

THE MATCHBOX GAME

Two Scouts face each other, right arm outstretched, palm down and left arm behind back. Each has a matchbox resting on the right hand and tries to knock opponent's box off.

CROSSING THE MARSH

Patrols in relay formation in front of a 5 metre wide marsh with two sheets of newspaper for stepping stones.

The Patrol is to cross to the other side as quickly possible. Stepping stones sink if more than two Scouts are on the newspaper sheet at the one time.

SHOE HOCKEY (2 TEAMS)

Each team lines up at opposite ends of the hall. Place a tennis ball in the centre and chalk two goals at either end of the hall. Scouts take their right shoe in their hands, which is their hockey stick and, at a signal, each hops out on the left foot and, using the right shoe, attempts (hopping throughout) to get the ball back to the goal. Any Scout who places both feet on the floor is out, but can resume when the game has restarted after a goal is scored.

COMPASS POINTS

Players form up in open ranks. Leader calls out different points of the compass. All at once, players jump to face that way. Players in error fall out.

When the Scouts are getting more proficient, a variation could be included that if a Scout turns slightly or is too slow in turning, that Scout is out.

Another variation is that when the compass point is called, the Scouts must go in the opposite compass bearing - this makes them think.