

GAMES 07

STORM THE CASTLE

You will need a stop-watch or a watch with a sweep second hand. The Troop, excluding one Patrol, form a circle and the excluded Patrol hovers outside the circle.

At a signal, this Patrol tries to "Storm the Castle" and endeavours to get all its members inside the circle in the quickest possible time.

Patrols take turns at storming, and the Patrol with the best performance wins.

POISON CIRCLE

The Scouts form a circle with their feet touching the feet of the Scout on the other side of them. With one hand held behind their backs, try to knock a ball through the open legs of one of the other Scouts. If this happens, the Scout who lets the ball through is out.

Keep going until only two Scouts are left, and they are the winners.

FALLING TIMBER

Pair off Scouts and give each a stave, each Scout having a turn at being the challenger. The challenger holds the stave about waist height. The opponent faces the challenger with arms outstretched, palms downwards and at the level of the stave. The challenger drops the stave without any warning and the opponent has to catch it before it reaches the ground.

Can be very noisy, and is best played outside the hall.

SKIP'S ROPE BOX

Groups of six to eight Scouts stand in a circle facing inwards. When directed, each Scout reaches in with the right hand and holds the right hand of another Scout standing in the circle, but not the one standing next to him/her. Next, each Scout reaches in with the left hand and holds the left hand of another Scout standing in the circle, not the left hand of the Scout whose right hand you are holding or the Scout next to you.

On the word "GO", the groups are to try and untangle themselves without letting go of hands.

Variation: Try it with 10 - 12 Scouts!