

GAMES 09

BROKEN BOTTLE

Scouts stand in a circle with one in the centre who throws a small ball to anyone at random as swiftly and meanly as possible. Whoever drops the ball has broken a bottle and must pay by saying one of the Scout Laws and then, only using the right hand to catch until three successive catches are made. If missed again before achieving the three successive catches, only the left hand may be used. Another miss before catching his/her way free and down on one knee, then both knees, then out!

Remember, after each miss, the Scout must repeat a Scout Law or say a line of the Promise.

PICK AND CUP

At one end of the hall is a collection of objects such as hairpins, pins, marbles, buttons, apples, bobbins, beans, etc.

Two teams line away from the collection, facing left, standing alternately as picks and cups - cups with their hands cupped together. The two leading picks lift objects and pop them into cups, the next pick them out and so on. The team wins which first bears all the objects to the far end of the line.

SKINNING THE SNAKE

Each Patrol member joins hands. Everyone goes through every leg until the Patrol is all standing again. DON'T BREAK THE SNAKE!!

Alternative: Link from the back with hands through the legs of the Scout in front and skin from the back.

STAG AND HUNTER

A table is put in the centre of the room and the stag and the hunter are put at either end of it blindfolded. Both must keep constant contact with the table with some part of their person. If the stag evades capture for three minutes he/she wins.

Either player may get on or under the table.