

Scout Skill (Best outdoor) Games

SILVER DOLLAR HUNT

Equipment: For each player, one orienteering compass, one “silver dollar” (a 3-inch cardboard circle covered with aluminum foil), one card with distances and directions such as “50 steps at [X] degrees (X being less than 120 degrees); 50 steps at [X + 120] degrees; 50 steps at [X + 240] degrees” *Procedure:* Scatter the players throughout a field of fairly tall grass. Place a silver dollar at the feet of each Scout. On signal, each Scout sets his compass for the direction indicated on his card and walks the specified distance. The same is done for the second and third bearings. When he is done, the silver dollar should be at his feet (or at least within his immediate sight). *Scoring:* The patrol with the most Scouts winding up within seven steps of their silver dollars (5 percent error) wins.

Game

Patrol teams

Informal

BOW-SAW RELAY

Equipment: For each patrol, one bow saw, one log about 6 feet long with a 4-inch butt, and one short log or block for support

Procedure: 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 supports the log while the second Scout 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 is placed beside by the logs, 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.

Game

Informal

Patrol teams

ROMAN CHARIOT RACE

Equipment: For each patrol, six Scout staves and nine pieces of sash cord for lashing *Procedure:* The equipment is placed in piles at a distance from the patrols. On signal, the patrols run up and lash a “chariot.” This is done by making a trestle frame, as in building a bridge. Four staves form a square; the fifth and sixth staves are lashed diagonally to the opposite two sides. When the frame is finished, two Scouts pull the chariot and rider down the field around a marker and back to the finish line.

Scoring: The first patrol to cross the finish line with their chariot intact wins.

Informal

Knots

Patrol teams

REACTOR TRANSPORTER

Equipment: For each patrol, six Scout staves or saplings about 6 feet long, four 6-foot lengths of cord, 20 feet of binder twine or light cord, one No. 10 can, and one nut for a $\frac{1}{2}$ -inch bolt *Procedure:* 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 finish line at least 100 feet away. 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 first patrol across the finish line wins.

Informal

Knots

Patrol teams

Scout Law/Knowledge Games

SCOUT LAW HUNT

Equipment: One copy of the same issue of a newspaper for each patrol; pencils
Procedure: The patrols go to patrol corners, each with a copy of the same issue of a newspaper. On signal, the patrols start searching for articles or news items that illustrate some point of the Scout Law. The patrol members tear or cut these articles from the newspaper and write on each clipping the point of the Scout Law involved, along with their patrol name.

Scoring: The clippings are collected by the troop leaders, and the patrol with the most clippings in a given time wins.

Variation 1: The patrols clip articles that illustrate points of the Scout Law, either broken or kept. The first patrol to find clippings for all 12 points wins.

Variation 2: The leaders select one of the more difficult points of the Scout Law to illustrate. The first patrol to find an example of that point wins.

Patrol teams

SCOUT LAW RELAY

Equipment: For each patrol, a set of 12 numbered cards (from 1 through 12)

Procedure: The patrols line up in relay formation. The cards are placed in a pile at a turning line opposite each patrol. On signal, the first Scout runs up and selects a card. He gives the Scout sign and recites that part of the Scout Law represented by the number on his card. The Scout returns and tags the next Scout.

Scoring: Score 10 points for the first patrol to finish, 5 for the second, 3 for the third, etc.; deduct 1 point for each error in naming a part of the Scout Law.

Variation: Reverse Law Relay. The patrols line up in relay formation. Space out the numbered cards on the floor between the patrol and the turning line. A second set of cards, each bearing one of the 12 points of the Scout Law is placed at the turning line. On signal, the first Scout runs to the line, selects a card, and places it opposite the correct number.

Game

Informal

Patrol teams

Relay

Various

SILVER TONGUE ORATOR

The challenge of this game is to let Scouts see how long each one of them can talk intelligently on a subject. You will need a stopwatch or a watch with a second hand. Appoint judges and a timekeeper, and have a box or stump for the speakers to stand on. Print each question on a flash card, boldly enough so that everyone in the audience will be able to see them. You might want to write a question to fit each Scout. Some sample questions follow:

- How do you live up to the Scout Law?
- Explain *loyal*.
- When did you do your last Good Turn?
- What was the best meal you ever cooked?
- How do you make a stretcher?
- Define *friendly*.
- What is your favorite merit badge?
- Where was your favorite campout?
- How do you act cool?
- Who was Baden-Powell?

More Teamwork and Skill Games

CROWS AND CRANES

Procedure: Divide the troop into two teams, lined up 2 or 3 feet apart, facing each other in the center of a room or cleared space. One team is called the “crows” and the other the “cranes.” The leader calls out one of these names, rolling the “r,” as “Cr-r-r-rows!” or “Cr-r-r-ranes!” All members of the team called must turn and run to a designated wall or line behind them. If a player is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This is kept up until all players are on one team. The leader can add to the fun by giving occasional false alarms—for example, “Cr-r-r-rabs!” or “Cr-r-r-rash!” Any player moving on a false alarm is deemed caught and goes to the opposite side.

Scoring: The last player captured wins.

Variation: When a player violates the leader’s call, he drops out. The last remaining Scout earns 20 points for his team.

Game

Informal

Patrol teams

FAMOUS VISITORS

Procedure: The patrols assemble in patrol corners, and are informed that they will receive a famous visitor shortly. They try to figure out his identity by asking him questions. The famous visitor will be able to understand English but unable to speak it very well, and can answer only yes-or-no questions. The game leader assigns a famous identity to each patrol leader; for instance, Christopher Columbus, George Washington, and Abraham Lincoln. The patrol leaders go to patrol corners, and the patrols begin questioning.

Scoring: The first patrol to correctly identify the visitor scores 1 point. After a set number of rounds, the patrol with the most points wins.

Variation: **Twenty Questions.** The patrol tries to determine the identity of an object by questioning the patrol leader. The Scouts are told only whether it is animal, vegetable, or mineral. They may ask only 20 yes-or-no questions.

Game

Individual

Informal

Patrol teams

FOUR-HANDED SEAT CARRY RELAY

Equipment: One turnaround post

Procedure: The Scouts line up in relay formation at the starting line, facing a single turnaround post located 30 feet away. On signal, each patrol’s Scouts 1 and 2 carry Scout 3 with a four-handed seat carry (for a conscious patient) up to and around the turnaround post, then back to the starting line. Scout 3 will then join with Scout 4 to carry Scout 5 around the course. Then Scout 5 will join Scout 6 to carry Scout 7 around the course, and finally Scout 7 will join with Scout 8 to carry Scout 1 around the course. If at any time a “victim” touches the ground, the Scouts transporting this victim must stop, re-form their carry, and then continue.

Scoring: The first patrol to make the full circuit with the four victims is the winner.

First Aid

Informal

Patrol teams

IZZY-DIZZY RELAY

Procedure: In turn, each member of the patrol runs to a designated turning point, touches one finger to the ground or floor, walks around his finger six times, then runs back to tag the next Scout.

Caution: Beware of falls! It’s a good idea to assign each patrol a spotter to run alongside each Scout for a few yards after he finishes revolving and break his fall if he topples.

Scoring: The first patrol to finish wins.

Game

ISLAND HOPPING

Equipment: Two sheets of 8½-by-11-inch paper for each patrol member; one extra sheet of paper

Procedure: Place the sheets of papers in a single line on the floor, perpendicular to the finish line. Each patrol member stands on two of the sheets, facing the finish line. One sheet should be left unused at the rear of the patrol line. On signal, the extra sheet of paper is passed up the line from the last player to the first, who places the sheet down in front of him and steps onto it with his rear foot. Each Scout in line advances by moving his rear foot to the newly vacated sheet ahead of him. The remaining empty sheet is passed forward and the process is repeated. If a Scout steps off a sheet of paper, the entire patrol must move back and start over.

Scoring: The first patrol to cross the finish line is the winner.

Fitness

Patrol teams

KNOT TRAIL (KNOT KIM'S GAME)

Equipment: Several pieces of rope of varying thicknesses *Procedure:* Tie the ropes together, using different knots (square, sheet bend, bowline, two half hitches, taut-line hitch). Tie one end of the rope to a tree using a clove hitch, the other end to another tree using a taut-line hitch. Each patrol is told to walk along the rope from tree to tree and back again, silently, to view and memorize the knots (for approximately two minutes). The patrols then huddle to come up with a list of the knots (including the knots around the trees) in the correct order.

Scoring: The patrol with the best list wins.

Trick question for extra points: How many ropes were used?

Game

Informal

Patrol teams

STEAL-THE-BACON

Equipment: A beanbag or other "bacon"

Procedure: Two equal-size teams line up facing each other. The players are numbered such that each player shares a number with one player on the opposing team. Place the "bacon" in the center between the two lines. The leader shouts out a number. The Scouts who share that number run out and try to grab the "bacon" and run back to their line.

Scoring: Score 1 point for the team that gets the "bacon" back across their line.

Game

TUG-OF-WAR STEAL-THE-BACON

Equipment: A tire or stave (the "bacon")

Procedure: Two equal-size teams line up facing each other. The players are numbered such that each player shares a number with one player on the opposing team. Place a tire or stave in the center between the two lines. The leader shouts out a number. The Scouts who share that number run out, grab the tire or stave, and try to pull it back over to their side.

Scoring: Score 1 point for the team that wins each bout.

Game