

GAMES NEEDING LITTLE OR NO EQUIPMENT

SPEAK AND DO THE OPPOSITE

I couldn't think of a better title for this, but it is fun to play both for kids and adults. Each team sends a person to challenge a member of another team. The person challenging says something like "I AM PATTING MY HEAD" but in fact they are rubbing their tummy. The person being challenged has to say in reply "I AM RUBBING MY TUMMY" and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

KEEP TALKING

This is a knockout competition, and is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair. We have played this several times and it has proved very popular. Often the younger Scouts have walked all over the older Scouts in this game.

COLOURED CIRCLES

You will need: 5 different coloured pieces of chalk, Red, Blue, Green, Yellow and Brown.

Split the Troop or pack into equal teams and get them to number themselves off in their teams. Then draw a number of coloured circles on the floor, several of each colour.

The Leader now calls out an object and a number e.g. "GRASS 2", the number two in each team now has to run and stand in a circle that matches the colour of the object. The first person standing in the correct coloured circle wins a point for his team.

Suggestions:

RED = Blood, Cherries, Ruby

BLUE = Violet, Sapphire, Electric

GREEN = Grass, Emerald, Cucumber

YELLOW = Lemon, Primrose, Sulphur

BROWN = Earth, Potato, Leather

Please remember that some lads may have trouble with colours and so you may have to point out which circles are which.

CAR TEAM RACE

Sixes stand in teams and are numbered. Each number is given the name of a car. When the number OR the name of the car is called out, they have to race to the end of the hall and back to their place, using the method they have been told. e.g.

Mini-crawl

Volkswagon - hop

Jaguar-run

Jensen - pigeon steps

Skoda - walk sideways

Cavalier - skip

CRABS CROWS AND CRANES

This is a running about game which is good if you are in a large hall or outside with a lot of boys. Split them into two teams, in two lines across the hall. There should be a gap of about ten feet between them. Near each end of the hall should be a home line for each team. Don't make it too close to the wall or they will run into it. One team are the crows, the other team are the cranes.

If you shout cranes, the cranes team must run to their home line without getting tagged by the crows team. Any member of the cranes that gets tagged has to join the crows team. If you shout crows, the crows team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team.

If you shout crabs they must all stand still. Anyone that moves must join the opposing team. You start off each time with both teams lined up across the hall facing each other. The game ends when one team has all the players. You can have a lot of fun rolling your RRRRR'S with this. CRRRRRRRRRABS, CRRRRRRRROWS, CRRRRRRRANES.

SNAKE DODGE

You will need: ball

This is a continuous game with no winners or losers. Five or Six players stand in a line, in the centre of the circle formed by the rest of the Troop or pack. Each player in the line puts his arms round the waist of the player in front. The object of the game is for the players around the circle to hit the player at the end of the line or snake, below the knees with the ball. The snake can move around inside the circle to make this more difficult. When the player at the back of the snake is struck by the ball, he leaves the snake and moves into the circle of throwers and the player who threw the ball, joins on as the front man of the snake. The game carries on for as long as you wish.

TURN TURTLE

If your Scouts or Cubs like rolling around on the floor then they will love this quickie. I would advise activity dress, so as not to dirty uniforms. Pair the Scouts off in size. One boy in each pair lies on his back on the ground. On the word go the other Scout has to try and turn him over onto his stomach. The Scout on the floor tries to prevent this by spreading out his arms and legs and moving around on the floor. No tickling or foul play is allowed.

TAIL GRAB

You will need: A rope or cloth tail for each Patrol or Six

Each Patrol stands in a line behind their Patrol Leader. Each man holds the belt or waist of the man in front. The last man has a tail tucked into his trousers. On the word 'GO' the Patrol Leaders have to move around the room and try to get as many of the other Patrols tails as possible. Any Patrols that break their chain are disqualified. The winning Patrol is the one with the most tails.

HUMAN BOAT RACE

Each boat is made up of eight to ten players each in full knees-bent position. Each player has his hands on the shoulders of the man in front. Facing the line of players in each boat is a 'COX'. The Cox holds the hands of the front player in the boat. When the race starts, the boats move forwards by all players in a boat springing together off both feet. The Cox for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

SIGNALS

You will need: Various noise makers such as whistles, rattles and bells

This game is similar to the game where you shout out Port and Starboard. The players are told what action they must perform when a certain sound is heard. Play this a few times with nobody being out, then start taking out people who do the wrong action or who are the last ones to do the action.

CITY TOWN COUNTRY

Players sit in two lines team A and Team B, each line numbered 1 to N. Player 1 in team A says to player number 1 in team B the name of a city, town or Country.

We will suppose for example that he says 'GERMANY". Player 1 in team B must now say a town city or country, beginning with the last letter of Germany. Let us suppose that he says "YORK". Player 2 in team A now has to say a city, town or country beginning with the letter K. This goes on all the way down the line. If a player fails to give a correct answer or duplicates a previous answer, then a point is awarded to the other team. When the end of the line is reached play begins at player number 1 again.

SUBMARINES

In a large, pitch black room, with light switches at each end, the Troop is split in half. Each half gets on their hands and knees near the light switch that they are protecting. On the Scout Leader's signal, the Scouts, staying on their hands and knees, attempt to turn on the light on the other end of the room while protecting their own.

Like British Bulldog, this game can get a bit violent, what with kids fighting in the dark to get to the switch. This game would probably have to be modified for other meeting areas (especially those with hard floors!)

SARDINES (HIDE AND SEEK)

Turn all the lights off in the entire church (including those intended to be left on permanently). One Scout stays in the meeting room and counts to twenty, the rest of the Scouts hide anywhere (except for pre-set off limits areas) in the building. "It" begins looking for the Scouts. Once a Scout is found, he joins "it" in the hunt. The last Scout found is the winner. The Scouts especially enjoy jumping out of a dark corner and scaring their Scout Leader.

SPUD

Each Scout is assigned a number between one and x , x being the number of Scouts. In a circle outside (we circle around a flagpole) one person throws a ball (tennis, racquet, or similar) as high as he can, straight up, and calls out a number. The Scout whose number is called catches the ball as the rest of the Scouts fun away from him as fast as possible. Once the called Scout catches the ball, he yells "STOP!" at which time all retreating Scouts are *supposed* to stop dead in their tracks. (This is where the most arguments crop up in this game...) The Scout with the ball is allowed to take three *really* long steps (more like standing long jumps) so that he can get as close to the nearest Scout as possible. He then attempts to hit the Scout with the ball (not in the head or other vital organs). The Scout being shot at is allowed to twist and bend, but may not move his feet. If the Scout is hit, he gets to retrieve the ball while the rest of the Scouts get back in a circle. He is also given a "spud," or a point. If the Scout is missed, the throwing Scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The Scout with the least number of spuds at the end of the game wins.

WHOMP 'EM

Scouts get in a circle facing in, with both hands, palms up, behind their backs. Scouts must be looking into the circle. One Scout, with a rolled up newspaper, walks around the outside of the circle. When he chooses, he puts the newspaper into the hands of a Scout, who then proceeds to "whomp" the Scout to his right. The Scout being "whomped" runs as fast as he can (unless he enjoys being whomped) around the circle back to his starting position. The Scout now holding the newspaper walks around the outside of the circle, looking for a Scout to whomp the person to his right, as above. No winners, everyone wins.

WIDE GAMES

ELEPHANT HUNT

You will need:

- Coloured wool to match up with Six's colours
- talcum powder
- plastic plant identification labels
- TIME to lay the trail

Tell story to the pack about the elephants who have escaped from the local circus, who have asked for the Cubs help in getting the elephants back. The circus tell us that each elephant is wearing a coloured mat on its back, each mat matches one of the Sixes colours. So each Six can look for the elephant wearing their Sixes colour on its back.

The Cubs then follow a trail of wool, picking up their colours as they go. They must not pick up any other colours. You could tell them how many pieces they should find. The trail divides and finally the coloured wool disappears. All that can be seen is large (talcum powder) elephant footprints on the ground. These all lead to one place where the elephants can clearly be seen, wearing tatty mats on their backs, (parents or Leaders). But the elephants have been caught by a gang of thieves who will sell them back to the Cubs for £200 no more, no less.

The Cubs are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each Six must only take labels to exactly £200 and pay the thieves for their elephant . They then take their elephant back to the circus where there is sure to be a reward.

BRASS RUBBING RACE

You will need:

- A sheet of heavy duty paper or brown wrapping paper
- for each Six or Patrol and a thick wax crayon

On the command go, each Patrol leaves the hut in search of road signs to rub. They have to make up the phrase " BE PREPARED " on the sheet of paper. They have to brass rub the letters onto the sheet of paper with the wax crayon, from the road signs. The first Patrol back with the completed phrase are the winners. This is an excellent game as it makes the Scouts think of all the road names in their locality that might contain the letters they need. You can of course use other phrases for repeated use. It is also a good idea to supply each Patrol with a damp cloth, this is to clean the road sign of wax crayon should the paper split.

MIXED UP NAMES

You will need: A name card for each activity base Leader and an activity for them to look after at that base

Each of the Leaders or the people manning the bases is given a card similar to the ones described below:

1. You are "THUNDER FIST". Tell them they must find "THE KRAKEN".
2. You are "THE KRAKEN". Tell them they must find "THORIN".
3. You are "THORIN". Tell them they must find "THE HULK".
4. You are "THE HULK". Tell them they must find "Robin Hood".
5. You are "Robin Hood". Tell them they must find "THUNDER FIST".

You can of course vary the number of bases that you have. Each person manning a base is also given an activity that the Cubs or Scouts have to complete at that base. The base men are sent out and hide within a given area. The Patrols are then sent out, each having been given a different "NAME" to find. When a baseman is found, the Scouts or Cubs have to ask him if he is the name they are looking for. If he is not then they have to keep looking. If he is then he asks them to complete a simple Scouting exercise such as tying a bowline. He then gives them the name of the next person they have to find. A point is given for completion of an exercise to the satisfaction of the baseman. The winning Patrol is the one that finds all the basemen and completes the most tasks.

ROCKETS AND INTERCEPTORS

You will need:

- a bucket or large tin
- a large number of coloured balls or plastic clothes pegs all the same colour
- Skittles or rope to mark off the target area

This is played by two teams. The attacking team are called the rockets and the defending team are called the interceptors. The target area is marked off and the bucket or large tin is placed in the centre. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads. Each rocket can carry only one warhead to the target area. If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base. 20 warhead units in the bucket or tin destroy the interceptor target area. All the coloured balls count for 1 warhead unit. The five white balls are special multi warheads and count as 5 warhead units for each white ball. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

NAVAL COMBAT

You will need:

- Coloured wool (or cloth) to be worn on the arm for each team
- 6 cards bearing the name "DESTROYER"
- 4 cards bearing the name "SUBMARINE"
- 2 cards bearing the name "BATTLESHIP"

Instead of cards you could use coloured counters or plastic clothes pegs.

This is best played with three or more teams. Each team is given a base which is their naval shipyard. Each player is allowed to take one card from their shipyard to take part in the combat. When they take a card, they also take a length of their teams coloured wool to tie round one arm. A combat area is marked off in the centre of the field and combat may only take place within this area. Combat takes place in the following manner, a player will tag a player from an opposing team. Both players then compare their cards as follows:

A battleship takes a destroyer, a destroyer takes a submarine and a submarine takes a battleship. The losing boy hands over his piece of wool to the winner and returns to his shipyard for a new piece of wool. Combat can only take place between two players who are each wearing a piece of wool. If both players have craft of equal status such as two submarines then it is an even match and there is no victor, they then have to go and challenge somebody else. A boy can exchange ships only at his shipyard when he is getting a new piece of wool. The winning team is the one which has collected the most pieces of wool at the end of the game.

LAMP CHICANE

You will need: 4 lamps such as hurricane lamps

The game is played in the dark between two teams. Two lamps are placed about 100 metres apart. These are the home bases. Another two lamps are placed about 40 metres apart, and at right angles to the first two lamps. They should be about halfway between the first two lamps. One team is split into two, one half going to each home base lamp. Their object is to get to the other homebase lamp, without being caught. They must go between the other two lamps to get there. There is no restriction on how far out they go to either side to get to the other home lamp, but they must go between the two 40 metres apart lamps. For each member who reaches the other home base, their team wins a point.

STEAL THE BACON

You will need: a hat, scarf or some other 'bacon'

Divide the Troop into two halves (not three halves, nor one half). Number off EACH half separately. If there are 30 boys in the Troop, then you would have two groups, each numbered from 1-15.

Line them up facing each other, about 30-40 feet apart. In numerical order. Place your 'bacon' between the lines. Now the field will look kinda like this:

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1 2 3 4 5 6 7 8 9 10
X      O <--- SPL or Scout Leader
10 9 8 7 6 5 4 3 2 1

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The idea is for a Scout to go out and retrieve the object. The SM calls out a number, and each Scout with that number runs out and tries to get the object and go back behind his line.

Once the object is touched, the Scout that touched the object can be tagged by the other Scout. There are two ways to win a round: Either get the object and bring it behind your line without being tagged, or tag the other Scout after he grabs the object and before he makes it past the line.

VARIATION: TELL A STORY INSTEAD OF JUST CALLING

OUT NUMBERS: "Once, THREE Scouts went on a hike. They saw TWO deer and FIVE trees..."

VARIATION: CALL OUT MORE THAN ONE NUMBER

It usually ends up with two Scouts circling the object, waiting for an opening, with the other Scouts shouting, etc. If nobody makes a move, call out another number so there will be four Scouts instead of two out there.

As for physical builds, strength is NOT a factor in this game, but speed and planning is.

VARIATION: 2 BACONS

We also play a variation of this game. We put 2 'Bacon' out of different colours. We then read out True/False questions (often on First Aid, or from the Tenderfoot or Second Class rank requirements). When we call out a number, the boys have to make a choice - one Bacon is True, the other is False. If you grab the wrong colour and take it across your line, you lose. Naturally, if you grab the wrong colour and your opponent tags you, HE loses!

VARIATION: ASK QUESTIONS

Instead of calling numbers, ask questions that result in a number like:

- How many leaves on poison ivy?
- How many Scouts are there in the buddy system?
- How many first aid hurry cases are there?
- How many minutes can someone survive without oxygen?

The possibilities are endless - and it's not just another meaningless game that is a waste of time.

VARIATION: MATH PROBLEMS

We made it interesting by doing math problems (2 plus 4 divided by 3 or some such).

7.7.6 VARIATION: TRUE/FALSE QUESTIONS

3 4 5 6 7 8 9 (n) (team A)

2

1

F T

○ <--- SPL or Scout Leader

1

2

3 4 5 6 7 8 9 (n) (team B)

No numbers are called, True/False questions are asked of the next person in line. Good type of questions deal with First Aid, Scouting history, use of knots, just about anything dealing with Scouting, like "how far can you go into the woods?"

Questions can slow Scout's reaction time leaving the starting position as the idea is to know whether the answer is T or F. The idea is to take the bacon of the correct answer, colour of the bacon denotes the T and the F bacon. A Scout taking the correct answer bacon and returning to Home gets a point, if he is "tagged" then the other team gets the point. If a Scout takes the wrong answer bacon then the Scout from the other team doesn't have to try and tag him. Taking the Wrong answer bacon gives the other team a point. But if the Scout takes the wrong answer bacon and IS tagged by the Scout from the other team then the Scout's team taking the bacon gets the point even though he selected incorrectly. Two wrongs don't make a right but I have seen older boys take the wrong one and then "slip" so that they can get caught.

This opens up many more chance to win even if your team members are the fastest, it adds the element of knowledge into the game.

TROGLODYTES

You will need:

- some candles
- some matches

Here is a wide that we call "Troglodytes" although I think that its common name is burning bridges. The premise behind the game is that Troglodytes have landed on our planet from another galaxy and are preparing to take over the world. The troglodytes have a faulty spaceship which will explode if it is set on fire.

The Scouts job is to sneak up to the troglodyte ship and blow it up. However, the troglodytes are more advanced then humans and have laser blasters that can kill the Scouts.

The game is played on a dark night in a large field with many hiding spots.

The Leaders place a candle and some matches at a designated location. The Leaders then pick a place near the candle but not right up close to it. Each Leader carries a flashlight and is not allowed to move from his/her location.

The Scouts start at one location and must sneak up and light the candle. If a Leader hears a Scout he/she turns on his/her flashlight and blasts the Scout. If a Scout is hit with the flashlight then he is out.

The game continues until a Scout can light the candle or until all Scouts are dead.

Note that the flashlights can only be used for a short burst.

THE OTHER GUY'S OBSTACLE COURSE

Standard set-up, but small: tire to go through, chest-high rope to go over, "creek" to cross, bell suspended out-of-reach to ring. Trick is, you may not do anything to manoeuvre yourself through any obstacle - the other people in the Patrol have to push/pull/carry/lift/etc. you through! First Scout lies down, and is stuffed through the tire, whereupon he may help pull subsequent Scouts through. At the over-the-rope obstacle, each Scout must be lifted over by the others and deposited on the other side (getting the last one over can take ingenuity!). To go over the "creek", the Scout whose turn it is may not "get wet", but everyone else may. The most amusing effective solution I've seen was a Patrol that had their strongest Scout carry the 3 smallest across at one time, then had the small guys go to hands- and-knees in the creek, pushed the big guy over across the kneeling Scouts' backs, and had him pull the others over. Build a human pyramid to reach the bell. Timed event, starts at ref's "Go!", ends when bell rings. Lots of tumbling around. :-)

ZORCH (MUCH LIKE TROGLODYTES)

You will need:

- a flashlight
- a pot

This game has to be played on a rather dark night. Playing this game on a hill is preferable. One player sits at the top of the hill with the flashlight, the rest of the people start at the bottom of the hill. The object of the game is to advance up the hill and touch the pot with out being "zapped" by the person with the flashlight. If a person is zapped they have to go back down to the bottom of the hill and has to start over. The first person to get the pot is the winner. He then becomes the person with the flashlight and the game starts over. My Troop has played this game for hours on end. It is really fun and even some of the adults get in on the action.

STALKING

This is one game we used for years. It's called "Stalking", but I have heard different titles:

1. one person is the "stalked", and stands at the top of a wooded or rock-formation-ridden hill/slope.
2. other players start at bottom of slope.
3. the stalked player counts to 10 out loud.
4. the other players rush up the slope towards the stalked player.
5. when the stalked player is done counting he turns around and any other player he can visibly see must return to the bottom of the slope.
6. after the stalked can no longer see anyone, he begins counting again.
7. this cycle is repeated until one of the players reaches the stalked player and takes his place.

This should be done so that it would take a player several cycles to reach the top. It is a lot of fun in large groups.

GAME OF LIFE

I learned a game at national Scout camp which I forget the name of, but basically goes like this. All the Scouts save one (or a couple) start out side of the woods. They are considered the prey of the forest (deer, antelope, small game). In the forest you place a large number of objects (hats, chips, scarves, etc.) which represent food. The prey must go into the forest and gather three items of food (and return them to the safety zone) or risk starvation during the winter.

The one Scout who is not prey is considered a predator (wolf, grizzly, eagle, etc.). The predators job is to capture the prey. He does this by simply touching the prey. The prey has three methods of defence.

1. RUN - deer use it, (Be careful if you allow running at your camp.)
2. FREEZE - a prey that is totally immobile is considered to be camouflaged, and cannot be touched until he moves (looks around, etc.)
3. HIDE - touch a tree to symbolise hiding in the tree.

Each prey carries one object to symbolise themselves. If they are "eaten" by the predator, they must give their chip to the predator that got them. They then become a predator for the next year. If the predator doesn't get three prey, he starves for the winter. Any predator that starves becomes prey for the next year.

Note, you should start with only a small number of food in the forest the first year (maybe 2 * number of prey) (remember they need three to survive).

The game is fun and shows how there must be a balance between the prey and the predators. I'm sure you can adapt this game to many environments and change the rules where needed to make it more fun and or educational.

RACE AROUND THE RING

Here is a short game for Cubs.

Make pairs with the boys in the pack, place the couples in a circle, one kid behind the other looking both towards the centre. Select a 'victim' and a 'catcher'. Well after my poor English the game is like that.

The catcher tries to catch the victim who runs around the external part of the ring. The victim can stop behind a couple and then the kid in the inner part is the catcher and the catcher is the victim. The new catcher must touch his ankle before beginning to run.

I make a draft of the exchange between victim and catcher so I am clear. (sorry my English is not that even) :)

c3

c4

c1 c2 c6 c5 <-- V

V <-- C c8 C

c7

They get so confused with changing sides that it's really amazing.....