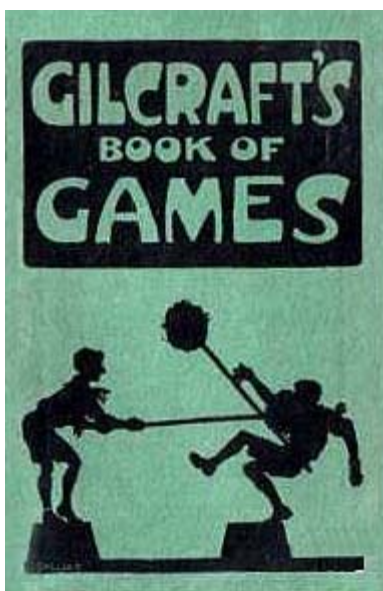


GILCRAFT'S BOOK OF GAMES

A Collection Of Games Suitable For Scout Troops



C. Arthur Pearson Ltd.
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Note

This book has been compiled from every available source by the Training Team of the Scout Movement. To all their helpers, animate and inanimate, conscious and unconscious, they offer their grateful thanks. Copyrights are tricky things, but it is believed that none have been infringed, for it is the description that counts; no one can copyright a game that was played before the flood, although he may copyright his own pet description of the way he himself plays it. Instances are common of some one who thinks he has invented a game finding that that game has been played for centuries in another part of the globe. All Scouts who have re-read their copy of Scouting for Boys have realised that to the full.

This is a compilation of Games for Scouts, although some games published as “Cub Games” are included in it, and these and others may be quite suitable for Cubs.

It is hoped that the collection will form a foundation on which it will be possible to build further books of games-general or specialised-in the future. Time alone will show if this is possible!

“GILCRAFT.”

The editors of this e-edition would like to acknowledge the invaluable assistance of Scouter Désirée Caron and others in the preparation of this book.



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Introduction

The value of Games in Scout training is now too well known to need any emphasis, but, despite that, there still exists a very great ignorance on the subject. Many Scouters have not realised that the introduction of new games from time to time is in itself an education, whether the game proves successful or not. Many Scouters insist on playing a game exactly as it is described, or as they have seen it played elsewhere, without previous thought or subsequent experiment to see whether some small change or other might not make it more suitable for their particular Troop.

The object of this book is to bring the maximum number of games into the smallest possible space. It is intended to be a Games Record Book which may help the Scouter to make up his programmes for the Troop. It makes no claim to contain anything original in the way of material.

A very large number of the games contained herein are old favourites in their original, or a slightly varied, form. But that slight variation may just make all the difference as suggesting ways in which other games can be varied to make them more interesting to the particular Scouts concerned.

Generally speaking all the games have been tried out on a particular Troop-still alive, despite it all, by the way-and the names of the games and method of playing them are those adopted in that Troop. That is an important point for the user of the book to keep in mind.

Broad classifications only have been used (vide p. 61) owing to difficulties of cross-indexing, and, as a matter of fact, the book has been printed direct from the card-index used. Scoutmasters will find that a card-index is the most suitable form in which to keep their games record, since cards can be added or removed at will without disturbing the general arrangement.

The descriptions of games have been cut down to a minimum in order to save space and expense, but in a number of cases a reference has been made to some book of games where a fuller, though not necessarily precisely similar, description of that particular game is given. Even in time usual games books descriptions are given which need elaboration when the game is actually played-according to the needs and types of the players.

In this book the skeleton only is given, and it is left to the Scouter to clothe that skeleton in solid flesh and respectable skin so that his Scouts can welcome it and not turn with loathing from it. In games, as in everything else in Scouting, local conditions play a very important part, and the Scouter who is using games as a key to the padlock of the boys' characters, must realise this to the full, and be prepared to make alterations in rules and conditions, to drop out conditions which are unsuitable, to combine games together in one, and to suit his programme of games to his programme of other Scout activities. To play a game merely for the sake of playing a game is not good Scout training. The Scouter must have something else upon which to base his choice.

A perusal of the Introduction to The Book of Cub Games will well repay every Scoutmaster.

A few practical hints may not come amiss to the Scouter. Make absolutely certain that everyone thoroughly understands the game before it starts, even if this does, as has been known, entail the rendering of the description, and rules in four different languages.

Games should start with Patrols in some recognised formation and at "The Alert" or "At Ease," and should finish in a similar manner. P.L.'s and others not actually engaged in the game should be used as referees, helpers, and so on, so that everyone is connected with it.

Frequently the Scoutmaster will do well to hand the actual control of the game over to one of his A.S.M.'s or P.L.'s. As a looker-on he can pick up valuable points about individual boys he might otherwise miss.

All gear should be collected and made ready before the game is announced and its description given.

Games should be varied as much as possible, so note down the dates on which any game is played. There is room on the margin of the pages of this book for these and other notes.

Finally remember that games are only useful when they are subordinate to the general scheme of Scouting. If they overshadow other Scouting, then they become a menace.

It is the spirit of the game that counts.

Bibliography

This list by no means exhausts the number of books that have been consulted in compiling this Record Book, but merely illustrates the number and variety of books that are in the market. Of those named here some have been found of great use, while others may only have provided one or two suggestions for inclusion in the record. In this respect a great deal depends on the personal taste of the compiler.

Abbreviations.

Scouting for Boys, Baden-Powell. Pearson, 2s. 6d.	S.f.B.
Scouting Games, Baden-Powell. Pearson, 1s. 6d.	S.G.
The Book of Cub Games, Barclay. Brown, 2s.	C.G.
Games for Scouts, Mackenzie. Brown, 2s. 6d.	G.f.S.
Handbook of Games, Goss. Y.M.C.A., 1s.	Y.M.
60 Indoor Games, Cohlyns. Brown, 6d.	I.G.
Suggestions in regard to Games. Board of Education, 4d.	B.E.
Training in Tracking, "Gilcraft" Pearson, 5s.	T.T.

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- Book of Games for Guides and Rangers. Tyake, 1s.
 - 50 New Games, Taylor. Knopf, 3s. 6d.
 - Games and Recreational Methods, Smith. Dodd, Mead & Co., 10s. 6d.
 - Games for Playground, Home, School and Gym, Bancroft. MacMillan.
 - Games for Schools and Scout, Mendis. Kanarese Mission Press.
 - Games worth Playing, MacCuaig and Clark. Longmans, Green, 3s.
 - A Gamesbook for Scouters. Ceylon Boy Scouts' Association 1s. 6d.
 - How to Run a Troop, Young. Pearson, 1s. 6d.



Explanation

The games collected in this book have been divided into seven main classes:

- Sense Training Games.
- General Circle Games.
- Circle Team Games.
- General Team Games.
- Team Races and Relay Races.
- Miscellaneous Games.
- Games for Scout Tests.

Although all the Sense Training Games have been classified and numbered together, in the Catalogue (p. 119) they have been subdivided into these sections

- Quickness of Thought.
- Taste.
- Smell.
- Touch.
- Hearing.
- Observation.
- Observation and Deduction.
- Self-assurance.

The Games for Scout Tests are also divided in the catalogue into sections for the various tests.

In the Catalogue the games are numbered in each Class, starting with one in each instance. An alphabetical arrangement has not been adopted for various reasons, differing names, meaningless titles, convenience, etc.

To choose a game, look up the particular Class in the Catalogue, run down the list, select one that sounds suitable, or is known; the number before the game gives the reference number of the game, not the page number, in its own class. Turn up the game and decide if it is worth including in your programme or not.

In a number of cases a further book reference will be found in both the Catalogue and the description of the game. The reference is to the original description of the game in one of the books mentioned on pages 13, 14. If necessary the original description can then be consulted.

Where an O appears opposite the name of a game in the Catalogue, or after its description, it indicates that the game is best played out-of-doors.

Remember this book is primarily intended as a Record Book, and has no pretensions to give full descriptions of games.

Sense Training Games

1 ALL BIRDS FLY.....G.f.S. 79

Players in circle round leader. Leader says “. . . flies” and flaps arms as if flying. If the object mentioned can fly all flap arms, if not all remain still.

E.g. “fish fly” or “wren flies” meet with an immediate response. “Horse flies” should not. If leader says “pigs fly” all shout “They would if they could but they can't” and run; leader pursues. Any player caught or running at the wrong time or flapping at the wrong time loses a life. Three lives dead. Last in wins.

2 BUZZ.....G.f.S. 74

Players in circle. They count in turn, but whenever the number 7 comes, or a multiple of 7, or a figure with 7 in it (such as 14, 21, 27, 28, etc.), the player whose turn it is must say “Buzz.” After two mistakes player drops out. 71 is “buzz one,” 77 is “buzz-buzz.”

After each mistake the count starts again at 1.

3 CHANGING WORDS

A short word is chosen, say “jam,” and by altering one letter at a time the players change it to another word of the same length, say “rug.” At each stage a word must be formed, e.g. jam, ram, rag, rug.

The player doing it in fewest stages wins. 5, 6, 7, letter words are suitable.

4 CODESG.f.S. 28

Short messages in code are given the players to solve.



There are innumerable varieties, best to keep fairly simple.

5 DO THIS, DO THATI.G. 17

Leader stands out and makes any simple movement, (hips firm, knees bend, etc.), and says “Do this” and all do the same as he did. If he says “Do that “ none must move.

Last left in is the winner.

6 DESCRIBING CELEBRITIES

Each player in turn describes himself as some well-known man or woman, dead or living.

If dead he says “I was” if living “I am.” Each other player has one guess that he may use when he likes. The first to guess right counts one. Highest total wins.

7 EARTH, AIR, OR WATERCf.No. 29

One player thinks of an object and the others questioning try to find out what it is. The range of may be limited at the discretion of the leader. .

8 IN THE POND..... I.G. 18

Players in circle round leader just outside a chalk line.

On order "In the pond" all jump in.

On order "on the bank" all jump out

If order "in pond" is given when all are in none must move, and vice versa for "on the bank." Such orders as "on the pond," "in the bank," must be ignored.

Two mistakes fall out. Last in wins.

9 INQUISITION.....S.G. 49

Players in circle, each allotted a number. When a number is called, that player goes to the centre and stands on a chair facing the "Grand Inquisitor," who asks some question and begins to count ten steadily. If the right answer is not forthcoming before ten is reached the player loses a life. Excessive loss of life leads to an ultimate "execution."

Questions may be on Scout subjects, general knowledge, or of a catchy nature.

10 HOW GREEN YOU ARE

One player leaves the room, the rest agree to make him do one certain thing (e.g. undo A's shoe laces.) When he re-enters the room all sing "How green you are," to the tune of "Auld lang syne" loudly when he is far from doing the right thing and softer as he gets nearer.

11 MATTHEW, MARK

Players in circle numbered from one. Numbers 1, 2, 3, 4, are also Matthew, Mark, Luke and John. Matthew starts by saying "Matthew to . . ." (some other number or name) . . . say 7. That one should at once say "7 to . . ." (another number or name); and so on.

Any player failing to pick it up at once goes to the bottom, the others move up and take their new numbers or names.

12 O'GRADY.....I.G. 17

Players are fallen in and various orders given, games played, etc., but unless an order is preceded by "O'Grady says" it must not be obeyed. Each mistake loss of a life, three lives, fall out. Last in wins.

13 PRIEST OF THE PARISH G.f.S. 82

Players in circle and numbered, Nos. 1 and 2 are also "Priest and Beadle."

Priest starts by saying "The priest of the parish has lost his hat, some say this and some say that, but I say No. (say) 7," and starts to count ten fast. No. 7 should at once say "No sir, not I sir." Priest replies "Yes sir, you sir." No. 7 says "Not I sir." Priest says "Who then sir?" No. 7 then passes it on to anyone he likes by number or he may say "priest" or "beadle."

Any not replying before ten is reached goes to the bottom, all move up and take new numbers.

14 PASSING CROSSED STICKS

Players in circle. Leader takes two sticks and passes them to his neighbour, crossed or not as he likes, as he does so saying, "I pass these sticks crossed (or uncrossed)," referring to whether his own ankles are crossed or not. The player receiving says, "I receive these sticks . . . and I pass them on . . .," the leader

saying if he is right or not. The one with the sticks may move or cross the sticks as he likes. The game continues till all have spotted the catch and are doing it right.

15 PROVERBS.....C.G. 32

The leader writes a proverb on the black-board, in the form of a series of X's, one for each letter, grouped in the proper words. Each player in turn suggests a letter, which, if it is right, the leader writes in its correct place.

Each player has one guess that he may use when he likes, the first to guess the whole proverb correctly wins.

16 PAPER HUNT

Each player is given a copy of the same paper. The leader mentions some place, event, or object, and the first to find mention of it in the paper gets a point.

This may well be made a team contest, the paper being shared out.

17 SPELLING BEE.....G.f. S. 77

Players in circle. Each adds a letter in turn, endeavouring not to complete a word of more than three letters, but having in view a word that will be ultimately formed. Any player failing to add a letter in a minute, or completing a word, loses a life, third time he falls out. If a player doubts the letters reaching him, being able to form a word, he may challenge, if it is upheld his predecessor loses a life, if not he does.

A word is not complete if any addition is possible, as whomsoever or adding "s" for a plural.

18 SHIP'S ALPHABET.....G.f.S. 80

Players in circle. Leader names a letter (say) "C." He then asks the first player "Name of the ship? " who answers with any reasonable name starting with " C." Second player is asked "Name of the captain? Where to? What cargo? etc., and so on round the circle, the letter being changed as necessary.

Any player making a mistake, or failing to reply, goes to the bottom.

19 SENTENCE MAKING

Players in teams. Leader mentions a word (say) "Rabbit," each player of each team must say a word in his turn, beginning with the letters of "Rabbit" in turn, so that the whole team make up a reasonable sentence.

E.g., 1st player, Rain; 2nd, Angered; 3rd, Big; 4th, Burly; 5th, Idiotic; 6th, Thomas.

Best sentence in shortest time wins.

Word of origin has as many letters as there are players in the teams.

20 SCOUT LORE.....I.G. 43

Teams in a circle. Any player of 1st team, asks any player of 2nd team, any question on any Scout test that the latter has passed. If the questionee can't answer, the questioner must, and if right, takes one point ; if the questionee answers right he takes the point. Then the 2nd team asks the 3rd, and so on.

No player may question, or be questioned twice, till all his team have had a turn at each.

Asking time same question twice entails loss of a point. Team with the most points wins.

21 TOUCH IRONI.G. 23

During any game the leader says "Touch iron", "Touch wood", "Touch something yellow," etc., at once all do so. Last doing so falls out or loses a point.

Players often fail to go to the nearest object, and the order should be suited to the conditions, not necessarily being too obvious.

22 TELEGRAMS.....(cf. No. 19)

Players in teams. Leader mentions a word and a subject, e.g. "Skiff and Chief Scout." Each team then makes up a telegram about, or from the Chief, the words of the telegram starting with the letters of "skiff" in their right order.

E.g. Still keeping in fine fettle. CHIEF.

Best telegram in the shortest time wins.

23 TENDERFOOT TIM.....G.f.S. 73

Players in circle. One starts by saying "Tenderfoot Tim went to camp and took ...," mentioning some object. No. 2 repeats No. 1's statement and adds another object, and so on.

Each falls out as he fails to repeat the list. Last in wins; a list should be kept by the leader on paper.

24 TONGUE TWISTERS.....S.G. 48

Players in circle. Leader says "One old owl," and all pass this phrase round the circle. No. 1 then says "One old owl, Two tantalising tame toads," and this is passed round the circle. A further phrase is then added and so on.

Each falls out as he forgets any item from the list. Last in wins. A list should be kept on Paper.

25 UP JENKINS.....C.G. 12

Players in two teams on each side of a table. One side has a small coin (6d.) which one of the players conceals in his hand. When the opposing captain says "up jenkins" all raise their hands, and place them on the table, as he may direct (slowly, with a crash, crawling about, etc.). If the captain then clears all empty hands off the table, his side score one. If he spots the 6d. without moving any hands he scores 5. If he is wrong he loses 1 or 5 as the case may be. If the "holders" lose, the 6d. changes sides. Only the captain must be obeyed or a point is lost. Captain changes each game.

26 WHIZZ BUZZG.f.S. 74

Exactly as for No. 2, except that as well as saying "Buzz" for 7, the players also say "Whizz" for 5.

E.g. 57 is "whizz buzz."
75 is "buzz whizz."
35 is "whizz whizz buzz."

Being both a number with 5 in it, a multiple of 5, and a multiple of 7.

For further details see No. 2.

27 WHAT AM I?

Each player has one guess. Leader describes something in ten progressive clues, whenever a player thinks he knows what it is, he writes it down with the number of the clue last spoken. If right at clue 1 he counts 10, at 2-9, at 9-2 and so on, if wrong he counts 0.

E.g. Crow might start with "A bird" and end with "It says Caw-Caw." These clues need very careful preparation to get gradually more difficult.

The writing is to prevent assistance to one who is still thinking from an earlier guess.

28 WINK

Players in two circles, one player in centre. Inner circle on chairs and one vacant chair. Outer circle behind the occupied chairs at the "at ease" position. Player in centre winks to one of the seated players who must then get to the vacant chair without being touched by the one behind him, if he fails he goes to the centre.

If the "chaser" sees the wink first he may touch the other before he moves, but any anticipation must be severely discouraged.

29 YES OR NO, WHAT IS IT? or CLUMPSG.f.S. 79 (cf. No. 7)

Players in teams. One member of each team goes out of the room, and these settle on some object. They then return to any team but their own, and will only answer Yes or No to any question; if this is impossible they remain silent.

The first team to discover the object wins.

30 WHAT IS IT? (Taste)

Each player in turn tastes a series of well-known flavours while blindfold. Player or team with the best result wins. E.g. Peppermint, liquorice, cheese, caraway, onion, etc.

31 WHAT IS IT? (Smell)S.G. 45

Each player smells a series of well-known odours while blindfold.

Player or team with the best result wins. E.g. Petrol, lavender, eucalyptus, onion, turpentine, etc.

32 STINK TRAILS.G. 38

One player lays a trail by rubbing raw onion on posts, etc. (or if indoors on tables, walls, chairs, etc.).

The rest follow blindfold with an escort to prevent any possible danger.

33 WHAT IS IT? (Touch)G.f.S. 104

Each player handles a series of paper bags with various objects inside, e.g. Rice, lump sugar, tea, etc. Also other objects such as an inkpot, fountain pen, bicycle pump, etc.

He is blindfold and may only touch each object for a few moments.

34 GIANT SPILLIKINS

A heap of staves is jumbled up on the floor. Each player in turn by using his own staff, as a rake, tries to remove as many other staves as he can without shaking any of the heap. If he succeeds he has another turn, if not the next player goes.

If the game becomes almost impossible a re-shuffle is desirable.

Player collecting most staves wins.

35 LOCATION BY SOUND.....G.f.S. 42

Leader takes up a position in an open space, teams line up some distance away and are blindfold. The leader blows a whistle at intervals and each player on reaching him removes his bandage and *keeps quiet*.

First team all to reach the leader wins. O.

36 LISTENING GAMEI.G. 21

One player is blindfold near one end of the room. The rest, one at a time, try to come from the other end as quietly as they can. When all have passed the listener states how many he thinks have passed on either side of him.

The number should be varied each time, and be unknown to the listener.

37 WHAT IS IT? (Sound).....T.T. 30

All blindfold, a series of noises take place, e.g. pumping a bicycle, bouncing a ping-pong ball, click of an electric switch, etc.

Players try to identify the sound.

38 CLOCK TICK.....G.f.S. 101

A fairly loud ticking clock is placed where it can be touched. One player from each team enters the room blindfold, all try to touch the clock and on doing so remove bandage and keep quiet till all have done so.

Clock is moved and another from each team comes in, and so on.

39 WHICH WHISTLE?G.f.S. 43 (cf. No. 35)

Leader of each team goes the same distance from the starting point, and each has a whistle of a distinctive note, different from the rest.

Teams are blindfold, leaders whistle at intervals, and the first team to rally to its own leader wins. Any reaching the wrong leader go back and start again.

40 BLIND MAN

Players sit in a circle, one is blindfold in the centre; he points in any direction and makes any reasonable noise. Whoever is pointed at must imitate the noise as best he can. If the blind man can guess who it is they change places, if not carry on.

When there is a new blind man the players should move their positions in the circle.

41 WHAT'S WRONG?.....G.f S 15

During a meeting various errors are made in the programme, wrong orders given, leaders wear incorrect uniform, etc. Team handing in the best list wins.

Unintentional errors detected count 2.

Non-existent errors stated to exist count 2 off. Officers should withdraw early and reappear correct or the game is too easy.

42 WHAT'S MOVED

All players look at a wall of the clubroom for 2 minutes and then about turn. Certain objects are moved or removed. All look for 1 minute then about turn and teams make lists of moved or missing objects.

1 point for every correct observation. 2 off for every wrong or imaginary one. Best total wins.

Move nothing, and watch result.

43 WHO'S NOSE?

A sheet is arranged so that only the noses of those behind it are visible. The team behind show their noses one at a time and the others try to guess the owners. Variations.-Hand, Foot, Shadow, etc.

44 OBSERVATION RACE.....G.f. S.44

Players at starting line back to the course. Various objects are placed along the course. Players race to winning post and all at once make lists of objects noted.

First past the post scores as many points as there are runners and each one after him one (or more) less in the order they finish.

To this add 1 for every object noted; deduct 1 for every object not noted; deduct 2 for every imaginary object noted. O.

45 KIM'S GAME.....T.T. 26 and S.f.B. 66

Players look at 20 or 30 assorted objects for a minute, and then make a list of those they remember. Accurate descriptions must be given.

Variation.-Have 150 objects and let each team look for about 40 seconds. Each team in turn then names an object.

1 mark for each object named right. 1 mark off for failure to mention one at the team's turn. (It may reenter next round.) 1 mark off for object mentioned by another team already. 2 marks off for an imaginary object.

KIM should be referred to for the best result (chapter 9.) There are innumerable variations.

46 MORGAN'S GAME.....S.f.B. 67

Players go to a hoarding and look for 1 minute. Best report of the advertisements wins. This may well be a team contest.

47 SHOP WINDOWS..... S.G. 81

Players pass 6 shop windows looking at each for about $\frac{3}{4}$ of a minute.

Best list of articles in (say) 3rd and 5th shops wins. May also be a team contest. 1 mark for each correct article. 1 mark off for each imaginary article.

48 PICTURE REPRODUCTIONS

Each player looks at a picture postcard for a minute, after a few minutes violent counter-attraction he tries to reproduce the essential points of the picture.

49 WHO SAID THAT?S.G. 50

Leader notes down the 15 or so most striking remarks of the meeting. At the end the player who can best give the name of the respective spokesmen wins.

This may well be a team contest.

50 SPOTTING THE SPOT.....S.G. 45

Each player tries to recognise and name a series of photographs of local buildings, landmarks, etc.

51 REPLACE TWO CHAIRS

Two chairs are left casually in the room in a rather noticeable position, but are not mentioned. They are then moved and each team in turn tries to replace them correctly.

52 OBSERVATION GAME.....I.G. 19

Two small objects are placed on a chair, all are asked what is on the chair (say 2 screws). At first the answer is "Two screws."

Later it will improve to (say) "Two screws, one brass about 1¾ inches long with a large head and coarse thread; the other about ¾ inch long and very rusty."

The standard should improve very quickly.

53 FINDING THE NUMBERS.....S.G. 69

Each player looks at a table with numbered circles on it. He is taken a known distance away and faced in the right direction and blindfolded. He turns round three times and goes to the table, scoring the value of the circles in which he puts his hands.

He may feel for two corners of the table before making his shot.

54 LOST SCOUTI.G. 21

One player is sent out of the room in an unobtrusive manner; the leader then announces that he sees that someone is missing and asks for a description for a search party.

Best description of missing player and his clothes wins.

55 CELEBRITIES.....S.G. 51

A number of unnamed, numbered pictures of celebrities living and dead are posted round the room. The player giving the best list of who they are wins.

Variation.-Ask for a fact, place or date connected with each.

56 OLD SPOTTY FACES.G. 46

Leader has a card marked out in squares (3 inches in the open, 1½ inches indoors), and a number of black paper discs which he pins on his card in any pattern. Players gradually draw near and mark down the pattern on their own cards.

5 points for each correctly placed disc. 1 point off for every 2 inches nearer than the point where the furthest player completes his card.

57 QUICK-SIGHT S.G. 47

Leader has a card and pins to it black discs in any pattern. Each player has a similar card. Leader exposes his for 5 seconds. Most accurate reproduction wins.

This game is easier to play and judge if the cards are ruled in squares.

58 FAR AND NEARS.G. 80

Leader while on a walk carries a card with each player's name (for scoring purposes). He reads out a list of objects that he wants noted. Players report as they note these and best total wins. An object once scored by a player cannot be scored again, but another example of the same may be scored by the same or any other player.

E.g. Match, button, patch on clothes, broken window, piebald horse, hairpin (latter to count 2).

59 HOW LONG?S.G. 46

Leader asks players to answer a series of questions such as:

How long is that table?

How high is that door?

How many bricks in that wall ?

How long is that bit of cord ?

How long has the meeting lasted etc.

60 PLACING THE STAFF

Leader places a staff in the ground, each player looks at it, is blindfold, then tries to place his as near to it as he can starting about 20 or 30 yards away. No feeling about must be allowed.

61 CUTTING TO FIT

Each player is given a cork and tries to fit it, by cutting, to a hole the size of which he has judged by eye.

62 PATTERNS.G. 51

Two players, each with a chess-board and ten draughts-men. One arranges his men in any pattern and shows it for a few seconds. The other tries to reproduce the pattern on his own board within half a minute. The players then change over.

One point is scored for each man correctly placed.

63 BLINDFOLD TENT-PEGGING.....G.f.S. 42

A peg is driven into the ground. Each player in turn starts about 6 yards away blindfold; he turns round about 3 times and then tries to advance to where the peg is and hit it with a mallet. No feeling must be allowed.

The player who hits it fairly on the top in the fewest blows wins. O

64 SPOT THE COLOURS.....G.f.S. 45

A number of small ends of various coloured wool are distributed over a specified area, or along a trail. Each team tries to collect them.

Scores.—Green 6, grey 5, brown 4, blue 3, red 2, white 1; or according to the surroundings. O.

65 DRAW A FACE.....G.f.S. 65



Players in circle. Leader draws a face:

Outline first clockwise, right eye, left eye, nose downward, mouth right to left, all with the left index finger.

Each player tries to do the same in exactly the same order and in the same way.

66 LOST MEMORY.....T.T. 44 and G.f.S. 70

The leader announces that a man has been found who has lost his memory, the contents of the man's pockets are put on a tray. Each team tries to deduce all it can about the man, and furnish information to help to find out his identity.

67 OVERHEARD PLOTT.T. 31

During the meeting two loud hoarse voices are heard plotting outside the door.

Each team, after they have finished, is asked to produce a report for the police.

No warning should be given, but the leader calls for silence as soon as the plotting is first heard.

68 SUDDEN EVENTS.....T.T. 43

During the meeting, without warning, two ruffians in heavy disguise rush in and do some act of violence, and rapidly escape.

E.g. Kidnapping, assault of the leader, etc. Each team then furnishes a report of the event and a description of the wanted men.

69 SCENE OF THE CRIMET.T. 122

Each patrol in turn has 5 or 10 minutes in a room where a crime has been enacted and then makes a report of what they think has taken place.

The crime is then re-enacted.

70 HIDDEN TREASUREI.G. 40

Each P.L. gets a mysterious message in a sealed envelope to be opened at a given signal. He then acts on the orders in the message which is a clue to hidden treasure.

E.g. From W. W. . . . D. 5 f., search for brass.

I.e. 5 feet from the West Wall of the room find a brass-headed drawing-pin in the floor.

71 TRAILST.T. 68

Maize.—As for paper chase but less messy. Maize=blood of fugitive.

Natural.—Normal track aided by signs made from natural means, e.g. oak leaf on thorn, etc.

Wool—Cf. No. 58.

Eventful—Any form of trail with possibly an ambush on route and a wounded lion at the end (leader with tennis balls).

Problem.—Finishing at (say) a deserted camp information to be obtained from same.

Wiffle-Poof—Light log spiked with 4-inch nails, dragged to leave a trail, etc. O.

72 TREASURE HUNTSG.f.S. 26

One trail for all with clues to be noted and replaced. Separate trail or clue for each player.

Limited—Say 16 players. Start 16 clues duplicated leading to 8 more, to 4, to 2, to treasure, thus halving the remaining competitors at each stage; and many others.

73 BLAZED TRAIL

Leader makes out a list of well-known local landmarks, etc., with compass bearings where necessary. Each team has a list and starts at a different point, quickest round the course wins.

The laying of ambushes along the route adds to the success. O.

74 SAND TRACK PROBLEMS

A simple scene is performed on a sand track or other prepared ground.

Each team is allowed to study the tracks for a few minutes and then gives its report. The scene is then re-enacted.

75 HIDE PENNY.....S.G. 44

Leader places a penny in a place where it can be seen without anything being moved.

Players then enter the room and as each sees it he goes and sits down without attracting the attention of the rest. So on till all have seen it.

76 PIN HUNT

Pins of various sorts are more or less hidden about a room.

White pins count 1. White pins with coloured heads count 2. Black pins count 3.

Best collection wins.

77 DUMB CRAMBO

One team goes out of the room, the rest choose a word (say) "moat" and tell the acting team that it rhymes with (say) "boat."

The acting team then act in dumb show all the words they can think of which rhyme with the given word, until they hit on the right one.

Then another team goes out and the one taking the shortest time to succeed wins.

78 CHARADES

One team is chosen to act. They choose a 2, 3 or 4 syllable word. They then act a scene for each syllable and one for the whole word into each of which they introduce the respective syllables or word. The rest try to guess the word.

N.B. Choose a good topical scene and fit in the word somehow.

79 IMPROMPTU POTTED PLAYS

A plot with the necessary characters is thought out, but no parts are written. A cast is chosen, with two seniors to lead the gagging, and the play is performed to amuse the rest.

In a short time it will be possible to put one on with only one rehearsal, for an outside audience, and have a real success.

80 ACTING A TRADE

Each player or pair of players in turn act some trade, profession or everyday event, and continue to do so until it is guessed.

E.g. Plumber and mate, shaving, surgeon operating, etc.

81 MOCK TRIAL

This needs very careful prearrangement. Judge, counsel, witnesses are selected and the rest form the jury. As far as possible correct procedure should be followed.

Brevity is the first essential.

82 ACTING THE LAW

A team acts one of the Scout Laws for the benefit of the rest: this may well be followed by a very short talk on the law in question, and a different law done each week.

83 DISGUISES

Innumerable varieties of scouting games can be played in disguise; such as a team disguised trying to pass through a cordon formed by the rest, or two disguised sides attacking each other.

Disguise as a member of the opposite sex is *illegal* in a public place, and "not done" anywhere.

84 ACTION GAMES or Mimetic Exercises

Players in circle round leader act with him a series of actions typifying a well-known scene.

E.g. Day in camp; Fire, Fire; Meeting night; Going to the pictures, etc.

85 STUMP ORATIONS

Each player draws a subject out of a hat, takes 2 minutes to think and then speaks for 3 or 5 minutes.

OR. Each team puts up a speaker and in turn each speaks on the same subject.

OR. As the last, but all speak at once and the one to get a hearing wins. A speaker laughing or pausing is not allowed to go on.

86 ACTING ANIMALS.....B.E. 33

Each player in turn acts as some animal, bird, reptile or insect and continues to do so till it is guessed.

87 SLEEPING PIRATE.....G.f.S. 41

Pirate is blindfold, seated in the centre of a circle chalked on floor (6 feet radius), with a knife stuck in the floor in front of him.

One player from each team comes to the edge of the circle, and at a signal all start to creep in and try to remove the knife and take it outside the circle.

If the pirate hears one coming in and points that one falls out, if heard going out with the knife he replaces the knife and then falls out.

88 TOPS AND TAILS

Players in circle; first player mentions a two-syllable word (say) "England," second player mentions a word, also of two syllables, of which the first must be the second of the previous word (say) "landlord," third player (say) "lordship," and so on till a player fails and loses a life. Three lives lost player falls out.

89 MASKS

Players in circle; each player in turn goes into the centre and "registers" an emotion by facial expression. First player to guess the emotion portrayed correctly scores, each player has only one guess. Best total wins.

90 WHICH SQUARE?

A number of small squares are marked out on a table, and a small object placed in each; the players look at the table for about $\frac{3}{4}$ of a minute and then all the objects are moved off the table. Leader holds up each object in turn, and the first team or player to correctly name the square it came out of scores a point. Only one guess per player per object. Best total wins.

91 QUEER STORY

Players in circle; leader reads a story into which are introduced numerous inaccuracies and contradictions. The team or player with the best list of faults at the end wins.

92 GRAND MOGUL

Players in circle, one player is the Grand Mogul and he states that he has an aversion to anything with the letter (say) D in it. He then asks each player in turn what he will give him for dinner and each must answer some food or drink which does not contain the letter D. Hesitators are counted out, those saying a word with D lose a life, and three lives lost is death.

Letter, Mogul, and form of question should change frequently.

93 STAG AND STALKER..... G.f.S. 100

A table is put in the centre of the room, and the "stag and stalker" are put at either end of it blindfold. Both must keep constant contact with the table with some part of their persons. If the stag evades capture for 3 minutes he wins. Either player may get on or under the table.

94 SEQUENCES.....T.T. 21

Leader reads out a sequence of letters or numbers, or writes them on the board. Players then add (say) five more to the sequence, before ten if counted.

E.g. 2-4-6-8-10, 12-14-16-18-20.
ZAYBXC, WDVEU, etc. etc.

95 RE-ARRANGEMENTS.....T.T. 22

Leader writes up a list of jumbled names which must be put in alphabetical order. Or a jumbled chain of responsibility to be re-arranged correctly.

E.g. Second, Scout, P.L., Scouter, etc. etc.

96 ANALOGIES.....T.T. 23

Leader reads out a series of sentences as "Foot is to boot as hand is to . . ." Players having to fill in the missing word.

OR "Scout is to Cub as frog is to pond, fish, tadpole, bank." Players having to state the correct one of the alternatives.

97 OPPOSITEST.T. 22.

Leader writes up two columns of words and players have to say if the word in the right-hand column is the opposite of that in the left or has no connection, all to be done fast.

E.g.	Morning	Evening.
	Remove.	Restore.
	New.	Knew.
	Show.	Demonstrate.
	etc.	etc.

98 SENSE?T.T. 23

Leader reads out a sentence with the words jumbled out of order, and players must say quickly if the sense of corrected sentence is true or false. E.g.

The sea in the water is salt." (True.)
The Scout badge King's is a Woodman." (False.)
Animal there is Mars in life." (Unknown.) etc. etc.

99 WHAT PROFILE

A number of well-known shapes are cut out of cardboard. Each player in turn tries to say what they are by feeling blindfold. The top of each card should be marked for the feeler.

E.g. A series of heads of animals, etc.

100 MISSING WORDST.T. 23

Leader reads out a series of sentences, each with a word missing. Players write down a word that will fit in the blank, or even several alternative words.

E.g. "The Scout hurt his foot and . . ." Smiled, whistled, limped, died, etc. etc.

101 HIDDEN STAMP

It is announced that a postage stamp is being worn by one of the players in a visible position, each tries to spot it and on doing so goes and sits down, without attracting attention.

102 REMINDERS

Players in circle, one player starts by saying (say) "I've thought of a kettle," the next might say "That reminds me of steam," and so on. After one or two rounds the leader says "unwind" and the players in the same order repeat the list from the other end back to "kettle," any failing losing a life.

103 WHAT DID HE DO?T.T. 43

One player stands in the centre of the room and makes a few simple actions (e.g. walk six paces, take out pencil, open knife, sharpen pencil, sit on floor, whistle a tune). After a few moments, violent distraction each team or player tries to give an accurate report of what was done.

104 NIGHT ATTACK (cf. No. 87)

One team makes a barricade of chairs, string entanglements, crackly leaves, etc., across the room and appoints one player as sentry who is armed with an electric torch. The lights are put out and the other teams try to pass through the barricade. If the sentry hears one he shines the torch, and if a direct hit is scored that player falls out.

Team getting most through wins. The sentry should be blindfold.

105 SPELL IT

Players in circle. Leader points to a player and says a word and at once starts to count 10 at a steady pace. The player pointed at must spell the word correctly backwards before 10 is reached. Best played starting with 3-letter words and getting on to 5 or more.

106 WHOSE LETTER? (Variation of No. 45)

Players (or teams) in turn look at an envelope for a minute or so. Each then describes it and reports on anything he may have deduced from it.

107 CONCEALED DESPATCH

The players of one team each conceal a "despatch" on their person. Another team then tries to find the despatches in a fixed time limit. Teams then change over.

N.B. It is advisable to lay down that the finding of the despatch shall not necessitate the removal of any essential clothing.

108 WHICH WAY?

A circle is chalked on the floor, in which are put 3 or 4 different objects. Each player in turn looks at the circle for a few moments. After some distraction he is blindfolded and led to the edge of the circle. He must then enter the circle and by feeling the objects therein point in the direction in which he thinks that the door (or any other feature chosen) lies. This may be made a team game.

109 SHOPS

Players round room, all Scouters are various shops. Leader calls out name of shop, a letter, PAUSES, and then a number. Players of that number, as soon as they have thought of something beginning with that letter which is sold by that particular shop, run to that shop and tell the Scouter "in charge." First scores 1 and second 2, etc. Lowest total at end wins.

N.B. The pause is essential to make all think.

General Circle Games

1 WHIPPED TO THE GAP.....I.G. 7

Players in circle bend down, facing in, hands behind backs. Leader walks round and places an old boxing-glove, knotted scarf, or slipper, in the right or left hand of one of the players, who, when the whistle goes, smites the player next to his right or left respectively with the slipper and continues to do so while the victim runs round outside the circle back to his place. Care must be taken that he smites the right place. Two slippers may well be used at once by different players.

2 BADGER BAITINGS.G. 64

Two 10-foot ropes are tied to a central point. The badger holds one end and, rattling a tin with a pebble in it, tries to avoid the baiter who holds the other end and has a kit-bag stuffed with straw. Both ropes must be kept tight.

3 ESCAPEC.G. 5

Players join hands in a circle, one or more go into the centre and try to get out over or under the arms of the rest. No bursting through is allowed and the circle must not close in.

4 MOUNTED FOOTBALLBE 45

Players in circle, two deep, in pairs of equal weight. Outer ones mount inner and pass a ball one to another about the circle. If it is dropped, riders run away, whilst pony of rider who dropped it or made a bad throw picks up ball and then cries "halt." No player may then move his feet. Pony tries to hit any rider with the ball. If he succeeds, ponies and riders change places, if not, they carry on.

5 UNMUSICAL BUMPS.....G.f S.103

Players move round in a circle, whenever leader blows his whistle all sit on the floor, and last down falls out.

Variation.-Leader tells a yarn, and whenever a prearranged word is spoken (it, the, and, etc.) all sit down.

May well be combined with No. 6.

6 CRASHC.G. 80

Players move round in a circle, and leader says "Sit down in (say) 5's." All who do not get into a group of 5, sitting on the floor, fall out

Variation.-Leader tells a yarn, and whenever he mentions a number all sit down in groups of that number.

May well be combined with No. 5.

7 JUMPING BAG.....S.G. 89

Leader swings round a rope with a soft weight on the end, players, in circle, jump over it as it comes round. Any touching it fall out. Pace should vary, but it should be uniformly low from the ground.

8 GRABB.E. 59

Players in circle, in centre a number of small objects, one less than the number of players. Leader gives sundry orders, which are carried out, but whenever he says "Grab," all dive to the centre to try to get one of the objects. Unsuccessful player falls out, one object is removed, game continues.

9 JACK'S ALIVE

Players in circle, leader in centre has a cork which he holds in the flame of a candle till it is smouldering; the leader then passes the cork to one of the players who blows on it and passes it on saying "Jack's alive." The player in whose hand the cork stops smouldering is suitably decorated by the leader drawing with burnt cork on his face.

10 BLIND TRIBE

Players in circle so that, with arms extended, their fingers just touch, and blindfold. Two other players in centre tied as in a 3-legged race but not blindfold.

The victims try to get out of the circle without being touched by the blind men, who may reach out but must not move from their original positions.

11 ARE YE THERE?.....C.G. 53

Two players kneeling within reach of one another; one has a paper rolled up as a club. Whenever he asks "Are ye there?" the other must reply and try to dodge the ensuing blow. Both players are blindfold and neither may move his knees.

Variation.—The two players hold hands (left) and each has a club, calling alternately.

Variation.—The two players move about in a circle, otherwise proceeding as above.

12 PASS ALONG THE CARC.G. 8

Players seated round a large circle of seats of various heights, one player in the centre and one vacant seat. Players move round the circle to occupy the next seat as it falls vacant. Player in centre tries to occupy the vacant seat first. When he succeeds the player ousted takes his place.

13 INTERCEPT THE BALL.....C.G. 22

Players in circle, one in centre tries to intercept a ball thrown from one to another. Thrower of an intercepted pass, or of an uncatchable ball, or of a ball that goes above shoulder height changes places with the player in the centre.

Variations.-Bouncing or rolling the ball, and having two in the centre.

14 PASSING THE STICK

Players in circle pass a stick round one to another, whoever is holding it when the whistle blows puts his hands behind his back and is missed next time the stick comes round but does not fall out. Continue till only two are left.

15 POISONS.G. 57

Players in circle, "poison" (stool, indian club, or chalked circle) in the centre. All join hands and try to pull each other on to the "poison," any player touching it falls out.

Variation.-First player to fall out takes the place of poison and is joined by each successive player to fall out. These must stay immovable.

16 STRIDE BALLI.G. 30

Players in circle, feet astride, knees straight. One in centre tries to throw a ball out between the legs of the rest who may not move but may use their hands to stop the ball. One who lets it out goes into the centre.

Variation.-Those forming the circle try to throw ball between legs of one in centre who may move but must keep his feet astride.

Variation.-As last with two in centre tied as for 3-legged race.

See also under Team Games.

17 POOR PUSSY.....C.G. 82

Players in a circle seated on floor with “pussy” in centre. Pussy mews three times to anyone he wishes, each mew must be answered by stroking and the words “Poor Pussy.” Any player laughing in the effort loses a point or becomes pussy.

Pussy may make any grimaces or actions but must not speak, going all the time on all fours.

18 ROBBING THE ORCHARDI.G. 9

Players in circle, “robber” is sent out of the room, “farmer” is chosen, and an “apple” put in the centre of circle. Robber enters the circle and tries to grab the apple and get out of the circle without being touched by the farmer, whom he does not know. The farmer may not move till the apple is touched. Robber must leave the circle at the same point as he entered.

19 BANG THE BEAR.....S.G. 53

One player is the “bear” and has a balloon on his back. He has three safety bases and tries to make as many journeys as possible from base to base without the rest bursting his balloon with knotted scarves. If he tips off their hats they fail out “dead.”

The bear making the most journeys in safety in a limited time wins. Dead men come in again at each new bear.

20 CATCH THE HARE

Players in circle join hands, “hare” inside, two “hounds,” outside. Hounds try to catch hare, players in circle let hare in or out at will, but prevent or hinder the hounds to best aid the hare.

21 DROPPING STAFF (cf. No. 36).....C.G.7

Players sitting on floor in a circle, each with a number. Leader in centre balances a staff erect with finger on top, calls a number and removes finger. Player with that number must catch the staff before it drops, if he fails he loses one life. Numbers should be haphazard about the circle.

Variation.-Each player also has a bird or animal allotted him, and must make the animal's correct noise as he catches the staff.

22 TWOS AND THREESC.G. 38

Players in circle, two deep, facing in. One chases another, whenever the fugitive stops in front of a pair the rearmost one of that pair becomes the fugitive. Touched fugitive chases his pursuer.

Variation.-Pairs face each other with joined hands forming cages in which the fugitive takes refuge, outer one of cage becoming fugitive.

Variation.-Whenever the whistle blows fugitive becomes pursuer and vice versa.

Variations.-Walking, hopping, etc., for running.

23 GENERAL POSTC.G. 31

Players in circle round room, each takes the name of a town. One player in centre. Leader calls out two towns and "Letter", "Parcel," or "Telegram." The towns mentioned change places and the one in centre tries to occupy one of the vacant seats. "Letters" all walk, "parcels" all crawl (or hop), "telegrams" all run; all includes one in centre.

Variation.-Player in centre is blindfold and tries to catch one of the two moving, and need not hop or crawl.

24 FARMYARD

Players in circle round room are each in secret allotted names of some bird or animal, two players to each animal. On word to go each makes his appropriate noise and tries to find his pair. Pairs, when "found," go and sit down. Donkey may be allotted to one only, who is therefore left alone braying.

25 BALLOON BLANKET

Players seated in circle on floor, holding edges of a sheet or blanket. One player outside tries to catch a ball or balloon rolled about on sheet by the others raising or lowering the sides.

26 BULL FIGHTS.G. 54

Players: 1 bull, 1 matador, 4 chulos, 6 scarf men.

Phase 1.-Bull enters arena with five strips of paper (6-inch) on his back, which chulos try to remove. A chulo or scarf man once touched by the bull is dead. Scarf men try to intercept and distract attention from chulos, who may take refuge outside the arena not more than three times. Only one strip may be taken at a time.

Phase 2.-When all strips are off, or all chulos dead, arena is cleared, bulb blindfold, with a scarf tucked under belt as tail, matador tries to remove scarf without being touched.

27 WHEEL PURSUIT

Wheel chalked on floor about 9 feet radius, 2 feet 6 inches hub, 1-foot rim, and spokes. Players round rim. Two players chase another, all keeping to the rim or spokes. Players outside watch lest any step outside.

Fugitive may be considered safe in the hub.

28 GOSSIPS

Players seated in circle, one leaves the room to return to find out, by asking a question of each in turn, what "It" is. "It" is to each player his right-hand neighbour, so all answer accordingly.

29 PASSING RING ON CORDC.G. 8

A piece of string in a circle with a ring on it, players holding string. One in centre tries to catch ring which is passed to and fro about circle. Player in whose hands it is caught goes to centre.

30 NEIGHBOURS

Players in circle, every other one blindfold. Those not blind move round and take positions between the others. Those blindfold then tell their right-hand neighbours to talk or sing or ask questions with a view to guessing their identity. Direct questions such as "What is the colour of your hair?" need not be answered.

31 ROUND THE RINGC.G. 9

About twelve players sit in a circle, shoulders touching, with legs straight out, one player stands in the small space between their feet and, holding himself rigid, falls on to their outstretched hands. They pass him about the circle, and any player letting him down takes his place.

32 TOWER BALL

Players in circle, four others in centre guarding a lightly built tripod, which those outside try to upset by throwing tennis balls or kicking a football. Any player upsetting it takes the place of the "guard" from whose side the successful throw came.

33 FILL THE GAP.....C.G. 6

Players in circle, facing in, one runs round outside and taps another on the back. Both then race round the circle in opposite directions, and whichever fails to get back first and fill the gap carries on.

34 JEHOSHAPHATC.G. 6

Players in circle, two in centre, of whom one is blindfold. Blind one tries to catch (or hit with a pillow) the other, who must always reply "Yes, Sir," to "Jehoshaphat."

Those forming circle try to prevent blind one coming to grief.

35 WHO'S MISSING?C.G. 81

Players move round in circle doing a "follow my leader." At a given order all shut their eyes. Leader pulls one player out and sends him out of the room, the rest then jumble up in the centre of the room. Player who first says the name of the one missing wins (c.f. Sense-training Game, No. 54).

36 CATCH THE BALLOON.....C.G. 84

Players seated on floor in circle, numbered but not in sequence. Leader in centre holds a small balloon, and as he drops it he calls a number. The player with that number tries to catch the balloon before it touches the floor.

37 BUMPING RACE.....B.E. 20

Players at wide intervals round a large circle chalked on floor, all race round the same way. Either each on touching the one in front falls out (Championship reversed, practice for the weaker); Or those caught fall out (real Championship). In each case continue till one is left. With large numbers heats are essential.

Variation.-When whistle goes, all about turn and chase the other way.

38 DYING PIGS

Players sitting in circle; at first signal each player inhales a deep breath, and at next signal lets it out with a long sustained whistle. As each player runs out of breath he lies down, dead. Last to die wins.

39 RACE IT

Players in circle, one player outside. A ball is passed round the circle and the player outside races it. The player making the most circuits whilst the ball makes two, wins.

40 PASS THE HAT (Variation of No. 14)

Players in circle; one takes a hat and puts it on to the head of the next and so on round the circle. The player holding the hat, or having it on his head when the whistle goes, sits down. Last in wins.

It must be seen that the hat is really put on each head and not merely passed from hand to hand.

Circle Team Games

1 PASS BALL MATCHG.f.S. 59

A large circle (40 feet) is chalked on the floor; one team inside throw a ball from one to another. Two members of the invading team enter circle and try to touch the ball; when one does so he goes out of the circle and another of his team takes his place. If the ball or a player with the ball goes out of the circle, the invader who has been in longest is replaced. Invading team to get all its members in and out of the circle quickest wins. Invasion is taken in turns.

2 PASS FASTER..... G.f.S. 84

Two teams form a circle, facing in, members of teams alternate. Leader of each team has a ball, and they are on exactly opposite sides of the circle. The ball is then passed or thrown by each player to the next right-hand member of his own team. A dropped ball must be recovered by the dropper, who must regain his place before passing it on. Team whose ball catches the other wins.

The balls should be of different colours, or some more difficult object may be used.

3 CROSS PASS FASTER (Variation of No. 2).....G.f.S. 85

Two teams in concentric circles so that no member of a team has one of his own team next on his right, left, or just behind him (i.e. two concentric alternated circles). Ball is then passed zig-zag, otherwise as No. 2.

4 WEAVER'S RELAY.....G.f.S. 86

Two or more teams in circle, facing in, a yard between each player. Teams placed concurrently, NOT muddled up.

On "Go," first member of each team runs round circle to his right, zig-zagging between the other players; on regaining his place he touches No. 2, who does the same, and so on. First team to finish all players wins. No obstruction allowed.

5 BOMBING THE GARRISON.....S.G. 65

All one team in a large marked circle, all other team (or teams) outside. Those outside throw tennis ball to hit those inside, who, if hit, fall out. Any inside making a clean full-pitch catch gets one extra life for each catch and may KICK the ball out as far as he likes. Inner team may KICK out a stationary ball. Outer team must always throw from where the ball stops. One throw can only cause one "death."

Teams go into circle in turn, and the one that takes longest to wipe out wins.

6 EGG-IF-I-MOO (or hat ball)G.f.S. 54

Players' hats bunched together in centre of a 10-foot radius circle, players round edge. One throws a tennis ball into one of the hats, not his own, If he misses, a mark is put in his hat, if three times, another takes his place. Owner of the hat in which the ball lodges runs in, picks up ball, and then cries "halt." The rest run away but stop at the word. Player with the ball may not leave circle and tries to hit one of the others with ball, if he fails, a chip is put in his hat; one hit becomes IT. Team with fewest chips wins.

7 BUCKET CRICKETG.f.S. 54

No. 1 of batting team takes his place on an upturned bucket in centre of circle (18-feet radius), with a bat 18 inches long. Other teams by throwing under-arm from outside circle try to hit bucket with ball. Teams bat in turn. If batter hits ball = 2 runs; if ball is not hit but misses bucket = 1 run. If ball hits bucket, is caught full pitch, or batter falls off bucket, he is out.

Team with most runs wins.

O.

8 STORM THE CASTLE

Players form a circle, hands joined, one team outside. Team getting all its members in quickest wins. Teams "storm" in turn.

9 WHO ARE YOU A'SHOVING?G.f.S.102

A bit of floor is marked off capable of holding half the players packed tight. Teams line up round it. All try to get into the marked area, only shoulder-heaving allowed. After two minutes team with most in wins.

Variation.-A target with concentric circles of different values marked on floor. Score reckoned by these values.

Any part of the person in counts as all in.

10 JUMPING HANDS RELAY (Variation of No. 4) B.E. 64

As for No. 4, except that players sit on floor, holding hands, and those racing jump in and out over the hands.

Variation.-As above, but going over and under the hands.

11 MESSAGE RELAYG.f.S. 83

Two teams in circle, members alternately. Nos. 1 of each team are told different messages of the same length. These messages are passed round in opposite directions.

First team with correct sense of the message wins.

Suggested messages: see G.f.S. 84.

General Team Games

1 DOG AND BONES.G. 58

Two teams face each other about 6 yards apart, and are numbered; a hat or some object is put midway between the ranks. When a number is called the player from each side having that number comes forward and tries to grab the hat and get back to his place without being touched by his opponent. Once a player has touched the hat he may be touched but not before. A time limit is often needed. Team winning most contests wins. Total number of contests should be arranged beforehand.

2 HOPPING.....I.G. 10

Two teams facing each other, all with numbers. As a number is called players of that number hop out on one leg and by shoulder-charging try to make each other put the other foot to the ground. Knives, etc., must be removed, and the teams should be sized off. Team winning the most contests wins.

In a protracted contest an order should be given to change feet.

3 ROOSTER FIGHTY.M. 25

Two teams. A 5-foot radius circle is drawn on floor. Nos. 1 of each team stand on one foot at the edge of circle and, on signal, hop with arms folded and try by shoulder-charging to force each other to put the other foot to the ground, unfold their arms, or go outside the circle. Team winning the most contests wins.

4 CROWS AND CRANESG.f.S. 97

Two teams facing each other 5 feet apart, one called "Crows," the other "Cranes." Leader calls one of these names, rolling the R, and the team with that name has to reach their end of the room before being touched by the other team. Team first catching all the others wins.

Variation.-When leader calls "Crabs" none may move, any doing so are deemed caught by the other side. Otherwise as before.

5 TUG-OF-WAR.....B.E. 22

Many variations of team or individual Tugs.

Triangular Tug.—Representatives of three teams hold an endless rope at equal spaces and "take the strain." A hat is put about 3 feet out of the reach of each. First to pick up his hat without letting go wins.

Square Tug.—Four teams each hold one side of a rope forming a square (one hand only), with their hats put about 5 feet behind them. First team to get all its hats on without letting go wins.

In all tugs a fairly short time limit is ESSENTIAL.

6 QUOIT FOOTBALL (FEET TIED)

Two teams each defend 6-foot goals, hopping with their two feet tied together. In place of a ball a rope quoit is kicked. Only the goalkeeper may use his hands but he must remain standing. No charging allowed.

7 QUOIT FOOTBALL (3-LEGGED)

Played as No. 6, hut the players are tied in pairs as for a 3-legged race. The goalkeeper(s) may use their outside hands only and must remain standing.

Variation.-Players may only kick with their middle leg(s).

No charging allowed.

8 SPIES, OR SUBMARINES.....C.G. 27

One team, blindfolded, forms a line across the room, feet astride so that one player's left foot just touches his neighbour's right, and holding hands. The other team tries to pass through the cordon without being touched. Cordon may let go hands to catch a spy but may not move their feet or bend their knees. Team getting most through wins. A time limit is usually needed.

9 BAWLING

Four teams, one in each corner of the room. Two of those diagonally opposite try to shout a simple message from one to the other (no signalling or gestures allowed) and get a sensible answer. The other two teams try by making any vocal noise they like, to stop the messages being audible. Teams succeeding in shortest time win.

10 BALLOON STAMP

Players of teams in turn see a small balloon on the floor, are then blindfold, and walk to where they think the balloon is and may then make three stamps (no feeling) to try and burst the balloon. Team bursting most balloons wins.

To get a fair result each player should have two goes, and the position of the balloon should not remain constant.

11 TAILS.....C.G. 85

Two teams facing each other in Indian file, players holding each others' waists. Tail player has a scarf tucked under his belt. Each leader then tries to get the other team's tail, the file swinging about to avoid capture and to help their leader.

12 BALLOON AND BALLS FOOTBALLB.E. 6.5

Each team lines up on its own goal line, a balloon or football bladder is put in the centre. Each team then tries, by throwing tennis balls, to drive the balloon over the other goal line. The balloon may only be propelled by a thrown ball, not a ball held in the hand; and never by any part of the person. Each time the balloon goes over the line a goal is scored.

13 TO AND FRO JUMP

Leader of one team takes a standing long jump from a chalk line (heels to the line). Leader of other team jumps back from the point the first jumper's heels got to. No. 2 of the first team then jumps out again from where the 2nd team's leader's heels got to. Then No. 2 of second team jumps back, and so on. If the last jump back lands with heels over the line the second team wins, otherwise first team.

14 SHIPS IN A FOG

Teams blindfold in single file with hands on each others shoulders at some distance from their leader, who is not blind. Leader, by giving orders, tries to pilot his ship through a given harbour-mouth formed by two chairs. First team through wins.

Variation.-Leader may not address his team by name but must rely on his voice being picked out from the rest.

15 TILTING.....S.G. 67

Two teams; representatives of each team, in turn, stand on upturned buckets armed with light bamboos padded at the ends. They try to push each other off the buckets. No player may catch hold of his opponent's lance, and may only guard with one hand. Lances should be about 8 feet long.

16 FORM X's

Any number of teams. Leader calls out a letter of the alphabet, and the team first forming up in such a way as to make that letter wins. Lying on the floor may well be substituted, and makes the letter formed easier to read.

17 OBSTACLES IN A FOG

A number of chairs as obstacles are placed about the room, and a goal marked at the end. Each team in turn starts at the other end, blindfold, and tries to get to the goal. If a player touches an obstacle he must walk round it three times before going on. Team getting most through in the specified time wins. Care must be taken that there is no bright light to give a hint as to the right direction.

18 FLIP

Two teams line up facing each other at opposite ends of the room. One team holds out its hands, palms down, the other sends a representative who flips the palm of one of the other side with his finger and races back to his place; if he is caught he is his opponent's prisoner, if not, the one flipped is prisoner. The other team then sends a flipper. The capture of an enemy also releases one prisoner. The team to first take all their opponents wins. No player may be flipped twice till all his side have had a turn.

19 LEG-WRESTLING

Two teams; one player from each team lies on the floor side by side, heads at opposite ways. Each tries to lock his right (left) leg with his opponent and lever him over backwards. Team winning the most contests wins.

20 COCK-FIGHTING.....S.G. 57

Two teams; one player from each team sits on the floor with his knees up, a stick under his knees, arms under the stick, hands clasped in front of his shins. They then try to upset each other by levering with their toes. Team winning most contests wins.

Variation.-Players in same position as above but squatting on their heels. Each then tries to barge his opponent over.

21 ARCH BALLI.G. 30

Two teams lined up facing with feet astride. Each has an equal number of tennis balls which they try to throw between the legs of the other team. Any player so torpedoed is dead and fags for balls behind his team. Feet may not be moved, nor knees bent; and only underarm throwing allowed. Team lasting longest wins.

22 SQUAW

Two teams of any size, played on a small football ground. Each player has a short stick. A goal is scored by throwing or carrying the "squaw" (two small balls of tightly rolled leather joined by about 5 inches of cord) with the stick through the goal. No rules, but a very sensible referee who is sole judge of fair play.

The squaw may not be touched with the hand.

23 HANDBALL

Two teams of any size, played on a small football ground with a "rigger" ball, which may be carried or propelled by any method except kicking. A goal is scored by carrying the ball through the goal and touching it down as in "Rugger." Offside rule as in "soccer," passing forward allowed, any form of tackle, except tripping or punching, allowed. Referee sole judge of fair play outside these rules. The smaller the teams the shorter the time played.

24 ROUNDERS.....Y.M. 45

A well-known form of insipid baseball of many variations too long for description here. Full description in book reference above.

25 GERMAN ROUNDERS

Much as rounders (see No, 24) but only two bases about 60 yards apart. Players bat at one base and run to other. Player need not run back off his own hit, but may off a subsequent batter's. Every player returning to the first base scores one. A fieldsman must throw from where the ball drops, if he moves with it the ball is dead till it is next bowled. Batsman is out by being bit with the ball or caught full pitch. Time limit.

26 DECK TENNIS

Played over a net about 5 feet high by throwing a rope ring from side to side. One team each side of net, any player dropping the ring falls out. Team lasting longest wins. Thrower of a shot falling outside a marked base line falls out.

Also played as singles or pairs. For full details see *Teni-Quoil*, on sale at most sports stores.

27 THROWING THINGS

Any number of teams, and as many assorted objects as there are teams. One member of each team allotted to each object. Separate contests take place trying to throw each object as far as possible. Team winning most contests wins.

(Rope ring 2 feet diameter, tent, mallet, balloon, paper dart, empty match-box, staff, etc.).

28 BUCKET CRICKETG.f.S. 54

For description see Circle Team Games, No. 7.

29 FRENCH AND ENGLISH.....C.G. 39

A ground about 60 yards long with a half-way line. One team at each end guarding a number of objects (one for each member of the team). Each team tries to capture its opponents' treasure and defend its own. A player can only be caught when out of his own half and not when he is returning with a capture. Prisoners are put behind their captors' base and must be released before any more objects can be taken, Only one prisoner/object can be released/taken at a time. Team with most objects and fewest men prisoners wins.

30 PRISONERS' BASE

Four bases at points of a 40-yard square, two teams in diagonally opposite bases. Each player has three small cards of which one is given up to a captor. Each team tries to get as many cards as it can, prisoners

go to the base to the right of their captor's and can be released. A player may only catch an opponent who has been away from his base longer than he has himself. A player is safe in his own base. Team with most cards at end wins, unreleased prisoners' cards count to their captors.

31 REESE BALL

A large sack stuffed with newspaper is put in centre of a small football ground. One team starts each end. The team getting the sack or the major part of it to their own goal first wins. Violent or dangerous play not allowed; no other rules.

32 SHOOT OUT.....S.G. 54

Two teams facing two lines of bottles, with two stones per player. As each bottle is broken a member of the team not breaking it falls out, removing any stones he has left. Team breaking most bottles wins. One bottle per player.

33 TOILET TIG.....S.G. 60

Two teams in line facing, with their hats in a row down the centre. Leader calls a number, and players of that number try to get the hat nearest the leader, no player going twice till the others have had a go. Team to first have a hat apiece wins.

For rules for getting hat see No. 1. Other articles of uniform may be added and got in a prearranged order, or players may have to get their own hats.

34 CIRCLE JUMPS

A method of playing any game such as No. 33. A number of small circles are chalked on the floor and the game goes on as before, but the players may only step in the circles or alternatively jump from one to the next with feet together.

35 NOBODY'S AIRSHIP.....S.G. 47

Two sides, each side of a cord about 5 feet above the floor. Each team tries to hit a small balloon with their hands so that it hits the ground on the other side of the net. The hand may not be raised above the shoulder. If the balloon hits, either the player at fault drops out or the game may be scored in points.

The balloon must of course be hit over the cord.

36 BLOW BALLS.G. 48

Played by two teams on a large table, with a goal marked at each end. Each team tries to blow a ping-pong ball through their opponents' goal. The ball must not be touched, even by an over-anxious nose.

37 BADGER PULLINGS.G. 52

Representatives from each team in turn kneel back to back about a yard apart with a line drawn between the two. They have a rope over their heads, and each tries by crawling to pull the other over the line. Team winning the most contests wins.

38 CATCH AND PULL

Two teams line up facing across a chalk line with their right feet to the line. At signal each team tries to grab the others and pull them over the line. A player with both feet over the line is captured and must help his captors. Team starting on the side where all the players finish wins.

39 CANDLE PUFF

Each team lines up opposite a row of candles, one candle to each player. The first team to blow out all its candles wins. The range is governed by the brand of candle, some being harder to blow out than others.

40 ONE-EYED SHOOTING

Teams line up opposite a row of buckets and have one eye blindfold. Each player in turn tries to throw a tennis ball into his team's bucket. Team getting most balls in wins.

41 FALSE ALARM

Each team lines up opposite a small hoop in the centre of which is hung a bell. Each player in turn tries to throw a tennis ball through his team's hoop without hitting the bell. For a clean throw through score 2 points, for ringing the bell take off 2 points, if a player misses every time in three chances deduct 1 point. Best score wins.

42 TWO-BALL FOOTBALL

A rag form of football played on an ordinary ground but with two balls. The offside rule is entirely ignored, both balls are kept in play, and a referee is appointed to follow the play of each ball. If both balls go through the same goal at the same time two goals are scored.

43 EGGSHELL FOOTBALL

A goal is marked at each end of the room, one team to each goal. Each team tries by fanning with paper fans to urge a blown eggshell or a ping-pong ball through the other goal, the players may not move from their appointed positions. The goalkeeper may well be allowed to blow with his mouth only.

44 LINE DODGE BALL (cf. Circle Team Games No 5)

Two lines are chalked parallel about 10 feet apart. One team lines up outside these lines armed with tennis balls. The other team runs up and down between the lines until hit with a ball, when they fall out. For each journey from end to end a player scores one point. Team with most successful runs before all are dead, wins.

45 MOUNTED WRESTLING.....S.G. 106

The smaller members of each team mount pick-a-back on the larger ones. The game can then be played all against all or by a series of contests; if former, team with most standing at end wins. The riders try to pull the opposing riders off their horses, the horses barging or pulling to help. If a rider's foot touches the ground he and his horse falls out.

This must be played on *soft* ground and with a shortish time limit.

46 ANKLE TOSS.....G.f.S. 47

The first player of one team stands toe to a line with a bag of sand (weight about 1 lb.) on his instep, which he tosses as far as he can. No. 1 of the other team then stands where it pitched and tosses it back in the same way, and so on till all have tossed. The team on whose side of the starting-line the bag finishes loses.

47 TEAM TOWER BALL (cf. General Circle Games No. 32)

Each team in turn guards a lightly built tripod whilst the others try to knock it over by throwing tennis balls. The team keeping it erect longest wins.

48 FLOOR BALL, OR POLO

A goal is marked at each end of the room, each team is mounted on chairs, with a spoon as a polo stick. They try to propel a tennis ball through the other goal. Kicking or charging is not allowed.

49 GROUND BALL

A goal is marked at each end of the room, each team tries to propel a stuffed football case through the other goal by patting it with the open hand. It may not be pushed along or carried.

50 PUSH OF WARC.G. 50

Players in turn from each team hold either end of a staff, and try to push their opponent back so as to step over a line half-way between them. Team winning the most contests wins.

The end of the staff must be kept away from the body.

51 PUSH HIM OFFC.G. 50

Players in turn from each team stand at either end of a form holding a short bit of broomstick with which they try to push each other off the form. The stick is held at the ends and the pushing is done by holding the sticks across each other.

52 END BALLB.E. 41

Half each team stand at each end of the ground (18 yards by 26 yards), they are the "catchers." The other halves stand in the half of the ground remote from their own catchers. The object of these is to throw a football a fair catch to their own catchers without it being touched by the other throwers. Catchers may not move out of a space 1 yard by the width of the ground. No thrower may move with the ball, he may throw it to another of his own throwers if in a bad position. Team making most catches wins.

53 NUTS AND RAISINS.....BE. 56

Two teams; one team tries to pass a football about among its own members, the other trying to intercept. A point is scored for 5 clear undropped consecutive passes. No player may hold the ball for more than 5 seconds or paces; no tackling, only interception is allowed. The first player to touch a dropped ball may pick it up unmolested. Team with most points in (say) 8 minutes wins.

54 WALLA.....B.E. 68

Ground marked in 9-foot squares with a base at each end; one team stand on the lines, forming squares running across ground, and may not move off their line but move along it (not more than three on any line). One (Walla) may move in any direction on any line. Other team try to pass from one base to the other without being touched by moving from square to square, forward or sideways, but never back. Caught player falls out. Team getting most through wins.

55 CURTAIN BALL.....Y.M. 73

An opaque curtain high enough to hide the players is hung across the room, one team on each side of it. Each team tries to throw a football over so that it hits the ground the other side. Any player letting it fall drops out (3 lives may be given). Team lasting longest wins.

No player may move with the ball.

56 THE SIEVE

A fairly wide ground is marked out crossways in strips about 9 feet wide. One side stand in every other strip, several in the first but decreasing till there is only one in the last. These may not leave their own strips. The others try to pass from end to end of the ground without being touched, seeking sanctuary in the empty strips. Number of strips and size of ground vary with number of players. Team getting most through wins.

57 HOPPING THE GAUNTLET

One team tries to hop from one end of the room to the other, the other tries, also hopping, to prevent them by shoulder-charging. Any player of either side putting his other foot to the ground falls out. Team getting the most through wins.

58 BEATING TIME

Teams in different parts of the room, one player from each team is told the name of some well-known tune. He then goes to his team and taps out the time of the tune on the floor with a spoon or some suitable object which should be stiff (not a knife blade). The first team to guess the tune right wins.

59 CATCH ME

Teams in line at opposite ends of the room, one team facing the wall, all players of the other team creep up and touch their opposite numbers of the other rank and then try to regain their places without being touched. No chasing player may move till touched by his opposite number. One point is scored for each player caught. Teams then change places, and one with best score wins.

60 RAIDERS

Three teams in line numbered off (say A, B, and C). B team in centre between A and C, about 10 yards from each. Leader calls a number, and the players of that number in A and C teams run and try to catch the player of that number in B team. Player to catch him first scores one for his team. Team with fewest points at end goes in centre and others carry on.

61 BLOW, BLOW

Each team is grouped round a small wooden hoop hung so that the bottom is just above the average player's head. Each team has a toy balloon which they try to blow through their hoop in any direction. If the balloon falls to the floor it may be picked up, but otherwise may not be touched. First team to score three "blows" wins.

62 SHOVE BALL

Two teams. Players sit in two rows on chairs about 4 feet apart, in such a way that no player has one of his own side on either side of him. Each side appoints a goalkeeper, who sits in the space at the end of the

rows. Each team tries to pat a ball (along the floor) or a balloon past the other side's goalkeeper. No player may rise from his chair, the ball may only be patted with the open hand.

63 BOMBING THE TOWER

Two teams (Bombers and Defenders) line up side by side facing a pair of cricket stumps with a bail on top. First Bomber has one throw with a ball at the "tower," if he hits, 2 to his side, and he tries to recover the ball and touch 1st Defender with it in his hand before D. 1 can re-erect the tower. If he does, it to his side, if not, it to other. If a miss, both run for ball to touch other before he can regain his place; whichever succeeds gets it. And so on. Team with most points after each has bombed and defended wins.

64 LINE TUG

Teams in line facing each other; a line is drawn a few feet behind each team. Right-hand player of one team grasps the left hand of the left-hand player of the other team with his left hand, who in turn grasps the right hand of the second player of the other side with his right hand, and so on along the lines. Each team then tries to pull the other over its line; first to do so wins. The grasp must not be broken.

65 CHARIOT FIGHT

Teams divide into parties of three, two link arms and the other holds their belts. The latter has a scarf in his belt as a tail. The "horses" then try to snatch the tails of the "drivers" of the other teams. Any "chariot" losing its tail falls out. Team whose chariots capture the most tails wins.

66 BALLOON FOOTBALL

A goal is marked at each end of the room. Each team tries to propel an inflated balloon through its opponent's goal. Blowing, fanning, or patting may be the prescribed method. No player may interfere with the play unless he has both knees on the floor at the time. If desired, players may be allotted positions from which they may not move while the balloon is in play.

67 CRAB SCRUM

A circle is drawn on the floor. One player from each team stands inside the circle holding his ankles with his hands, these try to push each other out of the circle. Any player touching the floor outside or letting go of his ankles falls out. Last in scores for his team.

68 POTATO FIGHT

Teams in line facing each other, each player having a potato balanced in a spoon. Each team tries to upset the other's potatoes. No charging or pushing allowed. Players in turn meeting individually is perhaps more satisfactory. Any player losing his potato is out, without power of recovery.

69 PINIONED PERCY

Each player of one team has 1½ minutes to tie up one of the other team. Those tied then have 2 minutes to get free. Each escape scores 3 points, each successful pinioning 2 points. Teams then change over.

N.B.—All lashings should be of equal length and at least 6 feet.

Team Races And Relay Races

(OTHER THAN THOSE PLAYED IN A CIRCLE)

1 MATCH-BOX ON NOSE RELAY.....G.f.S. 91

Teams in line about a yard between each player. First player of each team puts an outer ease of a match-box on his nose and passes it without touching it with his hands on to the nose of next player, and so on down the line. If dropped, the match-box must be replaced on the nose of the dropper. First team to pass the match-box right along the line wins.

2 HALF PENNY POST RELAY.....G.f.S. 92

Teams in line sitting on floor. First player has a ½d. in his right/left hand, which he transfers to his other hand and then to the nearest hand of the player next him, and so on down the line. When the last player gets the ½d. he runs up to the head of the line and passes it down again. The first team to get back into its original order wins.

A dropped ½d. must be recovered by the dropper, who must regain his place before passing it on.

3 MANY HALF PENNY POST (cf. No. 2)

Teams in line sitting on floor. First player of each team has as many ½ds. as are available, which he passes down the line one at a time, as in No. 2, The player at the other end puts each ½d. down beside him till all have arrived and then passes them back the reverse way. Team first getting all its ½ds. back to the start wins.

4 SAWDUST TRAIL RELAY

Teams in line, at one end an empty bucket, at the other a bag of sawdust. Each team has a large spoon, which the first player fills with sawdust and passes down the line, the last player emptying it into the bucket. The team getting the most sawdust into the bucket in the allotted time wins.

The spoon must be held at the end of the handle only.

5 STAFF RELAY.....Y.M. 19

Teams in file, players about 3 feet apart. First player of each team has a staff, with which he runs up the course to a given point and back. On reaching his team he hands one end of the staff to the second player, and they, holding it low to the floor, run back down each side of their team, each other player jumping over it in turn. Second player then does same and hands end to third player, and so on. Each player after his run joins on back of his team. First team back in original order wins.

6 FILE BALL RELAY.....C.G. 88

Teams in file facing their respective leaders about 6 yards away. Leaders throw a ball to the front player of their team who, on catching it, at once returns it to his leader and sits down. Leader then throws ball to next player, and so on. Last player catches ball, returns it, and touches player in front of him, who stands up to get the next catch. First team to be all standing again wins.

Dropper must recover a dropped ball and regain his place before returning it.

7 HALF-CIRCLE BALL RELAY

Teams in half-circle facing their leaders. Otherwise played just as No. 6.

An easier game for bad catchers.

8 PLAIN RELAY

1. Various members of teams stationed at points round the course. No. 1 runs to No. 2 and so on till last player runs to winning post.

2. Teams in file. Each player in turn runs to a fixed point and returns to touch the next player of his team. Team to run all players first wins.

9 HIDE-AND-SEEK RELAY

Some form of relay race is started and the leader slips out and hides somewhere in the grounds or building. As soon as they have finished the race each team tries find the leader and give him some object. First team to get their prearranged object to the leader wins.

10 DO THIS RELAY

Leader does some fairly simple action (e.g. sit on floor, cross legs, scratch head). Each player in turn runs to a prearranged spot, does exactly the same action, and returns to send off the next player.

11 ARTICLES OF WAR RELAYG.f.S. 51

Teams in file, a heap of sundry articles put at a given distance in front of each team, one less article than there are players in each team. Front players run and pick up articles and run down one side of their team, giving one article to each player, and then up the other side, collecting them again, and put them back on the dump, running back to send off the next player. First team to finish win.

Dropper must pick up any dropped article and regain his place.

12 DRIBBLING RELAYG.f.S. 93

Teams in file with a small circle at the starting-line and another some yards away. Each player in turn dribbles a ball or a knobby potato from the first circle into the second and then picks it up and runs back, puts it back in the first circle, and sends off the next player and so on. Team to finish first wins.

Variations.—Players may only hop on one foot; *or* players are tied in pairs “3-legged,” and may only kick with their middle leg(s).

13 MESSAGE RELAY

One player from each team at each post round the course. Leader starts reading a short message to the first players who may as soon as they like run to the next post and pass on the message, and so on.

Accuracy at the finish for essential points marked at 70 per cent. Speed at 30 per cent. Best total wins.

14 KANGAROO RELAY C.G. 76

Teams in line sitting on floor with legs straight out in front of them, players about 2 feet apart. First player of each team jumps with feet together over the legs of his team and then runs round the back of his team to his place. As soon as he sits down the next player hops down the row, runs to the other end, and hops over the first players legs to his place, and so on. First team to finish wins. Players should either jump or hop or alternate players do different things.

15 CARTHORSE RELAYG.f.S. 102

Teams in file; each player in turn goes to a fixed point and back, walking on their hands and feet with backs toward the ground. First team to finish wins.

The course should not be too long.

16 POTATO CARRIERS' RELAY (cf. No. 15)

Teams in file; in front of each team is a row of small circles with a potato in each. Each player in turn moves down the row of circles, collecting the potatoes into a small box carried on his stomach, and then returning to send off the next player, who replaces the potatoes in the circles, and so on. First team to finish wins.

The players move in the same way as in No. 15.

17 BEAN RELAY

Teams in file; in front of each team a row of small circles about 3 feet apart, and a larger circle just in front of the first player, in which are as many beans as there are circles. Each player in turn moves the beans one by one into the small circles, one to each circle, and then one by one returns them to the large circle; then sending off the next player. Team to finish first wins.

18 SQUARE BEAN RACE

As many saucers as there are teams are put at equal distances one from the next (if 4 teams in the form of a square; 5, pentagon, etc.). In each saucer are as many beans as there are players in each team. Each team races to remove the beans one by one into the next saucer to their right. No player may touch more than one bean at a time, and they must be carried, not thrown. A team may form a chain. Team with fewest beans in its saucer at end of allotted time wins.

19 HOOP RACE.....C.G. 90

Teams in file; each team has a rope ring just large enough to pass over a player. Each player in turn runs to a given point where the ring is and slips it over his head, and off at his feet; then running back to start the next. Team finishing first wins.

Variation.—Teams in file, players about 2 feet apart. Nos. 1 pass ring over themselves as above, and then hand it to next players, who do the same, and so on down the file.

20 CROCODILE RACEI.G. 34

Teams in file, squatting at the deep knees-bend position, hands on the shoulders of the player in front. Each team in that position hops forward to a given place and back; if it falls over it must return to the start, reform, and try again. Course should not be very long. First team to finish intact wins.

21 ZIG-ZAG RELAYG.f.S. 94

Teams in file, players about 2 feet apart. Back player runs zig-zag between the rest of his team to the front as soon as he gets there he holds up his hand, and the new back player starts. The team to first regain its original position wins.

May also be played hopping, running backwards, etc.

22 POTATO AND SPOON RELAYC.G. 98

Teams in file; each player in turn runs to a given point and back carrying a potato in a large wooden spoon. The spoon must be held at the end and only one hand used. Team to finish first wins.

A tennis ball on a book may be used instead of the potato and spoon or any of a wide selection of other articles.

23 COURIER RACEG.f.S. 88

Each team in two lines facing each other. First player in one line throws a ball to the player opposite him, who throws it to the second player in the other line, and so on along the team. When the ball reaches the other end it is returned in the same way. The team first to do this the allotted number of times wins.

A player dropping the ball must recover it and regain his place before passing it on.

24 COURIER RELAY (cf. No. 23)G.f.S. 89

Teams lined up as in No. 23, and the game goes on as before, except that when the ball gets to the end of the line the last player runs up to the other end and re-starts the ball. The first team to regain its original order wins.

25 CROSS COURIER RACEG.f.S. 90

Two teams; players in lines so that each player has one of his own team opposite him and an opponent on each side. Nos. 1 of each team, who are at opposite ends, each have a ball which they throw to the player opposite, who throws it to the next player of his side in the opposite line, and so on down the teams. When the balls reach the other ends they are returned in the same way. First team to complete the operation wins.

A dropped ball must be recovered by the dropper, who must regain his place before passing it on.

26 BUN AND WHISTLE RACEG.f.S. 90

Two players from each team at opposite ends of the room. One has a large dry bun or a cracknel biscuit, and is told the name of a well-known tune. As soon as he has the whole bun in his mouth he may go to his partner and try to whistle the tune for him to recognise. The first player to guess the tune rightly wins. All crumbs must be eaten.

Variation.—The one player tries to whistle tune to all his team at once. First team to guess it wins.

27 BOAT RELAY.....I.G. 37

Teams divided up in pairs; first pairs sit at the starting line on each others' feet, holding each others' shoulders. Each pair in turn goes up and down the course by means of a rocking movement, one player facing the way they are going, the other the opposite way. The first team to finish wins.

28 CRAB RELAY.....G.f.S. 46

Teams divided up in pairs, who link arms back to back and have their ankles tied together. Each pair in turn move up and down the course by hopping sideways. First team to finish wins.

The course should be short and with no objects near likely to hurt a falling player.

29 BACKWARDS TEAM RACE.....G.f.S. 46

Teams in line with arms linked (3 is a good number for a team), backs to the winning post, except the centre player of the team, who faces the winning post and steers his team. First team finishing intact wins.

30 SKIN THE SNAKE.....C.G. 57

Teams in file, legs apart, each player holding the left hand of the player behind him by passing his right hand back between his legs. On "go," last player lies down and the rest move backwards, passing over him. As each player reaches the next one lying down he lies down, too, as soon as he is past him. When the last player has lain down he gets up and moves forward over the others, pulling them up after him. Players hold each others' hands the whole time. First team down and up wins.

31 BALANCING BOOKS RELAY

Teams in file; each player in turn goes up and down the course balancing two or more books on his head. If they fall off he must start again. First team to finish wins.

N.B.—This race may well be combined with one such as Nos. 22, 32, etc.

32 WALK THE POLE RELAY

Teams in file, in front of each team a scaffold pole lying on floor (or easier fixed on floor or a foot or so up). Each player in turn tries to walk along the pole, if he overbalances he must start again. First team to finish wins.

33 UNDER AND OVER RELAY.....B.E. 69

Teams in file; front player has a ball or some larger object which he passes over his head, using both hands, to the player behind him, and so on down the line. When the last player gets the ball he runs to the front and passes it between his legs back down the line. Next time over the head, and so on. It must be passed, not thrown. First team to regain its original order wins.

Variation—Front player always passes over and the next under, and so on alternately.

34 BLUNDERFOOT RACEG.f.S. iron

Teams in file and identical sets of stepping-stones marked on floor for each team, with distinctive marks for sound stones and bad ones. First player of each team runs over the stones, but if he steps into the water or onto a bad stone he must start again. As soon as he is over the next starts, and so on. Team to finish first wins.

35 FEED THE BABY RACE

Teams in file, blindfold, with one member of each team, also blindfold, at the far end of the room. First players of each team have a spoon and a small sweet in it, they go and try to feed the sweet into their team's baby's mouth, no feeling about allowed. As soon as he succeeds he removes his eye-bandage and gives the next player the spoon and another sweet, and so on. First team to all feed their baby wins.

Variation.—Successful player becomes baby, fed baby goes to end of team.

36 STAGGER RELAYG.f. S.50

Teams in file; each team has a short stick about 3 feet long. Each player in turn runs to a given point, puts one end of stick on floor, his forehead on the other end, walks round the stick six times, and then returns to start the next player. First team to finish wins.

CAUTION.—Beware of falls.

37 FILL THE BOTTLE RACE

Teams in line; each team has a pail of water at one end of their line and an empty bottle at the other and a teaspoon. The team first to fill the bottle up to a fixed mark with water wins.

The water may only be transferred by the spoon being passed from one player to another along the line.

38 SPOKES OF WHEEL RELAYG.f.S. 87

Teams in formation of spokes of a wheel, facing the centre. Each player nearest the centre turns right, runs up his own rank, round outside the spokes, clockwise, and down the left-hand side of his team to his place. Player behind him then does the same, and so on. Outmost players of the spokes must not be touched by the players running round. First team to finish wins.

39 OBSTACLE RACE

Of infinite variety. Suggested indoor obstacles Drink a cup of water with a teaspoon. Find own boots out of a heap and put them on. Procure a length of cord out of a tangle. Eat a sticky bun off a string. Get a penny out of a tray of flour with the mouth. Etc. etc. etc. For others of a "Scout Test" variety see Games for Scout Tests.

40 BLINDFOLD OBSTACLE RACE

A very simple obstacle course is arranged and the players are allowed to go over it, using their eyes to learn distances, etc. They are then blindfolded, and all the obstacles are very quietly removed. Players then start and are cheered on as they negotiate the non-existent obstacles. As each player twigs it he is pulled out and made to enjoy the fun. No feeling for the obstacles is allowed. Suitable obstacles: over or under a bench, jump a marked river, etc.

41 ODDS ROUND EVENS RACEI.G. 31

Teams in file; each team has a given number, as does each player. On order "Odds round Evens . . . GO," each player with an odd number runs round the nearest even number. First team back at "alert" wins.

Other orders such as "ODD teams round Even... GO," etc.

Players may be started from a sitting position.

42 WHEELBARROW RELAY.....I.G 35

Teams in file, players in pairs. One player of each pair walks on his hands, the other holding his legs under his arms. Each pair in turn goes to a given point and back. First team to finish wins.

43 RODEO RACEI.G. 34

Teams of three players; one stands erect, one bends down with hands on hips and his head in the small of other's back, third player mounts on the latter's back. The horse and rider then race over a given course. First to finish intact wins,

44 LOST BOOT RACEI.G. 35

All players are warned to wear uniform boots or shoes (gym. shoes). All these shoes are jumbled in a heap at the end of the room, players race to the heap, and first player to return to the starting-point wearing his own shoes, properly tied, wins.

Other players' shoes must not be thrown too far afield.

45 GENUINE RELAYI.G. 36

One player from each team is sent to each of the pre-arranged stations round the course. An ordinary relay is run, but the players at the first station hop, 2nd crawl, 3rd walk backwards, 4th roll, etc. Team to finish first wins.

46 THREE-LEGGED RACE

Teams divided into pairs of players, each pair having their inner legs, as they stand side by side, tied together at the knee and ankle. Each pair run to a given point and back in this position, the second pair starting as the first finishes. Team to finish first wins.

47 MANY-LEGGED RACE

Teams in line, with each player's legs tied at the knee and ankle to those of the players on either side of him. In this formation they race round a given course. First team to finish intact wins.

48 FLOWER POTS RELAY

Teams in file, in front of each team two flower-pots. Each player in turn stands with a foot on each pot and in that way shuffles to given point and back to start the next. If a player steps oil his pots he must start again; he may move the pots by hand provided he does not touch the ground. First team to finish wins.

49 DESPATCH RIDERS' RACEI.G. 43

Players of each team are spaced at equal distances round the course. Each first player runs to the second and jumps on to his back, and is carried to the third; the first player then dismounts, the Second mounts the third, and the third carries him to the fourth, and so on. The first team to finish wins.

50 AMALGAMATION RELAY (cf. No. 49)

Run just as No. 49, but when the last horse and rider reach the last player, the rider dismounts, the players join hands and run back to the starting-place, each player joining on as the others reach him. The first team finishing in an unbroken line wins.

51 CHARIOT RACE

Each team forms up in the form of a "rigger" scrum with a short bit of cord fixed to the outer arms of the outer players as reins. The lightest player of each team stands on the back of the centre player holding a rein in each hand. The "chariot" then runs over the set course. The first to finish without losing its rider wins.

52 TANK RACE

Each team is grouped into as small a space as possible and a rope tied fairly tightly round the group. They then run round the course. The first team to finish intact wins.

53 HAT AND JUMP RELAY

Teams in file; a hat is placed at a fair distance in front of each team. Each player in turn runs to the hat, puts it on his head, and must complete six Whip jumps without the hat falling off before he may return to start the next player. Team to finish first wins.

If the hat falls off the player starts his six jumps again. Whip jump = astride jumping with hands raising sideways.

54 PASSING BALL WITH FEET RELAY

Teams in line about 3 feet between each player. The first player of each team has a ball resting between his feet on the insteps. Each player passes the ball on to his neighbour, using only his feet in the process; if the ball rolls away it may be recovered by the player at fault with his hands, but must pass it on in the usual way after regaining his place. First team to pass the ball from one end to the other wins.

55 SCARF RACEC.G. 87

Teams in line holding hands; a scarf is put on the ground some yards away from each team. The teams run to the scarf hand in hand, and the centre player must pick up the scarf without using his hands (with teeth), and the teams run back to the start. First team to finish without breaking hands and with the scarf wins.

56 LAST OVER RELAY

Teams in file; each first player has a ball with which he runs to a point about 10 yards in front of his team; he then throws the ball to the front player of his team who, on catching it, runs to the same point and throws it to the next player, and so on. If the ball is dropped the dropper must regain it and his place, return it to the thrower, and continue to do so till a fair catch is made. Team finishing first wins.

57 LAST OVER RACE

Two lines are marked out 10 - 20 yards apart, one player from each team stands behind one line with a ball, which he tries to throw to one of his own side behind the other line. ANY player making a clean full-pitch catch with ANY ball, whoever threw it, crosses over to the other line and helps throw to his team. No catching player may step over his line, intercepting is allowed but no barging. A ball falling between the lines may only be fetched by a thrower. First team all across wins.

58 DRESSING DUMMY RACE

Teams in file, one player of each team some 15 yards in front. Each player is given some bit of ribbon, crêpe paper, lace, etc.; one can have a burnt cork for making-up. Each player runs in turn to the dummy and does his share of the decorating. Best-dressed dummy at end of allotted time wins.

OR first team to produce a reasonable-like make-up to that of (say) Queen Elizabeth I wins. Properties must be reasonably easy at first.

59 ANIMAL IMITATION RELAY

Teams in file; each first player is allotted the same bird, insect, reptile, or animal; each second player another, and so on. Each player in turn goes round the course imitating the animal allotted him, both by action and sound. If in the opinion of the leader the imitation is too bad, he must start again. First team to finish wins.

Suitable animals, etc. :—Frog, Thrush, Sparrow Camel, Rabbit, etc. (any with a distinctive gait).

60 TENT PEG RELAY

Teams in file; each team has 12 tent-pegs and a mallet. Each first player runs with the pegs and mallet to a given spot and knocks all the pegs in, returning to send off the next player, who pulls all the pegs out and

knocks them in again, and so on. If a peg falls down between one player leaving it and the next arriving, the one who knocked it in must go back and replace it. First team to finish wins.

61 FIRE BUCKET RELAY

Teams in file; about 15—20 yards in front of each team a bucket of water. First player of each team runs and fetches the bucket, and it is passed down one side of the team and up the other, the next player taking it back to its place, comes back to send off the third, who copies first, and so on, each player going to the back of the file as he finishes his run. First team to finish without losing more than 1 inch of water wins.

(Measure water before and after.)

62 FOUR-LEGGED RACEG.f. S. 46

Players in threes, tied as for 3-legged race. May well be combined with No. 22. Each outer player carrying a potato in a spoon. First three to finish intact wins.

63 ROUND YOUR RANK RELAY

Teams in file; each player in turn runs right round his own team back to his place, i.e. the players in the centre have to round both ends. First team to finish wins.

64 ZIG-ZAG PLUS PLAIN RELAY

Can be combined with most "To and From" relays. Teams in file, players about 2 feet apart. Back most player starts zig-zagging down the file, runs on "to and from," and stops in front of his file holding up his hand to start the next at the back, and so on. First team to finish wins.

65 LIGHT AND BLOW OUT CANDLE RELAY

Teams in file; about 10 yards in front of each team a candle, one Swan Vesta, and two Safety matches. Each first player runs and lights the candle, returning to start the next, who must blow the candle out and re-light it, and so on. First team to finish wins.

N.B.—Players must obviously light a match from the candle before blowing it out. They learn in time.

66 TACK-DRIVING RELAY

Teams in file; in front of each team a bit of board, hammer, and a packet of tin-tacks. Each player in turn runs to the board, drives in a given number of tacks, and returns to start the next, and so on. First team to finish wins.

67 EATING RELAY

Teams in file; in front of each team a row of buns hanging on strings, one bun for each player. Each player in turn runs to the string, eats a bun off it without using his hands, and returns to start the next. First team to finish wins.

68 DRESSING AND UNDESSING RACEC.G. 89

Teams in file; each team has a coat and hat. Each first player runs to and from a given point putting on the coat and hat, doing up all buttons; on regaining his team he takes them off and hands them to the next, and so on. First team to finish wins.

Clothes must not be begun to be removed till the player is back with his rank.

69 RELAY IN SQUARE

teams in line as sides of a square or necessary polygon, a small circle in front of centre of each team in which is put a small object. Each player in turn picks up the object, runs out of the square at the right-hand end of his team, round the square in at the left-hand end of his team, replaces the object, and regains his place to send off the next. First team to finish wins.

70 LEAP FROG RELAYC.G. 97

Teams in file, about 6 yards between each player. Players make a "back," and the last one leap-frogs down the line. As soon as he has got to position 6 yards in front of the one he last jumped, the next starts, and so on. First team to all jump wins.

Players should be made to leap-frog in the correct manner.

71 FOUR TEAM STAFF RELAYS.G. 58

Pairs of teams compete against each other; each pair in file facing each other:

A team/ /B team
C team/..... /D team

First players of A and C teams run to the first players of B and D teams respectively, who run back to the second players of the other files, and so on. Last player of each team to run must touch the leader. First to finish wins.

72 POTATO TEAM RACEG.f.S. 52

Teams in line, a bucket about 30 yards in front of each team in the centre of a circle (radius about 3 yards). Placed round the circle three potatoes for each member of the team. Teams run to the edge of the circle, and each player tries to throw his three potatoes into his team's bucket. A player, when all his potatoes are in the bucket, may help by throwing BACK potatoes which miss. First team back at the start with all its potatoes in the bucket wins.

73 PASSING MANY THINGS RELAY.....G.f.S. 92

Teams in line; first player of each team has a handful of small objects, rather more than he can comfortably hold with his two hands together. These are passed down the line, the first player going to the other end of the line as soon as he has started them off, on reaching the far end the objects are passed back, and so on, each player as he gets to the starting end going to the other when he has started it off again. First team back in its original order wins.

74 SNAKE RELAY

Teams in file; one player from each team stands some distance away in front of his team with feet astride. First player of each team runs between his legs and returns to his team, where the second player clasps him by the waist, and both run through the legs, and so on till all the team are running clasping each others' waists. First team to finish wins.

The player forming the arch joins on as his team passes the last time.

75 CROSS RELAY (cf. No. 71)

Played exactly as No. 71 except that teams are diagonally opposite to the ones to which they must run. More difficult owing to probable collisions.

76 TUNNEL CRAWLING RELAY

Teams in file, feet astride. Back player crawls up between the legs of his team to the front, where he holds up his hand to start the player now at the back, and so on. Team first back in its original order wins.

77 TARGET RELAY

Teams in file; some target (Indian club) set up about 10 yards in front of each team. Each team has three tennis balls. Each player in turn throws to hit the target, retrieving his own balls, if necessary, and replacing the target after he hits it for the next. First team to all knock the target over wins.

Successful players may retrieve balls for their team.

78 THROW AND SIT RELAY

Teams combine in pairs, same formation as No. ~. Instead of running from one team to another, the first player of one team throws a ball to the first of the other, and at once sits down, and so on till all in each team are sitting. Then the last player to receive the ball throws it to the back one of the other team, who stands up and throws to the last one sitting of the other team, and so on. First team all standing again wins.

79 FEATHER BLOWING RELAY

Teams in file; each player in turn blows a small downy feather round a given course, using his breath only. Team to finish first wins.

If desirable, a fan may be provided for each team.

80 NOSE POTATO DRIBBLE RELAY

Teams in file; each player in turn dribbles a knobby potato round a given course, using only his nose to touch the potato. First team to finish wins.

81 GRASSHOPPER RELAY.....G.f.S. 138(2)

Teams in file, each player in turn goes round a given course carrying some suitable object between his knees (e.g. bean bag) but without touching it with his hands. First team to finish wins. If a player drops the bag he starts again.

82 BALLOON PATTING RELAYC.G. 90

Teams in file; each team has a small balloon, which every player in turn pats round a given course. If the balloon touches the ground the player must start again. First team to finish wins.

83 CENTIPEDE RACEC.G. 90

Teams in file astride a staff, all but one with hacks to the course. In this way, holding the staff with their hands, guided by their cox., they race round the course. First team to finish wins, if intact.

84 BLIND TEAM DRIVING RACE.....C.G. 95

Teams in file, blindfold, except rearmost player, who is driver. Reins are attached to the front player, each player holds on to the shoulders of the one in front of him. Team is then driven round an "in and out" course. First team to finish intact wins.

85 HOPPING RELAYC.G. 97

Teams in file; each player in turn hops round the course. Feet may only be changed at prearranged points. First team to finish wins.

May well be combined with some other relay such as Nos. 82, 66, 63, etc.

86 ELEPHANT RELAY.....Y.M. 18

Teams in file; each player in turn places his hands on the ground and, keeping his knees and elbows stiff, goes round the course. Team to finish first wins.

87 EQUIPMENT RELAYY.M. 19

Teams in file; different items of each player's uniform or gear are placed at various points round the course (i.e. all hats at one spot, all scarves at another, etc.). Each player in turn runs round the course and puts on his own article of clothing at each point. First team to finish correctly dressed in their own uniforms wins.

88 SKIPPING RELAYY.M. 21

Teams in file; each player in turn skips with a short bit of rope round the course. First team to finish wins.

89 THREADING NEEDLE RACE

Teams in line; the two players at one end of each line hold up their arms to form an arch, and all the line join hands. The player at the end away from the arch runs up the front of the line and through the arch, pulling the rest after him. First team back in line wins.

The arch may also be made in the centre and both ends run through at the same time,

90 FRIED VISIT RELAY

Teams in file; just in front of each team a circle about 1 foot diameter and another the same size at the other end of the course. Each team has a fan and a piece of thinnish paper cut out in the shape of a plaice. Each player in turn fans the "fish" from one "frying-pan" to the other, without touching it in any way. The fish must be absolutely in the circle, not overlapping at all. First team to finish wins.

91 PAPER CHAINS RACE

Each team has several copies of old newspapers and a large supply of ordinary pins. The team making the longest unbroken chain of paper, supported at each end and touching the ground at no point, wins.

The time limit should be long enough for there to be a chance of a break.

92 DRAWING RACE

Players line up and each is given a baby's bottle full of milk. The first to reach the winning post with an empty bottle wins.

93 GOOD DOG RELAY

Teams in file ; each player in turn goes round the course balancing a lump of sugar on his nose; if it falls off he must start again ; on finally completing the course he starts the next off by putting the sugar in his own mouth and eating it. First team to finish wins.

94 BALL AND BOTTLE RELAY

Teams in file; in front of each team about 10 yards away are two bottles, one about 2 feet further away than the other, and a ball balanced on the neck of one of them. The first player runs and moves the ball to the other bottle and comes back to start the next, who runs and puts the ball back, and so on. First team to finish wins.

Better variation to put the bottles upside down and balance a small balloon on the bottoms.

95 TOKEN

Teams in file, players numbered (say) 1 to 6, opposite each team a circle about 6-feet radius with points marked on its circumference for each player. Each No. 1 runs to his place on circle, and as soon as he gets there No. 2 does same, and so on till all are on their circle. No. 6 then runs round circle past Nos. 1, 2, 3, 4, and hands No. 5 a token (any small object) and returns to his place in the file. No. 5 at once runs past Nos. 1, 2, 3, and hands to No. 4, and so on. First team back in file wins.

96 BOBBIN RELAY

Teams in file; each player having an ordinary cotton reel. Each first player runs and puts his reel on the floor about 10 yards in front of his team and comes back to start the next, who places his on top of the first player's, and so on. If the pile of reels falls over, the player who last put a reel on must go and rebuild it. First team with a complete pile wins.

97 HOP SCOTCH RELAY

Teams in file; in front of each team a row of small circles. Each team has an identical small flat bit of wood which will just go into the circles. Each first player hops the bit of wood from the first to the second circle, and runs back to touch the next, and so on. First team to get its wood into the end circle wins.

98 JUMP STAFF RELAY

Teams in file; each team has a staff with which each player in turn runs to a given point, where he jumps over the staff between his two hands which should only hold it loosely, then returning to start the next. First team to finish wins.

99 WHISTLING RELAY

Teams spaced out with players at least out of earshot of each other. First players are told the name of a well-known tune, which they go and whistle to the next, and so on. First team to pass the tune correctly right down the line wins.

100 BOWLING A PLATE RELAYC.G. 90

Teams in file; each player in turn bowls an enamel plate as a hoop round a given course. The plate may only be patted with the open hand, and if it falls over the player must start again. First team to finish wins.

101 DUCK RELAY.....Y.M. 19

Teams in file; each player in turn squats down with a short stick under his knees and over his elbows, hands clasped in front of his shins. In this position each goes round a given course. First team to finish wins.

102 WHIRLIGIG RACEC.G. 89

Teams in file; each first player runs round his team, as he passes the front again the next player joins on behind him, and so on. When the whole team are joined together they run to the finishing line. First complete unbroken team to finish wins.

103 BACKWARDS CRAWL RELAY

Teams in line ; each player in turn runs to a given spot and then returns to his place crawling backwards. The next player may not start till he is standing up in his correct place in the line. First team to finish wins.

104 ZIG-ZAG CRAWL RELAY

Teams in line kneeling on floor with hands on each others' shoulders, forming a series of arches. Rearmost player crawls in and out along the line through the arches. When he reaches the front he holds up his hand to start the next, and then adds on to the end as another arch. First team to regain its original order wins.

105 RUMMAGE RELAY

Players in file; in front of each team a sack containing the same set of articles for each team. Each player is allotted a particular article, and in turn each goes and fetches their article from the sack, only feeling for it, not looking. First team to finish complete with all its articles wins.

106 WAND RELAY

Teams in file: each team having a light stick or a staff. Each player in turn goes round a given course balancing the staff on one finger in a vertical position, if the staff drops the player must start again. First team to finish wins.

107 ROWERS' RACE

Teams in file seated on floor. Each team has a rope ring about 1 foot 6 inches diameter. Each player in turn, without getting up, passes the ring over his feet, up over his body, and off over his head, and so on to the next. When the ring reaches the last player he passes it in the opposite direction over his body, and so on to the player in front. First ring to re-reach the front wins.

Variation.—When ring reaches the last player he runs to the front and restarts it.

108 PICNIC PARTY RELAY

Teams in file; each player in turn runs tip the course, inflates a paper bag, bursts it, puts the bits in the waste-paper basket, and runs back to start the next. First team to finish, leaving no debris, wins.

109 HELPING HAND RELAY

Teams in file seated on floor, each player with his arms folded. Leader of each team lifts up his front player and runs him to the other end of the room, where he puts him down, and then runs back for the next, and so on. Any player letting his arms come unfolded must go back and start again. First team to be all seated at the other end wins.

110 BALLOON AND STAFF RELAY

Teams in file; each player in turn guides an inflated balloon round a given course with a Scout staff. To make it more difficult it may be said that the balloon must not touch the ground; penalty, start again.

111 SHEPHERD'S RACE

Each team by fanning, blowing, or any other means laid down, guide a herd of inflated balloons round a zig-zag course. Any balloon going out of bounds must start again. First team penning all its herd in a box wins.

112 BLIND MULE RACE

Teams in file, divided into pairs of players; one of each pair is blindfold, and is driven with rope reins round a zig-zag course back to his place by the other of the pair.

The reins are then fixed to the next mule, and so on. No speaking to the mule by the driver is allowed.

Variation.—On completing the course the mule is made to burst a balloon by sitting (or stepping) on it. Then as before.

113 ANTELOPE RACE

Teams in file, each player holding the left ankle of the next ahead with his right hand. Teams in this position race round a given course, if a player lets go the team must start again. First team to finish intact wins.

114 INITIATIVE RELAY

Teams in file; each player in turn goes round a given course in any way he likes, but no two players in the same team may use the same method of progress; penalty for latter is to complete the course in the method chosen in error and then do it again in an original way.

115 GOOSE RELAY

Teams in file; each player in turn goes round a given course holding his ankles. If a player lets go he starts again. To make the players get over a bench is a useful variation.

Miscellaneous Games

1 MOONSHINE

A 5-yard square is marked out, one player is blindfold and stands feet apart, facing the square; each other player in turn stands back to square and throws his scarf (knotted at the end) between the other player's legs. When all have thrown the blind player enters the square at any point, and the owners of the first three scarves he treads on, and owners of any scarves thrown outside square, are executed by having to run the gauntlet, being hit on the back by the knotted scarves of the rest.

2 CAT AND MOUSEC.G. 15

Players fall-in in fours, holding hands of those on each side. One player chases another in and out of the lines. Each time the leader blows a whistle all players turn right and hold hands with the player now on each side of them, thus changing the lanes for the runs. If the mouse is not caught in a fairly short time a change of runners should be made.

3 BLINDFOLD DRILL

Players blindfold fall in and various simple orders are given, which they carry out.

E.g. "Alert, right turn, one pace back, left turn, one pace right, about turn."

Then let them look at the mess they are in.

4 STEPS

One player is blindfold, each other player in turn comes up to him and is allotted a certain number of steps (any number between 3 and 9), which must all be taken at once in any direction. When all have gone the blind player feels about till he touches one, who he tries to identify by feel. If he is right they change places and start again, if wrong he goes on till he is right. A player after taking his steps may bend down but may not move his feet.

5 GRANNY'S FOOTSTEPS.....B.E. 66

Players in line, one player about 20 yards away back towards them. Players try to move up to the latter without being seen on the move. The player at the end may not turn till he has counted to himself a number between 20 and 40 since he last turned. Each player if caught moving starts again, if caught three times falls out. First to touch "granny" wins.

6 FLY THE GARTERI.G. 16

A line is marked on the floor, one player stands on it and makes a back, the others leap-frog over him. The place where the shortest jump lands is marked and the "back" moves up to it. All then jump clean over in the same way. Shortest jump is again marked and the "back" moves up to it. All now take one step and over, and so on.

7 HOT RICEC.G. 45

One player has an old dixie lid, the others try to hit him with a ball. The ball must always be thrown from where it drops, but may be passed to another player. If the player is caught full pitch or is hit he at once drops the lid, and his place is taken by the thrower or catcher, who may be thrown at as soon as he has touched the lid.

8 DEER STALKING

One player is the deer and goes and “browses” in a wood. The rest try to get within 6 yards of him without being seen. If the deer sees one he calls his name and points, and that player must retire 50 yards. If the deer hears a stalker near him he may stampede, but not more than three times. First player to get within 6 yards becomes deer.

9 KICK A PEGS.G. 66

A circle is marked on the ground in which is put an old tin. One player is IT. One of the others kicks the tin out of the circle and all run and hide. As soon as he has put the tin back in the circle runs to catch any of the others, who if caught are put in the circle and may be released by another player kicking the tin out again. No player can be caught when the tin is out of the circle. It is better to have several ITS, or to make one team IT.

Variation.—See book reference above.

10 CATCH THE THIEF.....S.G. 53

A red rag is hung at the foot of the flagstaff in camp. One player is told in secret that he is the thief and is to go to some spot about a mile away; he then knows that within two hours he must steal the rag and take it to the named spot. As soon as one of the others see the rag is stolen they go and try to catch the thief before he gets to his allotted spot.

11 SARDINES

One player goes and hides, the rest try to find him, and each as he does so hides in the same place alongside him. Game continues till all are in the one spot.

Variation of Hide-and-Seek.

12 CHINESE WALLB.E. 55

The wall is marked across the centre of the ground by two lines about 10 feet apart, one player guards the wall. The rest try to run from one side of the ground to the other, without being touched by the one on the wall. Any touched remain on the wall and assist the guard.

13 FISH NET TAG

One player is IT and tries to catch the others; any he catches join hand in hand with him, and in that way they both try to catch the rest. So on till all are caught.

14 CROSS TAGB.E. 37

One player is IT and tries to catch any one of the rest, but if another player runs between him and his objective he must at once chase the one who ran between, and so on till one is caught, who becomes IT and chases any one other player.

15 ARTISTSS.G. 48

Players in line, one on right starts drawing some simple picture, putting in the strokes in an unusual order, the player on his left looks over his shoulder and copies him, stroke for stroke, and so on down the line. When done all compare with the original.

16 HUNT THE WHISTLE

One player comes blindfold into the room to hunt the whistle, which is quietly tied to his back, whilst his attention is attracted elsewhere. The others creep up and blow the whistle at intervals, thus only confusing the victim.

17 QUICKEST TALKER

Two players stand up facing each other in front of the rest and must make a speech to each other as fast as they can on any subject they like. No gestures are allowed. The first player to pause or start laughing loses. If neither break down in two minutes the winner is decided by vote of the rest.

18 PENNING SHEEP (cf. No. 13)

Various pens are marked out on floor, 12 players in lines of 4 holding hands are the shepherds, the rest are the sheep. The shepherds try to catch the sheep or to drive them into a pen. A caught sheep is put into any pen the shepherds like. As soon as there are 4 sheep in a pen they join hands and become another shepherd.

19 PIG-STICKING

Players divide into three sections of equal numbers:

Horses, Riders, and Pigs. The riders sit pick-a-back on the horses and are armed with light bamboos padded at the ends. If they fairly stick a pig it is dead; each pig has a bit of white chalk, and any horse or rider, if chalked by the pigs three times, is dead. The pigs may dodge but may not ward off a spear thrust.

20 STRAFE !

Players in two lines facing each other about 2 feet apart. On signal each player starts to tell the one opposite him exactly what he thinks of him, but as soon as the whistle goes there must be absolute silence.

21 DON'T LAUGH

Players in line ; leader gives the order—"Do as I do, don't laugh." Players must then copy his actions as well as possible, any laughing lose a life. Players losing three lives fall out for execution later.

22 MUFFIN MAN.....C.G. 20

All players except one are blindfold, the one has a bell which he must ring continually as he moves about the room trying to avoid being touched by one of the others.

23 PANDEMONIUM

Each player is given a card on which is an order. As soon as the game starts all try to carry out the orders on their cards.

The success of the game depends on the originality, variety, etc., of the orders. Some should be to prevent others being carried out.

Variation.—To put the orders in a very simple code.

Scout Test Games

1 ILL-FATED CAMPS.G. 97

Teams are sent in turn to a camp which they find in a state of wild disorder after an attack. There is a corpse, a man labelled "Broken left thigh," tracks leading to another labelled " Severe bleeding from right wrist," amid the tracks of possible assailants. Teams then act as they think best.

2 INJURIES.....S.G. 98

Players in pairs; one asks the other what he should do when . . . , and mentions some case for First Aid. If he gets the wrong answer he asks another, till it is correctly answered, and the other becomes the patient, and so on with each pair. At end of first round (time previously arranged) patients fall out, rest form new pairs and carry on, and so on till the final round gives the winner.

3 COMPASS GENERAL POST (cf. General Circle Games No. 23)

Players sit round the room and each takes the name of the correct compass point, according to his position from the centre of the room. Game is played as General Post but leader calls out Compass Points instead of towns, and the players take on the compass point of the seat they move to.

4 COMPASS STEPS (cf. Miscellaneous Games No. 4)

Played just as the above except that each player is given a compass direction as well as a number of steps. If he fails to go in the right direction he loses a life, and after three lives is executed by bending down back to the rest about 15 yards away while each player not to be executed has a shot with a soft ball (tennis ball).

5 NORTH, SOUTH, EAST OR WEST?.....G.f.S. 18

Players form up in open ranks, leader points out the N., S., E., and W. of the room and then calls out a compass direction. All at once jump to face that way, players in error fall out or are executed as in No. 4.

6 SHIPWRECKED

The ship will sink in (say) two minutes, teams in file. "Land" is marked out about 8 yards in front of each team. First player of each team "swims" to land and throws the end of a rope to the next, who ties a bowline round himself and is pulled ashore, and so on. Team saving most of the ship's crew wins. Leader should announce the passing of time about every 10 seconds.

7 ADRIFT

Two players are adrift in a boat (chair), another throws them a rope and walks away to represent the boat floating down to the weir. The players in the boat must make the rope fast before the other reaches a line some distance away.

Distances and pace of walker depend on length of rope and efficiency of knotters.

8 KNOTTING RELAY

Teams in file, one player in front of each team about 10 yards away with a heap of ropes. First player must run and tie a bowline round the former's waist and come back to start the next, who ties another

rope on to the first with a reef, and so on; 3rd ties sheetbend; 4th ties fisherman; 5th shortens the rope last tied on ; 6th ties the end in a clove-hitch round his leg. Team first finishing correct wins.

9 KNOTTING RACEG.f.S. 6

Teams of six in line. Nos. 1, 2, 3, 4, each have a bit of rope, 6th player stands opposite the centre of his team.

- No. 1 ties one end of his rope round himself (bowline).
- No. 2 ties his on to the other end (reef).
- No. 3 ties his on to the other end of No. 2's (sheetbend).
- No. 4 ties his on to the other end of No. 3's (fisherman).
- No. 5 ties other end of No. 4's to his own leg (clove-hitch).
- No. 6 ties a sheepshank in middle.

10 BOWLINE, CLOVE-HITCH RACE

Teams in line facing each other; one player of each team goes and gives any player of the other a rope, which must be tied in a bowline round that player's waist, and a clove-hitch round a post before the giver can run round a set course and return to touch the knotter, and so on till all have run. Team winning the most heats wins.

Distances can only be found by experiment.

11 BLIND KNOTTING RACEG.f.S. 7

Games such as Nos. 7, 8, and 9 can be played blindfold..

12 MAN OVERBOARD.....G.f.S. 7

Two coils of rope lie on one side of a line and one player takes one end of one of the ropes and walks away from the line. One of the others must join the two ropes together before the one the "man overboard" holds is pulled over the line.

Pace of walking can only be found by trial.

13 SHEEPSHANK TUG-OF-WAR.....G.f.S. 8

Two players hold either end of a rope, each tries to tie a sheepshank in his end before the other. Any amount of pulling, etc., is allowed.

14 PAIRS KNOTTING

Players in pairs; each player, having a piece of rope, puts one hand behind his back. The pairs then try to tie their two ropes together with whatever knot is desired. First pair correct wins.

Can be varied to suit other knots.

15 SUDDEN ACCIDENTS

One player for each team is labelled with his injury, teams then compete in making the best First-Aid job of their patient.

Emergencies as "house on fire" come under this game.

NOTE.—In ambulance games, as a general rule, speed should be of **NO account** at all.

Exceptions such as bleeding, fetching doctor, and such-like.

16 PROGRESSION

Players in a straight line, leader mentions a letter and pauses a moment, then says "Go", each player at once signals that letter. Any player hesitating or sending the wrong letter steps one foot forward, and so on. Player nearest the starting-line at end wins.

17 FETCH

Teams in line facing leader, who signals the name of some article. The first team to hand that article to the leader wins.

Variation.—An order is signalled and the first to obey correctly wins.

18 SIGNAL GENERAL POST

Played exactly as No. 3 except that players have letters which the leader signals instead of compass points. A letter belongs to the chair and is taken over by each player that sits on it. Not as in General Circle Games, No. 23, where the player keeps the same name throughout.

19 PARCEL RELAY

Teams in file; opposite each team a piece of brown paper, some string, and an object to be put in the parcel. Each first player runs up and makes up the parcel to the satisfaction of the leader, and runs back to start the next, who undoes the parcel, rolls up the string, and folds the paper neatly for the next to remake the parcel, and so on. First team to finish wins.

20 KNOT RUN

Players in circle, one ties a knot in a bit of rope and drops it at the feet of one of the others, who must name the knot correctly and say if it is tied right before the tier has run round the circle. Whichever loses ties the next knot, and so on.

21 ONE-ROPE RELAY

Teams in file; each player in turn runs up and ties all the tenderfoot knots in one bit of rope. First team to finish with no knots tied wrong or omitted wins.

22 KNOTTING ROUNDERS

Rounders, but no bat or ball. Pitcher and batter have ropes. Pitcher calls name of a knot and throws rope to any fielder. If batter reaches 1st base with knot right, he stays there; if fielder's rope, tied right, gets there first, batter out; if batter cannot tie knot, out; if fielder cannot tie it, one rounder to batting side, whatever else happens. A correctly knotted rope may run out a player on 2nd or 3rd base, as in rounders, if fielders wish. The fielders must get the rope in turn, not only the best knotter.

23 ROUND THE CIRCLE (cf. General Circle Game No. 33)

Players in circle, one runs round outside and hands a rope to another calling out the name of any knot. The knotter must then tie that knot right before the runner can get round the circle.

N.B.—Vary the diameter of the circle to suit the experience of the knotters.

A Catalogue or Index of Games

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