and tasting once what the materials are and then 5 minutes to write their discoveries down according to the number of each saucer. Patrol with highest score wins.

**319 RED LETTER** – Give each Patrol the same letter of the alphabet, add a fixed period of time and in, say, 5 minutes the Patrol working as a team has to write down as many countries, motor cars, animals, minerals, boys’ names and girls’ names starting with that letter. Patrol with highest number of legitimate words wins.

**320 GRAND MOGUL** – Troop in a circle. No. 1 is GRAND MOGUL and he advises the Troop that he has an aversion to (say) any food with the letter D in it. The No. 2 has to give him a food without the letter D in it, No. 3 another food and so on. Hesitators and repeaters



and those giving a word with D in lose a life. Three lives are allowed before death. No. 2 then takes the next round and says he has an aversion to (say) any car with the letter G in it. Then No. 3 has his turn etc.

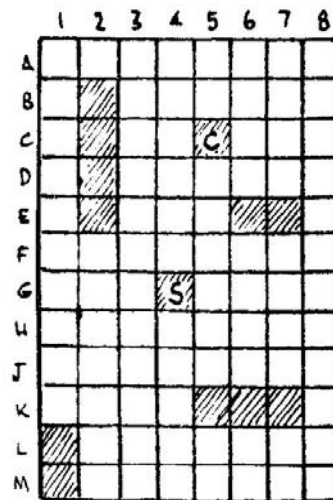
**321 WHO** – Troop in a circle. One Scout is sent outside. Another Scout is selected to start the Troop off with (say) clapping and all the rest of the Troop must do the same (e.g. behind back, above head). The Scout from outside is called in and has to guess who is the leader. The leader has to get Troop to change within two minutes otherwise he is caught (i.e. while the Scout on the lookout has his back turned the leader will change, say, from clapping behind back to clapping above head and all the Troop has to change simultaneously). If leader can survive for, say, 5 minutes without being recognised he has won that round. Choose another leader and Scout to go outside. If leader is caught the Scout catching him takes his place.

**322 BATTLESHIPS** – Provide each Patrol with a piece of paper 300 mm x 200 mm one for each Patrol in the Troop set up as follows (i.e. 25 mm squares). Each Patrol takes one piece of paper and he has to distribute the following fleet as he likes:

- a) one battleship over 4 squares as indicated.
- b) one cruiser over 3 squares.
- c) two destroyers, each over 2 squares.
- d) two submarines, each taking 1 square.
- e) one corvette, over 1 square.

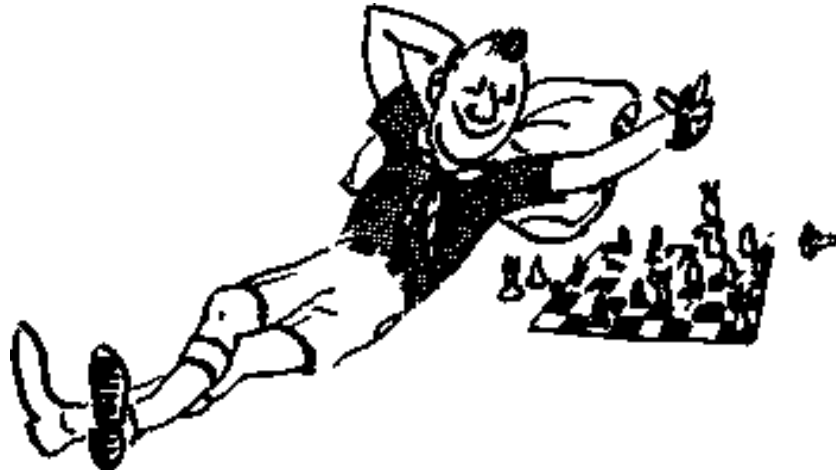
Shade the square where the ship is placed. Patrols in turn call the name of a Patrol (other than their own) and the number of a square (i.e. 2C) and if part of a ship is on that square, the Patrol must state what kind of ship is hit. If a sub or corvette the challenging Patrol gets one point and another go. If a destroyer, cruiser or battleship, the next Patrol has its turn. If nothing is hit next Patrol has its turn.

Game proceeds until all ships are sunk. Patrol that sinks last part of battleship, cruiser or destroyer gets 4 points, 3 points and 2 points respectively. (The extra sheets of paper are required to check the position of fleets of the opposing Patrols).



**323 PANDORA'S BOX** – Prepare a box with about 20-24 incongruous objects (e.g. elastic band, hair curler, bus ticket, pepper shaker etc.). Sit Troop in a circle. Each Scout has to take out, by touch, 3 objects and has 1 minute to make up a story bringing in all 3 objects. If he succeeds he scores a point. The next player has to dig out another 3 objects (the former objects need not be returned to the box) and so on.

**324 CAMP KIT** – All in a circle. No. 1 starts off with saying, for instance, 'I am going to camp and taking with me a pack', No. 2 then repeats and adds one more item, for instance, 'and a sleeping bag', No. 3 repeats and adds one more item etc. If a Scout gets it all wrong, then a new round starts off commencing with the forgetful one. Each round continues until someone forgets an article, can't think of a continuation or gets inextricably tangled in everything. Two mistakes and you are out.



## YOUR OWN GAMES