

Troop 714

Game Book

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Games for Outdoors

<i>GAMES</i>	<i>Page</i>	<i>No. of Players</i>	<i>Equipment Required</i>
Ankle Tag	1	12-40	none
Ante Over	2	12-40	soft rubber ball; barrier such as tarps strung up
Ball over	3	12-40	ball, about basketball sized; whistle
Blindfold Soccer	5	12-40	blindfolds for half the scouts; two soccer balls
Brick Relay	6	12-40	2 Bricks for each relay team
Capture the Flag	7	12-50	2 pieces of cloth to use as flags
Captured	8	12-40	none
Cracker-Barrel Race	11	8-40	2 chairs; soda crackers
Crows and Cranes	12	10-30	none
Dodge Ball Bombardment	13	12-30	large plastic bottles and 4 balls
Moon Ball	18	8-40	well inflated beach ball
Multi-way Tug of War	19	12-80	2 large ropes and 1 smaller one
Old Plug	20	20-40	soft rubber ball
The Quiet Olympics	21	8-40	toothpicks; balloons; tape measure; hand mirror; large hoop; Ping-pong ball; candles and lighters
Rooster Fight	22	8-20	none
Scavenger Hunt	23	20-50	paper and pencil for each team
Sealed Orders	24	8-40	pencil and paper for writing orders
Soccer Frisbee	26	12-40	soccer ball; field marked for soccer with semicircular penalty area around the goal
Stalking	27	10-20	none
Sticks	28	8-20	2 bricks; one yard long stick; one 8" long stick
Take the Mat	29	12-40	doormat for each team; whistle
Three-Legged Football	30	12-24	strip of cloth or neckerchief for each pair of scouts; ball
Two-Man-Carry Relay	31	16-80	single turnaround point

Games for Indoors

<i>GAMES</i>	<i>Page</i>	<i>No. of Players</i>	<i>Equipment Required</i>
Balloon Battle	4	12-60	balloon; 18" piece of string for each scout
Capture the Flag	7	12-50	two pieces of cloth to use as flags
Captured	8	12-40	none
Chair Game	9	12-30	a chair for each person
Compass Facing	10	12-40	none
Crows and Cranes	12	10-30	none
Guess my Name	14	6-80	1 sticky note for each person
Island Hopping	15	8-40	2 sheets of paper per player; one extra sheet per team
Long, Short, Round	16	8-40	2 coffee cans pencil, toothpick, and coin for each team
Missing Scout	17	12-20	blindfold
Moon ball	18	8-40	well inflated beach ball
Rooster Fight	22	8-20	none
Sealed Orders	24	8-40	pencil and paper for writing orders
Sharp Eyes	25	6-60	none
Stalking	27	10-20	none
Take the Mat	29	12-40	doormat for each team; whistle
Wink	32	16-30	none

Ankle Tag

- For 12 to 40 people
- *Equipment:* none
- To escape being tagged by “It”, each scout must tag another scout's ankle. The scout who gets tagged becomes the next It.

Ante Over

- For 12 to 40 people
- *Equipment:* a soft rubber ball and a barrier such as tarps strung up.
- Half the troop gets on one side of the barrier and the other half on the opposite side. One team begins by throwing the ball over and at the same time shouts, "Ante over!" to alert the other team. If a member of the receiving team catches the ball on the fly, the members of the receiving team rush over to the other side of the barrier and the man with the ball tries to hit a member of the opposing team by throwing the ball at him.
- The team being attacked escapes by running to the other side of the barrier. The member hit joins the other team. If the ball is dropped when it is thrown over the barrier, the receiving team throws it over, shouting, "Ante over!" When the ball is caught on the fly, the team catching it attacks the other team.



Ball Over

- For 12 to 40 people
- *Equipment:* ball, about basketball sized; whistle.
- Draw a line across the center of the game area, and assemble teams on either side of the line. Players take positions at various positions on their side of the field. Players cannot cross the line. One scout with a whistle is blind folded. When he blows the whistle, the leader puts the ball into play. The object of the game is to keep the ball in the opposing team's territory.
- One point is counted against the side that has the ball when the whistle is sounded. Whistle should be blown frequently. The side with the lowest score wins.

Balloon Battle

- For 12 to 60 people
- *Equipment:* balloon and 18 inch piece of string for each scout.
- Scouts blow up their balloons and help each other to tie the balloons to their belts in the rear. When all the balloons are tied, the signal is given to start. The object is to break the other's balloons with your hands while protecting your own.
- You can't use any kind of instrument, and if you do, you have to sit out. When a player's balloon is broken, he sits out. The winner is the last scout left.



- *VARIATION:* Balloons are tied to the belt loops of each player with a piece of string about 6 inches long. Each scout has a news paper that he rolls up tightly. Players pair off. On signal, each Scout tries to burst his opponent's balloon by hitting it with his newspaper. When half of the original players are left, the winning players pair off again, and so on until there is a champion.

Blindfold Soccer

- For 12 to 40 people
- *Equipment:* blind folds for half the scouts, two soccer balls
- Each team tries to kick the ball past the end zone as many times as possible.
- Divide the scouts into two teams. Each team then divides into pairs. One member of each pair is blindfolded. The referee then throws two balls into the playing area.
- Only the blind folded scout may kick the ball; the sighted scout may only offer verbal instructions but **MAY NOT** touch his partner.
- There are no goalies. If the ball is kicked out of bounds the referee will throw it back in.



Brick Relay

- For 12 to 40 people
- *Equipment:* 2 bricks for each relay team
- Players divide into relay teams and line up behind a starting line.
- Give the first person in each line two bricks. The player stands on one brick and, while balancing himself on this, lifts the other brick forward and steps on that. In this way, the players propel themselves by steps to an ending point and back, then give the bricks to the next in line.
- Any competitor who touches the floor with his foot or hand during the contest has to take his bricks to the starting point and begin again.
- If bricks are not available, any similar object that will make the game fairly difficult to win will do.

Capture the Flag

- For 12 to 50 people
- *Equipment:* Two pieces of cloth to use as flags
- Divide the troop into two teams. Each team has a location designed as its goal. Put the flag at the goal. Draw an imaginary line through the middle of the playing field. Each team has its own half.
- The object of the game is to get the flag and bring it back to your side without being tagged. You can only be tagged if you are on your opponents side of the field. All players must stay within a set number of feet from their team's flag.
- Captured members must go to the other team's jail. They can only get out of jail if their team member tags them without being tagged. Freed players get to walk back to their side without being tagged.



Captured

- For 12 to 40 people
- *Equipment:* none
- Draw an imaginary line through the playing area and divide the group into two teams, with one team on each side of the line.
- One side is designated as attackers. They have one minute to capture opponents and try to take them across the line.
- Once across, the prisoner stands in the jail area to be counted.
- At the end of the game, the prisoners are counted and return to their side. Then the roles are changed and the attacked become the attackers for one minute.
- The team with the most prisoners after a few rounds is the winner.

Chair Game

- For 12 to 30 people
- *Equipment:* a chair for each person
- Active, physical engaging variation on "musical chairs"; can entertain a group for hours
- Place chairs in a tight circle, with the chairs touching each other.
- Have 1 person stand in the middle - there is now a vacant chair
- The person in the middle tries to sit in an empty seat
- The group prevents the person by someone moving seat, creating a new vacant seat
- The game moves fast -- due to the strategic "bum-shuffling" by the group, the place of the empty seat is in constant movement, like a Mexican wave, changing directions, tempting, then moving fast - or instantly appearing on the other side if a bold cross is made by someone
- Eventually the person in the middle makes a successful lunge for a seat (it can get very dramatic), the group member who was aiming for the seat (group consensus) now goes in the middle
- And so on....



Compass Facing

- For 12 to 40 people
- *Equipment:* none
- Participants line up in open lines, an arms length apart sideways, front and back.
- One wall of the room is designated as North.
- The Leader shouts a direction (e.g. Northeast) and everyone turns to what they believe is northeast, and on the command freeze, stand motionless.
- Those who are facing incorrectly are out of the game.
- Continue until one champion is left.

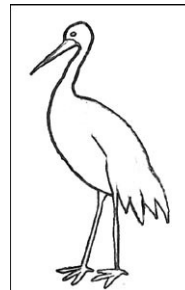


Cracker-Barrel Race

- For 8 to 40 people
- *Equipment:* two chairs; soda crackers
- Players divide into two relay teams and line up behind a starting line.
- About 15 feet away, facing each team, is a chair. The game leader stands between the chairs.
- On signal, the lead players run to the chairs, sit down, and are given two salted soda crackers each. They race to eat the crackers and then whistle audibly. Having whistled, they run back to their lines and touch off the next players.

Crows and Cranes

- For 10 to 30 people
- *Equipment:* none
- Players are divided into two equal lines, one called crows and the other called cranes.
- They stand about five feet apart, facing each other, on opposite sides of a center line. Behind each group, about 25 feet away, is a goal line.
- When the game leader calls out “Crows!” that group runs toward its own goal line with the cranes in pursuit. Any crow tagged before crossing the line joins the other side.
- This continues while the leader gives each side an equal number of chances, though varying the order to keep them alert. He may also tease them by saying other words, such as “Cracker,” or “Creep.”



Dodge Ball Bombardment

- For 12 to 30 people
- *Equipment:* large plastic bottles and 4 balls
- Two teams stand on opposite sides of a center line. Each team has goal line 15 feet behind the center line. 4 bottles are placed on each goal line. Each team starts out with 2 balls.
- Each team tries to knock down its opponent's pins, while protecting its own.
- If some one gets hit, they have to go behind their opponent's goal line. If they catch a ball thrown by a teammate, they can return to the game. If they knock down a pin while there, it is put back up, and their own is knocked down.
- Anyone who hits someone above the waist is out of the game.
- The first team to knock down all the pins wins.

Guess My Name

- For 6 to 80 people
- *Equipment:* 1 sticky note for each person
- Before the game begins, the leader writes the name of a well-known cartoon character on each sticky note, every name being different.
- Then, without letting the players see the names, he sticks one on each child's back.
- The scouts circulate around, and ask each other questions to try to identify the character on their back. Any question may be asked except the direct one, "Who am I?"
- The first player to guess his character is the winner, but the game continues until all or most of the players have guessed who they are.

Island Hopping

- For 8 to 40 people
- *Equipment:* two sheets of paper per player, plus one extra sheet per patrol or relay team.
- Players divide into relay teams (or patrols) and line up behind a starting line.
- Each player stands on two sheets of paper facing the finish line. The extra sheet is at the rear of the line.
- On signal, the extra sheet is passed up the line from the last man to the first. He places the sheet down toward the goal and steps onto it by moving the foot that is to the rear.
- Each scout in line advances by moving his rear foot to the now vacated sheet ahead of him. The final empty sheet is passed forward and the process is repeated.
- If a scout steps off a paper, the entire team must move back and start over.
- The first team to cross a finish line is the winner.

Long, Short, Round

- For 8 to 40 people
- *Equipment:* for each team you will need 2 coffee cans, a pencil, a toothpick, and a coin.
- A good game to sharpen alertness, if the leader keeps it moving fast.
- Divide into patrols or teams. The patrols line up single file, spread out. They sit down, feet extended, and count off so that each Scout in the patrol has a number. There must be the same set of numbers in each patrol, so some Scouts may need to take two numbers.
- At the start the can with the three objects in it is at the front and the empty can is at the back of the patrol line.
- The leader signals with his arms to indicate long (pencil), short (toothpick) or round (coin), then calls a number.
- Scouts with that number race to their can, pick out the object signaled, transfer it to the can at the other end of the patrol line, and return to their places.
- The first Scout back in place wins a point for his patrol.
- Keeping track of the location of the objects soon gets to be a mental challenge, and, of course, if a Scout heads for the wrong can he's bound to lose the race.

Missing Scout

- For 12 to 20 people
- *Equipment:* blindfold
- One player stands blindfolded in the center of the room.
- All the other scouts change places, except that one of them quietly leaves the room.
- The blindfold is then taken off the player in the center and he is given one minute to name the missing scout. If he guesses right, the missing scout is blindfolded. If not, the guesser takes another turn.

Moon ball

- For 8 to 40 people
- *Equipment:* a well inflated beach ball
- Try to hit the ball aloft as many times as possible.
- A player may not hit the ball twice in succession. Count one point for each hit and try to make a troop record.

Multi-Way Tug-of-War



- For 12 to 80 people
- *Equipment:* 2 large ropes and 1 smaller one to tie them together
- In traditional 1 on 1 tug-of-war it is mostly strength that wins, with a few tactics. In multi-way tug-of-war it is mostly tactics that wins, with some strength.
- Lay out the ropes, etc. Participants should prepare appropriately e.g., watches and hand jewelry off. Divide into groups and make sure the groups appear to be of similar strength.
- Brief group on normal tug-of-war safety rules, basically:
 - no wrapping or tying rope around anyone or anything - **only hold rope with hands**
 - watch out for rope burn on hands - **let go if rope is moving through hands**
 - watch out for rope burn on body - **let go if you lose footing**
- First command from the Tug-of-War master is "take the strain". This is only to take up the slack, that's all. The Tug-of-War master makes sure the center ring is stable and centered. This needs strong leadership because teams are always keen to add extra strain!
- Second command is "Go!!" Teams attempt to pull the center ring or knot over their finish line. This can rarely be achieved by strength alone and instead will require guile. Teams can swivel to cooperate / compete with other teams, then switch directions, etc.
- Conduct several rounds. Continue, say, until one team earns 3 victories and the Tug-of-War title.
- Allow teams plenty of time to physically recover and debrief/plan after each round.



Old Plug

- For 20 to 40 people
- *Equipment:* soft rubber ball
- Four scouts make a line by grasping each other's waists. The rest of the Scouts form a large circle around them.
- The circle Scouts try to hit the last player in the line (Old Plug) with the ball.
- The other three in the line try to maneuver to protect Old Plug, but they must not lose their holds on each other's waists.
- When Old Plug is hit, he joins the circle players and the one who hit him becomes the first man in the line. The new Old Plug is the player who was previously third in line.



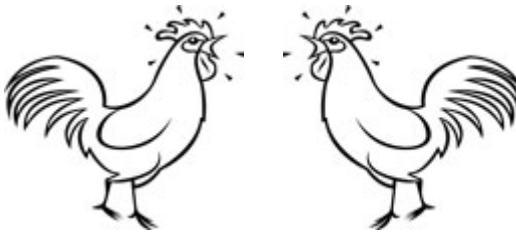
The Quiet Olympics

- For 8 to 40 people
- *Equipment:* toothpicks; balloons; tape measure; hand mirror; large hoop; Ping-pong ball; candles and lighters.
- Players compete in four Olympic games.
- Javelin Throw: A small circle is drawn on the ground. One player stands in the circle, turns around two or three times, and hurls a toothpick toward a line about ten feet away. Each player has three throws, and his longest throw is marked. The player who throws the farthest is the winner.
- Shot Put: A balloon is blown up and tied. The player stands on a line and throws this improvised shot for distance. No matter how hard it is thrown, it will never go more than a few yards. The winning shot is determined by using a tape measure to the nearest quarter-inch.
- Reverse Discus Throw: A player stands with a mirror in his hand, with his back to a large hoop that has been hung from the ceiling or a tree. Using the mirror to take aim, the player throws a Ping-Pong ball or beanbag over his shoulder toward the hoop. Each player has 5 tries, and for every ball that goes through the hoop he gets a point.
- Torch Relay: Players divide into relay teams and line up behind a starting line. The first player on each team is given a candle and a lighter. At the starting signal, the player lights his candle, runs to a designated point and back, and passes the candle and lighter to the next player. If the candle goes out, the player must stop and relight it before continuing.



Rooster Fight

- For 8 to 20 people
- *Equipment:* none
- Within a circle 8 or 12 feet in diameter, two players take a squatting position, with arms crossed in front of their chests.
- The object is for each child to try to force his opponent out of the circle, or to make him lose balance and fall, or to make him touch a hand to the ground.
- Players may butt, push, and shove with their bodies but the crouching position is maintained throughout the contest.
- Because bouncing in a crouched posture is very tiring, Scouts should compete for only 3 minutes before being replaced by 2 other opponents.



Scavenger Hunt

- For 20 to 50 people
- *Equipment:* paper and pencil for each team
- The players divide into two or more equal-size teams, with one player on each team designated as the captain. Each captain is then given a list of objects likely to be found in the possession of team members. These could be keys, combs, pens, eyeglasses, rings, pocket knives, etc.
- The captains read off their lists to their team members, who try to locate each item and hand it to their captain. Bartering with members of other teams is permitted. The first captain to produce all of the items on his list wins the hunt for his team.

Sealed Orders

- For 8 to 40 people
- *Equipment:* pencil and paper for writing orders
- Divide into two teams. Each team chooses a captain. The two teams bunch up to await orders.
- Give the captain of each team a folded slip of paper with team orders written on it.
- The captain returns to his team, looks at the orders, and without moving the team determines the strategy to be used in carrying out the orders. On signal, the team attempts to carry out its orders.
- The orders given to the two teams contradict so that they work against each other. For example, one message might read, "Leave the room," and the other might read, "Don't let anyone leave the room."
- Establish a 1-minute time limit for each action, and determine results at the signal to stop.
- Scoring: Give 1 point to a team for each player who accomplished his assignment and 1 point to the opposing team for each who has failed.

Sharp Eyes

- For 6 to 60 people
- *Equipment:* none
- Form two teams, facing each other about four or five feet apart.
- At a signal, each person looks carefully at the player opposite him.
- At another signal, both lines turn around so they face in opposite directions.
- Each person then alters two items in his appearance – unties a shoelace, unfastens a button, takes off his shoes, changes his hair in some way, takes off glasses, etc.
- At the third signal, the two lines turn to face each other again, and each tries to spot the changes of the person opposite.
- Team with the greatest number of correct answers wins.

Soccer Frisbee

- For 12 to 40 people
- *Equipment:* a soccer ball, a field marked for soccer with a semicircular penalty area surrounding the goal.
- Send a Frisbee across the opponent's goal line (flying or sliding) as many times as possible. Each goal scores a point for the team.
- Divide the troop into two teams and place each on half a soccer field. Have each team choose a goalie, who stands in the penalty area.
- Play begins when anyone throws the Frisbee high into the air. After picking up a Frisbee, the player can run toward the opponent's goal. If he is tagged above the waist with two hands, he must drop or throw the Frisbee.
- A throw at the goal can be made from anywhere on the field but the penalty area. The only person allowed in the penalty area is the goalie, who can enter and leave at any time.
- If two or more players grab the Frisbee at the same time, a jump ball is called. A leader throws the Frisbee high into the air at the spot it was grabbed.

Stalking

- For 10 to 20 people
- *Equipment:* none
- Set aside an open area, indoor or outdoor, around 40' x 60' if possible. Establish a center line across it, a starting line on one end and a finish line at the other. Station three blindfolded sentries along the center line.
- At a signal, a group of scouts (the stalkers) stealthily start toward the finish line trying to pass the sentries without being heard. The sentries try to detect the stalkers, and point at them.
- When judges, stationed along the sidelines, see a sentry point out a stalker, they signal the stalker to sit down where he is.
- The game is over when all the stalkers have been detected, or have successfully reached the finish line. Stalkers must stay in place until the sentries have them remove their blindfolds, so that they may see how successful they were in detecting the sounds of the stalkers.
- Sidelines must keep absolutely still.

Sticks

- For 8 to 20 people
- *Equipment:* 2 bricks; one stick a yard long; another stick 8" long
- All players form a circle. One player, the batter, stands in the center.
- He places the two bricks on the ground, 4-5" apart, and then puts the short stick across them.
- The batter takes the long stick, puts one end on the ground under the short stick, and then, holding the other end in his hand, snaps the long stick up to send the short one flying in the air.
- The circle players try to catch the short stick before it falls.
- Whoever catches the stick gets to be the next batter. If no one catches it, the batter goes again. On his third bat, if no one catches it, whoever gets the stick first is the batter.

Take the Mat

- For 12 to 40 people
- *Equipment:* a doormat for each team, whistle
- Opposing teams line up the same distance from their mat.
- On signal, they rush for the mat and try to place as many players on it as possible.
- At the end of 1 minute, a whistle is blown and the team with them most players on their mat wins.
- Each person must have both feet off the ground.
- *VARIATION:* Use 1 larger mat or chalked off area about 10'x10' and have both teams try to get on the same mat. Opponents can be pulled or pushed, but clothing may not be grasped.

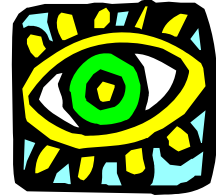
Three-legged Football

- For 12 to 24 people
- *Equipment:* a strip of cloth or neckerchief for each pair of Scouts, four chairs and a ball.
- At each end of your room, place two chairs about 5 feet apart to form goals.
- Organize Scouts into two teams. Scouts in each team pair up, their inside legs tied together.
- One pair in each team acts as goal-tenders. Place the ball in the center of the playing field, with both teams taking position in front of their goals.
- On signal, each team tries to kick the ball through the goal of the opponents, using untied legs only.
- After a team has scored, place the ball in the center and begin the game again.
- The team with the most goals scored after 5 minutes of play wins.

Two-man-Carry Relay

- For 16 to 80 people
- *Equipment:* Single turnaround post.
- Scouts line up in relay fashion facing a single turnaround post located 30 feet from the starting line.
- Scouts in each patrol are numbered from 1 to 8.
- On signal, Scouts 1 and 2 carry Scout 3 with a four-hand seat carry up to and around the turnaround post and back to the starting line. Scout 3 will then join with Scout 4 and carry Scout 5 around the course. Then 5 & 6 will carry 7, then 7 & 8 will carry 1.
- If at any time a victim touches the ground, the Scouts transporting this victim must stop, reform their carry, and then continue.
- The first patrol to make the full circuit with the four victims is the winner.

Wink



- For 16 to 30 people
- *Equipment:* none
- Make sure people are physically warmed-up.
- Form a circle, all facing in one direction, and then sit (on ground or in chairs).
- Every second person is designated as a catcher. Catchers watch the backs of the person in front, who are runners. Runners maintain eye contact with the winker, who is in the middle of the circle.
- When his winker winks at a runner, the runner gets up as fast as possible and tries to get away - and run a full lap. The runner behind the winker must be alert and try to catch the runner.
- The winker keeps it moving.

