

DRAGONS

Players group into threes and one Scout in each trio is the "head". The other two Scouts join in behind so that No.2 has arms clasped around "Head's" waist and No.3 joins behind No.2 likewise. Two or three Scouts are unattached and each one tries to join on the back of a Dragon. The Dragons try to elude chasers by moving round, dancing, and so forth. "Heads" can push the chasers off with their hands before they get near and Nos.2 and 3 can do anything but break off.

When an unattached Scout joins onto a Dragon's tail, the "head" drops off and has to try to get a place at someone else's tail.

This game is purely for FUN and no points are awarded.

ROBBER IN THE ORCHARD

All standing, spread out in a circle. One Scout (the robber) is sent out of the room. A "farmer" is chosen and an apple placed in the centre of the circle. The robber is called in, and he or she has to grab the apple and get out of the circle without being tagged by the farmer, who is unknown to the robber. The farmer can move only after the apple has been touched.

CHAIN TAG

One person goes IT (No. 1). IT attempts to tag another Scout who, if tagged, joins No. 1 in a chain. Nos. 1 and 2 then attempt to tag a Scout and, if successful, the person tagged joins hands with the person who tagged him or her. From then on, only those at the end of the chain can tag a Scout, and a tag is valid only if the chain remains unbroken.

BODYGUARD

Appoint someone as THEM. This Scout is pursued instead of being the pursuer, but is allowed a bodyguard of three Scouts who attempt to prevent the Troop from tagging THEM. If THEM is tagged, the successful assailant takes his/her place and recruits his/her own bodyguard.