

Games

No one knows when man first started to play games. We can assume that cave men had some form of activity we would call a game, to distract him and his family from their perilous existence.

Ancient races used games as a means of teaching young men how to shoot a bow and arrow, wield a sword, throw a spear or become nimble on their feet to dodge a charging beast or enemy. They were developing skills on which their very existence depended and their elders realised the importance of games as a teaching and team building method.

Games are an integral part of the Scouting programme because they are a valuable teaching method - as well as a means of developing many desirable characteristics in young people. Consider the physical aspect. Games should stimulate the growth and development of practically every muscle and materially assist the bodily functions. The circulation, respiratory, digestive and nervous systems are stimulated by almost all active, outdoor games. Next, the mental value. The activities young people participate in must contain elements of excitement, competition and accomplishment. With the other members of their team (Lodge, Six, Patrol) they must learn to play and play fairly. Games can develop quick thinking, alertness and to some degree - strategy. Games also act as safety valves allowing pent up stress, tension and energy to be released. Games can be educational. Games using ropes can teach knots, Kims games can develop the senses.

Probably the most important learning derived from games is the character development aspect where the necessity for co-operation of all, teamwork, Patrol spirit, abiding by the rules and a sense of fair play, are forcefully demonstrated.

Game leadership

- Start off with your best game - one that is easy to explain and enjoyable to play.
- Know your game thoroughly - the rules, boundaries, what is allowed and what is not
- Have all the equipment readily available - balls, ropes, chairs, bean bags etc.
- Make sure you have enough space to play the game in the way it is designed.
- Check the play area for hazards. Watch out for rocks, fenceposts etc. if possible remove them from the play area. If not mark them, or use them as home bases.
- Don't wear a game out - quit while everyone is still having fun.
- Be alert to signs of over exertion and never insist on someone playing the game if they are unwell
- Explaining the game
- Stand where you can be seen and heard by all
- Insist on silence and undivided attention while you explain the game
- Show enthusiasm in both your manner and voice.
- Speak slowly and clearly so that everyone can understand.
- Be sure you know the game and explain it step by step - demonstrate if necessary.
- Allow questions for clarification
- Instil high ideals of sportsmanship and fair play and insist on the rules being observed.
- If the game obviously is not going well or is not understood - call a halt and clarify hazy areas and then carry on with the game.

Games

No.1 Escaped Prisoners

Equipment: for each patrol - an assortment of rope lengths, of varying thickness, an old piece of canvas or sheeting, etc.

Each Patrol must make a long rope suitable for lowering an escaped prisoner out of the window. If someone can actually be lowered out of a window on a rope, so much the better, but the knots must be checked first.

No.2 Elephants

Equipment: 4 staves, 4 lashings per Patrol

The staves are lashed together to form a 50cm square with the ends protruding to form tusks (the end of the staves which are forming the tusks should be covered by lashing a coat or other soft buffer to the ends of the staves). A rider sits on the elephant thus formed and the rest of the Patrol carry the elephant into battle, charging other Patrols until their rider is unseated or touches the ground.

No. 3 Arch Relay

Equipment: 1 tennis ball per Patrol

The Patrols line up in file order at one end of the play area. Each Patrol Leader runs to the other end of the play area and touches a marker, on his return passing the tennis ball between his legs to number two. The tennis ball is passed down the line until it reaches the last Scout, who then runs to the front of the play area and touches the marker. The Scout now stands in front of the Patrol Leader and passes the tennis ball back down the Patrol through the legs. After all the Scouts in the Patrol have had a turn the Patrol Leaders runs to the front of the Patrol and signals that his Patrol is finished.

No. 4 Over and under

The Patrols line up in file order. The Patrol Leader runs to the front of the play area, and touches a marker, returns to the front of the Patrol and crawls between the legs of the Scouts, through the Patrol, touches a marker behind the Patrol and returns to his place over the backs of the Patrol. When he is in place, number two sets off over the back of the Patrol Leader, runs to the marker in front, back and under the legs of the Patrol, over the backs of the Patrol and back into his place. This is continued until the whole Patrol has had a turn.

No. 5 Heads

Equipment; For each Patrol - 1 large ball, 1 bottle

The Patrols line up in file order and the first pair of Scouts places the ball between their foreheads and put their hands behind their backs. They deposit the ball on top of the bottle, which is at the far end of the play area, before they take the ball back to the next pair. The next pair goes forward and transports the ball (in the same way with their foreheads) and after completion carries it back to the next pair and so on.

No. 6 Leap frog relay

The Patrols stand in rows with about 6 metres between each Scout. The Scouts bend over and the last one in line leapfrogs over their backs. As soon as he has got into position 6 mts. in front of the last one, the next Scout at the back of the line starts to jump, and so on. The first Patrol to finish leapfrogging is the winner.

No. 7 Knot loop relay

Equipment: for each Patrol 1 length of rope

The Patrols line up in relay formation. At the starting signal the first Scout ties the rope into a loop with a sheet bend, and passes it over his head and down over his body. He steps out of the loop, unties the knot and passes the rope to the next Scout who repeats the procedure and so on down the line. The first Patrol to finish is the winner.

No. 8 Bucket toss relay

Equipment: for each Patrol - 1 tennis ball, 1 bucket, 1 stave, chalk.

Preparation: Mark a river about 1.25mts (4 ft) wide across the play area. The Patrols line up on one side of the river and opposite them there is a bucket. The Patrol Leader has a tennis ball, which he tries to lob into the bucket, and when he succeeds he lifts the bucket over the river with the stave, without stepping in the river. On retrieving the ball he must return the bucket to the far side of the river. If he misses the bucket with the ball he must get the ball by pole vaulting the river and have another go. After he succeeds the rest of the Patrol have their turns in the same manner.

No. 9 Balancing relay

Equipment: For each Patrol - 1 tray, 1 beaker of water, a series of obstacles

The Patrols line up in file order with an obstacle course in front of each. Each member of the Patrol must go through the obstacle course holding its tray with a beaker of water on it without spilling any of the water. The first Patrol to finish is a winner.

No. 10 Tin Polo

Equipment: for each Patrol - 1 stave, 1 cylindrical tin with one end removed

The Patrols line up in file order with the Patrol Leader holding the stave. The tin is placed upright at the far end of the play area. The second Scout in the Patrol gets on the back of the Patrol Leader and takes the stave. The tin must be picked up on the end of the stave and carried right round the Patrol, then returned to its original position. The rider then acts as horse for the next Scout and the pair repeats this process and so on down the Patrol.

No. 11 Pharaohs Chair

Equipment: for each Patrol - 3 staves, 3 lengths of rope about 3 mts long

The Patrol lines up in file order with the equipment in front of them. At the starting signal they tie clove hitches at either end and in the centre of each rope, and slide the staves into the knots so that they are at right angles to the ropes. The Patrol Leader stands on the middle stave and is carried by the rest of the Patrol who hold the two other staves. Each member is carried in turn on the Pharaohs chair to a marker on the play area and back to the starting line. The first Patrol to finish is the winner.

No. 12 Two handed carry

The Patrols line up in file order. The Patrol Leader and Assistant Patrol Leader use the two handed carry and transport each Scout in the Patrol in turn to the far end of the play area. When all of the Patrol has been transported the third and fourth Scouts carry the Patrol in turn back to their starting point.

No. 13 Staves

Equipment; 1 stave for each Patrol

The Patrols line up with the Patrol Leader in front facing his Patrol. The Patrol Leader throws a stave to the first Scout, who catches it, returns it by throwing back to the

Patrol Leader and sits down. The Patrol Leader then throws it back before he too sits down and the process is repeated until only one Scout in the Patrol is left standing. When this last Scout has returned the stave to the Patrol Leader he shouts Up and the Scout immediately in front of him stands up in time to catch the stave. When he has returned the stave the Patrol Leader he also shouts up and the game continues until all the Scouts in the Patrol are standing up.

No. 14 Staves 2

Equipment A stave for each member of the Troop

Troop stands in a circle and each holds a stave by the top by press the palm of the hand on the top of the stave. Each Scout should be about a meter apart. On the command the Scouts change position by moving clockwise or anti clockwise. As they move they leave the stave standing. The object is to catch the stave in the same way, using the palm of the hand, before it falls. A Scout that allows the stave to fall is out. However, the space left in the circle is not filled so as the game progresses the gaps get bigger so adding to the difficulty. Winner is last Scout holding a stave.

No. 15 Torpedo

Equipment A heavy spar for each patrol

Patrols are lines up with a heavy spar above their heads. The spar is passed forward with the last person in each team running to the front until the torpedo can be placed on the winning line approx. 20 -30 meters away.

No. 16 Challenge

Each Patrol thinks up a stunt e.g. climbing a certain tree and making a rope ladder to get down with. It then challenges another Patrol to carry it out. If that Patrol does not accept the challenge, or if they do not succeed the challenging Patrol must demonstrate how it is done.

No. 17 Sedan chair

Equipment 2 staves, 1 chair, ropes

Each Patrol has to build a Sedan chair and the Troop then has a Sedan chair race.

No. 18 Strike a match

Equipment A chopping block and an axe is need for each Patrol.

In each chopping block a match is placed. Each Member of the Patrol in relay fashion run up to the chopping block and try to split the match. One attempt is allowed per person. Continue until match is hit.

No. 19 Storm the castle

Equipment: a watch

The Troop forms circle and joins hands, with one Patrol outside. This Patrol tries to storm the castle and endeavours to get all its members inside the circle in the quickest possible time. The Patrols take turns in being outside the circle and the one that gets all its members in the circle in the fastest time is the winner.

No. 20 One, two, three

Equipment: Chalk or sisal

A game for four Patrols. A chalk or sisal square is drawn/pegged down just large enough to hold a Patrol, in each corner of the play area. On the command One each Patrol must move to the square at opposite ends of the play area. On the command Two they move to the square across the room, on the command Three they move diagonally opposite them. The last member of the Patrol to reach the correct square drops out.

No. 21 Circle Tug - of - War

Equipment: 1 rope, 4 similar objects e.g. berets

The Patrols are in a circle all holding on to a loop of rope. Roughly two meters behind each Patrol is a beret or some other object. Each Patrol pulls the rope so that one of its members can pick up the object. The first Patrol to do so gains a point.

No. 22 Dodger

Equipment: a ball

The Troop forms a circle with one Patrol in the centre, who forms a snake each member grasping the waist of the Scout in front. The Scouts in the circle pass the ball around trying to get a chance of hitting Dodger - the last scout in the centre Patrol. The rest of the Patrol manoeuvres to protect the Dodger. When the Dodger is hit another Patrol goes in the centre.

No. 23 Bull in the ring

Each Patrol forms circles with their hands clasped. One Scout, the Bull, is selected from each Patrol to go into an opposing ring. At the starting signal each Bull tries to break through the ring.

No. 24 Rising Circles

Each Patrol forms a circle. In each the Scouts sit cross - legged and with their hands round each others shoulders. In turn each Patrol tries to rise without breaking their hold.

No. 25 Blitzkrieg

Equipment: a ball

One Patrol stands in the centre of a circle formed by the rest of the Troop. When a player in the middle is hit by the ball he must dive out of the circle. The players in the circle have to try and eliminate all the members of the Patrol as quickly as possible. Each Patrol has its turn in the middle, and the Patrol who keeps at least one member in the circle for the longest time is the winner.

No. 26 Triple test

Police receive notice of a burglary in a certain house in the town:

Test (1). A blank map with the house indicated and a few clues such as unnamed streets, a church, an inn, and compass directions. Patrols have to identify it. Police arrive at the house and are shown into a room upstairs where a jewellery casket lies open. They are told what articles are missing.

Test (2). A number of articles (cheap jewellery or buttons or the like) in a box. Each Patrol is allowed to observe for one minute. Then about six articles are removed. Each Patrol has another minute to observe box and must then list the six missing articles. The thieves escaped through a window by means of sheets and ropes joined together and secured to a pole placed across the window frame.

Test (3). Each Patrol to demonstrate and name what knots the thieves ought to have used.

No. 27 Anarchists

The Patrols are challenged to place a small parcel in a certain public place (Chapel porch, Town Hall steps, Police Station) within a given time without being noticed by the a Scouter)

No. 28 The Five Clues

The clue (in Invisible Ink, Morse or Code) is written on a piece of stiff paper (as many pieces of paper as there are Patrols). These papers are then cut into five and distributed amongst five people or places. Each Patrol Leader is given a set of clues as to the identity of the clue-holders and the winning Patrol, after piecing the collected clue together, wins the bag of goodies prize at the den/hall.

No. 29 Shadowing

This will be a whole evening's project, to be prepared in advance and reported on at the next Troop meeting. Four Venturers or other Leaders are asked to help and a clue as to their identity (one to each Patrol) is sent to the P.L.s the day before. Also sent is some such note as follows: - "Four persons, to whose identities the P.L.s have been given a clue, will pass the local main Post Office at some time between 6.45 p.m. and 7 p.m. Each Patrol will shadow the person assigned to them until 9 p.m. They will prepare a detailed report of the movements and activities of their quarry between these hours and have it ready by the next Troop Meeting.

Prepare beforehand for every likely contingency. Be as invisible to your quarry as possible for, as soon as he sees you, he will try to escape your vigilance. Disguise is permitted."

No. 30 Problem Game

Everybody must do at least one decent good turn between 6.30 and 9 p.m., and must carry an egg all the time. Eggs must not be laid down or carried in the pocket, etc.

- (i) Sit in the front seat of a bus for 3 minutes.
- (ii) Cross a bridge and pace out its length.
- (iii) Toast a piece of bread over a fire and bring it back.
- (iv) Find out the name of the ticket collector on duty at the station.
- (v) Swim fifteen yards 'and leave the baths, wearing a flower in your buttonhole.
- (vi) Obtain the signature of the Sergeant on duty at the local Police Station.
- (vii) Draw a local weather vane.
- (viii) Find out where are (a) the nearest fire hydrant, (b) the nearest public seats, to your den/hall.

No. 31 Short Night Trip

Preparations : Suitable spot for affair ; farm often favorable. Place to change beforehand, and showers afterwards.

Change clothes at H.O., or elsewhere. TRIP MADE IN DARK.

1. Scout pace to The Spot.
2. Dead Man's Crawl along rope.
3. Over a hut or similar building: no help except one rope. Teamwork needed.
4. Stilt walking through or along stream.
5. Hand vaulting over fences.
6. Get to the other side of this pond, direct."

Course should be circular if possible. Vary to suit local conditions.

No. 32 Hang on

Relay with an equal number of Scouts in, each team. Draw a wide river in chalk on the floor. PL and 2nd have a stave each, and place them on their shoulders like an elevated stretcher. 'Each in turn is taken over the river, hanging on to the stretcher in any way possible - by his teeth if he likes.

No. 33 Strike a safety

Draw two chalk lines across the length of the hall, one two meters from the wall, and the other 30cm from the other wall. Have Patrols spaced out along the 2 meter area. Opposite each Patrol in the 30cm area - place a saucer with a candle, to represent a lighthouse. The centre area is the sea ; the Patrols are on the cliffs and have to light the candle, by means of staves lashed together, rather like a fishing line. A "safety" match is fixed to the end of the stave and is lit by rubbing against the far wall. If your wall is not rough enough to set, light to the match, fix an empty matchbox on a hook or window catch.

No. 34 Scoop

Relay formation. At the end of the hall opposite each Patrol place an empty jam-jar. In the middle of the hall place a bucket full of water. Each Patrol has a spoon of identical size. No. 1 rushes to bucket and scoops a spoonful of H₂O, pours it into jar, and rushes back to give No. 2 the spoon, who repeats performance. Three times round, and then measure the water in the jar to find the winner.

No. 35 Blood Hound

Describe to your Troop a horrible journey of an escaped slave running through the woods and marshes to freedom. Divide the hall floor into three sections with lines of chalk. The two end portions are dry land, the centre is deep swamp. Patrols set off from the dry land, crossing the swamp by means of two, or three, logs. Depending on the size of the log, each Scout, or better still each Patrol, pushes out a log, stands on it, maneuvers the other log(s) into position, stands on the next one, and repeats the process until all are safely across. Any Scout who touches the swamp, even by the tip of a shoe, is considered to be sucked under.

No. 36 Rustler

Select one Scout from each Patrol to be a "Rustler" and send him to another Patrol. Using two ropes they have one minute to tie him up, being careful not to tie any of the rope above his shoulders. The first "Rustler" to free himself earns his Patrol a point.

No. 37 Target

Opposite each Patrol place a short length of cord with a small bowline in one end, a tent peg, and a stick of chalk. Two players from each team race forward, No. 1 puts the peg through the loop in the cord and holds the peg upright firmly on the floor. No. 2 pulls the cord tight, holds the chalk at the cord end and draws a circle on the floor. They return to team, where No. 2, the "chalkier" grabs hold of No. 3-they race back to the cord. This time No. 2 holds the peg, and No. 3 becomes the "chalkier," holding the chalk between half an inch to two inches further along the cord to draw a smaller circle with in the first. This continue until each Patrol-has a set of equal diminishing circles on the floor. There are many stunts to use these circles with advantage, one such being to write a score figure against each circle, rather like a quoits board ; Patrols slide a metal plate along the floor to see which can gain the highest number of points.

No. 38 Human Bridge

Draw a river with chalk lines, banks about 2 meters apart. Patrol stands in river forming a human bridge. Last player crosses "bridge" without getting his feet wet, i.e. over the backs of his Patrol. As soon as he reaches the other side, Patrol take one step backwards, and he forms the front of the bridge, he raises his hand on arrival to start the next Scout.

No. 39 Have a diamond hunt – a very muddy event.

A large tub or dustbin is filled with a suitable muddy mixture and some marbles are dropped into it. Patrols line up relay fashion and Scouts running out one at a time must dig around in the mud until they find a diamond return to their Patrol and allows the next Scout to seek a diamond.

Kim's games

No. 40 Barricade

Each Patrol lays out a 20 article Kim, and builds a barricade so objects can only be seen from above. - Each Patrol inspects each collection and then sits by their own pile. Now each Patrol in turn demands one object from any other Patrol. If a nonexistent article is demanded, or wrong Patrol challenged, challenger loses that turn. Patrol with the most objects after 15 minutes is the winner.

No. 41 Knots

Attach a rope across the hall with various knots hanging from it. Patrols blindfolded feel along the knots, and then go into a Patrol corner to take off their blindfolds and write down the names of the knots in their correct order.

No. 42 Are you awake in the dark

Patrols are given five minutes to collect in the dark (i.e., with lights out, etc.) something round, something square, a blue object, a yellow object, something weighing approximately a Kilo., and something with a hole in it. (Other varieties for other evenings).

No. 43 Hidden watch

Scouts are blindfolded in middle of H.Q. and told to find a watch by using their cars. (Watch should be hidden about 7ft. above floor.)

No. 44 Estimation

Scouter provides a small spring balance, a tape measure, a watch and a bucket of sand. Scouter asks No. 1's of each Patrol to put 1 kilo. of sand on a sheet of newspaper, No. 2's to cut off a piece of string 25cm long, No. 3's to place 100 grams. of sand on to a sheet of newspaper, No. 4, to open his mouth for 30 seconds, No. 5's to estimate the weight of this parcel, No. 6's to estimate the length of this rope, and No. 7's to estimate the length of the hall. Give suitable marks for each project, deducting so much for each error.

No. 45 Here boy!

Cut from a magazine twenty-four pictures of dogs or cats. To each picture add a slip of paper bearing the name of the pet, i.e., Fido, Bruce, etc. Pin the pictures to the wall and allow the Scouts to examine them for two minutes. Now remove the name slips and challenge each individual Scout to write down the correct name of each pet. Number them 1 to 24 and have these numbers written on the margin of each paper before start.

No. 46 Outline

Hang a sheet from a bar placed across the centre of the H.Q., on one side of which have a light, and on the other side have the Troop sitting down. Hold up 20 or so objects between the light and the sheet so each casts a strong shadow on the sheet. When the selection has been shown, Scouts write down as many as they have recognised, and also the outline of any others they can remember. Objects used should be fairly large.

No. 47 Silent Movement

Each Scout to take a chair and in 10 seconds turn it about on the floor, lift it, replace it and sit on it. (One Patrol at a time; 1 to 4 points awarded according to noise made).

No. 48 Find it

A football is placed in the middle of the hall, and one Scout from each Patrol is blindfolded, each starting from different positions but all an equal distant from the ball, crawls forward to find the ball. His aim is then to return to his Patrol with it. Each Scout must crawl on his stomach the whole time, unless the Scooter prefers them to be on all fours. If a Scout finds the ball, the others can try to take it from him by any means possible until the ball reaches a base. A struggle may result. Should the ball be returned to the wrong base, the owner of that base wins. Some prefer this game to be played in dead silence, while others allow Patrols to shout advice and directions to their representative.

No. 49 Torch Games

In thickly wooded country at dusk, place a flag and a lantern. inside a roped of circle of forty paces radius. Inside the circle, up trees where possible, your seniors or half the Troop each armed -with a torch, conceal themselves. They must all be perfectly silent. The rest of the Troop, starting spread out evenly outside the circle, with dark clothes and bare skin covered up, have stealthily to creep up to the flag without being spotted by a torch beam. Immediately the flag is touched the outer team has won, Everyone must be quiet all the time, and torches only switched on when a suspicious noise is heard.

Scouters will find that the Scouts tend to group together and talk to hide their nervousness - try and encourage each scout to keep at least ten feet from each other. As your Troop get proficient at this tracking game, choose more difficult sites which include dead wood or dry leaves on the ground, or a small river to be crossed.

Wide Games - Wide game suggestions

No. 50 Polar expedition

Each Patrol is a group of Polar Explorers racing to the North Pole. On the North Pole they will find the flag which Admiral Byrd threw down from his plane when crossing the top of the world. This flag must be brought back to the office of the geographical society before the explorers claim can be acknowledged.

No. 51 The Opium Smugglers

One team is smugglers, the other border police. The smugglers attempt to carry their 'Opium' to a certain spot, and at the same time take away from the police men much - needed weapons and ammunition. The policemen try to get the 'opium' and keep the smugglers from taking the weapons. 'Opium' and 'weapons' are carried in one or two rucksacks.

No. 52 The fight at the stockade

One team are Indians, the others settlers. The Indians attack the stockade and defend the Indian village, the settlers the opposite. To make it more exciting, two settlers may have been left in the stockade. The Indians are there to prevent them from getting out and joining their friends, while the settlers are to bring them aid. Four poles in the ground indicate stockade and Indian village.

No. 53 Whistles

The idea is to send one or two people with whistles, with instructions that every 30 seconds they must blow their whistle. Object for the other Scouts is to pursue the whistler (after allowing him about a minute to escape) and capture him. The person who captures him becomes the new whistler once the game is started again. Note: You should create boundaries to ensure a good game.

No. 54 Light pursuit

Played as with whistles except that a torch is used. This version is best played in scrubby areas where good hiding places can be found.

No. 56 Light pursuit with protection

Played as with Light Pursuit except that the person who catches the man with the light must then get the light holder to a particular point. All players are armed with flour or water bombs. The light carrier and protector is the target of the bombs.

No. 57 Defend the light

An area is roped or marked out. A light is placed in the area and half of the Scouts are designated as defence, half as attackers. Both sides are armed with either flour bombs or water bombs (you might use small balloons to make water bombs). The attackers object is to get into the light and turn it off without being killed! You are killed if you are hit directly by either a flour or water bomb. The game can be run several times to ensure all Scouts have a fair go.

No. 58 Stalking through occupied territory

Two sides are chosen (or three). One side has a vital message to get through the enemy lines and must work out a method to get it through without their messenger being caught or 'killed'. The enemy must station themselves well hidden through the area. When an enemy is spotted either by the messenger team or by the defensive team, he may be 'killed' either by removing a string taped to his arm (or again by using a flour or water bomb). Once 'killed' the person is out of the game. If the person holding the actual message is caught or 'killed', the defenders win. If he gets his message through, the messenger team wins. Best played in the dark, or well bushed area.

No. 59 String Burn

Two teams 200 yards apart, each with a fire. Twenty yards from each fire there is stretched a length of string eighteen inches off the ground. Using their own fire the aim is for players to light a torch manufactured from anything they can find, and to burn through their opponents' string. If a torch goes out, as is highly likely, Scout must return to his fire and relight it. Any defending, attacking, or putting out of opponents torches can only be carried out by a Scout with a *lighted* torch. As his aim is to bum the opponents string before his torch goes out, and as there are no "lives", this is quite a peaceful game. Anyone who has not a lighted torch should be busy getting one lit, as he cannot do anything constructive until it is lit.

No. 60 Stalking Wide Game

P/L with an electric torch conceals himself up a tree. His two pals conceal themselves nearby in a strategic position. The rest of the Troop, starting 50 to 100 yards away, depending on the moon and thickness of the undergrowth, try to creep undetected up to the PL's tree to collect an object placed on the ground by the tree, and to return it to the Umpire. P/L sweeps beam of his torch 360 degrees every fifteen seconds exactly. If spotted, attacker has to return to starting base, where he is safe, but he will be pursued by one of the PL's sentries who tries to capture the rolled up newspaper "life" tucked in the Scout's belt. Scouter at base has a selection of new lives. Scouter should take care when choosing PL's tree to choose one so Scouts have a fair chance of collecting their "object".

No. 61 Wide Game

Patrols are given instructions to meet at a certain house. On reporting there, each PL is handed a map of the area and an envelope. Patrols are called Blue gang, Green gang, Red gang, etc. PL of Blue gang opens envelope to find "You are leader of Blue gang, read this to the rest of your gang - When famous millionaire, Mr. Goldbrick, died, he left no will. Instead, he left a six-worded message. After writing the message in blue ink on a white card, he tore it into six pieces, and placed each piece into match boxes. The six match boxes are scattered over a certain area. Also in this envelope are clues to the whereabouts of the six match 'boxes. When you find a match box, take out the card with the blue writing on it. If there are other cards in the box, please leave them where they are, as you will spoil the game for the other teams if they are moved. Carefully leave the box where you find it. If there is nothing else in the box, bring it back with you".

Each Patrol has a different colour to avoid confusion, i.e., if there were two Patrols,

Red gang and Blue gang there would be two cards in each match box, one with blue writing, and one with red. The message told the Patrol to telephone a number, and when the first Patrol rang they were told that the treasure was in the kitchen at the Scout den/hall.

No. 62 Flag Raiding with a difference.

Three or more Patrols start from a central position. Each takes their flag in a different direction, i.e. N.W., S.W., S.E., etc., for a distance according to the thickness of the undergrowth, about 200 yards. Once the flag is at the Patrol's base, the PL appoints part of his Patrol to defend it, and part to go out capturing other flags. Captured flags should be returned to the Patrol's base, and can be recaptured by its owner at any time. If a flag is captured all the Patrol can trail the attackers with the aim of capturing their flag as well as recapturing their own flag. Have a time limit. No "lives".

No. 63 Observation wide game

- Variations on this theme are almost endless.
- The idea is to send one Patrol out with certain instructions to carry out.
- Another Patrol is sent out to 'Shadow' these and make a full report at the end.
- They must not be observed by the first Patrol.
- The first Patrol is advised that they will be shadowed.
- Points are scored by the first Patrol for carrying out tasks unobserved.
- Points are scored by the shadow patrol for observing particular tasks.

Make sure your Patrols know how to make water bombs by folding a sheet of paper. When they are expert and have built a collection of water bomb containers have water bomb fight. Best done outside. Make sure Leaders are wearing waterproofs.

Use a tape recorder as part of a wide game to impart clues, e.g. your mission is to, the sound of a train or a waterfall to indicate the location of the next clue etc.