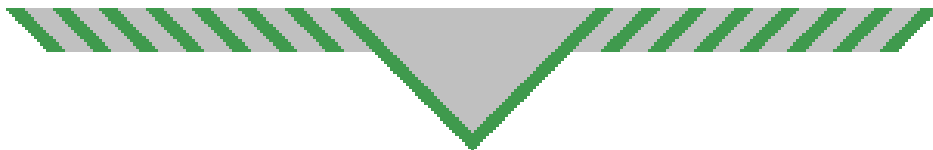


Scouts

3rd Epsom Beaver, Cub and Scout Game Compendium

Version 10



This compendium has been compiled as a set of games suitable for beavers (aged 6-8), cubs (aged 8-10), scouts (aged 10-14) and explorers (aged 14-18). We have not attempted to indicate which games are suitable for which age group as it varies on the maturity of the children and the size of the hall/room.

The games have been obtained from many sources and adapted accordingly based on experience of the leaders and enjoyment of the children. Please feel free to use this compendium and copy it as necessary. As with all games undertake an appropriate risk assessment before playing. Things to consider are size of room, number of children, type of floor (e.g. you don't want to drop children who are being carried on a concrete floor), size and maturity of children.

Have fun!

Richard Ascough
Group Scout Leader
3rd Epsom (St Martin's) Scout Group

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Ball and Bean Bag Relay

Type: Team
Equipment: 1 ball and 1 bean bag per six
Setup: Line the teams up (equal numbers) at one end of the hall. Place a bean bag behind each six against the wall. Place a ball in front of each team at the other end of the hall.

Description:

On the word go the front child runs to the other end of the hall and picks up the ball. They then run to the back of their team and place the ball and pick up the bean bag. They then run back to the other end of the hall and place the bean bag where the ball was. Finally they run back to the team and the next child goes. They do the same thing but still go for the ball first which is now behind their team. They run to the back of their team, pick up the ball, run to the other end of the hall and place the ball down and pick up the bean bag. They run back and place the bean bag on the floor. The next child goes – again for the ball first. The winner is the first team to all go (if a team has one less the front child goes twice) and then for the team to sit quietly on the floor in a straight line.

Blow Football

Type: Team
Equipment: Chalk and ping pong ball
Setup: None

Description:

Make two lines on the floor about 2 feet (60cms) apart. Two teams lie on their fronts on the floor facing each other, with their chins on the chalk line. Roll a ping-pong ball between the two rows of heads, the aim is to blow the ball across their opponent's line. Touching the ball gives away a penalty-goal. Leader rolls the ball back into play after each goal - a small table on its side at each end of the pitch stops the ball from going out of play. N.B. keep an eye on any asthmatics!

Bucketball

Type: Team
Equipment: 1 bucket/washing up bowl per team, several balls.
Setup: None

Description:

Split the children into teams. Ask each team to select one member who will act as the 'basket' – they stand on a chair holding a washing up bowl / bucket etc. Spread the 'baskets' evenly around the edge of the room.

The rest of the children play a version of basketball, where the object is to shoot the ball into their own 'basket', however they cannot dribble the ball. They may move to re-position themselves until the ball is thrown to them, when they must stand still until they have thrown the ball to another member of their team.

You can make this game more complicated by adding more than one ball, however you must always have less balls than teams!

Castles

Type: Individual
Equipment: 4/5 skittles, tennis balls
Setup: Place skittles as turrets of a castle in centre of hall. Mark off two ends.

Description:

Split into 2 teams, one in each marked end. They have to knock over the turrets by **rolling** the balls. One or two defenders in the middle have to put the turrets back up. When all turrets down at the same time, change defender.

Cat and Mouse

Type: Individual
Equipment: None
Setup: None

Description:

Line up the children in a Square (lots of rows and columns) so they are spaced evenly and when they hold their arms horizontally they form a line. In addition select one child as the mouse and another as the cat.

The children in the Square all face one direction and put their arms up.

On the word turn from a leader they turn through 90 degrees, keeping their arms up.

On the word turn again they face back again to the original direction still with their arms up.

The Mouse is released and has to run away from the cat who is released a few seconds later.

Using the word turn the leader makes it harder for the cat to reach the mouse

Once the mouse is caught two more children are selected. The old cat and mouse take their place in the Square.

Chair noughts and crosses

Type: Team
Equipment: 9 chairs
Setup: Place the chairs in a 3 by 3 grid

Description:

Divide the children into 3 teams (or 2 depending on numbers). Two teams are involved in game at any one time (rotate teams as necessary). Play the game as per normal. Once a child has touched a chair they have to sit in it. The game can be made harder by getting it played in silence.

Chalk circles

Type: Individual
Equipment: Chalk
Setup: A circle is drawn on the floor some way down the hall.

Description:

All children line up at one end of hall - touching the wall. When the lights go out, the children charge to get in the circle (in the dark!). The lights come back on. Any child outside the circle is out. Those left in return to the end wall. The circle is re-drawn (smaller this time) and the game continues until one child remains.

Don't forget the usual safety rules about jumping on-top etc., which should be applied.

Chalk Rugby

Type: Team
Equipment: 2 A4 pieces of paper - ideally coloured
2 walls
Something to stick the paper up with
Several stubs of chalk
Setup: Place the paper on the wall at each end of the hall

Description:

This is a game for 2 teams, using a piece of chalk as a ball and pieces of paper on opposite sides of the room as goals. To score, the players must put a cross on their opponents goal which is a piece of coloured paper on the wall. To defend, they must touch tackle the person with the chalk. Once tackled they may not score and must pass the ball. Dropped passes are scrambled for - finders keepers.

Variations:

- Forward passing not allowed
- Multiple teams and goals at a time
- Multiple balls on the field at a time
- Sin bin penalties for rough play / crushing the ball
- Change the rules halfway through!

Chase the rabbit

Type: Individual
Equipment: Foam pipe lagging
Setup: Children to sit in a circle.

Description:

The children are told to close their eyes. A leader goes round and places a piece of foam pipe lagging in one of their hands. When the children are told “now”, the child with the foam chases the child on their left around the circle in a clockwise direction until they return to their place when the child with the foam must stop hitting. The object of the game is to not to get hit.

Circle Football

Type: Individual
Equipment: 1 football
Setup: Children to stand in a circle, legs apart, feet touching neighbour.

Description:

The football must be rolled across the circle to score a goal, by going between someone’s legs. No throwing or high play. Initially everyone can use their hands to stop the ball going into the ‘goal’. You cannot score a goal through the legs of your neighbour, immediately either side. The player that concedes a goal must only use one hand. If they concede a second goal, they cannot use either hand and must use their knees to stop the ball going into the ‘goal’.

Circle Numbers

Type: Individual, Team
Equipment: 1 bean bag
Setup: Children to sit in their sixes in a circle. Team leaders to number each child 1-6.

Description:

The leader calls out a number. Children with that number stand up and run round the outside of the circle in an anticlockwise direction. When they get back to the hole where they were sitting they have to try and get the bean bag first. They can only enter the circle through the hole they left. A point is given to the six/patrol who gets the bean bag first. The children sit down again and the leader calls another number. The game then continues. At the end the six/patrol with the most points is the winner.

Circle Relay

Type: Team
Equipment: None
Setup: None

Description:

Split the children into equal teams and give each person a number within their team. Teams lie down on the ground, face up, fanned out in a circle with their heads facing the middle. Shout out a number, and the person from each circle with that number gets up and runs around the circle jumping over the other team members. Once around they lie back down and the whole team repeat the move in ascending number order until the whole team have completed the task. The first team to complete the cycle is the winner.

Circular tug of war

Type: Team

Equipment: A long thick tug of war rope tied in a circle

Setup: Split the group into 4 teams of even strength. Lay the rope on the ground in a square

Description:

Place a peg on the ground 3 paces from each corner.

Each team of children takes a corner

On the word go they all try and pull the rope towards their peg which they try to pick up

The winner is the group that picks up the peg first.

Note: all children have to have at least one hand on the rope at all times.

Points of the Compass

Type: Individual

Equipment: None

Setup: None

Description:

A Leader stands in the centre of the room (whichever way they are facing is always 'North')

The Leader calls out a compass point and Cubs have to run to the correct point in relation to where the Leader is facing.

Start by standing facing the same way to get the children used to North, East, South, West. Then start turning before each call.

To complicate things the Leader can call a compass point then shout another compass point before the Cubs get there, or can even change the way they are facing, thereby moving North

Any cubs who go to the wrong point are out. If they all run the same way the last one there is out

Confusion

Type: Team

Equipment: Base per Patrol eg water carrier

Setup: None

Description:

Each Patrol stands behind a base which are arranged in a circle. On a shout of "1", the players move one base to the left. On "2" the players move one chair to the right. On "3" the players move to the opposite base. All members must touch the base.

The first Patrol gains a point, the last Patrol loses a point. Common shout would be "1,1,1,2,2,1,3!" etc...

If this gets too easy, reverse the meaning of "1" and "2" half way through the game

Cowboys and Indians

Type: Team

Equipment: None

Setup: None

Description:

Split the children into 2 groups. One groups line up at one end of the hall and are Indians.

The other group line up at the other end and are Cowboys.

A leader calls out instructions such as Cowboys 3 paces forwards. All the Cowboys move forward 3 paces (must keep in a line)

The leader then asks the Indians to move.

When the leader says Cowboys (or Indians) attack - the Cowboys have to try and touch the Indians before they get back to their own starting end

Any Indians who are caught become Cowboys

Other commands are: Cowboys x paces backwards, Cowboys sit down, Cowboys stand up

It is possible for the Cowboys to go past the Indians so making it harder for them to get back to their end.

Crab Football

Type: Team
Equipment: 1 soft football, 4 chairs
Setup: Setup 2 chairs at each end of the hall as goals

Description:

The children have to play football by moving around the hall on their hands and feet like a crab (i.e. their bottoms are on the floor and the arms go behind them). Children are only allowed to move in the crab position, they cannot stand up or run. The goalie is only allowed to sit on his bottom.

Crocodile Game

Type: Individual
Equipment: None
Setup: Mark the two banks of a river on the floor.

Description:

Split the group in half. One half goes to each side of the river. One child is the crocodile in the river. Number off all people on each team. The crocodile calls out a number and the child from each team with that number must run to the far bank without being tagged. If the crocodile tags someone, he switches places with him.

If a child does not leave his bank before the other running child reaches his bank, then he switches places with the crocodile. This is to keep the game moving.

Dodge Ball

Type: Individual
Equipment: 3 or 4 footballs (preferable light weight)
Setup: None

Description:

The children all stand at one end of the hall touching the wall. The leaders stand in the middle of the hall each with a football.

One of the leaders in the middle shots 'Over' and the children all have to run from one end of the hall to the other.

Whilst they are running the leaders have to roll the balls underarm and try to hit the children 'on or below' the knee. If they hit a child then the child is out.

The game continues until there is only one child left.

Dog and Bone

Type: Individual, Team

Equipment: Handkerchief, Chalk, 2 Chairs

Setup: Draw a line down the centre of the hall horizontally and place a handkerchief on the line in the middle. Place a chair at each end of the hall - one in each half made by the chalk.

Description:

Divide up into 2 equal teams and number the players on each team from 1 to however many people are playing on each side. There should be for example two number ones, twos, threes etc.

Numbers are then shouted out and 2 players - one from each team - go up to their side and without crossing into the other teams half have to get the handkerchief (bone) and get it back to their chair without the other team tagging them before they get back.

The opposing team member cannot cross the line until the handkerchief has been picked up. If the line is crossed the opponent wins. There are no rules to say who picks up the handkerchief first.

The handkerchief must be placed on the teams chair without the opponent having tagged the person with the handkerchief. If they are tagged before this the other team wins.

Dr Dr

Type: Individual

Equipment: None

Setup: None

Description:

Send one person out of the room and out of earshot – he/she is the psychiatrist. While the psychiatrist is out, come up with an ailment that everyone is suffering from (fear of shoes, obsessed with an object in the room, belief that someone lives in our armpits, etc.). Bring the psychiatrist back in. As they are coming back in, everyone begins to act out the ailment (without being too obvious). The psychiatrist has 3 chances to guess what the ailment is. Let the old psychiatrist pick a new one each round. Play 5 or 6 rounds (don't let it go too long – always kill a game before it could get boring!).

Dust Up

Type: Individual, Team

Equipment: Handkerchief, Chalk, 2 Chairs

Setup: A large circle is drawn in the centre of the room and a duster is placed in it.

Description:

Two teams are chosen and stand in line at opposite sides of the room. Each team member gets a number while the team on the other side gets the same numbers.

Crosses are marked on the floor around the hall.

The leader calls a number and it is a race between the two with the same number to get to the duster and run to rub out any cross, without being caught.

If the player with the duster is caught the other side gets a point.

The rule is that as long as the person with the duster has it held within the circle that person cannot be caught by the other.

It is a game of quick thinking to try and get away without being caught.

Extreme Dodge Ball

Type: Team
Equipment: 3 or 4 footballs (preferable light weight)
Setup: None

Description:

Divide the children into two and put each team at either end of the hall. Draw a line down the middle of the room.

A number of footballs are in play, initially split evenly between the teams. On the word go the teams have to try and get the children from the other team out. This is done by throwing the balls at them from behind the line (they are not allowed to cross the line).

Someone is out if the ball hits an opponent before touching the ground. However if the opponent catches the ball cleanly then the thrower is out and one of their team who was out (the first player who was out) can return to the game.

Players are allowed to defend themselves with the balls but if the ball thrown hits them rather than the ball they are using to defend themselves, they will be out.

The game continues until one team are completely out.

Extinguish The Light

Type: Team, Wide Game
Equipment: 2 candles in jars with lids.
Setup: The group is split into two teams and given a candle in a jam jar and a life each

Description:

This game, played at night, is a variant of Capture the Flag. Pick out two even teams and set boundaries for the game - a large rectangle or square. Two small pots are placed by each team at opposite ends of a field (with trees or bush down the sides of the field) and lids for the pots are placed on the ground, just beside the pots; a small, lighted candle is placed in each pot. The jars must be completely exposed (no stuffing them into holes in the ground, or putting them in trees).

Each player has a life – a peg attached to the outside of their clothes on the sleeve. Each team tries to put out the other team's candle by sneaking up on their opponent's candle and putting the lid on the pot without being caught.

If a player loses a life they must come back to the jail where they wait to be freed by one of their team (and get a new life from the leader).

One whistle indicates the start of the game, two indicates the end - players must return to the jail area.

Find the Leader

Type: Knockout
Equipment: A4 sheet per Leader with their name on it
Setup: Each Leader stand in the corner (or space) holding up their name

Description:

Children start in the middle of the hall. The person running the game calls out the name of one of the Beaver Leaders (Mouse, Hare, Kingfisher, Kestrel, Owl, Woodpecker, Hedgehog). The children run to the leader of that name. This is a knockout game with the last Beaver to run to the leader knocked out.

Next re-run the game but the Leaders hold up a different name (i.e. not their own). The Beavers have to run to the leader not to the location of the name (i.e. the A4 sheet of paper).

Fishes in the Sea

Type: Knockout
Equipment: 1 scarf per child (as a tail)
Setup: None

Description:

Each team chooses a type of fish (e.g. haddock, cod, squid, mackerel). The children tuck their scarves into the back of their trousers (must be enough to be seen) – these are the fish tails. A leader calls out 'The sea was rough and all the '.....' were washed up'. The children of that fish type then have to run from one end of the hall to the other. The Leaders try to pull the fish tails. If the leaders catch a tail then the child is out. Sometimes more than one fish is called or sometimes all the fish are washed up. Note that the children are not always all at the same end so could be running in different directions.

Flag Raiding

Type: Team
Equipment: 2 flags, lives (strips of J-cloth are good)
Setup: None

Description:

To prepare for "Capture the Flag" (also known as "Flag Raiding"), even sides are chosen and the flag stations decided upon. Four or five hundred yards apart is far enough if there is good cover. Any farther will result in too much time being wasted before the two parties get together.

Each player on one side has a strip of J-cloth of a certain colour tied on the left arm above the elbow, the ends hanging down at the side at least three inches. The other side uses a different colour. Each side go to their respective stations to stick the flag in the ground in the centre of a clearing 100 yards wide. Teams typically consist of three groups; scouts, fighters and guards. The guards may not go nearer than 20 paces from their flag, except when it is definitely attacked by the enemy. The scouts supported by the fighters, go out at once to get in touch with the enemy. Any player who loses their life/tag or has it taken from them has to return to their base to gain another life.

The object of the game is to get the enemy's flag and plant it at your own station. The first team doing this wins (and still having their own flag), and the game is over.

Follow the Leader

Type: Individual
Equipment: None
Setup: None

Description:

Children form a circle in the room. One child (the detective) is selected and goes out of the room. Another child is then selected to be the Leader. The Detective enters and stands in the centre of the circle. The children have to follow the actions of the leader and the Detective has to work out who is the Leader. Once the Leader is found a new Detective and Leader are selected.

Note: It is important that the children follow the actions of the Leader quickly.

Four square hockey

Type: Individual
Equipment: Freezer ice block, hockey sticks
Setup: Divide the hall into 4 equal squares (best done with chalk,).

Description:

A player stands in each square with an old broom handle (or even a hockey stick). One player also has a plastic freezer ice block. On the starting signal the player with the freezer block hits it into another person's square. The idea of the game is to keep the freezer block out of your square. The player with the block in their square on the finishing signal loses.

At this point you can either change all of the players - or play winners stay on.

Idea: instead of just blowing a whistle or saying start or stop - why not play it along to music (i.e. when the music starts - so does the game and when the music stops, so does the game). You will find that the players get much more motivated.

Fox & Hounds

Type: Wide
Equipment: 1 whistle
Setup: None

Description:

Divide into two teams, the "foxes" with around 25% of the players and "hounds" with the other 75%.

Foxes are given either a whistle or a packet of flour, and a time limit is set (usually 10 minutes). Foxes are given a minute "head-start" and told explicitly to either lay flour every 20 seconds of their journey or blow the whistle every 20-30 seconds. After the initial minute is up the Hounds are let out to chase the foxes following their path and every fox tagged is out. The foxes win if any of them are still active after 10 minutes and the Hounds win if all have been caught.

Frisbee Football

Type: Team, Wide Game
Equipment: 1 Frisbee, Lots of cones
Setup: Teams should be of equal number; each team has a goalie, as well as offensive and defensive players. Goal markers are set up at each end of the playing area.

Description:

The object of the game is to pass the frisbee past the goal line to another teammate (they have to catch it). No player may hold his frisbee for more than four seconds, without losing possession. Three steps may be taken before the frisbee is passed. If offensive and defensive players catch a pass at the same time, defensive players take possession.

Fruit Bowl

Type: Knockout
Equipment: 1 chair per person
Setup: All the people sit in a circle on a chair..

Description:

Each children is given the name of a piece of fruit (Banana, Apple, Pear, Orange). When their fruit is called out all the children of that type have to change places. Meanwhile a leader removes a chair so the child who is left without a chair is out. The children are not allowed to sit back down on their original chair.

When Fruit Bowl is called everyone changes places. The game continues until only a few are left.

Grenades

Type: Knockout

Equipment: You need all your soft balls / bean bags (basically anything that won't hurt if it's thrown at someone)

Setup: Split the meeting place into as many equally sized sections as there are teams (use chalk or rope to mark out the area)

Description:

Split the Section into equal teams, and get each team to stand in their area

Throw all the balls / beanbags up in the air from the centre of the playing area. Each team has to make sure any balls in their area are thrown into any other team's area. After any length of time you wish, blow a whistle to stop the game. The winning team is the one with the least number of balls in their area when the whistle blows.

The Great Escape

Type: Knockout

Equipment: Chalk

Setup: Lots of chalk circles on the floor close enough to allow stepping between them

Description:

The great escape as its name suggests is all to do with not being caught.

One person (the guard) starts at one end of the room.

The rest of the players are escapees and start at the other end of the room.

The guard and has to try and stop the other players from escaping and reaching the far side of the room.

There are a number of circles on the floor these are safe ground (i.e. the only place where people are allowed to walk/run). All the rest of the floor is covered by shark infested custard if they fall in they are out of the game. The guard also is affected by this and has to stay in the circles or he loses.

If the guard touches an escapee, they are caught and go back to the prison. The winner and guard for the next game is the one that got away.

Idea: You could also use benches chairs swing ropes etc to enhance the game.

Hat, Scarf and Gloves Chocolate Game

Type: Team

Equipment: For each team you need a woolly hat, scarf, pair of gloves, a large chocolate bar on a plate, a knife, a fork and a dice

Setup: Setup two tables across the hall (far end) and place a plate in front of each team. On the plate put the bar of chocolate (no wrapper), a knife and a fork. On the floor in front of the plate put the hat, scarf and gloves. At the other end of the hall the teams form a small circle (on the floor) with a dice in the middle.

Description:

When the game starts each child in the team takes it in turns to roll the dice. If they roll a 1 to 5 then the dice passes to the next child who then rolls the dice. If they roll a six the child runs to the table.

Puts on the hat, scarf and gloves and tries to cut the chocolate bar into squares using only the knife and fork. Once they have successfully cut of a square then can put that square in their mouth to eat.

Note you need to watch to check they don't cheat! The child continues cutting the chocolate bar until someone else in their team successfully rolls a six. They then have to stop and take off the hat scarf and gloves so the next child can have a go. Continue the game as long as you want or until a bar is finished.

At the end it is worth giving a sweet to all children to each they all get something.

Hawser Tug

Type: Individual, Team

Equipment: A long rope fastened in a chain sinnet with the two end fastened together to form a loop. A six foot (2 metre) loop is about ideal

Setup: The Rope loop is placed in the middle of the room.

Description:

Split the players into two equal teams. Each team number themselves 1 to n and sit on opposite sides of the hall. An attempt should be made to even out the opposing players, so each of the teams may want to number off, shortest to tallest.

A Leader calls a number and the child with that number attempts to get the rope loop back to their original seat.

Continue the game until all the players have had one turn.

Hoopla Hoop Circle

Type: Team

Equipment: 1 hoola hoop per team

Setup: None

Description:

The children stand in a circle and join hands. The hoop is in the outside of the circle so that it is hanging from two peoples linked hands. On the word go the children have to get the hoop round the circle without letting go. This means they have to effectively climb through the hoop as it goes round the circle. (The smaller the hoop the harder the game)

Human Dominoes

Type: Team

Equipment: None

Setup: None

Description:

Human Dominoes is a game for the whole group to show that everyone has something in common with the others in the unit.

Gather all the children together and set them the challenge that they have to form a line of dominos linked by what they have in common. Start with the leaders to show the principle of the game. The first person says "On my left hand side I am {Insert Characteristic or likes} and on my right hand side I am {Insert Characteristic or likes}". These characteristics can be colours, pets, football teams, hobbies or anything you can think of. Next 2 other people from the group who share one of the characteristics stands on the side that is relevant. The new people to join then say the phrase as well including the characteristic that they joined for and a new one for the open side they have. Once everyone has joined up you need to find something in common between the 2 ends so they can join up and show that everyone in the group has something in common.

Keep reminding the group that they all have things in common and do not single people out for being different.

Human Hungry Hippos

Type: Team

Equipment: 5 boards on castors, with rope, 5 baskets, 5 bowls/crate, small rubber balls

Setup: Sixes around the edge of the hall

Description:

Split the group into sixes. Sixes should each take a board and take position around the edge of the hall. Choose one person to be on the board and another to push/pull them. When the leader whistles GO, the leader will pour the small balls into the middle of the hall. Each six then pushes the person on the board towards the balls. They try to trap as many balls under their basket as possible. They are then pulled back into their six, where the others take the balls and put them in the bowl. When all the balls are collected, the winning six is the one with the most balls in their bowl. Have another round, and continue until everyone has had a go. Total score at the end to see who has won.

In the Pond, On the Bank

Type: Knockout

Equipment: None

Setup: None

Description:

Stand in a circle. A leader shouts out 'in the pond' and everyone jumps in to the middle of the circle. The leader then shouts 'on the bank'. Everyone jumps out of the circle. But if you are already on the bank no one should move. Likewise if the leader shout 'in the pond' and you are already in the pond no one should move. The leader can also shout 'on the pond' or 'in the bank' and likewise no one should move. All those who make mistakes sit down and are out.

Indoor baseball

Type: Team

Equipment: 5 chairs. 2 benches, set of questions

Setup: A list of questions is made up beforehand and is divided into three columns for the three ranks in Scouting.

Description:

This Idea has been developed in various ways. The following rules have worked out very well wherever they have been played: A list of questions is made up beforehand and is divided into three columns for the three ranks in Scouting. Four chairs are placed to represent four bases, also a chair for a pitcher's box if desired. Of course the players' benches must not be forgotten. The fielders are placed as in baseball and a Scout comes up to bat. The pitcher asks him a question according to his rank. If he fails and the catcher answers it, it is a strike. If the catcher fails also, it is a ball. If he answers correctly he is allowed to ask a question to the baseman. These questions to basemen start at first and go right around the diamond in order as different men come up, but start at the first baseman every inning. If the baseman "muffs" the Scout goes to the first if he answers correctly it constitutes a put out. Scouts advance around the bases by being forced, but if a man wants to steal he can obtain permission from the umpire to put a question to the next baseman. If the baseman fails the runner takes one base, but if he answers correctly the runner is out. In like manner if a baseman wants to try a put out on a runner who has an imaginary "lead" he can put a question to the runner. If the runner answers correctly he advances one base, if not he is out. The Scoutmaster will act as umpire.

Jail Break

Type: Wide Game

Equipment: Torches

Setup: Find an area which has a number of hiding places.

Description:

There are two "cops" and one "jailor". The rest of the people are "robbers". The number of "cops" and "jailors" can vary depending on the number of players. A fairly central location is designated as "jail", The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table).

All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop.

The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailor), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailor must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game.

Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailor.

Kaa's Snake

Type: Knockout
Equipment: A long rope with a bean bag weight tied at the end
Setup: None

Description:

Leader stands in the centre of a circle of children with a lone rope with a bean bag on the end. They turn round so that the bean bag moves in a circle. The children have to jump over the bean bag. If the bean bag touches a child they are out.

Keeper of the Keys

Type: Individual
Equipment: A chair and a bunch of big keys. A blindfold.
Setup: Children sit in a circle. Chair placed in centre of circle.

Description:

One child sits on the chair and the keys are placed under neither. Child is blind folded. Another child is chosen and has to sneak up and steal the keys before the child in the middle points at them. Silence is important.

One variation is to have wrapped up newspaper in balls tied loosely with masking tape. The person in the middle has to throw the balls at the person walking round the circle.

Kick Log

Type: Wide Game
Equipment: A log or other suitable base
Setup: Find an area which has a number of hiding places.

Description:

All the Cubs and Scouts are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the leaders go looking for the Cubs/Scouts. The leaders catch Cubs/Scouts by seeing them and calling out their name. They and the Cub/Scout have to chase back to the log. If the leader gets their first then the Cub/Scout is caught and joins the queue of caught Cubs/Scouts. If the Cub/Scout gets there first then the person at the front of the queue is freed.

The Cub/Scout can also free the people at the front of the queue but getting to the log even if the leader has not called out their name.

You can vary the game by allowing the Cub/Scout to free multiple children or all of them.

The game continues until everyone is caught or until a certain time limit is reached.

Note: If playing with younger children (e.g. beavers) allow them to hide together or with an older Cub/Scout. Leaders should give leeway so they do not always catch everyone.

Kim's Game

Type: Individual, Team
Equipment: 20 objects to be hidden under a line of 20 plastic cups. (make a note of the objects)
Setup: Divide the group into two teams (does not matter how they are split). Number each team from 1-20 (or whatever). Line up against opposite walls (short side of room) and sit down. Place cups in a line down the middle with objects under each one.

Description:

Show the children the objects and then cover them up. Call out an object and then a number. The child with that number has to be the first to find the object. Each child can only lift one cup. If they get it wrong they can NOT have another go. Keep a count of how many times each team gets it correct. The other members of the team can help the children find the correct cup but only by calling out.

Ladder of Legs

Type: Individual, Team
Equipment: None
Setup: None

Description:

Get the children to line up in a double line. Number each pair of children off, and have the pairs face each other and sit down, legs out straight in front of them, so that their feet touch their partner's feet. Make sure there is at least 2-3 feet of space between each pair of children. The effect of this arrangement is to create a "ladder" of children, with their legs as the rungs. Call out pair numbers in a random order. When a pair's number is called, they must stand up, run up the "ladder" of legs to the start of the line, down the outsides of the ladder, and then back up the middle of the ladder again to their seat. You can play each half of the ladder as a team, so that whoever of the pair gets to their seat first, their team wins a point. Because this is such an active running game, it should be stressed to the children that while people are running up and down the ladder, everyone else should keep their legs right down on the ground to avoid tripping people.

Lanterns (see variation)

Type: Wide
Equipment: Flags, 2 Hurricane lights, paraffin, matches, lives
Setup: Light the hurricane lights

Description:

The players are divided into two even teams. Boundaries for the game are set out in a large rectangle or square. A line is drawn through the middle of the playing zone to divide the two teams. Each team then choose where they want their flag and jail but they have to show the other team where they are and both teams have to agree on the placement of the flags and jails. Once this is done, each team goes to their own side of the playing field. When the game begins, the teams are free to go at the others flag. If a team member is caught on the other teams side, (To be caught you must be "tagged" by a player on the opposite side on his own territory), he will be sent to jail (touch a tree). This player must sit in jail until either the game ends or he is freed by a member of his own team. To be freed, you have to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own, he may still be tagged and put in jail. To win the game you must capture the other teams flag and return it to your own side with out being captured

Notes: For small teams, instead of a jail, create a Check Point Charlie at the centreline. Captured prisoners can then be exchanged

Variations: For a night game, use lanterns to mark the centre line, while two lanterns are used to show the approximate area of the team flags. Flag guards must remain at least 5 metres from their flag. Flag must be completely exposed.

Leg Relay

Type: Team
Equipment: None
Setup: None

Description:

The children sit on the floor at the back of the room with their legs out in front of them. Each child sits touching the feet of the person behind. Line the front children up so they all start at the same place. On the word go the back child gets up, runs to the far end of the hall and runs back to the front of their six. They sit down with their legs in front of them touching the feet of the person behind. The child now at the back goes. This continues in relay formation until one of the teams touches the far wall with their legs (whilst sitting down).

Man Overboard

Type: Knockout

Equipment: None

Setup: None

Description:

The children are to imagine that they are on a ship. The children all touch the wall at the back of the hall (the stern). The leader explains that as various commands are called the children should run to the appropriate part of the hall or undertake the appropriate action.

Once the children have understood the game you can start knocking out children who do the action last, do the wrong action, run the wrong way or are last to reach a wall.

The commands and actions are:

Sharks – Run to the front of the ship (bow) to look at the sharks

Man the Lifeboats – Run to the back of the ship (stern) to get the lifeboats

Man Overboard - Run to the back of the ship (stern) to get the lifeboats

Note if you call one of these after the other the children should not move as they are in the correct place. A good way to get several children out.

Port – Run to the left of the ship

Starboard – Run to the right of the ship

Torpedos – Lie flat on the ground on their front with their arms and legs out straight

Bombs – Curl up in a ball on the ground with your hands over your head

Submarines – Lie flat on the ground on their back with legs out straight and one arm vertical

Pipe the Captain aboard – Stand at the alert and make a smart salute

Climb the rigging – pretend to climb

Freeze – Do not move (whatever position they are in)

Note this is a good command to call out before they complete the last action.

Two in a boat – Form up into groups of 2 also **Three in a boat** – Form up into groups of 3

Simple version of the game – reduce the number of commands

Port – Run to the left of the ship

Starboard – Run to the right of the ship

Bow – Run to the front of the ship

Stern – Run to the back of the ship

Introduce other commands as required.

Minefield

Type: Team

Equipment: Chalk or Masking Tape

Setup: Mark out an 8 by 8 grid on the floor

Description:

This works well with an 8 by 8 grid on the floor. Map out a safe route through this minefield on a piece of paper with some of the squares mined and others clear – but don't show this to the children.

There is only one safe route across the minefield, and the team must all get across the minefield using those squares. When they step on a mine, shout out 'boom!' – they must go to the back of the group. Only then can the next team member set out across the minefield.

Success requires trial and error as the team remembers where the mines are and discovers the safe path, learning from each other's mistakes until the whole team completes the task.

Mud Turtles

Type: Individual, Team
Equipment: Chalk
Setup: None

Description:

All the players take off their shoes, and these are put in a pile inside a chalked circle about two meters (2m) in diameter. A mother turtle is appointed to guard these 'eggs' and must keep inside the circle. She can sit on the 'eggs' or sprawl over them or keep them on her feet. Each turtle tries to secure their own 'eggs' without being touched by the arm or foot of the mother turtle.

Idea: Adding a rule that, having secured their 'eggs' a turtle should try to put them back again before being touched by a fellow-turtle can increase the confusion.

Musical Chairs

Type: Individual
Equipment: One chair per child, CD Player (or MP3 player), Music
Setup: Place the chairs in a row down the hall (back to back) so you have two lines It is also worth having a chair at each end which the children have to run around (but they cannot sit on this chair)

Description:

Children start by sitting on a chair. When the music starts they get off their chair and walk/run in a clockwise direction round the chairs. When the music stops they have to try and sit on the nearest empty chair. After a while start taking away chairs and eliminate children. The winner is the last child sitting when there is only one chair left.

My Name is...

Type: Individual
Equipment: 1 chair per person
Setup: Everyone sits in a circle on a chair (leaders interspersed with beavers)

Description:

The leader starts by saying: "My name is Rama". The next person in the circle says: "My name is xxxx and that is Rama" where xxxx is their name. Then the next person in the circle says "My name is yyyy, and that Rama and xxxx".

The game continues with everyone trying to remember the names of people in the circle.

Obstacle Course

Type: Team
Equipment: Tables, benches, chairs, hoops
Setup: Place tables across room, benches behind, hoops (one per team) on floor and chair (to run around) at end

Description:

In relay formation children run under the table over the bench, through the hoop, round the chair back through the hoop, over the bench and over the table. When the runner get back the next child goes from team. Winner is team sitting quietly at the end.

Take care when they are going over the table – have some adults hold it still. Also think about the surroundings, floor, etc...

Never Eat Shredded Wheat

Type: Individual
Equipment: None
Setup: None

Description:

This game will reinforce knowledge of compass directions.

Select a leader and loosely form the rest of the Scouts in an open area facing the leader, so that everyone can see each other. The four sides of a room may be identified as North, South, East and West, or, if playing outside, use some prominent outdoor features to represent these directions. Whenever the leader calls out a compass direction, the players immediately must jump so they are facing the direction called. Start with the four main points of the compass. When the Scouts are proficient, move up to 8 and even the 16 compass points—16 is a real challenge! Players can be eliminated if they jump in the wrong direction. Start the game by allowing them to correct themselves if they make an incorrect jump. Of course, they must identify what direction they jumped to before continuing.

Palette Ball

Type: Team, Wide Game
Equipment: 1 ball and 2 groundsheets.
Setup: The group is split into two teams and at each end of a field a folded groundsheet or a palette is placed. A ball is placed in the centre of a field.

Description:

The idea of the game is to get the ball onto the opposing team's groundsheet or palette. The rules are:

1. Players can run with the ball
2. Players can pass / throw / kick the ball
3. Players must drop the ball as soon as they are tagged
4. Players must drop the ball when they cannot move forward anymore

Once a goal has been scored, the teams return to their home palettes and the team who lost the last round starts with the ball.

Peddlers, Smugglers, Police

Type: Team
Equipment: Small cards numbered from 1 to 10. Identity cards for the police. Receipts for the peddlars.
Setup: The players are divided into three even teams.

Description:

The peddlars stand at the far end of the field. The police in the middle and the smugglers at the near end by a leader. The smugglers are each given a low numbered card. they have to avoid the police and meet up with a peddler. The police try to stop the smuggled items being transferred. The police must tag a player and show them their card. Then that player must surrender their card to the police. The police keep all the cards they capture. The smugglers try to give an item to a peddler without being caught. If they pass on their item to a peddler they are given a receipt. The police cannot capture receipts. If they pass on their item or have it taken from them by the police they return to the leader for a new one. Those that are successful and can show their receipt are given a higher numbered card. Those that had their item confiscated are given a lower numbered card. Play continues until a set time. All the players return to the leader. The peddlars hand in the items they manage to get and their score is added. The score of any cards captured from the police is then deducted. The score is noted down and the teams swap jobs.

Penfold

Type: Team
Equipment: 4 footballs, chalk
Setup: Split the players into two equal teams and split the playing area in half.

Description:

Each team has their own half and must stay in it. Use up to 4 balls. Each team has to try and hit a member of the other team without being hit themselves. When someone is hit they sit on the floor. To get back into the game they have to catch the ball, when the other team tries to hit somebody. Then, and only then they can stand up, and join back in!

Ping Pong Ball circles

Type: Team
Equipment: Ping pong balls
Setup: Children to lie on their tummies in 3 circles, holding hands

Description:

Drop a ping pong ball into the centre of each circle. Children to blow the ball around. If it touches you, you are out. Stand up and join the next circle.

Playing Card Circle

Type: Individual
Equipment: 1 chair per person. Pack of playing cards
Setup: The group is to sit on a circle of chairs facing outwards.

Description:

Sit the children in a circle on chairs. Give each child a playing card and ask them to remember the suit. Collect in the cards and shuffle the pack. Draw a card off the top of the pack and call out the suit. All children who are that suit move round one chair. If the chair is not empty they have to sit on the lap of the person on the chair. Draw the next card and call out the suit. Again the children of that suit move round one chair. However they can only move if someone is not sitting on their lap. The game continues and the winner is the child who gets back to their original chair first (it doesn't matter if they are on someone's lap).

Poison Ivy

Type: Individual
Equipment: Two 50 litre water containers
Setup: Place the one water container on top of the other

Description:

The children to form a circle holding hands around the water containers. On the word go they have to pull each other to make them touch the water container. They can be out by two ways: touching the water container or if the circle breaks then both people who let go are out. The aim is to be the last person in. You are allowed to push and pull in any direction, including pushing others onto the water container.

Potions Wide Game

Type: Team

Equipment: Red, blue and yellow coloured water in bucket/big dixie, 2 lemonade bottles, plastic cup each player

Setup: 3 bases

Description:

Split troop into teams. Give each team a base with a bucket of coloured water and 2 lemonade bottles. Each player gets a plastic cup.

Aim is for the teams to collect water from other teams. Defenders can knock cups out of the hands of someone retrieving water. Broken plastic cups have to be returned to leader for replacement.

Winner is team with most orange, green or purple water. Teams cannot add their own coloured water to the collection pot.

Could be played with 6 teams i.e. 2x red, 2x yellow and 2x blue water. Can collect from any other team.

Progressive Push

Type: Team

Equipment: Chalk to mark the areas

Setup: None

Description:

The hall is divided up into 8 equal sized sections, 4 down one side and 4 down the other. Each section is given a number 8 down to 1 with number 1 being next to number 8.

Everyone starts in number 8. On a start signal everyone tries to push others into the next lower section. Once any part of the body touches the lower section then that child must move into that section. Children can't move back into a higher numbered section.

This can make a good inter-team game with the smaller members being protected by the larger ones. The game ends when no square holds mixed patrols or after a time limit.

Each member of the team gets the number of points of the section they are in. The winners are the team whose average score is highest.

Note: This game is better for Scouts as Cubs might find it too rough.

Promise Game

Type: Individual

Equipment: 1 bean bag

Setup: Children sit in a circle facing inwards

Description:

Select a child to be 'It'. "It" runs around the outside of the circle and drops the beanbag behind another beaver (who has not been 'It'. That child picks it up and races around the outside of the circle in the opposite direction, trying to beat "It" back to his place. If he doesn't make it, he recites the Scout promise. The leader then gives the beanbag, and he becomes "It" for the next round.

Try to give every Child an opportunity to be "It".

Pulse

Type: Team
Equipment: A chair, a tennis ball and a coin
Setup: None

Description:

Form the section into two lines facing one another, holding hands. At one end of the line is a chair with a tennis ball on it: you stand at the other end. Get everyone in the section to close their eyes, apart from the two players nearest to you, and flip a coin. Whenever it comes up heads, the players have to squeeze the hand of the next person. This chain continues until the hand of the player at the end is squeezed. That player grabs the ball. Every ball picked up correctly (when the coin lands on heads) scores a point; any ball picked up incorrectly loses a point.

Quarters

Type: Team
Equipment: Tennis ball, whistle
Setup: None

Description

Each Patrol has its own "quarter". A ball is thrown around with each team trying to keep it out of their quarter. From time to time the Leader will blow a whistle, at which time the team with the ball loses a point/life.

Rattlesnake

Type: Individual
Equipment: A tin with some stones, 2 blindfolds, soft balls or screwed up paper
Setup: Everyone to stand in a circle.

Description:

Arrange the players into a twenty-foot circle. Blindfold two players and put them at opposite sides inside the circle. One blindfolded player has a bag of soft balls and the other has a tin can filled with small stones (rattler). When the player with the balls says "Rattle" the rattler must shake his can – they cannot move. The player with the balls tries to throw a couple of balls at the rattlesnake. The snake is then allowed to move and the player with the balls says rattle again. Let play continue for about one minute or until the snake is squashed by the balls. Then change players. Make sure everyone has a turn.

Robin Hood

Type: Wide Game, Team

Equipment: Pieces of Paper containing precious jewels on one side and a number (1 to 5 on the back)

Setup: None

Description:

Split the children into two teams. One team becomes Robin Hood's Merry Band of Men and Women. The other team are the Sherriff of Nottingham's soldiers of men and women.

3 bases are required for this game with a leader at each base. The first base is London when Robin Hood's band 'steel' from the leader the precious jewels. They then have to hide the small piece of paper on themselves, but they are not allowed to put in in any orifices (mouth, nose, ears).

The middle base is Nottingham Castle. This is where the Sherriff's soldiers start together with a leader, the Sherriff of Nottingham. (If possible it is good to have several leaders at this base.

The last base is Sherwood Forest when a leader, Robin Hood, is stationed to receive the precious metals from his men/women.

When the whistle blows Robin Hood's band have to try and reach Robin Hood in Sherwood Forest by any route they wish. Meanwhile the Sherriff of Nottingham's soldiers have intercept and catch Robin Hood's band. They do this by just touching them no lives are required. Once they are caught the Sherriff's soldier takes the captured member of Robin Hood's band to Sherwood Castle. At the castle they have three guesses to find out where the precious jewel (piece of paper) is hidden. The Sherriff of Nottingham (i.e. the leader) arbitrates and the member of Robin Hood's Band is expected to be honest. If the jewel is found within the guesses they hand over the paper to the Sherriff. They then return to London to 'steel' another precious jewel. If the jewel is not found the member of Robin's band is free to continue to Sherwood Forest. They are not allowed to be captured by another soldier until they collect another jewel from London.

If the member of Robin Hood's band reaches Sherwood Forest they hand over the jewel (piece of paper) to Robin Hood and return to London to 'steel' another jewel.

The game continues for a set period of time, say 15 minutes, when a whistle is blown. Everyone returns to Nottingham Castle where Robin Hood and the Sherriff count the number of points collected. Any jewels still in transit are not counted but handed back to the leader who was at London. The number of points collected by the Sherriff is deducted from the total collected by Robin Hood and this score remembered (it could be a negative score).

The teams then swap over so that each gets to be a member of Robin Hood's band. At the end of the second session, which should last the same period of time, the winning team is the band of Robin Hood's men/women who collected the most jewels.

Tactics can be employed in the game with slower runners acting as decoys for faster runners. If the slower runners carry jewels worth less points and the faster runners carry higher points, hopefully the faster runners will get through to Sherwood Forest whilst the Sherriff is only succeeding in collecting low value jewels. It is not best to tell the children this.

Example Jewels

1 – Copper, 2 – Bronze, 3 – Silver, 4 – Gold, 5 – Platinum.

Rodeo

Type: Individual, Team

Equipment: None

Setup: None

Description:

One person is selected to be on. That person stands in the middle of the hall, every one else stands at one side of the hall. The idea is for every one to get from one side of the hall to the other without being out. To be caught the person who is on has to 'tag' the others as they pass. Once somebody is out they are on with the person in the middle. The game ends when everybody is out. To be caught the person who is on has to 'tag' the others as they pass. Once somebody is out they are on with the person in the middle. The game ends when everybody is out. There are various versions of this game and certain (more 'rigorous') versions are not encouraged on grounds of safety. Traditionally this has been played where the player in the middle picks the player up off the ground once they have caught them. This can lead to dangerous situations developing and this game should be properly supervised to ensure that it doesn't get too rough

Rolling bomb

Type: Team

Equipment: Football, tennis balls

Setup: Mark out 2 end zones on the floor

Description:

Split the players into 2 teams, each team then goes to either end of the hall. The football is placed in the middle and each team is given half of the tennis balls. The object of the game is for each team to try and hit the football into the opponents' end zone using only the tennis balls. The Leaders or Patrol Leaders recover any dead ball from the middle of the hall.

Scrumpling

Type: Individual, Team

Equipment: 9 bean bags, 1 chair per team

Setup: 1 chair per team spread equidistant around the room.

Description:

A chair is placed for each team equidistant around the room. Each team sits behind a chair and the players in each team are numbered off. In the middle of the room are 9 bean bags (or similar soft thin objects) are placed on the ground. The objective is for a player to get 3 bean bags onto their chair. An adult calls out number to select which players take part in each round.

A player can only carry one bean bag at a time. Bean bags may not be thrown (they must be placed on the chair). Players are allowed to "steal" a bean bag from the opponent's chair. The first player to have 3 bean bags on their chair, and to be sitting on the chair, wins a point for their team.

Reverse Scrumpling

Type: Individual, Team

Equipment: Per Patrol Five bean bags or balls, 1 chair per team

Setup: 1 chair per team spread equidistant around the room.

Description:

Brief the PL as follows:

Your Patrol's objective is to be the first team with nil bean bags. Each Patrol starts with five bags. The Patrols fall in behind their leader and are then set out in a wide area. In front of each team are their five bags. On the word go, the first member in the team picks up a bag and runs to another Patrol, dropping it onto their pile. He returns to tag the next team member who does the same First team with no bean bags wins.

Searchlights

Type: Individual
Equipment: Torches
Setup: None, or in a hall upturned chairs, tables on sides, etc... (be careful and point legs away from children – safety in the dark)

Description:

One player sits at the top of the hill (or end of a hall) 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 (or end of hall) without being "zapped" by the person with the flashlight who calls out the child's name. 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 top is the winner.

Sharks and Jelly Fish

Type: Individual
Equipment: Cones
Setup: None

Description:

Mark out a playing area (indoors or outdoors). Choose 3 sharks from the children, the rest of the children are fish. They have to run between the ends of the coned area. If they are touched by the sharks they cannot move and become jelly fish. The fish run back the other way and must avoid the sharks and the jelly fish (who cannot move). Continue until only one is left – the winner.

Shrinking Island

Type: Team
Equipment: Large Tarpaulin
Setup: Lay the tarpaulin on the floor

Description:

The tarpaulin is an island – but it is rapidly sinking beneath the waves. The whole team stands on it, making sure all body parts remain on the tarpaulin, and cannot step off for five seconds. After that time, get everyone off, fold the tarpaulin in half so the island is half the size and repeat the exercise.

Keep folding it in half after every five seconds. If anyone steps off it within that time they must all start that stage again. To succeed the team members have to support each other – physically and mentally. How small can you go? Increase the challenge by doubling the time limit each time you fold it.

Alternative version

Lay out a few hoops (or draw chalk circles), these are the islands. The area around the hoops is shark-infested sea. The children must walk around the hoops, no standing still, hanging around one hoop etc. A leader shouts 'Sharks' and all the children should take refuge in a hoop, as many as possible in each hoop. Any children caught by the shark (the leader) are out. Leader shouts 'all clear' and the children walk around again. Repeat, but remove some hoops so that the children really have to crowd into a few hoops.

Six in the Middle

Type: Team
Equipment: 2 or 3 footballs
Setup: None

Description:

The children stand in a circle. One team goes into the middle of the circle and the circle forms round them. The children on the outside throw the balls underarm at the children in the middle. The children in the middle are out and join the circle if the ball hits them on or below the knee. Remember who is the last child from the team out.

The next team then goes into the middle and the game goes again. Once all the teams have been in the middle the 'winners' (last children out from each team) go in the middle to see who is the winning child.

Slam

Type: Team
Equipment: Lots of tennis balls
Setup: None

Description:

When the game starts the leader of the game throws half of the balls in to the pitch then blows the whistle. All the players run to pick up the balls (one per person) and then run to the opponent's cone and drops them into it. At the end of the game, the leader lifts the cone and counts all the balls. The one with the most in the cone loses.

Splat

Type: Individual
Equipment: None
Setup: Everyone stand in a circle

Description:

All stand in a circle with leader in the middle. Leader points at one child and shouts 'Splat'. The child has to duck down and children on either side of him have to point at each other and shout 'Splat'. Last one to shout sits down. When you are down two, put them back to back and take a few paces. Shout again, and the first one to turn is the winner.

Split

Type: Individual
Equipment: None
Setup: Everyone stand in a circle

Description:

One player stands in the middle holding up their arms in front of them. They turn round and suddenly stop, their arms pointing between two players in the circle. These players have to run round the circle in opposite directions, and get back to their original position. The player back first replaces the person in the middle and the game starts again with this new person turning around until they split two more others in the circle.

Spoon Hockey

Type: Individual, Team
Equipment: 2 wooden spoons, light football, 2 chairs for goals
Setup: Setup a goal at each end of the hall. Place a spoon in each goal mouth. Put the football in the middle of the hall.

Description:

Split the group into 2 team. Number them off and line each team up against one side wall. When a number is called the child with that number runs to their goal mouth, picks up the spoon and tries to score in the opponent's goal using just the spoon. They are not allowed to push, use their feet or hands. Goal is awarded to opposition for cheating.

Alternative:

If another number is called then the child with the spoons drop them and the new children have to pick them up. They cannot be passed from one child to another.

St George and the Dragon

Type: Team
Equipment: None
Setup: None

Description:

The children sit in a circle. One child is chosen by the leader to be the Dragon. The Dragon is blindfolded, and sits in the middle of the circle with St. George's sword in front of them. The Dragon is supposed to be guarding the sword.

As in the story of St. George and the Dragon, one person is chosen by the leader to be St. George, and creeps towards the Dragon and tries to capture the sword. If the Dragon hears them moving, they say 'Stop George' and tries to walk towards them and touch them. If the Dragon is able to touch St. George, St. George sits down and another St. George is chosen and the Dragon has another turn. If St. George is able to get to the sword without being heard or caught, St. George becomes the Dragon.

Star Relay

Type: Team
Equipment: 1 bean bag
Setup: None

Description:

Place a bean bag in the middle of the hall. Each team line up behind the bean bag in a star i.e. 4 teams make a cross. Number the team from front to back (1-6). When a number is called that number has to leave the line by turning left. Then run behind their team and round the circle behind the other teams. When they reach the back of their team again they have to crawl through the legs of their team to reach the bean bag first. Keep a record of which team wins.

Stations

Type: Individual
 Equipment: A chair for all but one of the players
 Setup: None

Description:

This game is loosely based on Musical Chairs, although it has no music. All but one player form a circle and sit on their chairs facing inwards. The player without a chair then stands in the middle. Each player is then given a Station Name which they keep for the whole game. (This could be Euston, Kings Cross, etc. or 1,2,3 ...)

The person running the game then calls out a number of stations. Those players whose stations have been called have to move from their chair to another chair. The child in the middle has to try and sit on free chair before they are all taken.. The game then continues with the child in the middle changing as the game progresses. To increase the fun the Leader can call 'All Change' where upon all Stations must move at least two chairs from their current position.

If one person gets stuck in the middle then this can easily be solved by calling out only one station, usually that of an older child.

Euston	Rugby	Kings Cross	Hull	Epsom
Waterloo	Liverpool	Victoria	Manchester	Ewell
Paddington	Sheffield	Reading	Derby	Ashtead
Edinburgh	Newcastle	Leeds	Durham	Leatherhead
Glasgow	Oxford	Cardiff	Cambridge	Dorking
Exeter	Norwich	Dover	Brighton	Chessington
Aberdeen	Plymouth	Norwich	Vauxhall	Woking
Earlsfield	Guildford	Reigate	Redhill	London Bridge

As with any game this can be adapted to a different theme, e.g. Race Courses (for a Horse race themed evening).

Aintree	Ascot	Ayr	Brighton
Carlisle	Cheltenham	Chepstow	Chester
Doncaster	Epsom Downs	Exeter	Goodwood
Haydock Park	Kempton Park	Leicester	Lingfield Park
Market Rasen	Musselburgh	Newbury	Newcastle
Newmarket	Newton Abbot	Nottingham	Perth
Redcar	Ripon	Sandown Park	Sedgefield
Southwell	Stratford-on-Avon	Taunton	Thirsk
Towcester	Uttoxeter	Warwick	Wetherby
Wincanton	Windsor	Worcester	York

Stave Game

Type: Knockout
 Equipment: Each child has a stave (wooden pole) 5 to 7 feet long
 Setup: None

Description:

Form a circle with the sticks held vertical inside, one end on the ground. One child (or a leader) is chosen as caller. The caller loudly and clearly calls out "ready left" or "ready right". Each child leaves their stick standing and moves to the left or right. Occasionally the caller calls out "ready back" to spread the circle out. If a stick falls to the ground the child leaves the circle. The last child in the circle becomes the caller for the next round. There is no need to be tricky with calls, let people make their own mistakes.

Stave Hockey

Type: Individual, Team

Equipment: 2 staves, a bean bag and a chair

Setup: Place a chair at each end of hall with Stave on each Chair. Place the bean bag in the middle of the room.

Description:

Split the children into two even teams and line them up down side of room (sit on floor).

Number off each team.

When a number is called the appropriate child (from each team) has to run to their chair, pick up the stave, run to the middle, place the end of the stave on the bean bag and steer it through the legs of the other chair. Meanwhile the opposition team player is trying to do the same with the same bean bag.

No whacking of the staves is allowed – they are not weapons.

Stepping Stones

Type: Team

Equipment: 1 chair per child

Setup: None

Description:

Select teams, and provide a set of chairs. The number of chairs is to be same as than the number in each team. The game starts and the teams must traverse the course off the ground by standing on the chair and passing the odd chair to the front of the line, they then proceed to the end of the course.

When they have the hang of it, take a chair away and repeat the course and so on until there are only a few chairs left. In general it is 3 chairs less than the number of team members.

Each leg can be raced with the winners of each leg gaining points. It teaches good team work and cooperation with other team members.

Story Game

Type: Individual – note this can be adapted for multiple subjects/topics
(this example is for First Aid Kits)

Equipment: None

Setup: None

Description:

Children sit in a circle in the middle of the hall. Each child is named after an item in a first aid kit, e.g. child number 1 is **bandage**, child number 2 is **antiseptic wipe**, child 3 is **tweezers**, child 4 is **plaster**, child 5 is **cotton wool**.

The Leader tells a story in which these articles are named. When an article is called out the appropriate children have to get up and run round the circle in a clockwise direction back to their place. You need to pause the story as each word is called out to allow everyone to get back to their place.

Everyone runs if **'first aid kit'** is called.

First Aid Story

First Aid is an important skill to learn. And having your kit to hand is very important just in case it comes in handy. For instance last summer I was walking on the downs when I came across someone who had scratched themselves. I looked in my ruck sack and took out the **antiseptic wipes**. I carefully used these on the scratch but noticed a small splinter in the wound. So I took out my **tweezers** and carefully removed the splinter. I then had to decide whether to put on a **plaster** or a **bandage**. As it was a small graze, and I had cleaned it with the **antiseptic wipe**, having first taken out the splinter with the **tweezers**, I decided to use a **plaster**. So I opened my **first aid kit**, took out the **cotton wool** as it was on the top, remove the **bandage** as it was next and found the **plaster**, and put it on the graze. The person thanked me and I went upon my way.

I had not gone very far when I found someone with a big cut on their knee. So I again took out my **first aid kit**, and used the **antiseptic wipe** to clean the area. However the wound was too big for a **plaster**. So I asked the person to apply pressure to the cut whilst I found the **bandage**. The **bandage** was at the bottom of my **first aid kit**, but I quickly found it and applied it to the wound. **Cotton wool** is not any good for this type of injury as it sticks to the wound. In fact you very rarely find **cotton wool** in a first aid kit as it is not sterile and too fluffy. So having applied the **bandage** I held it in place with a **plaster**, helped the person up and went on my way.

...(continue as long as necessary)

So it is important to remember that **first aid kits** are very useful. My **first aid kit** contains some **tweezers**, several **plasters**, several **bandages**. Have I mentioned the **tweezers**? It also contains **antiseptic wipes** and **cotton wool**. However **cotton wool** is not something that should be in my **first aid kit**.

Story Game 2

Type: Individual – note this can be adapted for multiple subjects/topics
(this example is for History of Scouting)

Equipment: None

Setup: None

Description:

Children sit in a circle in the middle of the hall. Each child is named after a name or a subject, e.g. child number 1 is **Baden Powell**, child number 2 is **Scouting**, child 3 is **Cub**, child 4 is **Rudyard Kipling**, child 5 is **Jungle Book**, child 6 is **Jungle Book names (Mowgli, Akela, Bagheera, Chil, Baloo, Raksha)**, child 7 is 'Scout'.

The Leader tells a story in which these names/subjects are named. When a name/subject is called out the appropriate children have to get up and run round the circle in a clockwise direction back to their place. You need to pause the story as each word is called out to allow everyone to get back to their place.

Everyone runs if a **Section Name** is called (i.e. **Beavers, Cubs, Scouts, Explorers**).

History of Scouting

Many years ago the British Army fought battles in areas of the world where there were no detailed maps to help them. There were also no aeroplanes or helicopters to fly over and take pictures of the ground for them.

The only way they could find out where to move to next was to send out patrols to **Scout** around and find out about the local area. This would be very dangerous as they could come face to face with enemy! A soldier called Robert **Baden Powell** wrote a book about how to do this well and called it **Aids to Scouting**.

He was a very good soldier and led his men in defending a town called Mafeking during the Boer War for seven months and came back to England a hero.

Lord **Baden Powell** was surprised to discover that his book **Aids to Scouting** was being read by boys who were excited about making up their own patrols and practising being **Scouts** themselves.

Lord **Baden Powell** went to see lots of these groups of boys and spoke to clubs which already existed to see if they could do the sorts of activities these boys wanted. When he found out they couldn't he decided to take 20 boys out on a camp. They went to an island out in Poole Harbour, near Bournemouth, called Brownsea Island. This was the very first **Scout** camp.

Lord **Baden Powell** wrote a new book called **Scouting** for boys and it sold like hot cakes. Even more boys set themselves up into Patrols and found grown-ups to lead and train them. Lord **Baden Powell** realised there needed to be proper organisation for them to belong to and the **Scout** Association was created.

Scouting was so exciting it spread quickly around the world as well as around the country.

Scouts was set up for only boys of 11-18 years old, but younger boys wanted to join in. Some were allowed to, others made their own groups of junior **Scouts**, but Lord **Baden Powell** decided they needed their own movement and called them Wolf **Cubs**.

He had a close friend called **Rudyard Kipling** who had grown up in India and lived in Africa just like Lord **Baden Powell**. **Rudyard Kipling** had written a book about a boy called **Mowgli** called **The Jungle Book**. The first chapter of the **Jungle Book** tells us how **Mowgli** is accepted by a pack of wolves as a baby, then is brought up by them and other animals of the jungle.

The Wolf **Cub** leader was called **Akela**, with other leaders called names like **Baloo** the Bear, **Bagheera** the Panther, **Chil** the Kite and **Raksha** the mother wolf.

Over the last 100 years **Scouting** has developed from being just **Scouts** to include **Cubs, Beavers** (who are younger than **Cubs**), **Explorers** (who are older than **Scouts**), **Network** (who are older than **Explorers**), as well as the leaders.

Everyone has their own badges to earn, everyone has fun, everyone has a Law and Promise to remember, and everyone has one person to thank – Lord Robert **Baden Powell**.

Stretcher Relay

Type: Team
Equipment: 2 staves and 2 coats (or jumpers) per six
Setup: None

Description:

Children line up at the end of the hall in teams. On the word go they have to build a stretcher (needs to be demonstrated before game):

Turn the coats inside out and ensure the arms are inside the coats.

Put the staves through the arms. This will now form a stretcher.

Each child in the team has to be carried from one end to the other and back by two other children in the team. Either take turns or use the same children for carrying (depends on size of then children being carried).

Winner is the first team back to the start and sitting quietly in line.

Sumo

Type: Individual
Equipment: Rope ring
Setup: None

Description:

As per Sumo wrestling on the TV, but slightly gentler. Make a circle on the group and line the group up in height, strength and build order. The smallest two enter the ring. First they pounce around a bit acting hard, then on the cry 'yoshi!' from the judge, they must try to push the other player onto their backs / out of the ring. Winner stays on and plays the next biggest challenger.

Sweet Hunt

Type: Team
Equipment: One blindfold per team. Sweets
Setup: Place a set of sweets at the end of the room. Put a few obstacles in the room which need to be avoided

Description:

One member of each team is blindfolded (neckerchief). The teams line up at one end of the playing area. At the other end, place a sweet for each team (these could be colour-coded if using multi-coloured sweets). The sighted players have to direct their team-mate (all teams at the same time so will be noisy) to their sweet. When a young person finds a sweet, they remove their blindfold and rejoin their team so that the next player can go. The first team to find all their sweets wins.

Tadpoles

Type: Team
Equipment: 1 Football
Setup: None

Description:

The Group are split into two teams. One team forms a circle at one end of the hall with a leader in the middle. The other team line up across the other end of the hall. On the word go the leader in the middle of the circle throws the balls to the child they are facing. The child catches the ball and throws it back. The leader then throws it to the child to their right who throws it back. The leader counts the number of time a child catches the ball.

Meanwhile the child at the front of the line runs down the end of the hall, round the circle and then back to the start of the line. When they get back they tag the next child who then does the same. (runs round the circle). When all the children in the line have been the line shout STOP. The leader in the middle of the circle remembers how many times the ball has been counted.

The teams swap places and the game starts again. When both teams have run round the circle the team which caught the ball the most is the winner.

The Chair Game

Type: Team
Equipment: A chair per player
Setup: None

Description:

Each player stands behind a chair which are arranged in a circle, with the chairs facing in. On a shout of "1", the players move one chair to the left. On "2" the players move one chair to the right. On "3" the players sit down on the chair they should be standing behind. The last person to sit down in the correct chair stays sitting down and that chair must then be avoided by everyone else. Common shout would be "1,1,1,2,2,1,3!" etc...
If this gets too easy, reverse the meaning of "1" and "2" half way through the game
Sturdy chairs are required if playing with older children!

The Combination Man Drawing Game

Type: Team
Equipment: Paper, Pen or pencil.
Setup: Setup the chairs at four corners of a square. Put stave on chair and tin underneath

Description:

1. Each player starts with a piece of paper and a drawing tool and sits so that his or her drawing is somewhat hidden from the person in the next seat. The element of surprise at the end is half the fun!
2. Each person draws a head and neck. This can be human, animal, alien, robot, whatever. Fold the top of the paper down to conceal your drawing, letting only the bottom of the neck show. Hand the drawing to the person to your left.
3. Everyone draws the torso and arms, using the neck lines as the beginning point. Again, fold the paper down to conceal your drawing, letting just the bottom of the waist line show. Hand the drawing to the person at your left.
4. Draw from the waist to the knees. Fold the paper down, and pass to the left.
5. Draw from the knees to the feet. Fold the paper and pass again.
6. (Optional) Add a name to the unopened drawing and pass again.
7. Finally, each person unfolds the piece of paper they are holding to reveal the funny Combination Man (woman, animal, etc) that has been created. Take turns sharing the finished drawings.

Tunnel Ball

Type: Team
Equipment: 1 ball per six
Setup: Line the sixes up along the hall (spaced out evenly). Place a ball at the front of the six.

Description:

One the word go all children open their legs and roll the ball between them from front to back. When it reaches the back the child picks up the ball runs to touch the back wall in the room. Then then run to touch the front wall in the room and all the other children shuffle back. The child with the ball then rolls it between their legs and the legs of the other children in the room. The game continues until everyone has had a go (some children may have to go twice). The winning team must be sitting down quietly.

Tweedle Dee and Tweedle Dum

Type: Individual
Equipment: None
Setup: None

Description:

Start with two lines of players facing each other at least five to six feet apart. Number off, 1 to n down one way on one line and Number off 1 to n starting from the opposite end from previous line. One line is called Tweedle Dee and the Other Tweedle Dum.

A nominated person not playing calls out a number.

The two players of that number take one pace towards each other. The member of the Tweedle Dum team starts by saying "I am Tweedle Dum". The other replies "I am Tweedle Dee". Each has to accomplish without laughter or smiles. Each time they say it they take a step forward.

They can try and make each other laugh. Once they laugh they go back to the line. The object is to see how close they can get to the other person while keeping a straight face. Then the nominated person calls out another number and so on

Twos and Threes

Type: Individual
Equipment: None
Setup: Decide on the boundaries for a playing area.

Description:

This is a game of it in pairs. Two children as chosen to be 'it'. The others run around the playing area. When the game starts the 'it' children have to run around holding hands. They are not allowed to let go or break their link. If they touch another person they form a line of three people who then have to catch someone else, again still joined up. When they catch a new person (i.e. now four in total) the line splits into two groups of two people. They can now run around separately. The game continues until everyone is caught.

Up and Over Game

Type: Team
Equipment: 1 balloon (or football) per six
Setup: None

Description:

The teams line up one behind the other. The front child has a balloon.

On the word go they pass the balloon over their head to the person behind.

They take the balloon and pass it between their legs to the next child who passes it over their head (and so on)

When the balloon gets to the back this child runs to the front and pass the balloon over their heads again. Keep going until the children are back in their original position (teams with smaller numbers have to get someone else to the front)

Winner is team sitting quietly on the floor.

Vanishing Island

Type: Knockout
Equipment: None
Setup: None

Description:

Draw an island on the floor in chalk. The children have to run around the outside of the hall until a whistle is blown. They then all have to try and get onto the island. Any that do not fit are out.

Once the next round starts the island is made smaller (i.e. rub out the chalk).

Eventually only a couple of children will fit on the island.

The game is an exercise in co-operation – will they help each other to fit on the island?

Wink Murder

Type: Individual
Equipment: None
Setup: None

Description:

A Detective is chosen and leaves the room (and chooses a name). Everyone else stands in a circle and the Leader chooses a murderer by tapping that person on the head. The Detective comes back in. The murderer may kill anybody in the group by winking at them. (no one but the murderer can wink).

If a person receives a wink he must count 5 and fall forward and say aaahh! (he is dead and cannot participate for the rest of the game). If the Detective spots another person winking at someone he may accuse that person of being the murderer. He has 3 chances to accuse correctly

The game ends when the murderer is caught or the Detective has made 3 accusations.

Ultimate Tower Elastic Dodge

Type: Team
Equipment: A marked centre line and tables which are set about 2-3 metres back from the centre line, around 80 paper cups and about 60 elastic bands which are reasonably good to fire and a ping pong ball.
Setup: None

Description:

Safety goggles are a must plus long sleeve clothing where possible.

Each team has the ping pong ball which is 'The Queen' which they are to build a castle to protect the queen. The queen is hidden within a cup within the fort made from paper cups. The objective is then to make the other teams queen fall off the table by firing elastic bands to destroy the castle and dislodge the queen so she falls. However when playing the rules of dodgeball come into play for the teams; if you get hit with an elastic band you are out, if your elastic band gets caught you are out and the team which caught the band can have a player return to the pitch, head shots do not count. If the team gets eliminated through the dodgeball rules the other team wins. Other rules - you are not allowed to cross the centre line, every cup needs to be part of a paper cup tower. It is advisable to have at least 2 leaders referring, one to watch each team to tell those that get shot as they cannot always feel it.

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