

GAMES 10

TRANSPORT RELAY

Played as a relay race. When the Patrol Leader calls out a carry position of a patient, the Patrol must, as soon as possible, carry one member of their Patrol to the other end of the hall or ground. The first there correctly score points. Go through all the carries for patients. The Patrol with the highest point score wins.

- 1 point for there first
- 1 point for the correct carry method
- 1 point for the best co-ordinated Patrol effort
- 1 point for the use of the least equipment

CROSSING THE BROOK

A brook is drawn wriggling across the floor one metre wide in the narrowest part and growing as it nears the invisible main stream.

The Scouts try to jump the narrowest part and if they succeed do a standing jump back. If they "wet their feet" they drop out. The successful Scouts move higher up the stream. Last one in the game (that is, the only one not in the stream) wins.

GIDDY RELAY

One Scout holds a 1.5 metre stave about 20 metres in front of the Patrol, pressing the point firmly on the floor. No. 1 of the Patrol runs to the stick, grasps it with both hands, whirls around it three (3) times under the arm of the holder and runs back to their Patrol, joining the line at the back.

The first Patrol to finish the course wins.

FOX AND GEESE

The Geese (Scouts) are in file, each clasping the waist of the bird in front, except the leader, who simply flaps wings (arms) and sticks the neck out. The Fox has to catch the last Goose in the file and the Geese twist and whirl but when the last Goose is caught in the end, someone else becomes the Fox.