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Esprit De Corps GAMES plan

PATROL NAME

ESPRIT DE CORPS GAME DATE

GAME 1: ( 20 minutes) -- Assigned Trailmen

GAME 1: Trail Guide shadowing the game

GAME 1: CATEGORY Description

GAME 1: Name of Game

GAME 1: BASIC RULES OF GAME

GAME 1: GAME SUPPLIES

GAME 1: How the game builds Esprit De Corps

GAME 2: ( 20 minutes) -- Assigned Trailmen

GAME 2: Trail Guide shadowing the game

GAME 2: CATEGORY Description

GAME 2: Name of Game

GAME 2: BASIC RULES OF GAME

GAME 2: GAME SUPPLIES

GAME 2: How the game builds Esprit De Corps

GAME 3: ( 20 minutes) -- Assigned Trailmen

Game 3 Trail Guide shadowing the game

GAME 3: CATEGORY Description

GAME 3: Name of Game

GAME 3: BASIC RULES OF GAME

GAME 3: GAME SUPPLIES

GAME 3: How the game builds Esprit De Corps

TROOP GAMES – SMALL SPACE

Hunker Down These games can be played in a smaller space. They’re not about putting Scout skills into action—they’re mostly just about having fun. Depending on the activity, Scouts will find some of them more challenging than others. Some are more mental, and some more physical. All of them provide the grounds to interact with members of other patrols in a Scouting activity that is light-hearted and fun.

“small” = small area for those activities that do not require as much space, or can be carried out in close quarters, or with a smaller number of Scouts

“in” = indoor activity

“out” = outdoor activity

Download PDF File of Troop Games – Small Space

Spaghetti And Marshmallow Tower

The Spaghetti And Marshmallow Tower is a classic game that you may well have played yourself. To make it happen, split your group into as many teams as you have supplies (keeping around 3-4 members in a group).

Provide each group with one pack of spaghetti and one pack of large marshmal- lows. Teams are charged to use their supplies to build the tallest freestanding tower they can (meaning that holding the tower up for measuring is against the rules). Give the groups a certain time limit during which they can construct their tower – anywhere from 5-15 minutes generally works well – and give them a one-minute warning before their time up.

The winning team is the one with the tallest freestanding tower, as measured by the game leader. Break any ties by having the teams move their tower across the room and measuring again, not allowing them to fix any breakages.

Note: Some teams will get creative and incorporate the spaghetti box and marshmallow bag into their structure. There is no rule against this.

BLINDMAN’S BUFF (small, in or out)

– Materials: neckerchief or bandana as blindfold

– Method: Scouts form a circle around one Scout who is blindfolded. How wide the circle is depends on the number of Scouts playing, but the circumference should be wide enough to give the Scouts room to move around comfortably with enough space between them so that no Scout is right up against another. On signal, the Scouts run around their blindfolded troop mate, until a leader calls, “Halt!” at which time the blindfolded Scout attempts to touch another Scout. Scouts can move their bodies to avoid the blindfolded Scout, but cannot move their feet. When he touches a Scout, he tries to identify him by sense of touch. If he can, that Scout becomes the next to be blindfolded.

BUZZ, BING, BANG (small, in or out)

– Method: The troop sits in a circle and begins counting off, substituting “buzz” for the number seven and any multiples of seven. If a mistake is made, start over with the next person. After circling twice, add to the mix by substituting the word “bing” for the number five and any multiples of five. If a mistake is made, start over at the point of the error. After circling twice, add to this mix by substituting “bang” for the number three and any multiples of three.

– Variation: When a person makes a mistake they are eliminated.

CAPTAIN ON DECK (small, in or out)

– Method: Captain on Deck is something of a combination of O’Grady and Stand By Sixes. The Captain calls out orders and the group responds with actions and sounds. Like in Musical Chairs, if a person or persons can’t find a chair they are eliminated. In Captain on Deck if a person or group of people either don’t respond correctly or can’t make a group of the correct size, they will be eliminated from this round of the game. They can join in again when a new game starts. The commands are as follows:

– “Captain on Deck!” (Scouts stand at attention facing Captain.)

– “Cannon Ball!” (Scouts bend down with their hands grasped around their knees and jump up and shout “Boom!”)

– “Man Overboard!” (Two Scouts needed. One bends down on a knee and the second places a hand over his eyes and the other hand over the eyes of the other Scout, as if looking out over the water for a lost soul at sea.)

– “Crow’s Nest”! (Three Scouts stand back to back to back and join elbows behind their backs.)

– “Captain’s Table!” (Four Scouts act as if they are sitting at a table eating a pirate meal with each other. Sounds of rowdy pirates talking as they eat should be heard.)

– “Walk the Plank!” (Five Scouts stand in a column behind each other.)

– Scoring: The winners of each round are the last one or two left playing

HAWAIIAN HANDCLAP CIRCLE (small, in)

– Method: Scouts sit in a circle. A 1-2-3 rhythm is established with all Scouts, in unison, slapping their knees on the first count, clapping their hands on the second count, and snapping their fingers on the third count. Once the rhythm is set, The first Scout says a word as he snaps his fingers. The Scout next in the circle must say a word that will logically follow the first word in forming a long, run-on sentence, and so on around the circle. The object is to say a word that will make sense in the sentence. Action is stopped if a Scout says a word too soon or too late, doesn’t say any word, or says a word that doesn’t make sense.

HAWAIIAN HANDCLAP LINE (small, in)

– Method: Scouts sit in a line, and count off. A 1-2-3 rhythm is established with all Scouts, in unison, slapping their knees on the first count, clapping their hands on the second count, and snapping their fingers on the third count. Once the rhythm is set, the first Scout calls a number at the instant he snaps his fingers. Maintaining the rhythm, the Scout whose number has been called waits until the instant of snapping his fingers to call another number. If Scout who calls a number too soon or too late, doesn’t call any number, or calls a nonexistent number (all of which happen frequently), he loses his number, and goes to the end of the line. All Scouts then count off again. The object is to get to be number one and stay there.

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HOT OR COLD (small, in)

– Method: A troop member is selected and leaves the room or playing area. During his absence, the patrol designates an object for him to identify on his return—anything, from someone’s button or neckerchief slide to a nearby tree. When the patrol member returns, the patrol starts chanting “cold” or “hot” depending on how close he comes to the object. The closer he gets to the object, the “hotter” he is; the farther away he gets, the “colder” he is. When he is right on top of the object or touches it, the group cries “Fire!”. Then the next troop member is selected and sent out to try his luck, and so on.

HUNKER DOWN (small, in or out) View Video

– Materials: 20-foot length of 1/2-inch soft, synthetic rope, two platforms 8 to 10-inches tall (two halves of a cinder block or two cuts from a downed tree, 8-inches in diameter) -or- on soft ground, two sturdy 5 gallon buckets

– Method: Two Scouts stand facing each other 12 to 15 feet away on the platforms. On signal, each tries to unbalance the other by either pulling or letting up the tension on the rope. Both must hold onto the rope at all times while trying to unbalance the other. Have a troop tournament, play, patrol against patrol, or Scout against Scout as a gathering period activity.

– Scoring: The Scout left standing the longest on his platform while still holding onto his rope wins. If a Scout lets go of the rope, he’s out, even if he’s still standing on his platform.

IDENTIFYING SOUNDS (small, in) View Video

– Materials: a tarp or blanket to use as a curtain, a variety of items that will produce a recognizable sound

– Method: The troop is seated in front of the curtain. Behind the curtain are one or two leaders who produce various sounds for those gathered in front to recognize and remember, such as turning the pages of a book, crumpling a cellophane wrapper, breaking a stick, striking a match, hammering a nail, and so on. Each Scout is furnished a pencil and paper and in turn writes down what he thinks each sound is. After all the sounds have been made, the curtain is removed and each is made again.

NAME THE MERIT BADGE (small, in)

– Materials: a picture of each merit badge, each picture numbered but not identified by title (“see the Merits of Scouting” poster), one sheet of paper and a pencil for each Scout

– Method: The numbered merit badge pictures are spread out on one or more tables. The Scouts are instructed to study the merit badge pictures for five minutes and write down the correct title of each badge beside the corresponding number on their sheets of paper.

– Scoring: The Scouts exchange papers and score each other’s sheets as a leader reads the correct numbers and titles of the badges. The Scout who correctly identifies the most badges wins.

– Variation: For a pre-opening activity, as each Scout arrives at the meeting, they are given a sheet of paper and a pencil and asked to number their paper from one to whatever the highest-numbered merit badge is. Just before the opening ceremony, all papers are collected, and the correct answers tallied. Later the winner(s) are announced and can be presented with a small prize.

O’GRADY (small, in or out)

– Method: Troop assembles in a single line formation, facing the leader who is four or five steps in front. The leader yells commands, but the players obey commands only if O’Grady says to. If the leader commands “O’Grady says: Arms up!” all arms go up. But, if the leader calls “Arms up!” no arms should move. Players who obey that command are out of the game. As the game progresses and few players remain, the leader speeds up his commands and a player who makes the slightest false move must drop out of the game.

– Scoring: The last Scout in the game is the winner.

– Variation: Divide the group into two facing lines. One side obeys O’Grady, the other does not. If the leader yells, “O’Grady says: About-face!” the obeying line does an about-face and the other line stands still. When the leader calls “About-face!” the second line does an about-face, but the first does not. The object is to see which line remains in the game longer.

PRISONER’S ESCAPE (small, in or out) View Video

– Materials: a 3-foot length of cord with a small fixed loop on each end for each Scout

– Method: Each length of cord forms a pair of “handcuffs” by slipping a bight through the loop. Scouts form buddies, and one slips a hand through the sliding loop on each end of the cord, and the other slips one hand through one sliding loop, passes the free end behind his buddy’s cord and then slips his other hand through the other sliding loop of his own cord. In this way, both Scouts are “handcuffed” together. They must escape, but cannot untie the knots or slip either hand out of a loop.

– Solution: The trick to escaping is for one Scout to bend the middle of his cord and pass the bend behind one of his buddy’s sliding loops and over his buddy’s hand.

STANDING STAVES (small, in or out) View Video

– Materials: Scout stave for each Scout

– Method: Scouts stand in a large circle facing inward. Each Scout holds his stave upright before him with his right hand resting on the top. When the leader calls, “One up!” all Scouts move to the right and try to catch the next stave before it falls. If the leader calls “One down!” all Scouts move to their left and try to catch the stave before it falls. If the Scout fails to catch the next stave, he drops out of the game and the gap in the circle remains. If “Two up!” or “Two down!” is called, Scouts must bypass one stave and catch the next. When two Scouts are left, a leader stands between them. They move to the left of him for “Up!” and right for “Down!”.

SUBWAY (small, in)

– Materials: two rows of chairs facing each other, five feet apart, enough for two thirds of the troop.

– Method: The troop is divided into thirds. One third stands in the aisle between the rows of chairs (the “straphangers”) and the remaining Scouts (“passengers”) take a seat. When the “conductor” (senior patrol leader) calls out a stop (use names of cities in your area), everyone seated must switch sides. The straphangers take this opportunity to try to get a seat. The first Scout to get his behind on a chair wins the seat. Those without a seat become straphangers. After a couple of stops, the conductor yells “City Hall. Everyone off!” All the Scouts must exit one end of the subway, circle, reenter the opposite end, and find a seat. After a complete loop from City Hall to the terminal, the “express” is run. Start the whole process over, slowly at first, but pick up speed, spending less time at each stop.

THIMBLE FINDING (small, in)

– Materials: small object like a thimble, coin, ring, etc.

– Method: Scouts leave the room. One remains and places the small object where it is perfectly visible, but in a spot where it is not likely to be noticed. Then the Scouts come in and look for the object. When one of them sees it, he should go and quietly sit down without indicating to the others where it is. The others, if they see it, do the same. After a fair time any one of those sitting down is told to point out the article to those who have not yet found it. The first one to see it is the winner, and he sends, the others out again while he hides the object.

TIME BOMB (small, in or out) View Video

– Method: Organize into groups of two to 10 Scouts and have each group form a circle. The first Scout in the circle starts counting from 1 and says up to three numbers. (He could say, “1,” “1, 2,” or “1, 2, 3.”) The next person in the circle continues the sequence by saying the next number in order. Depending upon what the first Scout said, the next person continues with the next consecutive number, saying up to three numbers counting up towards the number 12. Once again, on each Scout’s turn, they can choose to say either one, two, or three numbers. Continue until someone is forced to say 12. That Scout is now out. The last Scout standing is the winner.

TROOP GAMES – LARGE AREA

Steal the BaconThese games require a large area. Many of Baden-Powell’s wide games were played in a vast outdoor arena, much more extensive than what we normally can provide at a troop meeting. But, like in Scouting’s early days, many of the games listed here have the same capacity to transport our Scouts to a land of adventure and challenge where troop teams can let off steam while having a lot of fun.

“wide” = large indoor or outdoor setting for those activities requiring a greater amount of space

“in” = indoor activity

“out” = outdoor activity

Download PDF File of Troop Games – Large Area

ANTELOPE RACE (wide, in or out)

– Method: On signal, troop teams run in single file, each member with one hand on the belt of the Scout ahead, to a point 50 yards away. They make a left turn and run back to the starting point. Falling down or breaking apart disqualifies the team.

– Scoring: The fastest team wins.

BLINDFOLDED SOCCER (wide, out)

– Materials: blindfolds for half the Scouts, two soccer balls

– Method: Each team tries to kick the ball past the the other team’s end zone as many times as possible. Divide the Scouts into two teams, or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of the soccer field or playing area.

– Rules:

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to their partner.

2. Team members may not intentionally touch one another. Normal game contact is allowed as long as the touching is not used to direct a blindfolded participant.

3. There are no goalies.

4. If a ball is kicked out of bounds, the referee will throw the ball into the middle of the field and play resumes.

5. Any additional rules are at the discretion of the referee.

– Scoring: Each successful kick earns one point for the team. The team with the most points at the end of the game wins.

BLINDFOLDED STEAL THE BACON (wide, in or out) View Video

– Materials: three neckerchiefs or bandanas (two for blindfolds and one for the “bacon”)

– Method: Two equal-size teams line up facing each other about 20 feet apart. Each team counts off with the same set of numbers so that each Scout will share their number with a Scout on the other team. The “bacon” is placed midway between the teams. The leader calls out a number. The two Scouts who share that number are blindfolded, then head toward the bacon, with their respective teammates shouting directions. For an additional twist, after being blindfolded, they can be spun around three times.

– Scoring: The first Scout to bring home the bacon without being tagged by the Scout from the other team scores one point for their team. If a Scout is tagged by the Scout from the other team while touching the bacon or bringing it back, the other team scores one point.

CAPTURE THE FLAG (wide, in or out)

– Materials: two flags (neckerchiefs, bandanas, pieces of cloth)

– Method: The game can be played in an open field, gymnasium, the woods, or any large non-hazardous area. A center line is designated, separating the playing area into two sides. The troop is divided into two teams each of whom place their “flag” at the far end on their side. The flag can be in plain site, or partially concealed, but should be positioned so that an opposing team member can easily pick it up. The object of the game is for one team to “capture” the other team’s flag by bringing it to their side without being tagged by a member of the opposing team. At any time during play, if an opposing team member is tagged on the other team’s side, they are sent to jail. A team’s jail is a well-defined space in a back corner of each team’s side. Once a Scout is in jail, they stay there for the duration of the game, unless freed by one of their team members who safely reaches the other team’s jail and tags anyone on their team held prisoner. In so doing, all those in the jail are freed and proceed safely back to their side before taking any other action for their team. When a flag is captured, the game ends, and depending on the time allotted, additional games can be played.

CATCH TEN (wide, in or out)

– Materials: playground ball, neckerchiefs or bandanas for half the troop

– Method: The troop is divided into two equal teams. All the members of one team are identified by tying neckerchiefs or bandanas on their right arms. The ball starts in the hands of one team member, who tosses it to a teammate. The other team tries to intercept the ball. As the first Scout catches the ball, they shout “One!” and throws the ball to another teammate, who shouts “Two!” as they catch the ball. This continues until “Ten!” has been called. If a Scout from the opposing team intercepts the ball, they shout “One!” and their team then tries to reach ten. As teams intercept the ball, they must always start over with the number one.

– Scoring: The first team to make ten completions is the winner.

CRACK THE DEW LINE (wide, in or out)

– Materials: enough neckerchiefs or blindfolds for blindfolding one team

– Method: The troop is divided into two teams—the “aggressors” and the “DEW line.” The DEW (Distant Early Warning) line Scouts are blindfolded and line up side by side with their feet spread wide apart and touching each other’s. All DEW line Scouts have two “depth charges”—their hands, which they hold at shoulder height. The aggressors try to penetrate the DEW line by crawling through. The DEW line Scouts must eliminate the aggressors by touching them with a depth charge. If a DEW line Scout makes a hit, the aggressor is out and the DEW line Scout’s depth charge is still good. If they miss, their depth charge is wasted and they must put that hand on their knee. Limit the playing time to five minutes and then change teams.

– Scoring: The team that gets the most members through the DEW line wins.

CROWDED CIRCLE (wide, in)

– Materials: masking tape, a large room in which the lights can be turned off instantly causing complete darkness and easily turned on to quickly light the room back up

– Method: With the masking tape, mark out a nearly circle-shaped area on the floor about 6 feet in diameter. With the lights on, Scouts walk freely along the room’s periphery. Without signal, the lights are turned off for 10 seconds. In the darkness, the Scouts must try to get inside the circle. When the lights go back on, everyone must freeze on the spot. All Scouts found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one Scout remains in the circle.

– Scoring: The last Scout in the circle wins.

– Variation: Instead of one circle, form three circles on the floor and number them. When the lights go out, announce which circle should be used.

CROWS AND CRANES (wide, in or out)

– Method: The troop is divided into two teams. The teams line up down a center line, back to back. Each team facing a home line about 30 feet away. One team are the crows, the other team are the cranes. If the SPL shouts “cranes!” the crows must turn around and try to tag a crane before they can reach their home line. Any member of the cranes that gets tagged has to join the crows team. If the SPL shouts “crows!” the crows team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team. If the SPL shouts, “crabs!” everyone must stand still. Anyone that moves must join the opposing team. Play starts off each time with both teams lined up back to back across the center line. The game ends when one team has all the Scouts (or whenever). You can have a lot of fun elongating the RRRRR’s— “CRRRRRRRRABS!” “CRRRRRRROWS!” “CRRRRRRANES!”

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DEER STALKING (wide, out)

– Prerequisite: densely wooded area

– Method: One Scout is selected as the “deer” and goes “grazing” in the woods. The rest try to get within six yards (or any suitable distance) without being seen. If the deer notices a tracker, they call their name and points in their direction. That Scout must move back 50 feet. If the deer hears a tracker near them, they may “stampede,” but not more than 30 feet (the tracker must remain in place). The first Scout to get within the agreed distance trades places with the deer.

– Variation: The deer is in a circle about 50 feet in diameter. The Scouts try to enter the circle unnoticed. If the deer sees a Scout and calls their name, that Scout is out of the game. The patrol with the most Scouts in the circle within a certain time wins.

FLYING DISC SOCCER (wide, out)

– Materials: plastic flying disk, a field marked for soccer with a semicircular penalty area surrounding the goal

– Object: To send the disk across the the other team’s goal line (sliding on the ground or sailing through the air) as many times as possible

– Method: The troop is divided into two teams. The teams are positioned on each half of the soccer field. Each team chooses a goalie, who stands in their goalie box.

– Rules:

1. Play begins when the referee throws the disk high into the air.

2. After catching or picking up the disk, a Scout may run toward the opponent’s goal. If they are tagged above the waist with two hands, the tagged Scout must drop or throw the disk within three seconds.

3. A throw at the goal can be made from anywhere on the field except within the goalie box. The only person allowed in this area is the goalie. The goalie may leave or enter their goalie box at any time.

4. If two or more Scouts grab the disk simultaneously, a “jump” ball is called. A leader stops the action and throws the disk into the air at the point where play was stopped.

5. The only penalty is for excessive roughness. The first infraction results in a two-minute penalty: one Scout is removed from the field. The second infraction means removal from the game. Body contact is inevitable, but intentional roughness is unnecessary.

– Scoring: Each goal scores one point for the team. The team with the highest score wins.

JUMP THE SHOT (wide, in or out) View Video

– Materials: soft weight, such as a rolled-up cloth or sandbag, tied to the end of a rope at least 10 feet long

– Method: The Scouts form a wide circle. The leader in the center swings the rope around inside the circle to get it going in a steady, circular motion. Then the rope is swung wider, around the circle below the knees of Scouts, who must “jump the shot.”

– Scoring: Any Scout who is hit by the rope or weight drops out. The last Scout in the game is the winner.

– Scoring variation: To play as a patrol game, each patrol begins with 50 points. When a Scout fails to “jump the shot,” 5 points are deducted from the patrol score. All Scouts remain in the circle. The game is continued until one of the patrols is “in the red.”

PAPER-WAD TENNIS (wide, in or out)

– Materials: masking tape, about 100 sheets of paper crumpled tightly into wads

– Method: The meeting room is divided in half with a line of masking tape on the floor. The paper wads are scattered around the room, equally distributed on both sides of the line. Each troop team takes one side of the “court,” and no one can cross over to the other side. The object is to throw as many paper wads onto the other team’s court as possible, throwing only one at a time. A timekeeper facing away from the action calls “Go!” and the game begins. When they yell “Stop!” the team with the most paper wads on their side wins that round.

– Scoring: The team with the most winning rounds is the winner.

RING BALL (wide, in or out)

– Materials: playground ball

– Method: Scouts form a circle with one Scout who is “It” in the middle. Play is begun by passing the ball to a Scout other than It. The ball is passed around or across the circle from Scout to Scout, while the Scout who is “It” tries to intercept the ball and force it to touch the floor. If “It” can make the ball touch the floor, the Scout who last touched the ball before “It” did goes to the center and the game continues. It’s not enough to just touch the ball as it’s being passed around. “It” must actually make the ball hit the ground.

SHOOT THE GAP (wide, in or out)

– Materials: large playing area marked with two goal lines

– Method: The troop is divided into two teams, each lining up behind one of the goals. One Scout is chosen to be “Guardian of the Gap,” and stands in the middle of the playing area. The guardian starts play by calling out the name of any Scout on one team. That Scout immediately shouts the name of a Scout on the other team. These two Scouts must then try to change goals without being tagged by the guardian. If the guardian tags one of them, they change places with the tagged Scout and joins the team toward which the tagged Scout was running. The tagged Scout is the new “Guardian of the Gap,” and starts the next round by calling out another name. The guardians may not call the name of a Scout who was already called until all have participated.

SKEDADDLE (wide, in or out)

– Materials: ten different objects found in nature like pine cone, burr, maple leaf, oak leaf, granite rock, sand stone, birch bark, etc. or ten ropes tied with different knots and lashings

– Method: Troop divides into two equal teams, and each count off so that every Scout on both teams have a number. Each team faces each other, 15 feet from a center line, in order, with “Number 1’s” on each team’s left. The leader gives the name of each object. They then call out the name of one object and a number. The Scout with that number on each team runs to the center, tries to pick up the object named and race back to their line without being tagged by the other Scout. The object is then returned to the center and the leader calls another number.

– Scoring: Scouts score one point for their team by picking up the correct object, and two points if they can get back to their line without being tagged. If a Scout returns to their line with the wrong item, their team loses a point. If a Scout tags another Scout who has picked up the wrong item, their team loses a point.

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STAND BY SIXES (wide, in or out) View Video

– Method: Scouts scatter throughout the playing area. The leader blows a particular number of blasts on a whistle. Whatever number of blasts the leader blows, that’s the number of Scouts that need to combine into a group, hands joined and held high. If there are three blasts, the Scouts must get into groups of three, four blasts, groups go four, etc. If a Scout can’t find a group corresponding to the number of whistle blasts blown, they’re out.

– Scoring: None. Play continues until time runs out or all Scouts are eliminated.

– Variation: The leader yells out a number and Scouts are not allowed to move until they hear the whistle blow.

STEAL THE BACON (wide, in or out) View Video

– Materials: large playing area, neckerchief, whistle

– Method: Troop counts off by twos, and all “ones” line up on one side of the playing area, all “twos” on the other. From left to right, both teams then count off by ones so a number can be assigned to each Scout. The neckerchief is the “bacon” and is placed in the center of the playing area. The leader calls out a number and the Scout with that number on each team runs to the center when they hear the whistle. The object of the game is for a Scout to snatch the “bacon” and get back to their side without being tagged by the Scout with the same number from the other side.

– Scoring: Score two points if a Scout can “steal the bacon” without being tagged. Score one point for the opposing team if the snatcher is tagged.

STRATEGO (wide, out)

TROOPOLO (wide, out)

– Materials: playground ball, two flags on 5-foot poles

– Method: A playing field is marked out at least 40 square feet. On each side, there’s a 6-foot square goal box, and in the center of each, a flag is planted three inches deep. The troop is divided into two teams. The object of the game is to knock over the opposing team’s flag by hitting it with the ball.

– Rules:

1. The ball must be passed by hand, punched, or headed; no kicking and no running with the ball

2. Only the goalie may be in their team’s goal square.

3. Absolutely no tackling, shoving, and tripping.

4. When the ball goes out of bounds, it’s thrown back in, as in soccer.

– Scoring: Score one point for knocking over the opposing team’s flag.

TRUE OR FALSE STEAL THE BACON (wide, in or out) View Video

– Materials: large playing area, two neckerchief or bandanas of different colors, whistle

– Method: Troop counts off by twos, and all “ones” line up on one side of the playing area, all “twos” on the other. From left to right, both teams then count off by ones so a number can be assigned to each Scout. A True/False question is read out and a number called. Scouts with that number have to make a choice – one “bacon” is True, the other is False.

– Scoring: If a Scout grabs the wrong color and takes it across their team’s line, their team loses two points. If they grab the wrong color and is tagged by the Scout from the other team, the other team loses two points. If a Scout grabs the correct “bacon” and successfully brings it over their team’s line, their team gets two points. If they’re tagged, the other team gets one point.

TUG OF WAR (wide, in or out) View Video

– Materials: one rope at least 1/2-inch in diameter and 25 to 50 feet long, playing area large enough to safely accommodate all participants

– Method: Two teams line up single file, facing each other. The Scouts take hold of the rope, and, on signal, start pulling. The rope may not be tied around the waist of any Scout, nor can any Scout hold onto posts, trees, or any stationary objects.

– Scoring: The first team to pull or drag its opponents across a designated line wins.

TUG OF WAR STEAL THE BACON (wide, in or out)

– Materials: bicycle tire wrapped in tape

– Method: Troop counts off by twos, and all “ones” line up on one side of the playing area, all “twos” on the other. From left to right, both teams then count off by ones so a number can be assigned to each Scout. The bicycle tire is placed in the middle between both teams. The leader then calls a number and those two Scouts with that number meet in the middle, each grabbing a hold of the tire. On signal, both try to drag the other four feet. Scouts are instructed not to let go of the tire before the pulling stops.

– Scoring: A point is given to the team whose member successfully drags a Scout from the other team four feet.

WHERE’S THE WHISTLE? (wide, in or out)

– Materials: large playing area, blindfold for each Scout, whistle

– Method: Scouts line up at arm’s length along one end of the playing field where they are blindfolded. The leader who will be the whistle blower goes to the other end, and every now and then blows their whistle. The blindfolded Scouts must reach the whistle blower and touch them by following the sound of the whistle. they may stoop down, but their feet must stay planted on the ground. As soon as a Scout touches the whistle blower, they slip off their blindfold and go to one side to watch. Other leaders should be stationed around the field to serve as safety officers, assuring Scouts don’t wonder off the field or into any obstruction.

GENERAL OUTDOOR SKILL ACTIVITIES

Water Boiling RaceThese challenges provide Scouts with an opportunity to put a variety of outdoor skills and knowledge of campcraft into action.

In accordance with their level of skill, patrols can stay intact while doing these activities. Pitting one patrol against another in a competition can also be lots of fun. If patrols are organized by age, dividing the troop into equally-skilled Scout teams can be a practical alternative.

“wide” = large indoor or outdoor setting for those activities requiring a greater amount of space

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BOW SAW RELAY (small, in or out) View Video

– Materials: for each patrol, one bow saw, one pair of leather gloves, protective eyewear, one log about 3 to 4 feet long with a 2 to 4-inch butt, and one short, thick log or block for support

– Method: The patrols line up in relay formation, each facing their log from a distance of 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout steadies the log positioned on the support block, while the second Scout puts on the gloves and saws off a disk about 2 inches thick. As soon as the disk drops to the ground, the Scouts change positions and another disk is sawed off. When the second disk hits the ground, the bow saw and gloves are placed beside the log, then both Scouts race back to the starting line and tag the next two Scouts, who repeat the process. This continues until all Scouts have had a chance to saw and all members of the patrol have returned to the starting line.

– Scoring: The first patrol to finish wins.

– Note: All Scouts participating in this activity must have completed Totin’ Chip.

DINING FLY RACE (wide, out) View How-to Demonstration Video

– Materials: for each patrol, one tarp with grommets and ridge line attached, four 15-foot guylines, four Scout staves, four 6-foot lashing ropes, six stakes, one mallet

– Method: Patrols assemble with their materials in an area large enough to accommodate the extended guylines and ridge line. On signal, with round lashings, they lash together the four Scout staves into two upright poles, attach the ridge line to the top of each upright with clove hitches, attach a guyline to the corner grommets with two half hitches or a bowline, extend the guylines out 45° and tie the ends to stakes with taut-line hitches, doing the same with the two ends of the ridge line. They then stand up their fly and adjust the tension of the ropes. When the dining fly is properly erected, all patrol member stand underneath.

– Scoring: The first patrol to finish wins. Add points for excellent team work and deduct points for incorrectly tied knots.

– Variation 1: If the activity needs to be held indoors, substitute six chairs for the stakes (best with heavier chairs or stacks of chairs to add weight).

FUZZ STICK RELAY (small, in or out) View Video

– Materials: for each patrol, one sharp knife and one stick of dry softwood, 9 inches long and 1/2 inch thick

– Method: Each patrol lines up in relay formation opposite their knife and stick, about 20 feet away. On signal, the first Scout runs up and cuts one sliver on the stick, lays the knife down, and runs back to tag the next Scout, and so on. Slivers should be at least an inch long. Twenty slivers, all attached, complete the fuzz stick.

– Scoring: The first patrol to finish wins.

– Variation 1: The Scouts each cut three or four slivers instead of just one.

– Variation 2: To vary the scoring, deduct points for each sliver that is cut off the fuzz stick.

– Note: All Scouts participating in this activity must have completed Totin’ Chip.

LIFELINE RELAY (wide, in or out)

– Materials: for each patrol, one 50-foot rope with a bowline tied on one end just large enough for a Scout to slip over their wrist, a 5-foot board (rows of chairs can be used in lieu of the boards)

– Method: Position the boards horizontally on the ground as targets, ten feet apart and about 45 feet from the throwing line. Patrols line up in relay formation behind the throwing line facing their targets. The first Scout in line slips the bowline of their patrol’s rope over their wrist and then coils the rope for throwing. Holding the coil, they toss the rope at the target. After this is done, the bowline loop is transferred to the second Scout’s wrist, who recovers and recoils the rope, then throws, and so on until all patrol members have made their attempt to hit the target.

– Scoring: Score 5 points for each throw that hits the target.

SLOPPY CAMP (small, in or out)

– Materials: a simple camp setup (dining, fly, tent and fireplace) with many things wrong—tent flaps open, boots left outside tent, ax on the ground, bow saw unsheathed, glass jar in the fireplace, no fire buckets, firewood unsorted and uncovered, trash on the ground, dirty pot on camp table, poorly set tent pegs, guylines at wrong angles, wrong knots on guylines, etc.

– Method: The patrols study the camp for five minutes without talking. The Scouts are permitted to touch what they see, but must replace objects exactly as they found them. Each patrol then huddles to come up with a list of wrong things.

– Scoring: The patrol with the best list of “incorrect” objects wins.

SPLIT THE MATCH RELAY (small, in or out) View Video

– Materials: hand ax (hatchet) and chopping block for each patrol, a wooden matchstick for each Scout

– Method: The patrols line up in relay formation with a chopping block and an ax in front of each. On signal, the first Scout in each patrol walks up to the chopping block, lays their matchstick on the chopping block with the head away from them, and takes three strokes with the ax to split the match. When they have taken three strokes (or fewer if they split the match sooner), they carefully replace the ax on the chopping block, walk back to their patrol, and tag the next Scout in line, who repeats the procedure. This continues until all patrol members have had three strokes.

– Scoring: The patrol that splits the most matches wins. This is not a race.

– Note: Exercise all proper safety precautions in the handling of axes!

– Note: All Scouts participating in this activity must have completed Totin’ Chip.

STRING BURNING RACE (wide, out)

– Materials: for each patrol, two 2-foot sticks, two 3-foot lengths of binder twine, two matches

– Method: Before the race, each patrol pushes the two sticks into the ground, 24 inches apart. They tie one length of twine between the sticks, 12 inches off the ground, and the other one 18 inches off the ground. Each patrol gathers native tinder and firewood. On signal, two representatives selected by each patrol build a fire lay (not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Note: Patrols are limited to using only one “fist-sized” amount of tinder in their fire lay.

– Scoring: The team whose fire burns through the top string first wins.

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SUPREME A-FRAME TARP PITCH (wide, out)

– Materials: for each Patrol, two 8-foot cords, four 3-foot cords, four 5-foot Scout staves, four 6-foot lashing ropes (1/4-inch manila), six tent stakes, four smooth, round stones, plastic ground cloth (6-foot x 8-foot plastic sheet), mallet

– Method: On signal, each patrol will erect an A-frame shelter, by constructing a ridge pole made by joining two Scout staves with two round lashings, and attaching an upright on each side using the other two Scout staves and square lashings. One round stone is positioned at each corner of the plastic sheet by enfolding the plastic around the stone and securing it snugly with a 3-foot cord. The plastic sheet will be draped over the completed frame, with each of these four corner guylines extending out at 45º and secured to a properly angled tent stake with a taut-line hitch. A bowline is tied to the end of each 8-foot cord, and looped over the top of each upright on either side of the frame. These guylines will extend straight out at each opening of the shelter and are secured with a taut-line hitch to each of the two remaining tent stakes.

– Scoring: This is a timed event. 30 seconds will be deducted for each incorrectly executed knot or lashing.

– Variation: Instead of lashing together a ridge pole and two uprights, use two 4-foot sticks and two additional smooth, round stones to attach the center guylines directly to the plastic and then tying the guylines to the top of the sticks with a clove hitch. (Plastic Tarp-No Grommets)

SUPREME STRING BURNING RACE (wide, out)

– Materials: for each patrol, one 2-inch x 4-inch x 9-inch piece of pine, one hand axe, two sharp knives, one “hot spark kit,” two cotton balls, one thin cotton string suspended between two upright sticks, 10 inches above the ground

– Method: On signal, using the hand axe, each patrol will split their wood into kindling and immediately start making tinder shavings using the knives. (Using a Hand Ax and Knife to Prepare Kindling and Tinder Video) When ready, they will build a small fire under their string, igniting the tinder shavings using the hot spark kit and a cotton ball. Kindling may be added throughout the race. (Feeding a Fire Video)

– Scoring: The patrol whose fire burns through the string first wins.

TENT MESS RELAY (wide, in or out)

– Materials: the complete contents of several tent bags (at least one for each patrol) containing all the parts necessary to properly set up the tents, placed in a mixed pile at one end of the playing area

– Method: Patrols line up in relay formation facing the pile of tent parts. (When played indoors, the tents must be of the freestanding variety.) On signal, one Scout from each patrol runs to the pile, selects one item, and racing over to a designated area, uses that part to set up their patrol’s tent. They then run back to their patrol to tag off the next Scout who in turn does the same thing with another retrieved item. One by one, the Scouts in each patrol continue running up to retrieve tent parts until they are able to set up their tent. Scouts who retrieve the wrong tent parts must return them to the pile and select other parts.

– Scoring: The first patrol with their tent put up correctly wins.

TENT PITCHING RACE (wide, out)

– Materials: for each half-patrol team, one troop tent with everything properly packed

– Method: The half-patrol teams line up across from their tent. On signal, each team pitches their tent. When completed, the sides must be smooth and tight and the tent door closed.

– Scoring: The first patrol with both tents put up correctly wins the race.

TENT STRIKING RACE (wide, out)

– Method: This race is the same as for “Tent Pitching Race”, but in reverse.

– Scoring: The first patrol with both tents properly packed wins the race.

TRAIL SIGNS RELAY (small, in or out)

– Materials: two sets of 3-by-5 index cards for each patrol (each of the first set bearing a drawing of a trail sign; each of the second set with the definition of one of the trail signs)

– Method: The patrols line up in relay formation. The two sets of cards are placed about 25 feet in front of each patrol. The cards with the pictured trail signs are placed face down; the cards with the definitions are spread out face up. On signal, the first Scout from each patrol runs to their set of cards and draws one of the face down cards. They place it on the correct definition card, run back, and tag the next Scout. Continue until all cards are matched.

– Scoring: The first patrol to correctly match all cards wins.

WATER BOILING RACE (wide, out) View Video

– Materials: 16 oz. can filled with water to within 1/2-inch from the top and containing one teaspoon of soap powder or squirt of liquid soap, two or three matches, two bricks to rest the can on, an area to build the fire that will not impact the environment and is positioned a safe distance from other patrol fire areas, filled fire bucket for each patrol

– Method: Before the race, each patrol gathers and organizes native tinder, and kindling for their fire (or is limited to materials provided). Each patrol selects two representatives. On signal, the two Scouts set up their fireplace, light a fire, place the can of water over the fire, and keep feeding the fire until the water boils. Other patrol members help as needed. (Lighting and Feeding a Fire Video)

– Scoring: The first patrol to get the water boiling wins.

WOOD SPLITTING RELAY (small, in or out)

– Materials: protective eyewear, leather gloves, a chopping block, and hatchet for each patrol, a 9 inch x 1 inch dry stick for each patrol member

– Method: Patrols line up relay formation 15 feet from their chopping block, hatchet, protective eyewear, and leather gloves. An equal number of sticks are passed out to each patrol so that every patrol member has one. On signal, the first Scout in line walks over to their patrol’s materials, places their stick on the chopping block, and puts on the protective eyewear, and gloves. When ready, they pick up the hatchet and use the contact method to split their stick. Once split, they carefully place the hatchet back on the chopping block, take off the eyewear and gloves and tag off the next Scout in line who repeats the process.

– Scoring: The first patrol to split all their sticks wins.

– Note: All Scouts participating in this activity must have completed Totin’ Chip.

COMPASS SKILL ACTIVITIES

Compass These challenges provide Scouts with an opportunity to put their basic compass skills into action.

In accordance with their level of skill, patrols can stay intact while doing these activities. Pitting one patrol against another in a competition can also be lots of fun. If patrols are organized by age, dividing the troop into equally-skilled Scout teams can be a practical alternative.

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Download PDF File of Compass Skill Activities

BLINDFOLD COMPASS WALK (wide, in or out)

– Materials: for each of four patrols, a numbered stake, a compass, a large paper bag, and a large playing area or field

– Method: In the center of a large area, set each patrol’s stake in the ground about 10 feet apart. One Scout from each patrol stands at their patrol’s stake. A Scout from one patrol sets their compass between 20 and 80º; a Scout from another patrol, between 100 and 170º; a Scout from another patrol, between 190 and 260º; and a Scout from another patrol, between 280 and 350º. A paper bag is then placed over the head of each Scout, permitting him to see only the ground and the compass in their hand. Each Scout turns himself around three times, then follows the bearing on their compass for 50 steps. They then turns around and follows the bearing back (orienting the direction of travel arrow toward himself instead of away) for 45 steps.

– Scoring: Only Scouts within 5 steps of their stake, score.

COMPASS FACING (small, in or out)

– Materials: one compass for each patrol

– Method: Patrols line up in parallel formation. First Scout steps forward with their compass. Leader will call out a bearing and those Scouts with the compass will then race to see who can face that bearing first. Each patrol member must go at least once.

– Scoring: Patrols score points each time one of their members is the first to face in the correct direction.

COMPASS POINTS (wide, in or out)

– Materials: for each patrol, eight Scout staves, arranged in star fashion on the ground all radiating from the center, one pointing due north

– Method: One Scout stands at the outer end of each stave, representing one of the eight principal points of the compass. The leader calls out any two points, such as southeast and north. The two Scouts standing at the corresponding staves immediately change places. When changing places, Scouts must not cross the staves, but must go outside the circle of players.

– Scoring: Points are scored by those patrols whose Scouts correctly change places. No points will be scored by a patrol if any Scout moves out of place without their point being named, moves to a wrong place, or even hesitates.

DIRECTION FACING (wide, in or out)

– Method: One wall of the room is designated as north. Scouts line up facing north in open lines, separated an arm’s length apart on each side. On the signal, “Northeast—go!” all turn to face what they believe to be northeast, and on the command, “Freeze!” they stand motionless. Those who are facing in an incorrect direction are out of the game. Continue, each time selecting a different one of the compass directions: north, east, west, south, northeast, southeast, southwest, northwest.

– Scoring: Continue until one Scout is left (the troop direction “champion.”)

FLYING BLIND RELAY (wide, in or out)

– Materials: for each patrol a large paper grocery bag, compass, and a card with degree readings, one written at the top, one at the bottom

– Method: Form teams consisting of partner patrols. Have each patrol line up in relay formation in a position opposite from the other patrol on its team. The first Scout on each team is given the bag, the compass, and the card. The top degree reading on the card, if followed correctly, will lead him toward the other patrol on their team. On signal, they put the bag over their head and are turned around three times. They then use the compass and the top degree reading to find their way to the other patrol. There they give the materials to the first Scout in the other patrol, who repeats the method, using the lower degree reading (which is 180 degrees opposite from the top reading) on the card to find their way to the opposite position. Continue until the partner patrols have exchanged places. Note: If there are an uneven number of patrols, simply divide the troop into an even number of teams and pair them up.

– Scoring: The first team to finish wins.

THREE-LEG COMPASS WALK (wide, out)

– Materials: for each Scout, a compass, an individually wrapped piece of candy

– Method: In a large outdoor area, the piece of candy is placed on the ground. Standing where the candy lies, the Scout sets their compass at 360º, faces north, and walks for 50 paces following that bearing. Next, they set their compass for 120º, face that bearing and take another 50 paces. Finally, they set their compass for 240º, face that bearing, and again take 50 paces. When they’re done, if they’re five feet from the piece of candy, they can pick it up, put it in their pocket, or eat it.

– Note: ideally, the candy will be placed on grass or other terrain so the Scout can’t spot it until they’ve finished the last leg of the triangle.

– Variation 1: The Scout chooses their own bearings, adding 120º to the first and second as they go.

– Variation 2: Scouts complete the triangle wearing paper shopping bags over their heads.

FIRST AID SKILL ACTIVITIES

First Aid Carry Relay These challenges and games provide Scouts with an opportunity to put their knowledge of first aid into action.

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Download PDF File of First Aid Skill Activities

BANDAGE RELAY (small, in or out) View Video

– Materials: Scout neckerchief or triangular bandage for each patrol

– Method: Each Scout selects a buddy from their own patrol and the pair lines up double file, facing an assigned judge who is standing 25 feet away with a neckerchief or triangular bandage. The name of a bandage, either “ankle,” “head,” or “sling,” is called out. When the name of the bandage is announced, each pair of Scouts run over to their judge and correctly apply the bandage to their buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on their buddy. When the judge approves both bandages, the buddies run back to their patrol and tag off the next pair of Scouts.

– Scoring: Each pair that correctly ties the bandages gets a point for their patrol. The first pair to run back to their patrol scores an additional point.

FIRST AID BASEBALL (small, in or out)

– Materials: ten numbered cards (1 through 10: card 2 is a double, card 6 is a triple, card 10 is a home run, all other cards are singles), list of questions based on Tenderfoot, Second and First Class first aid requirements

– Method: A miniature baseball diamond is marked out on the floor. The first patrol lines up behind home plate. The “umpire” (game leader) holds the cards in their hands. In turn, each Scout in that patrol tries to answer a question given to him by the umpire. If the Scout gives the correct answer, they draw a card. They score whatever hit is indicated on the card and become a base runner as in regular baseball. If they do not answer the question correctly, they’re out. After three outs, the next patrol comes to bat.

– Scoring: The patrol with the most runs after two innings is the winner.

FIRST AID CARRY RELAY (wide, in or out) View Video

– Method: Patrols line up in relay fashion facing a single turnaround post located 15 feet away. Two Scouts from each patrol carry the first “injured Scout” using Two-Person Carry around the turnaround post and back to the starting line. Next two Scouts carry the second “injured Scout” using the Four-Handed Seat Carry around the turnaround post and back to the starting line. Next Scout carries the third “injured Scout” using a One-Person Carry around the turnaround post and back to the starting line. If at any time an “injured Scout” touches the ground, the Scouts carrying this “injured Scout” must stop, reform their carry and continue.

– Scoring: The first patrol making a complete circuit with the three “injured Scouts” scores wins.

FIRST AID SCENARIOS (small, in or out)

– Preparation: The following scenarios can be printed out and distributed as a point of reference:

• Scenario A: A Scout zigzagging on a bicycle is hit by a car. They receive a cut on their left forearm that severs an artery. They also sustains a simple fracture of their right leg.

• Scenario B: A driver is speeding along a country road when one of their tires blows out. The car crashes into a pole. The driver receives a simple fracture of the right forearm and a gash on their right shoulder, causing arterial bleeding.

• Scenario C: While on a hike, a Scout patrol finds an electrical repairman lying at the bottom of a transformer pole. They are not breathing and have burns on both hands.

• Scenario D: While swimming in a country pond, one Scout jumps from a rock ledge and does not come back up to the surface. The other Scouts notice they are gone, jump in, and pull them out. They are not breathing and have a gash on their forehead that is bleeding profusely.

• Scenario E: A Scout is riding their bicycle when a dog bites them on the right ankle. The Scout swerves to get away, and falls heavily on the road. They lacerate a large area of their left elbow into which dirt and sand are ground. Their left wrist is swollen and painful.

• Scenario F: A woman is pinned under a pickup truck that has overturned at the side of the road. When she is released, it is found that she has a cut over her right eye and is spurting blood. Her right ankle is very painful and swelling rapidly.

• Scenario G: On an extremely hot day, several Scouts are sitting on a fence in front of their high school, watching a parade. One of the Scouts falls to the ground. Their face is hot, dry, and flushed, and their pulse is exceptionally rapid. Their left ear is torn and bleeding profusely.

• Scenario H: On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running five inches from the front to the back of his head and it is bleeding profusely. The skin on his face is very cold, and his ears are pale.

– Method: Depending on how much time is to be allotted for the activity, one or two scenarios are assigned to each patrol. After two minutes of deliberation, in turn, each patrol narrates a course of action detailing the correct approach to administering appropriate first aid.

– Scoring: As determined by a panel of judges, depending upon the details and accuracy of their presentation, a patrol can score up to four points pertaining to their scenario.

ICE ACCIDENT (wide, in or out)

– Materials: for each patrol, a 10 to 15-foot rope, a Scout stave or broomstick handle, and a blanket

– Method: Casually arrange the equipment in a corner of the room so that it’s ready for use, but don’t draw attention to it. Have each patrol place a Scout “victim” in a prone position at the opposite end of the room. Announce that these victims have broken through the ice and that it is up to each patrol to rescue its victim and to render first aid.

Note the following:

• Whether or not ropes and staves are noticed and used

• Whether or not the victim is warmed by the blanket and treated for shock

• Whether or not the need to administer CPR is ascertained

• Whether or not medical help is summoned

– Scoring: The patrol with the best performance and time wins .

KIM’S GAME: FIRST AID (small, in or out)

– Materials: blanket or tarp, collection of ten or more first-aid objects such as: gauze pads, bandages, splints, adhesive tape, absorbent cotton, scissors, tweezers, sunburn ointment, antibiotic ointment, rubber gloves, thermometer, etc., and ten or more objects not used in first aid such as: a ball, paper clip, merit badge pamphlet (not first aid), pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.

– Method: All objects are spread on the floor and covered with the blanket or tarp. The patrols gather around the covered objects. The cover is removed for exactly one minute. Afterward, the patrols huddle separately and write down all first-aid objects they can remember.

– Scoring: The patrol with the most complete list wins. One point is deducted for each non-first-aid object listed.

STRETCHER RELAY (wide, in or out) View Video

– Materials: two sturdy, 6-foot poles, one blanket, one inflated balloon for each patrol, Diagram for Makeshift Stretcher

– Method: The patrols line up in relay formation with the blanket and two poles. One patrol member is designated as an “injured Scout” and lies on the ground twenty-five feet away at the rescue point. On signal, two Scouts serving as stretcher carriers run up from the starting line with the blanket and two poles. When they reach the rescue point, they make a stretcher and put their “injured Scout” on it. When ready, they lift the stretcher and a junior leader (or judge) places the inflated balloon on the “injured Scout.” The carriers transport the “injured Scout” to the starting line without letting the balloon fall off. If it does, they must return to the rescue point and try again. The “injured Scout” may not hold onto the balloon. At the starting line, the carriers lift the “injured Scout” off. Another patrol member is designated as an “injured Scout,” and two other Scouts run up to make a stretcher for transporting him at the rescue point.

– Scoring: The patrol that most carefully transports their “injured Scouts” to the starting line in the least amount of time, wins.

KNOT-TYING SKILL ACTIVITIES

Rescue RelayThese challenges provide Scouts with an opportunity to put a variety of knot-tying skills into action.

In accordance with their level of skill, patrols can stay intact while doing these activities. Pitting one patrol against another in a competition can also be lots of fun. If patrols are organized by age, dividing the troop into equally-skilled Scout teams can be a practical alternative.

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Download PDF File of Knot Tying Skill Activities

50-FOOT RESCUE RELAY (wide, in or out) View Video

– Materials: a cardboard square and one 50-foot rope for each patrol

– Method: Patrols line up in relay formation. One Scout from each patrol sits on the square of cardboard about 35 feet in front of their patrol. On signal each patrol prepares their rope for an accurate distance throw. One member casts the line to their Scout who must grab the rope while remaining on the cardboard. Once they have the rope, they tie a bowline around their waist, grab the cardboard with both hands and remain on the cardboard as the rest of their patrol pulls them ashore.

– Scoring: Patrols score points according to how effectively they can rescue their patrol mate(s).

– Variation: Patrol members take turns coiling and throwing the rope and riding the cardboard.

BOWLINE DRAW (small, in or out)

– Materials: 15-foot rope for every 2 Scouts

– Method: Each patrol forms two lines facing each other. Each pair of Scouts holds one end of a 15-foot rope in their right hand raised above their head. At the word “Go,” each races to tie a bowline around their waist. Scouts lean backward with their full weight to test the knots.

– Scoring: The first patrol to have all bowlines tied correctly and all Scouts leaning backwards wins.

BOWLINE SHEET BEND DRAW (small, in or out) View Video

– Materials: 6-foot rope or braided nylon cord for each Scout

– Method: Each patrol forms two lines facing each other. Each Scout holds their rope their right hand raised above their head. At the word “Go,” each races to tie a bowline around their waist, then join the ropes together with a Sheet Bend. Scouts lean backward with their full weight to test the knots.

– Scoring: The first patrol to have all knots tied correctly and all Scouts leaning backwards, with their Sheet Bends next to each other in a straight line, wins.

CANNIBAL RESCUE (wide, in or out)

– Materials: 30 to 50-foot x 1/4 to 3/8-inch manila or braided nylon for each patrol

– Method: The patrols line up in relay formation behind a line. A second line is marked out 20 to 30 feet away, parallel to the first. The first Scout in each patrol is given a rope, and the following story is related: “You are fleeing from cannibals and have reached the bank of a wide river. Only one Scout in each patrol can swim. The rest of the patrol must be “pulled” across with the help of a rope.” On signal, the first Scout in each patrol “swims” (runs) with the rope to the other “shore” (second line) and throws one end of the rope back across the “river” to the second Scout in line. The second Scout ties a bowline around their waist and is figuratively pulled across to the other shore by the first Scout. Then the second Scout unties the rope, throws it to the next Scout in line, and so on. This continues until the whole patrol is safely across. Note: Scouts must wait until the rope is thrown far and accurately enough for them to grab it, without entering the “river”.

– Scoring: The first patrol to get all of its members across the river with correctly tied bowlines wins.

EIGHT KNOT CONTEST (wide, in or out)

– Materials: for each patrol three 6-foot x 1/4-inch manila ropes (or braided nylon cords), one 12-foot x 1/4-inch manila rope (or braided nylon cord), one log 2-foot long and 3 to 6 inches in diameter, two trees or upright poles 12 to 16 feet apart

– Method: Lay all the materials on the ground between the trees or upright poles. On signal, with one 6-foot rope, each patrol ties an end to a tree or pole with two half hitches / joins the other end to a second 6-foot rope with a square knot / ties one end of the third 6-foot rope to one end of the log with a timber hitch / forms a loop on the other end of the third 6-foot rope with a bowline / uses the bowline’s loop as the bend to tie a sheet bend to the free end of the second 6-foot rope. Each patrol will also tie one end of the 12-foot rope to the other tree or pole with a taut-line hitch / and the other end to the log with a clove hitch. Finally they will raise the log parallel to the ground by shortening the 12-foot rope with a sheepshank.

– Scoring: The first patrol to suspend the log parallel to the ground with all knots correctly tied wins.

HOLD-EM DEMONSTRATION (small, in or out)

– Materials: 20-foot rope for each patrol

– Method: On signal, the first Scout takes hold of one end of the rope and makes one roundturn around a tree or immovable pole. Leaving enough rope to easily tie two half hitches, they hold onto the running end with one hand. While the first Scout maintains a grip on their end of the rope, a second Scout pulls on the other end of the rope. Relying on the friction created by the roundturn and withstanding the pull on the rope created by the second Scout, the first Scout now can secure the line with two half hitches snugged up against the tree or pole.

– Scoring: None. Each Scout takes a turn tying a roundturn with two half hitches in this manner.

HORIZONTAL HALF HITCHING RACE (small, in or out) View Video

– Materials: horizontal pole(s) set up waist-high with pairs of 3-foot lengths of braided nylon or paracord cords, attached and hanging down (enough for each participant to have 2 cords right next to each other, set apart from other pairs of cords leaving enough space for each Scout to apply the half hitches without interfering with the Scout next to them.)

– Method: On signal, Scouts race to tie a series of four half hitches with each cord, one cord proceeding from the left, and the other proceeding from the right. When they have completed all eight half hitches, they yell out, “done!” (Switch off so all Scouts get a turn.)

– Variation: Tie the two pairs of cords about a foot from the ends of a Scout stave. Scouts pair up and sitting down either next to or across from one another, race to tie the half hitches with the stave balanced on their laps.

– Scoring: The first Scout to correctly complete all eight wins that round.

HOT ISOTOPE TRANSPORT (wide, out) View Video

– Materials: For each patrol, one can filled to a mark 1/2-inch from the top with water, in the middle of a well-defined circle 20 feet in diameter, six 15 foot cords, elastic circle.

– Method: The patrol assembles a “Hot Isotope Transporter” by attaching the cords to the elastic circle with two half hitches. They then line up around the can staying outside the circle at all times, and under the direction of their patrol leader, the Scouts pull the cords to stretch the elastic circle. The object is to bring the expanded elastic circle down over the can, then relax the elastic circle to fit tightly over the can. They then lift and deposit the can upright to a point outside the circle, without spilling any water.

– Scoring: Each patrol scores a point for transporting the can without spilling any water. All knots correctly tied earn an additional point. The fastest patrol earns an additional point.

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KNOT HOOP RELAY (small, in or out)

– Materials: 6-foot rope for each patrol

– Method: On signal, the first Scout ties the rope into a hoop with a sheet bend and passes it over their head and down their body. They step out of the hoop, untie the knot and pass the rope to the next Scout who repeats the method and so on down the line. A judge for each patrol will observe the knots.

– Scoring: Points are given for each correctly tied sheet bend, and extra points to the patrol that finishes the quickest. If there are different numbers of Scouts in the patrols, announce a specific number of knots to be tied, requiring some patrol members to go more than once.

KNOT MASTER TUG OF WAR (wide, in or out)

– Materials: for every two teams, one 4-foot and two 10-foot x 1/4-inch ropes, whipped on both ends, a playing area 40-feet wide with a marked center line

– Method: The object of this game is to pull the 4-foot rope away from the other other team. The contest can be played between patrol teams or between chosen troop teams. In the center of the playing area is the 4-foot rope. Two teams, each with a 10-foot rope, assemble facing each other on either side, twenty feet away. The game leader will call out the name of a joining knot, either: sheet bend, carrick bend, fisherman’s knot, or water knot. In response, each team quickly sends up one Scout along with their 10-foot rope. The must join their rope to the 4-foot rope with the knot that was called out. Once they do, they can pull the rope away from the other Scout, or if they both have the knot tied at the same time, can attempt to do so as in an ordinary tug of war, the winner pulling the other four feet.

– Scoring: If a Scout completes the knot first and hence can easily pull the rope away, they score three points for their team. If the knot was tied incorrectly, the other team scores two points. If both Scouts complete the knot at the same time, and both are tied correctly, the Scout that can pull the 4-foot rope for four feet towards their patrol scores one point for their patrol. If one of the knots is incorrectly tied, the other patrol scores two points whether or not the rope is pulled to their side.

KNOT TRAIL (KNOT KIM’S GAME) (small, in or out)

– Materials: four ropes 6-feet or longer as appropriate, two chairs or trees

– Method: Tie the end of the first rope to the first chair or tree with a clove hitch / join the other end of the first rope to the second rope with a square knot / form a fixed loop in the other end of the second rope with a bowline / attach one end of the third rope to the fixed loop with a taut-line hitch / join the other end of the third rope to the fourth rope with a sheet bend / attach the other end of the fourth rope snug against the second chair or tree with two half hitches. Each patrol is given one minute to walk along the ropes from chair to chair and back again, silently, to view and memorize the knots. The patrols then huddle to come up with a list of the knots in the order they were between the chairs.

– Scoring: The fastest patrol to present the correct list of knots in the proper order wins.

KNOT-TYING RELAY (wide, in or out)

– Materials: for each patrol, one 6-foot rope, one Scout stave, one judge

– Method: The patrols line up in relay formation with the first Scout about ten feet from the stave. The leader calls out the name of a knot, and the Scout in line runs up to the stave, rope in hand, and ties it in the following manner: “Bowline” the stave through the fixed loop / “Square Knot” tied down tight against the stave / “Sheet Bend” joining the two ends of the rope / “Two Half Hitches” slid tight against the stave / “Taut-Line Hitch” tied around the stave but not up against it / “Clove Hitch” tied around the stave / “Timber Hitch” tied around the stave. After the knot is approved by their judge, the Scout unties it, runs back, and gives the rope to the next Scout. When the first Scout who correctly tied the knot returns to their patrol, the next knot is called out. Each patrol must wait for their patrol member to return after having their knot approved, before sending their next member up to tie the next knot.

– Scoring: The first patrol to finish wins.

LASSOING THE STEER (wide, in or out) View Video

– Materials: 20-foot rope for each Scout, small log

– Method: The small log is placed upright in the center of a well-defined circle 18 feet in diameter. On signal, all Scouts make a lasso using a bowline to form the fixed loop. All those unable to tie one have to drop out until their lasso is made with a bowline. Scouts stand outside the edge of the circle, and throw their ropes and attempt to lasso the “steer” and pull it out. Scouts can have as many throws as are needed to rope the “steer.”

– Scoring: Patrols are awarded points each time one of their members can rope the “steer.”

LOG HAULING (wide, out)

– Materials: one manageably heavy, available log or limb from a tree, a 50-foot x 3/8 to 1/2-inch manila rope, a level dirt road or stretch of land that won’t be damaged by dragging the heavy weight marked off in spans of 50 feet

– Method: In turn, each patrol ties a timber hitch around the log. Then each Scout ties either a butterfly knot or bowline on a bight at intervals along the rope to form hand holds. When ready, the patrol proceeds to drag the weight to the next 50-foot marker.

– Scoring: The best time wins.

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ONE-HANDED KNOT TYING (small, in or out)

– Materials: for each patrol, two 3-foot x 1/4 to 3/8-inch braided nylon or polyester cords

– Method: Patrols form partners and each set of partners faces the other in relay formation, about 20 feet apart from each other. The two knot-tying ropes are placed halfway between the partners. On signal, the first set of partners run to the center and, with one hand behind their back, each joins their end of one rope to that of the other patrol member, forming a square knot. The leader checks the knot. Then the players untie the knots, run back, and tag the next set of partners. The rope cannot be laid on the floor or the ground during tying. Teeth cannot be used, and knots cannot be tied against any part of the players’ bodies. If a patrol has an odd number of members, one Scout goes twice. Each patrol must tie the same amount of knots.

– Scoring: The first patrol finished, wins.

– Variation: Instead of a square knot, run the challenge with a sheet bend.

PONY EXPRESS RACE (wide, in or out)

– Materials: A 6-foot length of rope for each Scout

– Method: The patrols line up in relay formation, with the patrol leaders in front. On signal, every Scout ties a bowline around the waist of the Scout in front of them, grips the free end of the rope with one hand, and raises their other hand. When all hands are up, the leader gives a command and the patrol races to the end of the room, turns around, and runs back across the starting line.

– Scoring: The patrol that crosses the line first wins, provided no one lost their grip and all knots remained correctly tied.

REMOTE CLOVE HITCH (wide, out)

– Materials: For each patrol, a tree around which a 10-foot-radius area is staked out, a 50-foot rope

– Method: Two Scouts from each patrol grasp the rope at either end and are not permitted to let go. The object is to tie a clove hitch around the tree without entering the circle. Other patrol members may help by giving advice and by raising the rope as needed.

– Scoring: The patrol to finish first wins.

RESCUE RELAY (small, in or out) View Video

– Materials: for each patrol, eight 3-foot x 1/4-inch braided nylon cords, a cardboard square at least 2-feet x 2-feet

– Method: Patrols are each issued eight 3-foot cords and assemble behind a line with their patrol leader sitting on the cardboard square 12 feet away. On signal, each patrol forms a long line by joining the 3-foot cords together with sheet bends. As soon as they’ve joined the eight cords together, one patrol member coils the long line and throws one end to their patrol leader. When the patrol leader can grab hold of the line without leaving their cardboard square, they use it to tie a bowline around their waist. Once this is done, the whole patrol pitches in to pull their patrol leader over the line, as they holds on to the cardboard square with both hands.

– Scoring: The first patrol to complete the challenge with all knots correctly tied wins.

– Variation: After the cords are joined, patrol members take turns tossing the line, sitting on the cardboard, and tying the bowline.

ROPE TACKLE TUG OF WAR (wide, in or out) View Video

– Materials: an anchor point, one 1/2-inch diameter length of manila rope at least 20 feet long, a rope grommet rigged with a metal ring secured to the anchor point

– Object: this activity is designed to clearly demonstrate the mechanical advantage achieved when using a rope tackle.

– Method: a butterfly knot is rigged about 10 feet from the end of the rope. That end is reeved through the ring and then passed through the fixed loop of the butterfly knot creating a rope tackle. Three Scouts of approximately the same weight are selected. One stands with their back to the anchor point and grabs hold of the end of the rope (hauling end) passing through the loop of the butterfly knot. The other two grab a hold of the other end of the rope. On signal, the single Scout pulls on the hauling end, and the other two on their end.

– Scoring: None. Scouts can rotate as desired.

– Variation: Pit one smaller Scout at the hauling end against one larger Scout.

ROPE-TOSS-LOG-LIFT CHALLENGE (LOG-RAISING RELAY) (wide, in or out)

– Materials: a crossbar 7 to 9 feet off the ground is in place, for each patrol a 50-foot x 3/8-inch manila, a stake driven into the ground 25 feet away in line with the crossbar, and a 4-foot x 4-inch log, positioned 10 feet away on the other side of the crossbar

– Method: From 25 feet away, each patrol coils a 50-foot rope and throws one end over the crossbar. When the throw is good, the end of the rope that was thrown over the crossbar is used to tie a timber hitch around the log with a half hitch applied near the end. The other end of the rope is tied to the stake with a clove hitch, and finally a sheep shank is tied in that part of the rope between the stake and the crossbar, to shorten the rope enough to raise the log completely off the ground.

– Scoring: The best time with all knots correctly tied, wins. If there’s enough room, patrols can go simultaneously. The challenge can be completed by individual Scouts or tasks divided between patrol members.

SQUARE KNOT VISUAL CHALLENGE (small, in or out)

– Materials: knee-high, horizontal pole, 3-foot cord for each Scout

– Method: Scouts tie a half knot (first half of a square knot) around and down onto the pole. Scouts then change places with one another, and relying solely on a visual perspective, correctly bring the ends of the cord together to tie the second half knot and form a square knot. Repeat the process to gauge which Scouts need to review the visual approach to always correctly tying a square knot. (In lieu of preassembled horizontal hitching poles, Scout staves can be used, passing them back and forth between two Scouts.)

– Scoring: None. Purely a test-themselves opportunity to see if they can rely upon this fool-proof process using the visual approach.

– Variation: Patrols line up in relay formation facing the horizontal pole. For each patrol, an instructor applies a half knot to the pole, with the ends tied either right over left or left over right. When the half knots are ready, on signal, the first Scout in line runs over to the pole and proceeds to tie the second half knot, relying solely on the visual approach. When they think they have a square knot, they shout, “Done!” The first Scout finishing scores two points for their patrol. All others who correctly tie a square knot score one point. (A granny knot scores zero.)

TAUT-LINE HITCH RACE I (large, out)

– Materials: for each patrol member, a 15-foot 3/16-1/4-inch nylon guyline, a tent stake, for each patrol a Scout stave

– Preparation: For each patrol member, drive a tent stake into the ground, along the circumference of a circle about 20 feet in diameter, so that each stake is about ten feet from the circle’s mid point.

– Method: A leader stands in the middle of the circle formed by the tent stakes, holding the Scout stave in an upright position. (If there are only three Scouts, then the leader stands in the middle of an equilateral triangle.) Holding their guyline, each Scout takes a position next to a tent stake. On signal, each Scout runs over to the stave and ties one end of the guyline to the stave with two half hitches. They then tie a taut-line hitch between the stake and the stave, adjusting it so there’s tension on the line. When all Scouts in the patrol have finished, they stand by their stakes and give their patrol yell. In order to complete the challenge the Scout stave needs to remain standing on its own in a vertical position.

– Scoring: The first patrol to yell, with all hitches tied correctly, wins.

TAUT-LINE HITCH RACE III (large, in) View Video

– Materials: for each patrol member, a 15-foot 3/16-1/4-inch nylon guyline and a chair, for each patrol a Scout stave

– Method: Patrols make a circle of chairs, 20 feet in diameter. In the middle of the circle, a leader holds up a Scout stave. On signal, each patrol ties one end of each guyline around the stave with two half hitches, and the other end of the line between the stave and their chair with a taut-line hitch.

– Scoring: The first patrol sitting in their chairs, with all hitches tied correctly, wins.

TWO-PERSON SQUARE KNOT (small, in or out)

– Materials: a 50-foot rope for each patrol

– Method: Two Scouts grasp the rope ends and, without letting go, join the rope ends with a square knot. Other Scouts can help with advice only.

– Scoring: The first patrol completing the challenge with the Scouts maintaining their grasp of the rope wins.

LASHING SKILL ACTIVITIES

Everyone on the TripodThese challenges provide Scouts with an opportunity to put a variety of lashing skills into action.

In accordance with their level of skill, patrols can stay intact while doing these activities. Pitting one patrol against another in a competition can also be lots of fun. If patrols are organized by age, dividing the troop into equally-skilled Scout teams can be a practical alternative.

Note: The size of the spars in many of these activities are the size needed to construct the standard sized Double A-Frame Monkey Bridge.

“wide” = large indoor or outdoor setting for those activities requiring a greater amount of space

“small” = small area for those activities that do not require as much space, or can be carried out in close quarters, or with a smaller number of Scouts

“in” = indoor activity

“out” = outdoor activity

Download PDF File of Lashing Skill Activities

A-FRAME CHARIOT RACE (wide, in or out) View Video

– Materials: two 8-foot x 4-inch spars, one 6-foot x 3-inch spar, three 15-20-foot x 1/4-inch manila lashing ropes for each patrol

– Method: On signal, patrols lash together an A-frame using a shear lashing at the tips of the 8-foot spars and square lashings at the butt ends for the 6-foot ledger. (Three square lashings can be tied, if decided.) When the A-frame is built, it is either dragged or carried around a pre-set course or to a turn-around-line and back. The course can be completed by more than one patrol member in accordance with whatever guidelines are decided beforehand.

– Scoring: The fastest patrol to complete the race wins.

– Note: Dragging the A-Frame can cause damage to indoor floors, carpeting, and outdoor grassy areas, and should only be done on durable surfaces.

CATCH THE SNAPPER (small, in or out) View Video

– Materials: four Scout staves, six 6-foot lashing ropes, one 3-foot cord, one fishing sinker and a mouse or rattrap for each patrol

– Method: Form a “river” by marking two parallel lines 15 feet apart. The patrols line up on one “riverbank.” On the opposite bank is a cocked mouse or rattrap. Patrol members use all their materials to build a long fishing pole which they use to catch the “snapper.”

– Scoring: The first patrol to lift the mouse or rattrap up by catching it on their fishing sinker wins.

CROSSING THE ALLIGATOR PIT (wide, in or out) View Video

– Materials: for each patrol, two 8-foot x 4-inch spars, and one sturdy 6-foot x 3-inch spar, three 15-foot lashing ropes, six 20-foot guylines, 1/4-inch in diameter, seven participating patrol members

– Method: Mark the “alligator pit” on the ground; it should be 15 feet across and as wide as necessary to accommodate your patrols. The patrols line up on one side of the pit. On signal, they lash together an A-Frame “walker,” using a Shear Lashing at the top and Square Lashings at the cross bar, or three square lashings. Near the top, they attach two guylines, and at each bottom corner they attach two more, using two half hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One Scout controls each guyline and “walks” the walker across the pit by tipping it from side to side and moving it forward.

– Scoring: The first patrol to finish wins. This can be a timed contest if there aren’t enough materials for all patrols.

Note: Crossing the Alligator Pit indoors can cause damage to floors and carpeting, and should only be done on durable surfaces.

EVERYONE ON THE TRIPOD (wide, in or out) View Video

– Materials: for each patrol, three 8-foot x 4-inch spars, three sturdy 6-foot x 3-inch spars, six 15-foot lashing ropes, one 20-foot lashing rope.

– Method: On signal, patrol members lash the three 8-foot spars into a tripod, using the 20-foot rope. When finished, they set up the tripod and using six square lashings, lash a 6-foot spar between each of the legs. When all lashings are completed and the tripod is strong and secure, all the patrol members stand on the 6-foot spars, making sure their weight is evenly distributed.

– Scoring: The first patrol with all its members off the ground wins.

(Everyone on the Tripod: Demonstration Video)

FLAGPOLE RACE (wide, out) View Video

– Materials: for each patrol, four Scout staves (or three Scout staves if their patrol flag is already secured to a pole), six 6-foot lashing ropes, three 15-foot cords, three stakes, one mallet, patrol flag, two short cords to tie attach it to the flagpole,

– Method: On signal, each patrol flies their flag on their flagpole by: joining the staves together with round lashings, attaching the three guylines about 3/4 the way up from the bottom with round turns with two half hitches or rolling hitches, hammering in the three stakes forming an equilateral triangle, tying the guylines at the stakes with taut-line hitches, adjusting the tension on the lines to securely hold their flagpole in a tight, vertical position.

– Scoring: Patrols receive points for both speed and efficiency.

GET ‘IM UP (small, in or out)

– Materials: for each patrol, three 8-foot spars, one 20-foot lashing rope, and one, strong 10-foot rope for suspension

– Method: On signal, the patrol members lash the three spars into a sturdy tripod with the 20-foot lashing rope. When finished, they set up the tripod, tie a bowline in one end of the 10-foot rope, and place the bowline loop over the tripod’s center leg. Then they tie a bowline in the free end, high enough that the loop cannot touch the ground. One Scout steps up into the bowline’s loop and stands there, holding their balance by hanging onto the line coming down from the top of the tripod. As necessary, Scouts can steady the tripod’s legs so they don’t slip.

– Scoring: The first patrol with a Scout standing in the bowline loop with the tripod supporting their weight wins.

JOINING STAVES (wide, in or out) View Video

– Materials: plenty of 6-foot lashing ropes and a large supply of Scout staves

– Method: On signal, with two round lashings, Scouts join as many Scout staves together as they can, in the time allotted, into one long connected pole. When they are done, they lift the entire joined-together construction over their heads.

– Scoring: The longest, intact collection of staves wins.

– Variation: If the ceiling is high enough, or if the activity is held outdoors, patrols can attempt to hold their construction up vertically.

LADDER BUILDING (wide, in or out) View Video

– Materials: for each patrol: two 8-foot x 4-inch spars, four 3 to 4-foot x 2-inch “rungs,” eight 15-foot lashing ropes

– Method: Each patrol will lash together a ladder with four rungs, spacing the rungs from the bottom, about 1-foot apart, using eight square lashings. When sturdy, the whole patrol will stand the ladder up. While one patrol member at a time takes a turn climbing to the top rung, the rest of the entire parol carefully holds their ladder steady with both hands.

– Scoring: Each patrol that successfully tests their ladder wins.

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LIFT SEAT PROCESSION (wide, in or out) View Video

– Materials: two 15-foot lashing ropes, two 6-foot x 3-inch spars, four to six 3-foot x 2-inch floor spars

– Method: Scouts will to construct a lift seat by lashing the floor spars to the 6-foot platform supports, using two floor lashings. When completed, four Scouts carry one Scout, seated and holding on, to a turning line and back. The process is repeated for a designated amount of times, carrying a different Scout each time.

Note: This is not a race.

– Scoring: Points are awarded in accordance with how efficiently the patrols use their lift seats to carry their members.

REACTOR TRANSPORTER (wide, in or out) View Video

– Materials: for each patrol, six Scout staves, six 6-foot lashing ropes, one 10-foot lashing rope, two 3-foot light cords, one No. 10 can with a bail attached, and a large washer or one nut from a 1⁄2-inch bolt

– Method: On signal, each patrol builds a transporter by lashing a three sided frame with three staves and then lashing on a tripod from the three corners of the frame. The tin can is suspended from the top of the tripod. The nut is also hung from the top of the tripod. It hangs down into the can but does not touch the bottom or the sides. When finished, three patrol members pick the transporter up by its three corners and carry it to a turn-around point and back. If the nut swings and hits the side of the can, the patrol must return to the starting line and start the carry again. The object is to transport the reactor so gently and evenly that it is not jarred.

– Scoring: The fastest time wins.

ROMAN CHARIOT RACE (wide, in or out)

– Materials: two 8-foot x 4-inch spars, two 6-foot x 3-inch spars, two 4-foot x 2-1/2-inch spars (or two more 6-foot spars), nine 15-foot lashing ropes, three 10-foot ropes per patrol

– Method: Each patrol lashes together a trestle, using the 8-foot spars as the legs, the 6-foot spars as the cross braces, and the 4-foot spars as the transom and ledger. The chariot is dragged to a turning line and back again with one patrol member on board. To imitate an actual chariot to the fullest extent, two Scouts act as “wheels” keeping the chariot upright, patrol members pull the chariot like horses using two hauling lines tied to the transom at each leg, and the rider grabs hold of a rope with each end tied to the top of a leg, serving as the “reins”

– Scoring: The first patrol all seated with chariot taken apart and ropes coiled, after dragging their rider back to the finish line, wins.

SCOUT STAVE LAUNCHER (wide, in or out) View Video

– Materials: six Scout staves, seven 6-foot x 1/4-inch lashing ropes, three short lengths of cord (to secure the shot holder to the structure), one pre-made “shot-holder” fashioned from a 12-1/2-ounce can (used for potted meat, click here for instructions), large supply of newspaper and masking or scotch tape, (large supply of tennis balls if built outside), playing area large enough to spread out for each patrol, eye protection for the Scouts firing or holding the launcher, optional Scout stave launcher diagram.

– Method: An indoor or outdoor area is set up so there’s plenty of room to launch the “shots.” Each patrol is provided the necessary materials along with the design drawing. They are each assigned their own designated area (about 10 feet x 10 feet) in which they must stay. On signal, they race to build their Scout Stave Launcher. Using the newspaper and tape, they will also have to set to work and make a supply of “shots.” As soon as they are ready, they can proceed to launch tightly, taped-together newspaper “shots” at designated targets in the shooting area. They can also launch the “shots” for distance.

– Scoring: Points can be awarded when a shot hits a target and for the shots that went the farthest.

– Note: Supervision by an NCS trained shooting sports director is required for this activity.

SELF STANDING FLAGPOLE CHALLENGE (small, in or out) View Video

– Materials: six Scout staves, seven 6-foot x 1/4-inch lashing ropes, four light 10-foot guylines, one 15-foot light line for a halyard, one 3-foot cord to make top loop for halyard, two pencil-sized sticks (if needed to secure patrol flag to halyard through existing grommets), patrol flag for each patrol, optional self-standing flagpole diagram

– Method: With the above materials and some time to plan, patrols are challenged to build a self-standing flagpole capable of raising and lowering their patrol flag.

– Scoring: Points can be awarded to the patrols who can complete the challenge within the allotted time.

SNAKE RACE (wide, in or out) View Video

– Materials: For each patrol: 6 Scout staves, five 6-foot lashing ropes

– Method: Patrols line up in parallel formation at a starting line. On signal, the patrol lays out the 6 staves and lashes them together using one, tight shear lashing at each joint. Racking turns (figure of eights) are suggested! When complete, six patrol members straddle the staves facing the same direction, reach down and grab the chain of staves, then start moving them forward, between their legs. The Scout in front swings the first stave up overhead and passes it back to the Scout behind him. When the last Scout receives the stave passed overhead, they then swing it back down under their legs and start moving the chain back forward again until the staves are in their original position.

– Scoring: The first patrol finished with their “snake” still intact wins.

Bouldering and climbing Games

1. ADD-ON

Number of players: 2+ (smaller groups work better)

Setup

Pick a sequence of three or four moves that all the players can do, and then decide who goes first. It’s easier to play on a bouldering wall, since routes would require a lot of time to switch climbers.

Gameplay

The first climber does the predetermined sequence, adding one “move,” typically defined as one hand movement with set footholds (foot movements are not considered stand-alone moves). The next climber repeats the new sequence and adds on a move of their own. If a climber cannot perform the previously added sequence, they lose a life. If they complete the added-on move, this is considered a checkpoint. Even if they fail to add another move, they are safe. Three failed attempts (lives lost) means elimination. Continue adding on moves until 1) you’re all bored, 2) you run out of room and don’t feel like traversing, or 3) one climber is left standing. It’s optional if you want to let other players help the climber remember the sequence by pointing out holds.

Training purpose: Route-finding, memorizing sequences, endurance, working on weaknesses (especially when playing with someone who climbs differently than you—tall vs. short, crimp vs. compression, etc.)

Variations

5 seconds: Right before you latch any hold you’re about to add, hover your hand over it for a full five seconds.

Feet only: Switch it so feet are the focus and add foot moves; all hands are on.

Bonus: If you can skip any previous move, you can “steal” that move and add an extra move at the end of your regular turn (e.g., skip one move, add two at the end).

Directional: Go one direction the first round, go the opposite direction the next round, still adding moves if you can.

2. GOLF

Number of players

2+

Setup

Pick six or more marked boulder problems or routes that are well within the players’ ability levels; it helps to play against people who are of similar height and skill level. Each problem or route represents a “hole” on the hypothetical golf course.

Gameplay

Players take turns trying to do each route or problem with as few holds as possible, and each player gets one go at the problem for each round. Each handhold used translates to a stroke. Each fall receives a three-stroke penalty. Keep track of each climber’s score throughout. Whoever has the least amount of points at the end of the course wins.

Training purpose

Route-finding, dynamic and deadpoint movement, power-endurance

3. ELIMINATOR

Number of players

1+ (smaller groups work better, can be played alone)

Setup

Pick a route or boulder problem well within the players’ ability—the more moves, the better.

Gameplay

Climbers take turns repeating the problem, one person eliminates a hold after each successful round of attempts. If the next climber can’t do the new sequence, it gets passed on to the next climber. When nobody is capable of doing the sequence, the climber who eliminated the hold must prove the sequence can be done. Keep going until either only one person or nobody can do the sequence.

Training purpose

Creative route-finding, figuring out beta, dynamic and deadpoint movement

4. LEMON-LIMES

Number of players

1

Setup

Pick a bouldering problem that’s doable but slightly challenging for you.

Gameplay

Make the first move of the problem, and then reverse to the start. Without coming off, make the first two moves, and then go back to the start. Keep going until you’ve reached the top. That’s the lemon! For the lime, do the same thing with downclimbing—you still don’t come off! Start at the top, downclimb one move, then back to the top. Two moves down then back to the top. Once you’ve downclimbed to the start and back up to the top, you can jump off.

Training purpose

Endurance, endurance, endurance, power-endurance

5. LUCKY DRAW

Number of players

1+

Setup

Write down about 10 different climbing moves onto slips of paper (drop-knee, right-hand lockoff, left-hand dyno, gaston, heel hook, etc.) and place the slips into a bag.

Gameplay

Pull four slips out of the bag, and then try to create a problem or route that uses all of the movements.

Training purpose

Sequence creation, creative thinking, unlocking beta, figuring out the benefit of one move versus another

6. TWISTER

Number of players

Small groups of 3 or 4

Setup

Similar to the popular board game. You can use the spinner board from the actual game or make your own. Write down on slips of paper: right hand, left hand, right foot, and left foot, then write the colors (and types for more of a challenge) of the holds on separate slips. One person is the “spinner.” Climbers start on similar but separate sections of wall. It works best on vertical walls that are filled in with many holds, but it can be done on steeper terrain for a much harder challenge.

Gameplay

The spinner randomly selects one of each slip. All of the climbers must then execute the drawn movement. For example, left hand to blue crimp, right foot to green pinch. A player is eliminated when they cannot do the drawn movement.

Training purpose

Flexibility, endurance, core stability

7. HOT LAVA

Number of players

1+

Setup

On a long section of wall, use string to mark off sections of the wall as “hot lava.”

Gameplay

Climbers must make their way from start to finish without touching any holds within the hot lava sections. Add more hot lava or laps.

Training purpose

Endurance, route-finding

8. DRAG RACE

Number of players

Groups of 2

Setup

For boulder problems, set a timer for 15 minutes; for routes, set it for 30.

Gameplay

Go against the clock and your opponent by climbing as many problems or routes as possible in the allotted time. Earn points for harder climbs: 5.11 is worth 11 points; V3 is worth three points. Adjust accordingly to your gym’s unique grading system, e.g., using spots. Whoever gets the most points wins!

Training purpose

Endurance, power-endurance (and more fun than 4x4’s!), climbing smoothly and quickly under pressure

FAST FUN

Less involved but just as interesting games

9. Compete with your belayer for points

5.10 is 10, 5.11 is 11, etc. A fall costs you one point and a take costs you two. Climb all night, and the highest number of points wins.

10. Pick-up

For the younger crowd, use stuffed animals or small coins. Prop them on holds and have the little ones climb until he or she has collected them all without coming off.

11. Forced falls

Climber and belayer pick lead climbs they’re pretty comfortable on. When one person is climbing, the belayer yells “fall” at any point and the climber has to let go right then and there.

12. Tag

A group spreads out on the wall and starts traversing. Each person tries to tag the person in front. If you get tagged you’re out; if you fall, go to the back of the pack and start over.

13. Climb like a pro

Pick a professional climber and try to complete a route in his or her style. For example, Chris Sharma-style would be big, dynamic moves with feet cutting; Lynn Hill would be controlled and static, keeping in mind beta for short people.

14. Beta games

One person completes a route or problem, and everyone else must copy that climber’s beta exactly.

15. Single-foot sending

Climb a route or problem with only your right foot, and then climb it with only your left.

16. All the grades

Pick a grade and climb all of that particular grade in the gym, bouldering or sport.

Human Bridge

Mark off about a 20 foot stretch. You will need a few flat square objects, such as construction paper, folders, linoleum tiles sheets of wood, or baseball bases. You will need about one square per three children The Trailmen will need to get from Point A to Point B without touching the ground. Because there are so many fewer square than participants, the Trailmen will need to use teamwork to find their way across together by sharing and stretching across the objects. Let the Trailmen decide how they will get everyone across the marked area by using the objects they are given.

LOW ROPES CHALLENGE GAMES

Back to Back

Trailmen stand back to back with a partner with their elbows interlocked. Using each other's back for support, the Trailmen must try to sit on the floor and stretch out their legs. Then, while keeping their elbows locked, the partners must now try to stand up without slipping or falling down.

Blindfolded Trust Walk

Put the Trailmen into pairs. One member of the pair puts on a blindfold and then his partner tries to lead his through an obstacle course (we used a classroom with the desks and chairs moved around to make a path). The first time through the obstacle course, the "sighted" Trailman can hold on to his "blinded" partner's hand but should try to do most of his directing vocally. The second time through, no physical contact between the Trailmen is allowed.

Giant Stick Figures

This game works best with a large number of Trailmen - 20 or more! The whole group forms a series of circles and lines to make up a stick figure. i.e. a small circle of Trailmen for the head, small line for the neck, longer line of Trailmen for body, 2 arms and 2 legs. When they're assembled, you give them a series of directions, one at a time, and they must act as a group and performs the actions, such as:

1) Your head is itchy - scratch it!

2) There's a soccer ball at your feet - kick it!

3) Your shoe is untied - tie it up!

4) Your nose is running - blow it!

5) You dropped something - bend down and pick it up!

Group Walk

Players line up shoulder to shoulder, each Trailman's right foot next to the left foot of the Trailman to her right. The challenge to the group is to 'walk forward' as a group--with each group step every Trailman steps forward with one (and only one) foot (keeping his feet touching the feet of the Trailmen on either side of him). Not easy!

Hula Hoops

For this game you will need two hula hoops. All participants join hands and form a circle. Two participants drop hands and put they arms through the hula hoops. They then join hands again. The hula hoops are then dangling from their arms. The objective of the game is to send the hula hoops completely around the circle and return them to the starting point without releasing hands. This means that each person has to go through the hula hoops as they make their way around the circle. One of the hula hoops will also have to travel through the other hoop. You cannot use your fingers at all! It takes co- operation with your partners. Once experienced, you could add more hula hoops!

Measurements

Give the Trailmen a sheet with the following instructions:

Make up your own measuring system. You can use whatever you'd like - a book, a rope, your scarf, etc., and figure out the following

measurements:

1. What is the combined height of all the Trailmen?

2. Who has the longest nose?

3. Put all your left feet in a line and measure them.

4. Who had the biggest ears?

5. Make a circle, as big as you can, by joining hands and measure the circle.

6. How long are all your arms?

7. Who has the longest arms?

8. Measure your little fingers, how long are they all combined?

9. Who has the largest head?

Part to Part

Two lines face each other. Lines move in opposite directions; when a player reaches the end of their line, their next move is to join the end of the other line. Players are given 10 seconds to follow out instructions and answer questions with the person across from them, then they must move on to the next person.

hand to hand -- introduce yourself

knees to knees -- where do you live?

elbow to shoulder -- where were you born?

foot to knee -- how old are you?

finger to ear -- how big is your family?

hand to hip -- what's your favourite sport?

hand to elbow -- what's your favourite tv show?

back to back -- what's your favourite food?

wrist to chin -- what's your favourite color?

heel to toe -- how many times have you been to camp?

cheek to cheek -- do you have a pet? What kind? Name?

ear to ear -- what's your favourite music? Group?

heel to elbow -- what's your favourite book?

finger to toe -- how long have you been in Guiding?

knee to nose -- what's your favourite campfire song?

chin to chin -- what, if anything, do you hope to learn this week?

nose to nose -- tell one thing that you've always wanted to do but have never tried.

Pass the Can

You pass an empty tin can (with one end cut off) from person to person. Again you may only use your feet and legs to pass the can.

The can must sit over every foot in the circle. If the can touches the ground, the group must start over.

Pass the Ball

Have your group sit down on the ground in a circle with their legs out in front of them. Squeeze everyone tight together so that your legs are touching your neighbour's. Place a tennis ball between the ankles of one player. The goal of the challenge is to pass the ball around the circle, from person to person, without using your arms at all. If the ball touches the ground you must start over. A good exercise in patience! This game can also be played with everyone sitting side-by-side in a line with their legs out in front of them.

Rescue From the Sea

In this game, the players have specific roles to perform, and they are as follows: a blindfolded swimmer, a brave rescuer, two buoys bobbing upon the sea, two hidden rocks below the sea and a floating jelly fish. The rest of the participants form two lines (jagged seaside cliffs).

The two lines of players face each other and are about 8 feet apart.

The swimmer stands at one end of the lines, the rescuer at the other.

The obstacles can be placed anywhere between the two lines. The two lines make the sounds of a stormy sea. The buoys will clang, the rocks make the sound of pounding waves and the jellyfish is silent.

The rescuer standing on the shore gives directions to the swimmer as he/she tries to make their way through the sea. Because of all the other noises, the rescuer has to be lound and clear in his instructions and the swimmer must listen. If the swimmer hits an obstacle, he/she must return to the starting position and try again.

Once he/she has completed the course successfully, both rescuer and swimmer are replaced by others and the game is repeated.

Touch the Ball

You will need a variety of objects in a variety of sizes; some good examples include a soccer ball, a softball, a tennis ball, a golf ball, a tube of lip gloss, a bread clip, and a dime. Ask your group to stand in a circle. Place the largest object in the middle of the circle, and tell the girls that they must all touch the object without touching each other. Once they figure out how to arrange themselves so that they can do this for 10 seconds, give them a smaller object. Work all the way down to the dime!

Turn the Circle Inside Out

A circle is formed using all the players. Everyone joins hands and faces the middle of the circle. Everyone closes their eyes and tries to turn the circle inside out so that everyone is facing the opposite direction (outside of the circle) without letting go of each others' hands.

(Hint: the solution is that two players hold up their hands and everyone else follows through underneath.)

Name Juggling

Have the children make a circle. Ask each Trailman to say his name and continue around the circle. The leader begins the game by tossing a tennis ball to a child across the circle from you and saying their name. They follow by tossing it to a different child across the circle, also saying their name. This continues until all the girls have received and tossed the tennis ball and you are the last person to receive the ball. This is the order that the game will follow.

Begin with one tennis ball and try to make it go around the circle without letting it drop or messing up the order. Then add another tennis ball and so on.

Lap Sit

Have the Trailman make a circle, placing their hands on the shoulders of the person in front of them and their feet toe to heel. When everyone is in the correct position, count to three and sit down. They will be sitting in the lap of the person that is behind them. If it is unsuccessful, make your circle tighter and try again. Can you raise your hands from each others shoulders? Can you stand up?

Human Knot

Trailmen get in a circle and put their hands all together in the center.

Trailmen grab hands without looking at whose hands they are grabbing....

They are "knotted up" and have to untangle without letting their

hands go. They can twist their hands but never let go.

Line Up

Tell the Trailmen that they have all lost their voices, and they have no writing equipment, etc. (no sign-language, etc.) They have to line up

by one of the following:

Age

Height

Date of Birth (in Year)

Alphabetically

Wind-in-the-Willows

Trailmen stand in a circle in the ready to catch position, almost shoulder to shoulder. One Trailman stands in the middle in the ready to fall position. He calls out "Ready to fall." The group resonds "Ready to catch." "Falling." "Catching." The Trailman in the center falls back as he did with his partner earlier. This time however, the group works together to pass him around the circle, and then stand him up again.

Favorite Teambuilding Activities

The best thing about these activities is that you can customize each of them to fit the needs of the group with which you are working. A few reminders: 1. Be sure to use these activities in a safe, supervised environment! 2. Let the group make mistakes and figure out their problems together. You become a guide if needed. 3. Don't forget to debrief when the activity is over. Get the group talking about what they did to make it meaningful to them! Have Fun!

Alien Invasion

Description

Story: Everybody has been captured by aliens and they will be released if they help the alien to drop their eggs on Mars without breaking them. The alien has made some of their group members speechless, while the others are either totally paralyzed or deaf (just in case they try to escape or call for help)...

Preparation:

Play with multiple groups

Each group will be separated into 3 categories (noisiest, quietest, blindfolded - with the ratio of 4:4:2)

The noisiest people are not allowed to talk throughout the game. They are also not allowed to physically help with the egg. They can, however, give their ideas on how to protect the egg only through body languages

The quietest people are not allowed to move, they are only allowed to talk

The rest will be blindfolded but they are allowed to talk and move.

Physically separate the noisiest, quietest and the blindfolded so they are out of arms reach. Although they can't touch, they can communicate with each other.

To play:

The noisiest people in the group will have the most ideas, but are not allowed to talk or help with the egg, so the only way to present their idea to the quietest people is through body language.

The quietest people in the group will have their chance to speak a lot, they are not allowed to help with the egg but they can tell those who is doing the wrapping of the egg what to do

The blindfolded people will do all the wrapping of the egg, they can't see what they are doing but they can listen to instructions given by the quietest people.

The quietest people will tell the blindfolded people where are all the items are, and how to wrap the egg

Allow 5-10 minuites for briefing, 30-35 minutes for egg preparation, 5-10 minutes to drop egg carrier from a the top of a ladder, porch, etc.

Use 10-15 minutes debriefing the activity- what they learned from this game, how they worked together, etc

Requirements

Equipment given to wrap the egg: drinking straws, scotch tape and scissors

FFEACH

This might be one of the best games of all times! FFEACH is a charades race and the categories are Fast Foods, Electrical Appliances, and Cartoon Heroes. Teams compete against each other to complete a predetermined list of items. We use the term "compete" loosely, as it is a charades race, after all...

Divide the group into 2 or more teams.

Have the group spread out so that they can't overhear the next team's answers.

Ask one member from each team to come to the you.

Whisper the first word into the ears of the volunteers, and release them to their groups at the same time.

Once a member of the group guesses the word correctly, someone new runs to the instructor for the next word. Advise the group when you are giving instructions that no one can come up for a word twice until everyone has gone up once. This helps ensure that everyone participates.

The team members must tell the instructor what word their team just guessed, and the instructor tells the new volunteer the next word on the list.

The object of the game is to complete the entire list without cheating.

Here is a sample list - you can change the list as you see fit, based on age, interests, etc.

FFEACH LIST

1. Superman

2. Curly Fries

3. Spongebob Square Pants

4. Curling Iron

5. Remote Control

6. Pepperoni Pizza

7. Incredible Hulk

8. Dishwasher

9. Microwave

10. McNuggets

11. Fruit Juicer

12. Scooby Doo

13. Batman

14. Portable CD Player

15. Bacon Double Cheeseburger

16. Defribulator

17. Pappa Smurf

18. Blender

19. Wonder Woman

20. Onion Rings

Charades rules

No words. No pointing at objects in a room. No lip movements.

Only "acting out" words or pantomiming similar sounding words.

Charades Gestures

To Indicate Categories:

Book title: Unfold your hands as if they were a book.

Movie title: Pretend to crank an old-fashioned movie camera.

Play title: Pretend to pull the rope that opens a theater curtain.

Song title: Pretend to sing.

TV show: Draw a rectangle to outline the TV screen.

Quote or Phrase: Make quotation marks in the air with your fingers.

To Indicate Other Things:

Number of words in the title: Hold up the number of fingers.

Which word you're working on: Hold up the number of fingers again.

Number of syllables in the word: Lay the number of fingers on your arm.

Which syllable you're working on: Lay the number of fingers on your arm again.

Length of word: Make a "little" or "big" sign as if you were measuring a fish.

"The entire concept:" sweep your arms through the air.

"On the nose" (i.e., someone has made a correct guess): point at your nose with one hand, while pointing at the person with your other hand.

"Sounds like": Cup one hand behind an ear.

"Longer version of :" Pretend to stretch a piece of elastic.

"Shorter version of:" Do a "karate chop" with your hand

"Plural": link your little fingers.

"Past tense": wave your hand over your shoulder toward your back.

A letter of the alphabet: move your hand in a chopping motion toward your arm (near the top of your forearm if the letter is near the beginning of the alphabet, and near the bottom of your arm if the letter is near the end of the alphabet).

Magic Carpet

Description

Ask the group to stand on an 8'x8' "magic carpet" (tarp or paper). The entire group must be on the tarp completely.

Once everyone is settled, advise the group that they are going on a magic carpet ride. Tell them that they have rised 100 feet in the air and are ready to go.

Unfortunately, the instructions on how to steer and land the carpet are on the other side of the carpet. So, they must flip the carpet over while standing on it.

Very fun and challenging!

Requirements

one sheet of paper measuring 8'/8'

Traffic Jam

Description

1. Have each person line up and stand on a poly spot, place the extra spot in the middle of the line

2. The goal of the game is to get side A to side B and Side B to side A, all facing forward

3. The rules are as follows:

· No moving backwards

· A person can only move forward to an empty space

· A person cannot “jump over” their own team mate

· Only one person may move at a time

· One spot per person, no sharing

· If any of these rules are broken, the group must begin again

DISCUSSION:

1. Was your group successful in their task?

2. Were you successful as a group?

3. Did everyone participate?

4. Did you communicate effectively?

5. In what ways did you act together as a group to solve the challenge?

6. Did anyone feel frustrated during the activity? How did you deal with this?

7. Think about these Keys to success of problem solving in groups:

· Communication

· Planning

· Motivation

Requirements

Poly Spots, one per person plus one. Any type of marker that one can stand on is fine.

Rope Push

Split the group into half, and place a line that separates them from each other. Then place a rope perpendicular to that line with one half on either side. The challenge for the group is to have their side of the rope all the way on the other side and vice versa, at the end of a given time. After a while of trying to throw the rope back and forth, they might figure out that they can simply hand their side to the other while trading with the other team, but that becomes the challenge so let them figure it out.

Helium Stick

Description

We use the Helium Stick to teach a powerful lesson about organizational mission statements and group work in general.

Facilitator storyline:

Organizations create mission statements to be a guiding force. A good mission statement focuses everyone's attention on the core essence of a business or organization, and enables them to make decisions and take action that are directly aligned with their core values.

For our next challenge, your group will have a simple mission: To lower this stick to the ground better than ANYONE in the world.

Have the group repeat the mission a couple of times...

The Challenge:

Have the group of 8-12 divide into two lines and face each other.

Explain the technical rules to the group (very important): everyone's index fingers MUST remain in contatc with the stick at all times, and the stick must rest on top of their fingers at all times (no grabbing, finger curling, etc.)

Have the group extend their index fingers at waist level.

Lay the stick across the group's fingers.

At that time, the group must work together to lower the stick to the ground.

Inevitably, the stick rises almost instantly - causing laughter, frustration, or confusion. The rise is caused by the small ripples of upward pressure as individuals each try to remain in contact with the stick.

After refocusing, the group will be able to lower the stick.

The Debriefing:

Ask the group if everyone understood the mission and technical lowering rules.

Ask if anyone was intentionally trying to sabotage the group's mission by lifting the stick.

Ask if everyone sincerely wanted to accomplish the mission or thought that it could be done.

If everyone understood the mission, and was committed to succeeding, why did the group get so far off track right away? Try to elicit answers that are related to the group process, not the technical explanation of the challenge. For example, "we didn't plan well" more so than "we weren't holding our fingers correctly.

Ask the group to share example of groups that they have participated in "the real world" that seemed to be comprised of committed folks, but were not productive.

Discuss what types of actions are important to keep a group focused on the mission.

Many times during this activity, people become frustrated with others who aren't lowering the stick, and often choose one person as the culprit. Also, some people give up and let the stick come off their fingers. If either happens, be prepared to discuss how blame or giving up affects groups.

Tip for success: When you place the stick on the group's fingers, apply slight downward pressure before letting them begin. This helps create the initial upward pressure that creates the "helium stick."

Requirements

1/2 inch pvc pipe, or broomstick handle, tent-pole, or even a hula hoop.

Calculator

Description

Place objects numbered 1-20 in a circle made from rope (or on a table, etc) to make your calculator.

Have the group stand "on base" in a different area 15-20 feet away from the calculator.

Explain to the group that they must start and finish on base. Once you say,"Go," the group must run to the calculator and take turns pressing and saying aloud numbers 1-20 in order. Once they've reached 20, they must return to base. The timer starts when they leave base, and stops when the whole group has returned.

The group must work together to create an initial plan, and continue to refine their plan to improve their time.

Specific Rules:

The group must start and finish on base.

Everyone in the group must touch a number.

Only one person can touch each number

Everyone must remain on the outside of the calculator, and can only reach in to touch their number (ie, no stepping across, or standing inside)

Debriefing Questions:

Was the challenge more or less difficult than you originally thought?

How did refining your plan help you improve your time?

Who took a leadership role?

What things did you do as a team to accomplish this task?

Requirements

20 items (coffee lids, rug squares, pieces of paper, etc) numbered 1-20.

A large rope that can make a circle large enough to surround all items snugly.

A stop watch

Campus Life

Appendix of Games

How to do Crowdbreakers

Before you decide to do any crowdbreakers make sure you have a purpose behind the Crowdbreakers. Do you want the game to be fun, a group builder, or will it serve a purpose in introducing a talk? In looking at the HOW of Crowdbreakers we have to make it really simple. Think of the 3 R's when doing crowdbreakers. RIGHT PERSON - When choosing students for a Crowdbreakers make sure the person feels comfortable. I have always told students if they don't feel comfortable doing the game they don't have to do it. Remember, you are trying to break down barriers in the group and help people feel comfortable. Don't use the same kids over and over again. RIGHT GAME - Choose, the right game for what you want to accomplish. What is your goal behind having the Crowdbreakers: is it for fun, building community? Or trying to get a message across? Use the appropriate game for the size of the room you're in. Are you going to do a messy game versus a non-messy? Do your students like messy games? Are you going to be outdoors? Make sure you have a back up plan in case it rains. RIGHT APPROACH - Be sure you are ready before the meeting begins. You need to have all your props ready for the Crowdbreakers before the meeting starts. Make sure you have volunteers to do the Crowdbreakers before you begin. Explain the Crowdbreakers to your volunteers before they get up to do it. Let them know what you want to see happen from the Crowdbreakers (i.e., do you want students to learn something from it, do you just want them to have fun, etc.) Keep things moving. no down, time. Pump up the crowd and participants so everyone is involved. I have always told our staff that we need to be 10X as excited about something than the students are. Excitement is contagious. Lastly, you can change the rules of a Crowdbreakers as you go if you see the game taking too long or see that it's not successful.

Supplies for each game are listed in parenthesis after the game description. The bullets to the sides represent the following:

 Everyone plays games

 Small groups/Up front games

 $1000 Bill Exchange For this game you need to make your own money on your computer (be sure it's clearly phony or it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things: Thumb wrestling Rock, paper, scissors Flipping a coin

Rules: You must accept any challenge Sudden death, no two out of three Challenger has to have a coin and is "heads" on the coin toss.

\*If you are unable or don't want to make play money, see Penny Challenge (Click Here); it's similar but uses a bunch of pennies.

 3 Truths & a Lie

You can do this several ways. One, you could have four volunteers sit up front. Each one tells a story of something that has happened to them. The kids then have to guess which one is lying. Two, you could have four volunteers sit up front. Beforehand, they pick one thing that has happened to one of them and then pretend that it happened to each of them. (For example, everyone would begin by saying, “I broke my leg when I was younger.” Kids would then ask each person a question, trying to figure out whom it really happened to. Those that it didn’t happen to will have to be quick to think of answers. At the end, kids have to guess who it really happed to.)

 4 x 4 Relay

Pick three teams of five people each; pick six others to act as cones in the obstacle course. Pick one team to begin. The first person has to do the crabwalk around the six people and then back again. They will hit the hand of the next person who will have to hop on one leg around the six people and back again. They will hit the hand of the third person who will have to crawl around the six people and back again. They will hit the hand of the next person who, with the last person, will do the wheelbarrow, down and back. Time each team; the one with the best time wins. Should look something like this:

 5 second Game:

You don’t need any materials for this game. Split the students into even teams of 5-7 kids in each team. Give the teams 10 seconds to pick their spokesperson. After they have each chosen one person explain to them that they will have 5 seconds, on your mark, to list one type of cereal (this can also be substituted with: Car companies, types of candy, brands of clothing, rap artists, and practically anything with a recognizable label.) Go from team to team, and the spokesperson for that team has 5 seconds to give you a different type of cereal. Their entire team can help them with hints, but you have to hear the official answer from the spokesperson, or that team is disqualified for that round. Do not accept any doubles, for example, if “Corn Flakes” was already mentioned then that team must come up with another cereal before time has run out. Give candy to the teammates left in the game at the end of the round. The game itself can last as long as you would like.

 Addition

 Numbers 1-10 must be written on student’s hands as they come into club. Call out a number.

 The kids must find a student(s) who will help them add up to the number called. (# on my hand

 + # on their hands = # called) Race to see who can do it the quickest. (marker; numbers written

 on hands in advance)

 All Strings Attached

 Choose two teams of two people. Blindfold one person and stand the other person back aways.

 Give the person who is blindfolded a can of silly string. On go, they must spray their partner

 until time is called. Whichever person has the most silly string on them at stop, wins. (2

 blindfolds, 2 cans of silly string)

 Alphabits Depending on the size of your group this can be an all play or an upfront game. (If you have a big group, make it a short up front game...if your group is on the smaller side, the dynamics of this game lend themselves to be an all play.) Pick a letter of the alphabet and a topic, i.e. animals, cars, clothes, etc. The kids have to come up with a word that matches the topic and starts with the chosen letter. Example-letter B and the topic is animals; bison, bat, baboon, etc. continue to let everyone play. If someone gives up or takes too long they are now part of the judging team to make sure that words are not reused. Continue the game until you run out of words for the chosen letter. It’s amazing how many things the kids can come up with and how good they are at catching the repeated words.

 Animal Pair Up

To be used with Commitment—Superman Club. Pass out animal names to each kid. Make sure each person, but one, can pair up with another person(s) with that same animal. The kids then go around the room and try to find their animal group by using their animal noise and any animal gestures. One person who doesn’t know it, won’t have a partner (pick someone who will be loud and has a higher self-image). They will go around making their animal noise, but no one else will be doing it. Once it becomes obvious that they’re the only one left, make the point that “Noah followed instructions and stood alone like ----.” (lots of animal names written on pieces of paper)

 Bag-O-Food Relay

Pick three teams of five kids each. Each team needs to get in a line at one end of the room. At the other end of the room, you need three volunteers each holding a grocery bag filled with five food items. On go, the first person from each team runs to their bag, grabs something out of it and eats it. Once they show their volunteer their empty mouth, they run back to their next teammate who runs down, grabs something to eat, etc. The first team to eat everything in their bag first, wins. (3 grocery bags each filled with the following: pudding cup, 2 saltine crackers, can of pop, sardine, banana, and ho-ho)

 Balloon Shave

Have three kids come up front. They will be given a shaving razor and a balloon with shaving cream on it. They will have one minute to shave the balloon without popping it. Whoever does this successfully first, is the winner. (three balloons, three razors, shaving cream, paper towel for clean-up)

 Balloon Stomp

Every kid gets a balloon and a piece of string that’s long enough to tie the balloon around their ankle, keeping the balloon about 6 inches from their foot. On go, students run around trying to pop other students’ balloons while protecting their balloon. If a balloon is popped, that student is out. Close in the space as more students get out. The last person with their balloon wins. (a balloon for each kid, a piece of string about 6 inches long)

 Banana Race

Call three kids up front and give them each a banana. Tell them they are going to race to see who can eat their banana the fastest. However, they must wear a blindfold while eating. After you say go, take off two of the bandanas of the kids and tell them to stop eating; this will leave just one kid that’s blindfolded, eating his/her banana as fast as they can, while the others are just watching. (You might want to actually talk to the two you’re going to take the blindfold off of before the game; this way they will understand what’s going on) (3 blindfolds, 3 bananas)

 Batcave

 See Poopdeck substituting “Batcave, Gotham City, Wayne’s Manor.”

 Bat Spin

Pick three teams of five kids each. Each team needs to get in a line at one end of the room. At the other end of the room, you need three volunteers each holding onto a baseball bat. On go, the first person runs to the other side of the room, puts their forehead on the end of the bat, spins around ten times, and then wobbles back to their line and tags their next teammate to go. The first team done, wins. (3 baseballl bats)

 Beach Relay Race

 Get three teams of five people each to come up front. Have them form a line opposite side of

 the items that will be used below. The first person will run down to the items, do the stunt, then

 race back and tag the next person. The stunts are as follows:

 1st person: cover their face with sunscreen

 2nd person: blow up a beach ball

 3rd person: throw a Frisbee back to a teammate three times without it dropping

 4th person: hula-hoop without the hoop falling for 15 seconds

 5th person: wrap a towel around waist and run back without it falling

 (3 things with sunscreen, 3 beach balls, 3 frisbees, 3 hula hoops, 3 towels)

 Bedlum

Divide everyone into four teams and place them in the four corners of the room. The idea of the game is for each team to get to the opposite corner first. You will call a mode of physical movement (walking) and then say go. All the groups must walk to their opposite corner. The team that gets everyone there first and is sitting down, wins. Have the teams walk, walk with eyes closed, hop, crawl, crab walk, etc. The team with the most points wins.

 Birdie on a Perch

Have everyone choose a partner and make two circles; one partner on the outside and one partner on the inside. Explain that when the music starts, one circle walks clockwise and the other circle walks counterclockwise. When the music stops, they must find their partner. One person kneels on one knee, and the other person sits on that person’s other knee. The last group to have a ‘birdie on the perch’ loses and must sit down. Continue play until you have one group remaining.

 Body Parts

Each person needs to get a partner and number themselves a 1 or 2. Have all the 1s form a circle in the middle of the room. Have all the 2s form a circle around them. When the music starts, the inside circle walks clockwise, while the outside circle walks counterclockwise. When the music stops, you call out two body parts: ear to foot. Each person must find their partner and join the two body parts. The last group to do so is out. Have the kids get back into their circles and start the music again. Do this until you have a winning couple.

 Broom Balance

Bring three people up front. Give each one a broom (or another long handled object) and have them place it on their chin (or hand) and spin around for 30 seconds while looking at the top of the broom. The first person to lay the broom down and jump back and forth over it three times, wins. Make sure volunteers are standing by in case the kids start to fall. (three brooms)

 Bubble Gum Sculpture

Divide the kids into teams (could do 6th, 7th, 8th, depending on how many kids you have). Give each kid a piece of bubble gum. Give them five minutes to create a sculpture using their chewed gum. Whichever team creates the best sculpture wins. Put a trashbag on the floor for them to build their sculpture on. (piece of gum for each student, three trashbags)

 Butt Wrestling

Have the students find a partner and stand back to back; their feet must be planted. On the count of three, they bump rears and the first one to move their feet, loses. The losers sit down while the winners continue playing. Whoever is the last one, wins.

 Buzz

According to the size of your group, divide the kids into about groups of seven. Have the kids in each group sit in a circle. They begin counting around the circle starting with 1 to 50. Whenever someone comes to a number containing a “7” or a multiple of 7, they must say “buzz” instead of that number. For example, it would go 1, 2, 3, 4, 5, 6, buzz, 8, 9, 10, 11, 12, 13, buzz. You have to stay in rhythm, and if a kid makes a mistake or pauses too long, they are out. You could add “fizz” using the number or multiple of “5.” It would go like this: 1, 2, 3, 4, fizz, 6, buzz, 8, 9, fizz, 11, 12, 13, buzz, etc.

 Caramel Onion

Beforehand, take three onions and turn them into caramel onions. Have three kids come up front and race to see who can eat theirs the fastest. (caramel, 3 onions, 3 popsicle sticks)

 Caught in the Middle

Everyone sits down in a circle. Pick three guys and two girls to stand in the middle of the circle. When the music starts, the guys have to grab the hand of a girl from the circle, pull them into the middle, and the guy takes the girl’s place in the circle. While the guys are doing this, the girls are grabbing the hand of a guy from the circle, pulling them into the middle, and taking their place. Once the music stops, whichever sex has the most in the middle of the circle is the loser. Do this several times, rotating the number of girls and guys you start with in the middle each time.

 Chariot Race

 See “Sled Race.” Just do it without the Christmas attire.

 Chain Tag

 Pick 1-3 people to be “It.” They run by themselves trying to tag people. Once a person gets

 tagged, they become “It” with the person that tagged them, but they must link onto that person

 by holding hands or linking arms. The “It” will become several chains until they are chasing one

 person; that person is the winner.

 Chair Charades

Pick four people and have a volunteer take them out of the room. The volunteer should tell them that they are doing chair charades, meaning they must act out something while sitting on the chair. The first two will act out riding on a motorcycle, while the other two will act out riding a roller coaster. While the volunteer is out talking to these four, you are inside telling the kids what they are doing. But in reality, they will be showing us what it’s like when they go to the bathroom. Bring in each kid, one at a time. This is just a funny game rather than a competition.

 Cheeseball Squirt Off

Pick three groups of two people each. One person in each group will put goggles over their eyes while their partner covers the goggles with shaving cream. The partners then need to stand several feet away. On go, the partner without the goggles throws cheeseballs at their partner, trying to get them to stick to the goggles. Whichever team has the most cheeseballs stuck on the goggles after one minute, wins. (three pairs of goggles, shaving cream, cheeseballs, paper towel to clean up)

 Christmas Carol Sing Off

Divide the kids into four different teams and have them sit on opposite sides of the room. Give them 1 1/2 minutes to come up with as many Christmas Carols they can think of. Then go around the room, stopping at each team to sing part of a carol. Let them sing 6 seconds of it and then move to the next team who must start singing a carol. If a team repeats a carol or can’t come up with one when it’s their turn, they are out. The last team remaining, wins.

 Clothing Relay

(The number of kids you pick for this game will depend upon the number of articles of clothing you have to play with.) Have one person on each team be the statue. They will stand a distance away from the rest of his/her team. When you say go, the first person in line grabs an article of clothing and runs it down to the statue. The statue must put the piece of clothing on, while their team member runs back and tags the next person. The next person in line grabs another article of clothing, runs it down to the statue, and runs back. This continues until the statue is fully clothed. Whichever team completes this first, wins. (2 sets of oversized clothes: shirt, pants, shoes, coat, hat; etc.)

 Clumps with Questions

 “What’s been your favorite part of Campus Life so far?” Each person in the group must answer the question. Give the teams a minute or to do this, and then have them stand back up and start walking around again. Call out another number. Continue doing this, asking the following questions.

 What’s your favorite part of Christmas?

 How do you show love to others?

Does God seem close or far to you? Why?

How would you describe God?

How would you makeover God?

(Call a smaller number when you get to the more serious questions, resulting in smaller groups)

 Cookie Decorating Contest

Pick three groups of two to decorate a cookie. They will have one minute to decorate it, only using their hands. (buy or make three big cookies, wax paper to lay cookie on, frosting, red hots, chocolate chips, sprinkles, paper towels)

 Cool Guy Club

This is played like paper, rock, & scissors. Everyone starts out as an egg. They must squat down and walk while saying, “I’m an egg, I’m an egg.” They find another egg and do paper, rock, scissors. Whoever wins becomes a chicken. They must walk around clucking like a chicken. They must find another chicken and play the game. Whoever wins becomes a cow. They walk around with horns saying, “I’m a cow, I’m a cow.” They find another cow and play the game. If they win, they become a cool guy. They walk around studly, find another cool guy, and play the game. Whoever wins becomes a part of the cool guy club. Each time a person loses, they go back down to being an egg. If an egg loses, they stay an egg.

 Corners

You stand in the middle of the room while the kids are standing along the walls of the room. On go, you close your eyes and spin around while the kids run around the room. You say, 1, 2, 3 and by 3, the kids must choose a corner of the room to be standing in. After 3, you point to a corner and open your eyes; all kids in that corner are out and must sit down. If any kid is in between two corners when you open your eyes, they are also out. Play continues until there is one person left.

 Crow’s Nest

Have students get into groups of three. Then have them mingle around without being with their partners while music is playing. When the music stops, yell out one of three commands that will force the kids to get in a certain formation. Here are the commands:

· Crow’s nest: Two kids get down on one knee, facing each other so that their knees touch; the third kid sits down on their knees

· Shoot the cannon: One kid gets down on all fours, another kid lays perpendicular across his back, the third student grabs the ankles and pretends to be “shooting the cannon.” For added effect, make that student yell “BOOM, BOOM.”

· Walk the plank: Two students get on all fours side by side, then the third person lays perpendicular across the back. The last group to form the correct formations is out.

 Dance or Dare- 5 kids upfront and each of them are asked "dance or dare" if they choose t dance, they have to dance to the music, but if they choose dare they have to eat something gross. If they fail to eat they have to dance.

 Days of the Week

 Lay down seven strips of masking tape parallel to each other and equally spaced from each other

 (1-2 ft. apart, length of tape should be enough for 8-10 students to sit on). Designate each line

 of tape a day of the week beginning in the front with Sunday and ending in the back with

 Saturday. Divide the students into seven groups and have each group sit on a different line; go

 over what day of the week they are according to the line they are sitting on. You will call out a

 day of the week (ex: Thursday). Whatever is called, that day becomes the first line of tape and

 then the other lines follow in order (2nd line would become Friday and last line would become

 Wednesday). The last team to reach their correct line, sitting down, is out. However, the line of

 tape representing their team remains and must always remain empty as you continue play.

 Whichever group remains throughout the games, wins. (masking tape)

 Decades

 See Days of the Week, but substitute the days for decades: 40’s, 50’s, 60’s, 70’s, 80’s, 90’s, 00’s.

 Destroyers

 Divide the kids into two groups and name one group the “Destroyers,” and the other team the “Defenders.” Throw out a balloon or two into the air over the teams. The defenders try to prevent it from being broken, while the destroyers try to break it as quickly as possible. Once you release the balloon(s), time to see how long it stays in the air. Do several rounds, switching the team’s roles. (balloons, stopwatch)

 Digits

 Each person must stand up facing a partner, with their hands behind their backs. They will then

 hold out any number of digits of their choice. On the count of three, each partner brings

 their hands to the front and whoever adds up all digits (their hands included) first, wins.

 Director Makeover

See “Getting Ready for School,” except have a volunteer do the same thing to the director, just a little more extreme (can use supplies from previous game)

 Dirty Diaper

Get three diapers and fill them with chocolate pudding and eight tootsie rolls each. Have three kids come up front and race to see who can finish eating their dirty diaper first. (3 diapers, 3 chocolate pudding cups, 24 tootsie rolls, paper towel for clean up)

 Dollar Jump

Get out a $1.00 bill and tell the students that to get this dollar, all they have to do is jump over it. The twist is that they must jump over it holding their toes with their fingertips, and they cannot let go of their toes. The first one to do it gets the dollar. Odds are that they will not be able to do it. If you want to really get the students going, make it a $5.00 or $10.00 bill. ($1 bill)

 Duct Tape Wrap

Have a student from each grade come up front. Wrap them up in duct tape, inside out, so the sticky side is on the outside. Have two kids from their grade throw junk at them for a minute and see how much stuff they can get to stick. (Junk to use: cheese balls, playing cards, q-tips, paper wads, paper towel, pennies, plastic spoons, etc.)

 Egg Nog Chug

Pick three kids to come up front and give them a glass of egg nog to drink. Whoever finishes their glass first, wins. (three glasses of egg nog)

 Everybody’s It Tag

 Everyone is it. It you get tagged, you are out. If you tag someone before they tag you, they are

 out. If you tag each other at the same time, you’re both still in the game. Play until you have

 one winner.

 Feet & Noses

 For parent meeting…send 4-6 students out of the room whose parent(s) are there. Place a large

 sheet at the front of the room. Students go behind the sheet and take off their shoes. The

 parent must guess which feet belong to their kid. (4-6 parents, large sheet with something to hold it

 with)

 Get a sheet with small enough holes to poke a nose through. Put 4-6 kids behind the sheet with

 their noses sticking out. Bring up the moms who must kiss the nose they think is their kids.

 (large sheet with 4-6 small holes cut in it for noses)

 Flag Tag

Each student gets two flags to tuck in to their shorts or jeans. On go, they must run around the room trying to grab other flags from people, while keeping their flags from being grabbed. Once a person loses both of their flags, they must sit down. If a person guards their flags or ties them to their clothes, they are out. Whoever is the remaining person with a flag, wins. (flags from PE dept./socks/scraps of fabric)

 Fruitcake Eat-off

 Have a student from each grade race to see who can eat a fruitcake the fastest. (3 loaves of

 fruitcake)

 Getting Ready for School

Pick three guys and three girls. Have the guys sit up front in chairs, with their hands behind their backs. Each girl is given some make-up, hair gel, and food to get their guy ready for school. They need to do his hair, put on his makeup, and then feed him some breakfast. However, they must stand behind their guy while doing so. After enough time is given, have the audience vote on the best makeover. (three of each: lipstick, eye shadow, mascara, blush, hair gel, banana…or whatever you choose)

 Guess Who

 In advance, write the names of famous people on nametags. Make sure you have enough for each kid. (you may double up on names) As kids are sitting down, have the volunteers walk around and put them on the back of each person. The kids then have to get up, walk around, and ask other people YES or NO questions about the person on their back. Examples: Is this a man? Is he in the movies? Is he an athlete? The first person to guess who they are first, wins. (Nametags made in advance)

 Guzzle Relay

Pick two teams of 6-8 kids each. Give each kid a straw and have the teams line up at one end of the room. At the other end have a bucket of pop or kool-aid. On go, the first person in each line runs down to the bucket and drinks as much liquid as they can in 5-10 seconds. When told to, they run back to their line and the next person goes. Do this so that each kid gets 2-3 times at the bucket. The team that has the least amount of liquid left in their bucket at the end of the time, wins. (2 buckets filled with liquid, straws, paper towel to clean up)

 Hat Knock off Game

Get 3 kids and have each kid get in the bucket suspended with a pole between two chairs. Round him/her there will be 4 cowboy hats that they have to knock off with a pole that they ave in their hands. But the trick is they have to stay balanced in the bucket. It is hilarious!

 Ho-ho Slam

Challenge kids to see how fast they can eat a ho-ho. One at a time, have the students come up and time them with a stopwatch. Have as many kids as you like come up. The fastest time gets candy. (box of ho-hos)

 How Many Bites

 Have students get into groups of 5-6. They will be asked how many bites they think it will take a blindfolded volunteer (or a student) to eat a food item. They must write their answer down on a piece of paper. Whichever teams guesses the most correctly, wins. (blindfold, various food items: snickers, Big Mac, banana, doughnut, etc.)

 Human Sorry

Mark off the floor with duct tape, into the shape of the sorry game. Break the kids up into their teams (they should’ve been numbered off when they came in), and give each team some colored cloth or bandanas to wear as their sorry marker. Play as you would the sorry game. (sorry game, duct tape, different colored cloth/bandanas to give to each member of each team, large die)

 Human Wrap-Off

Pick three teams of 5-6 kids each. One person will be the present. They must stand still while the others on the team wrap them up. You can do this as a race for time, or judge it for creativity. (wrapping paper for three teams, 3 scissors, 3 rolls of tape, 3 bows)

 Indoor Scavenger Hunt

Divide the room into girls vs. guys. Each team needs to pick someone to be their runner. Ask for the following items, one at a time. The first runner to get to you with the proper items gets a point. For dirty style, come up with items like a piece of lint, chewed gum, burger, bit-off fingernail, etc. towards the end. Piece of unchewed gum, a house key, picture of a family member, white sock, something with a team logo on it, 42 cents, piece of chewed gum, 3 shoestrings tied together, an earring, a cell phone, a watch, a belt, 3 tennis shoes, a pair of glasses.

 Inventions

Divide the kids up into groups of 7-8 people. Give them each a bag with the following items in it: couple strands of uncooked spaghetti, marshmallows, toothpicks, gumdrops, graham crackers, chitos, gum, pipecleaners, straws, etc. Give them 5-8 minutes to create a new invention using only the items in their bag. When everyone is finished, have them introduce their inventions and award the most creative group. (bags with the above items in them)

 Kix Blow

 Choose several kids to come up front. One at a time, they put a piece of Kix cereal into their nose, plug the other side of their nose, and blow the Kix out. Whoever blows their piece the furthest, wins. (Kix cereal, tape measure)

 Knockdown

Have the students find a partner and stand 2-3 feet apart. Have them hold up their hands and try to slap hands to knock the other person off balance; they can only touch hands. The first person to move their feet loses. One a person loses, they must sit down while the winners continue playing. The last person out is the winner.

 Ladder

 Divide the kids into two groups. Then have each group form two rows, shoulder to shoulder. They must be directly across from someone in the other row. They are to sit down and with legs straight out, and feet together, touching the feet of the person across from them. Then give a number to each person in the rows. Each person must have the same number as the person directly across from them.

11 1 1

22 2 2

33 3 3

44 4 4

55 5 5

66 6 6

etc etc etc etc

When the kids are all set up, call out a number. The people in each group with that number are to jump up, run in between the legs of their team (which looks like a ladder), all the way down the line, around the back side, finish the front part of the ladder, and get back to their seat. The first group sitting in their spot wins a point for their team. Make sure there is enough room in between each partner for someone to step with their feet while running.

 Lifesaver Stick

Pick three groups of three to come up front. One person will stand off to the side holding a roll of lifesavers. The second person will stand by them. They will have to get a lifesaver from their partner, stick it in their mouth, run it over to where the third person is standing, and stick in on that person’s head. They run back, grab another lifesaver from their partner, stick it in their mouth, run back and stick in on the third person’s head again. Whichever team has the most lifesavers on their person’s head after one minute, wins. (3 rolls of lifesavers)

 M and M Training

Ask for two volunteer couples. Send the guys upstairs, and instruct the

girls that they will "train" their guy to do a certain action using only

M&M's as rewards and nothing else. Bring guys down and explain that they

will be trained and rewarded as they move toward correct action. Give each

girl a different action, like getting guy to sit down and take off a shoe or

stand on a chair and bark.

 Marshmallow Toss

 Like an egg toss. Each person gets a partner and stands five feet away, facing each other. One

 person gets five mini-marshmallows. They must toss them, one at a time, into the mouth of their partner. If they make it, they take a step back and toss another. If they miss all of them, they have to sit down. Whichever partner group moves the furthest back, wins. (lots of mini-marshmallows, tape to mark off lines)

 Mom’s Kiss

 In advance, contact three moms of three of your boys. They will be coming in to kiss their sons

 while their sons are blindfolded. Here’s the trick: call up the three guys and then three girls.

Tell them that each girl will kiss a guy, while the guy is blindfolded, and then each guy has to guess which girl they think kissed them. (Tell the girls you pick in advance that they’re not really going to have to do it, but act like they’re freaked out about it when up front.) After you blindfold the guys, motion for he the moms to come in the room and one at a time, plant a big wet kiss on their son. Make sure you tell the audience not to say anything! When the kissing is done, unblindfold the boys to reveal their moms! (3 blindfolds, three moms and three sons picked in advance, inform the girls ahead of time that they’re not really going to kiss the guys)

 Musical Baby Food

Get jars of baby food. Play music and pass the baby food around like a

hot potato. When the music stops, the person holding the jar must take

a bite. Start process again.

 Musical Eat-Off

Divide the kids up into four to five groups (depending on the size). Have them sit on the floor in a circle. Explain that while music is playing, they will be passing around a jar of baby food (you could use turkey, potatoes, cranberries, pumpkin). When the music stops, the person holding the jar must take a spoonful of it and eat it, or they are out. This is more of a fun game than anything else. You may want to start two jars going in opposite directions if your groups are still big. (4-5 jars of the same kind of baby food, plastic spoons, music, CD player)

 Name that Tune

 For the parent meeting…parents have to guess TV theme songs from the teens era and teens

 must guess TV theme songs from their parents era. (taped TV theme songs)

 Nasal Shoot

Select a few students to participate. They must shoot M & M’s out their nose and into buckets. Have five buckets moving in a straight line away from the student. They must stay behind a line and attempt to make an M & M in every bucket. (5 buckets, tape to make line, lots of M & Ms)

 Newspaper Wad Fight

 Divide the room in half with tape or tables. Divide the kids in two groups and have them sit on opposite sides of the line. They will have two minutes to wad up as much paper as they can the throw it over to the other side. The team with the least amount of paper on their side at the end of time, wins. (lots of newspaper/paper, duct tape) To clean up the mess, have the teams race to see who can collect the most paper.

 Orange Pass

 Have two teams of 6-8 people come up front and form a single-file line. Each team must pass

 an orange by placing it under their chin from person to person, without using their hands. The

 first team to get it to the last person, wins. (2 oranges)

 Outburst

 Divide the kids into two teams. Select a team captain from each team to come up front. With the Outburst game, tell the team the items they have to guess. The team must tell their captain the answers, who will then relay their answers to you. You only take the answers the captain gives you. Give points for the total answers right. Do 3-4 rounds for each team. (Outburst game)

 Pantyhose Pudding Race

Pick three groups of two people each. Have one person from each group sit up front on a chair. They will need to put a pair of pantyhose over their head, just enough to cover their mouth. The other person will be given a container of pudding and a spoon. They will race the others by feeding the pudding to their partner through the pantyhose. The first group done first, wins. (three cups of pudding, three pairs of pantyhose, three plastic spoons, paper towel to clean up)

 Paper, Rock, Scissors Tag

 Divide the kids into two groups. Split the room in half with masking tape, with a group standing on each side, facing each other, along the tape line. As a group, the kids have to decide what motion of paper/rock/scissors they want to do. On the count of three, each group does their motion together. Whichever team loses must quickly run back to the wall before the other group tags them. Whoever gets tagged is out. Once the losing team reaches the wall (those that weren’t tagged), play resumes again at the tape line. Whichever team has the remaining person, wins. (masking tape)

 Penguin Football

Give each person a rag about 4 inches wide and 2 feet long (sheets torn

into strips work well). Each person then ties the rag securely around his

knees to make running impossible. Players can move only by shuffling their

feet. Now divide into teams and play football using a Nerf ball. The game

becomes hilarious when players must hike, run, throw and kick with their

knees tied together.

 Pepsi Challenge

 To be used with the “Taste Test” club meeting. Choose several groups of three to come up front and try: Pepsi, Coke, and RC. They must try a drink of each one, while blindfolded, and reveal which one they liked better. This is more for fun than anything. (small cups, pepsi, coke, & RC, 3 blindfolds, something to hide the pops)

 Perspective Game

This takes a lot of preparation time using a videocamera. Go around your town and tape different objects or places. Start by zooming in on the object/place and record. Stop the recording and zoom out a little; record it again. Stop and zoom out some more and record. Do this about five times for 4-5 different places/objects. During club, you will play the first initial zoom picture. If a team can guess the thing correctly, they get 5,000 points. If no one can guess it correctly, go to the next frame of it. If a team can guess it now, they get 4,000 points. Continue showing more and more of the object until a team can guess it correctly. Each time you show more of it, the points decrease by 1,000. The team with the most points after all items have been shown is the winner.

 Pictionary

Played just like the game. Divide the group into teams; maybe girls vs. guys. Have a sheet of butcher paper taped to the wall where each team will draw their pictures. Have a girl and guy going against each other each time, seeing who can guess the picture the quickest. Example things to draw: fireplace, lungs, dandruff, castle, cartwheel, umbrella, root, cow, sharp, wind, wedding, placemat, anchor, backache, blind, big dipper, maze, etc. (butcher paper for both teams, a marker for each team, tape to hold up the paper)

 Pin Head

Have three students each pick a partner and come up front. One person from each team will be the pinhead, while the other student pins as many clothespins on the pinhead’s face. Whoever has the most pinned in a minute wins. Clothespins must be on their skin--not on hair or below their chin. (clothespins)

 Plexiglass

Get a piece of Plexiglas, about 2 1/2' x 4'. It needs to be pretty thick

(3/8" at least) so that there's no danger of it breaking. Then stick Ritz

crackers on it in vertical lines with peanut butter. Have two kids hold

the glass up so that the peanut butter side faces the crowd and have

two or three kids stand behind it and try to eat the lines of crackers off

in the fastest time. It's pretty funny to see their mouths, teeth, etc.

from the other side of the glass as they attempt to eat the crackers (no

hands, of course).

 Poop Deck

Divide the room into three equal sections with duct tape. Each section is labeled as, “left deck, poop deck, and right deck.” Each person gets a partner and begins in poop deck (the middle section). Call off one of the decks, and the kids have to run there. The last group to cross the line is out. You can also yell “man over board” (where one person picks up their partner), or “hit the deck,” (where everyone falls to the ground). The group that gets in either position last is out. Play until you have one team remaining. (duct tape)

 Pop Chug

Have three groups of two people come up front; the groups will go one at a time. They have one minute to chug as much pop from a 2-liter as they can. However, they must switch the bottle with their partner at every 15-second interval. Whichever group chugs the most pop in one minute wins. (three 2-liter pops)

 Pumpkin Bowling

I really don’t know…my guess would be to set up some pins and use a pumpkin as your ball. (bowling pins, pumpkins)

 Pumpkin Decorating Contest

Pick three teams of two people each. Give each team a pumpkin and markers. They will have three minutes to decorate their pumpkin. Whichever one is voted the best by the rest of the kids, wins. (3 pumpkins, 3 sets of markers)

 Pumpkin Pie Eating Contest

Call up three kids to see who can eat their pie the quickest, without using their hands. (3 pumpkin pies, paper towel, trashbag)

 Pumpkin Seed Spitting Contest

Have kids come up and see how far they can spit a pumpkin seed. Whoever spits it the farthest wins. (pumpkin seeds)

 Puzzle Race

Divide the kids up into 4-5 groups, or call up several groups of 4-5 in each to put together a puzzle. Do not give them a picture of what the puzzle should look like. The first team done wins. (5 or more puzzles, depending on the size of your group)

 Q-tip Shoot

Have two sets of pairs from each grade come up front. Separate the partners so they are standing in a line 12-15 ft. away from each other. Give one partner 10 q-tips and a straw; give the other partner a small styrofoam cup. The object is for the one partner to blow their q-tips through the straw into the cup that his/her partner is holding. Whichever pair gets the most q-tips in the cup is the winner. (6 straws, 60 q-tips, 6 styrofoam cups)

 Quarter Drop

 Pick three people you know really well—they HAVE to be a good sport--to leave the room; you

 will bring them in one at a time. Challenge them to place a funnel in the front of their pants,

 place a quarter on their forehead (head tilted back), and then try to drop the quarter in the

 funnel three times in a row. The first two times let them try it, but the third time, have a glass

 of water you can pour down the funnel. (funnel, quarter, 3 glasses of water)

 Red Rover (in a square)

Number the kids off into four groups. Line each team up so that the four teams form a square. Then assign each person on each team a number, and have each team hold hands with the person on each side of them. You will call out a number, and the person on each team with that number must run and break through the opposite team’s line. If they are successful, they get to take a person from that team back with them to their team. If they don’t break through, they return to their line alone. (Or, you could just give the team who was successful a point.)

 Refrigerator Box Race

Have each grade/team form a line. On go, each person must run through their team’s refrigerator box, one at a time, while volunteers count to see how many kids go through the box in a minute. Have at least 2, if not more, volunteers holding each box. (3 refrigerator boxes)

 Santa Pass

Pick two groups of 19 people each (or less if you don’t have that many); three kids from each group should be chosen to be passed. Each group forms two lines that are facing each other, standing close together. At the front of the line, the first kid will put on a Santa like outfit—red long underwear (or a red suit), a pillow for the stomach, boots, gloves, scarf, and a Santa hat. After the person puts on the Santa suit, they are then passed down the line of kids. Once the person reaches the end of the line, they are then placed in the chimney (a refrigerator box standing up on end, decorated like a chimney). The person then crawls out of the hole carved at the bottom of the box. They then run to the front of the line, take off the Santa clothes, and the next person will do the same as they did. Do this three times. If a person is dropped in the passing, they have to start again at the front of the line. Whichever team passes all three Santas the fastest, wins. (Santa attire: 3 suits or long underwear, three pillows, three pairs of boots, three scarves, three pairs of gloves, three Santa hats, 3 refrigerator boxes)

 Shoe Relay

Pick eight kids from each grade to come up front. Have them all take their shoes off and throw them in one big pile at the end of the room. Each team then needs to line up on the opposite side of the room. On go, the first person on each team runs down to the pile of shoes, finds their pair, puts it on, and then returns to their team, tagging the next person in line. Once the next person in line is tagged, they run down and do the same thing. Whichever team has all of their shoes on first, wins.

 Sit Down If…

Have everyone stand up. Read off the following items. If the item applies to them, they have to sit down. The winner is the last person standing. Do two rounds.

· Have a brown belt on

· Are wearing Nike shoes

· Didn’t brush your teeth this morning

· Have blue eyes

· Are wearing anything red

· Have glasses

· Have braces

· Are in any athletics

· Have ever been to Florida

· Didn’t shower this morning

· Has a white shirt on

· Has black shoes on

· Has a hat on

· Is wearing a coat right now

· Has seen a movie in the last week

· Was at campus life last week

 Skateboard Plunger Relay

Racers sit on skateboard and use plungers as oars.

 Sled Race

Choose three people: one will be Santa and the other two will be reindeer. They will be given a sleeping bag or large sheet, reindeer antlers, Santa hat, and a bell. Santa sits on the bag/sheet with his hat on and rings the bell. The reindeer put on their antlers and hold on to the two corners of the bag/sheet. They will pull Santa around a given area. After one round of it, Santa must switch places with one of the reindeer, and they must do it again. They will be timed, and another group will be called up to see if they can beat their time. (sleeping bag or large sheet, Santa hat, bell, 2 reindeer antlers, possibly duct tape to create course)

 Spew

Choose 3-5 kids to come up front. Give them each an alka-seltzer and a dixie cup with sprite in it. On go, they must stick the alka-seltzer in their mouth and drink the whole cup of sprite, without swallowing—they must keep the alka-seltzer and sprite in their mouth the longest without letting it come out. Whoever can do this without spitting it out, wins. (3-5 alka-seltzers, 3-5 dixie cups of sprite, paper towel to clean up)

 Standup

Have each person get a partner and sit back-to-back with them on the floor. They need to link arms with their partner and then try to stand up without unlocking their arms. If they are successful, they need to find someone else to add to their group. All three will then sit back-to-back on the floor, link arms, and stand up. If the three of them are successful, they need to add another person to their group and try it. This continues until a group can no longer stand up. Whoever has the most in their group at the end, wins.

 Star Wars

Each person gets a partner (same sex). They will hold their right hands together in an arm wrestling way, with their index finger pointing up. The object of the game is to be the first to touch their opponent with their finger. Losers sit down while the winners find another person to play. When just a few groups remain, have them come up front to finish the game.

 Superhero

 Have two girls and three guys from each grade come up front. One girl from each grade will

 need to put on a bigger long sleeved-shirt. The other girl will be stuffing that girl’s shirt will

 balloons that the guys will be blowing up. Each team has 1 ½ minutes to make a superhero out

 of the girl. (3 bigger long-sleeved shirts, lots of different sized balloons)

 Surgical Glove Blow-up

 Have three kids come up front. They must put a surgical glove over their head, just so it fits

 over the end of their nose, but it stays above their ears. Have them hold on to it at their nose

 with their thumbs and above their ears with their fingers. On go, they must blow their glove up

 only using their nose. Whoever’s gets the biggest first, wins. (3 surgical gloves)

 Sweet Tart Disolving

Get three or four couples, put a Sweet Tart (or other similar candy) tab on one person's foreheads in each pair. Use a rubber band to secure the tab. Place goggles and a garbage bag on

the same person. Hand a squirt gun to the other partner. On your command, tell them to squirt away. Whoever dissolves the Sweet Tart tab first wins.

 Swinging Marshmallows

Pick two students from each grade to come up front. Each partner group will get a piece of string and a big marshmallow. They will tie the marshmallow to one end of the string. One person will put the empty end of the string in their mouth. The other person will stand a few feet away from them. At the signal, the student with the piece of string in their mouth will swing the marshmallow toward their partner. The object is for their partner to catch the marshmallow in their mouth. (3 pieces of string, 3 large marshmallows)

 Toilet Tag

 Play this like freeze tag. When someone gets tagged, they have to kneel on one knee and stretch

 out their arm. If a non-frozen friend comes by, they must sit on their knee and “flush” their

 arm to free the person.

 Toss the Rag

 According to the size of your group, divide the kids into about groups of ten. Tie a rag or sock in a tight knot. Everyone in each group should sit in a circle with one person as “It” in the middle. They toss the rag to someone and shouts some category (like soft drinks, restaurants, Presidents, school subjects, colors, candy bars, etc). They then count to ten before the other person names an example of that category (Coke, McDonald’s, Bush, math, orange, Milky Way). If they name something before time, “It” must choose someone else. If they don’t, then that person takes “It’s” place in the center. The category names should be a common noun while the examples given are normally proper. (rag or sock tied in knot)

 TP Snowman

Choose one person from each grade. Have them come up front while the rest of their grade gets rolls of toilet paper and other misc. item. Give each team three-four minutes to decorate their person like a snowman. Whoever creates the most creative snowman, voted by the volunteers, wins. (lots of toilet paper, 3 black hats, 3 scarfs, 6 sticks, other snowmen stuff)

 Tricycle Race

 This game can be done as three heats and then a final round. The races need to be in an area

 that is long and wide enough for three lanes to race. Pick three 6th graders for the first heat; three 7th graders for the 2nd; three 8th graders for the last. Instead of them actually riding the tricycles, they must hold on to the handles and push the back with their feet. The winners of each heat will race in the final round to pronounce the winner. (3 tricycles, cones to represent the track)

 Waddle to the Bottle

Get two teams of five to come up front. Have each team get in a line about 15-20 feet away from a glass jar/bottle. The first person on each team will put a penny between their knees and must waddle to the bottle and drop the penny into it, without using their hands. If the penny is dropped along the way, the player must start over. Once the player has successfully dropped the penny into the bottle, they return to their line and the next person goes. The first team to finish wins. (2 glass jars/bottles, 10 pennies)

 What Would You do for Candy

 Choose students to do the following challenges. If they do it successfully, they get a piece of

 candy: (candy, baby food, prune juice)

· Sing the National Anthem

· Get five people to do the chicken dance

· Eat a can of baby food – spinach

· Receive 2 wet willies

· Scream as loud as they can for 10 seconds

· Give 30 people a high five in 15 seconds

· Drink prune juice

· Have 6 kids act like monkeys for 15 seconds

 Whip Cream Shave

 Have three girls come up front and put whip cream on their face like shaving cream. Choose

 three guys to come up and “shave” their faces by using a plastic spoon and eating the whip

 cream. Whoever has the cleanest shave first, wins. (whip cream, 3 plastic spoons, paper towel to clean

 up)

WEBSITES FOR GAMES

 http://www.thesource4ym.com/games/

 egadideas.com

 youthpastor.com/games/

 http://www.funattic.com/game\_youthgroup.htm

 youthministry.com

 pastor2youth.com (must create username and password—FREE)