

## **GAMES 12**

### **CRAB RACE**

Players compete in couples. At the starting line, each couple stands back to back with elbows linked, side onto the course. On the word "GO" each couple runs sideways, with elbows linked, to the finish line.

### **WEAVERY**

The Troop divides into teams who form identical sized circles, which need to be at least one metre apart. At the starting signal, the first member of each team runs around their circle to the right, zig-zagging between the other players. When they get back to their places, they set off the second player in their team.

The first team to finish all players wins.

### **SHOVE HO**

Draw a circle in the centre of the hall that will almost hold half the Troop packed tight. Send the Patrols back to their corners or positions that should be equal distant from the circle. At a signal the Patrols have to get as many of their Patrol as possible in the circle before the whistle is blown.

Patrol with the most (squashed) players in the circle is the winner.

### **OVERTAKE**

Troop in a circle (even number needed) and every second Scout removes their scarf, giving two teams. A football or basketball is given to a player in each team, the respective players being diagonally opposite, and the teams have to try and overtake each other's ball by passing from hand to hand around the circle.