

GAMES

I do not remember where all these came from, but I got most if not all of them from web sources. Sorry I can't give proper credit, but thank you to anyone who worked to build this list. Most of these are good for kids and families. Please make sure you play safe and check them out before using or giving to children.

Notice: By using this list and associated games you agree to hold harmless the author or authors, this website owner and or administrator and everyone who is associated with the creation of this list from any harm which may come from you using the game ideas enclosed.

Ten Rules for Games:

- 1) Safety comes first- there is no reason for a kid to get hurt in gaming activity...always be safe
- 2) Even though you may be a big kid that always wants to get in on the game, someone HAS to stay in charge at all times
- 3) If a kid throws a temper tantrum for any reason...that kid is ejected from the game (tell the kids this ahead of time)
 - 4) Try to come up with games that are competitive but that EVERY kid can enjoy.
 - 5) Eating games should be watched carefully so that no one chokes (no large pieces of anything should be used)
 - 6) Loud music (i.e. Petra, White Heart) can enhance any game if the game involves fast action
 - 7) If you can purchase some cheap shorts and tank tops (color coded according to your patrol) at a thrift store or discount outlet, your kids can go change in the bathrooms before any messy games and you will never get any complaints from parents about clothes that have been ruined.
 - 8) Remember that some foods/drinks (like kool-aid) can stain carpets, clothes, etc.
- 9) Water balloons games usually don't last long (you fill them up for what seems a lifetime and they burst in seconds).
- 10) There is no such thing as a new game...only new versions of old games...make up your own, keeping in mind rule number one on this list.

Whip Cream Shoot Off

Have a leader put whip cream on half of the Rangers in the Patrol. Instruct the other Rangers to squirt the whipped cream off of their face with a squirt gun. Set a time limit and ask the Rangers at their seats to vote on the winners. Note: Cover clothing with a trash bag while they play this game!

Snatch & Run

Give each Ranger two clothes pins. Have him clip the clothes pins on his shirt sleeve at the front of his arm next to his bicep. Shout "Snatch & Run!!". All Rangers try to snatch pins off of other Rangers. When a Ranger loses both pins on his arm he is out. The Ranger with the most pins collected in the end wins the game! Emphasis NO heavy physical contact!! Also, no covering your own pins with your hand. Try other locations such as hips and stomach. Rangers with lots of awards should be encouraged to dress down to t-shirt if allowed.

Hacky Balloon

Have several patrols stretch out holding hands in a circle. Each patrol has a different colored balloon. Every Patrol member must keep their right foot on the ground. The game begins when a patrol member throws the balloon up in the circle. A different patrol member must hit the balloon next, keeping it airborne, but without taking their right foot off the ground or dragging it. The patrol must keep the balloon airborne the longest pivoting on their right foot. Place the patrols close to each other. Maybe try intertwining the circles.

Everyone's IT!

In this game, everyone is it, and everyone tries to tag somebody else. When a person is tagged, he/she must place a hand over the spot where they were touched/tagged, and continue playing with their other hand. When they are tagged again, they must place their other hand over the spot where they were touched/tagged and then tag with their elbows. When they are tagged a third time, they must freeze in place until there is one person left.

Three way Tug-A-War

You know the standard two patrol tug a war. Well, in this adaptation, using a overhand knot, tie a third length of rope, adding a third patrol to the contest. Evenly space the three patrols, and place a prize ten feet from the end of each patrol. On "Ready? Ready for Anything...? Go!" The three patrols pull as the last patrol member at the end of the rope tries to reach for the prize while still holding the rope. Try adding a fourth team, or a fifth team!

Who can wear the Most?

We have a contest to see who can wear the most layers of clothing. The last items must be the Royal Rangers Uniform. To determine the winner, everyone takes off one layer at a time, while someone else counts; that way we don't have to have someone count for each of them individually. We all take off 1 layer together, and the winning person gets 10 Ranger Bucks.

Q-Tip Shoot Out

Make target plates out of paper plates, either the small cake size or large will work. and place them in group of three about 20 feet away from the line . Get a box of cotton swabs and bunch of straws and do some target shots at the plates on the floor for points. Place swab in straw and blow them out like a dart. find other point related games w/different targets. Cotton swabs are soft but will fly up to 30 feet or more depending how much air you have.

Cup Stack

Get a bunch of paper cups and have patrols compete at who can stack them all in a pyramid the fastest.

Alphabet Cereal

Put a box or two of Alphabet Cereal in a bowl in the middle of the game circle. At the whistle, one member from each patrol comes to the center and gets as big of a handful of cereal as they can and takes it back to the patrol. They make as many words as possible in one minute's time. The patrol with the most words wins. You could lengthen the time if you wanted to. On the second round of the game, each patrol comes to the center and gets as much cereal in both hands as they can. They go back to their patrol and try to make the longest sentences they can in 2-4 minutes time.

Nail Drive

Set up a 2 X 4 with nails evenly started. Have the boys drive in the nail with so many wacks (say 3) wacks. Farthest in wins.

Chopstick Marble Relay

This is a relay game for the whole outpost. Younger boys seem to be better at it. Have two paper bowls for each patrol. The patrol must transfer the marbles from one bowl to the other. (Thanks Chief Kathy Coon)

Fishing for Candy

Make a short fishing pole with a magnet at the end of the line. The boy fishes out of a decorated brown paper bag for paper fish that has a type of candy written on the fish. The bowl contains all the different types of candy written on the fish. When he catches a fish, (without looking in the bag) he gets the candy type from the candy bowl that is written on the fish. (Thanks Chief Kathy Coon)

Water Balloon War

Make up at least four patrols. Divide a large circle (at least 50 feet across) into pie sections for as many patrols as you have. Patrols spread out evenly around the circle and place their water balloons at least 20 feet from the edge of the "pie". When you start the war, players may only carry one water balloon into the circle at a time. Water balloons may not be thrown outside of the circle. After the water balloon is expended the players must run back to "base" to obtain another. Game is run until all balloons are used up.

Run and Catch

Boys in circle.

"It" throws an object up in the air. (Balloon, Ball, Feather etc)

Call a number.

Boy must catch the object before it hits the ground.

If not becomes "It"

A broom handle can also be used. Held up on end and let go.

A spinning plate may also be used.

Balloon Games

To make Water Ballons.

Use a plastic coke bottle.

Balloon Stomp

Tie balloon to ankle

Last one with a balloon wins.

Buzz Bomb

Blow up and release.

Closest to target wins.

Cat and Mouse

Have the boys form a circle and select one player to be the mouse and take his place inside the circle. Select another player to be the cat. And take his place outside the circle. The object of the game is for the cat to catch the mouse. The boys forming the circle can assist the mouse by letting it out or in the circle at any time, but the progress of the cat should be hindered. The introduction of another cat makes it more interesting. When a mouse is caught, he becomes the cat and then chooses another mouse from the circle.

Circle Stride

Players in a circle, feet spread apart touching foot of player on either side.
"It" is in the center. Tries to roll a ball out of the circle between players feet.
If successful that person becomes "it".

Passing out treats.
Who will have this one?

Chair Slide

Players seated in a circle.
"It" in the center, his chair empty.
"It" shouts "Shift to the right"
The person next to the empty chair shifts over and everyone else follows.
"It" tries to get an empty seat.
If he succeeds, the person who should have shifted to that seat becomes it.
"It" may suddenly call a shift to the left, this will help in gaining a seat.

Protect the King

Have "the king" stand in the center of a 15 ft circle. Another player is the "guard" inside the circle to protect the king. Players outside the circle throw a soft ball to try and hit the king. If successful the player becomes the guard and the guard becomes the king and the former king joins the players outside the circle.

Fill the Gap.

Have the players stand close together in a circle, facing the center. "It" must run around outside the circle and tag any player. Both then race around outside the circle in opposite directions. The winner is the first one to fill the gap left by the player who was tagged. Should "it" lose the race, he continues to be "it" until he beats a player to the vacant place in the circle. The runners must be warned not to collide. The player tagged must be sure to run in the opposite direction from "It". Otherwise he immediately becomes "It".

Find the leader.

Players sit in a circle.
"It" leaves the room and players choose a leader.
"It" returns to the center of the circle and the leader slyly starts some motion such as waving his hand making faces or kicking his foot. All immediately imitate the leader. "It" keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes "It".

Ha Ha Ha

Players in a circle.

Have the first say "ha" the second in turn says "Ha Ha" the third "Ha ha ha," and so on around the circle. The ha's must be said without laughing. Those laughing while uttering their ha, ha's are eliminated. The one staying in longest wins.

In the Pond

Chalk line a circle.

Players stand outside the circle.

If you order "in the pond", all are to jump back. When you call "on the bank", all should jump back.

If the order "in the pond" is given when all are in, no one should move. Such orders as "on the pond" or in the bank should be ignored. Anyone making a mistake is out of the game. The remaining player wins.

Jack Sprat

Have all the players except "Jack Sprat" form pairs and stand in a circle. When Jack says "face to face," the partners face each other. When he says, "back to back" or side to side, his directions must be followed. If he says, "Jack Sprat", everyone, including himself, tries for a new partner. The one left out becomes Jack Sprat and the game continues.

Pass the Bag

Form a circle with an even number of players. Every other person is on the same patrol. Give one beanbag to a player on one side of the circle and a second beanbag to a player on the other patrol on the opposite side of the circle. On signal, the bags should be passed from one patrol member to the next in the same direction around the circle. The first patrol to have its bag overtake the other wins the game.

Outpost Grand Champion

In Royal Rangers, unless a grand champion is determined, the dual contest loses much of its value.

Patrols select their Patrol Champion during the month during outpost meetings. The champions will practice against anyone who will dare challenge them, and in that way they become really skillful.

During the outpost meeting, when called upon to introduce its Patrol Champion, the Patrol gives him a cheer and encouragement. The championship is completed in tournament fashion until only one remains and is pronounced Outpost Champion.. Then, if he dares, a commander volunteers to try his skill against the champ.

Indian leg wrestle

Two players lie side by side on their backs with their heads in opposite directions. They hook right elbows. When the referee counts "one", they raise their right legs and touch them together. At the count "two" this is repeated. At "three" they hook their right knees and try to turn each other over. The player who does a backward somersault is the loser.

Hand Push

Have two contestants stand facing each other with their toes touching and their palms together at shoulder height. In this position each should push the other's hands until one is forced to step back. The player who forces his opponent backward is the winner.

Game Roosters

Stand two players in a circle drawn about 6 ft in diameter. Each holds his left foot with his right hand behind his back., and then grips his right arm with his left hand behind his back. On signal, they hop at each other try to force the other out of the circle or out of position. When a player lets go of his foot or arm or leaves the circle, he loses the contest.

Arm lock wrestle

The contestants sit on the floor, back to back with their legs spread and arms locked at the elbows. On signal, each tries to pull his opponent over to the side so that his left arm or shoulder touches the floor.

Feather contest

The one keeping a feather in the air the longest length of times wins the contest.

Airlift

Divide the group into two equal patrols. In a yard or park, mark out a large rectangular area. One end of the area is home base, the other end is the outpost, and in between is enemy territory. The job of the airlift patrol is to carry supplies (apples or something else small) from home base to the outpost without getting "shot down" (tagged three times) by the enemy patrol. The airlift patrol may vary one apple each or may let one or two boys carry several while the others protect them as they race from home to base to the outpost. Boys who are tagged three times while carrying apples are out, and the enemy gets their apples. Those of the airlift patrol who are not carrying apples may run freely without fear of being tagged. The patrol that has the most apples at end of game wins.

Fishtail

Have the boys line up in single file, holding each other around the waist. The first boy is the fish head, the last boy the tail. On signal, the head tries to catch the tail while the tail tries to avoid being caught. All must continue to hold on to each other. The longer the fish, the better.

Ducks and Cows

This is a great way to divide a group of kids into two patrols. Players close their eyes while one person goes about tapping them on their shoulders and designating them either "duck" or "cow." On a given signal the players must make their animal sounds to gather into their two patrols. The ducks "quack" and the cows "moo."

Alphabet Letters

The object of this game is to get into groups of four or more players. Call out a alphabet letter and have the groups, by laying on the floor, form the letter.

Hot Wheels Derby

Ask the boys to bring their best and fastest Hot Wheels to the next outpost meeting. Either get ahold of some orange Hot Wheels Track or set up two long tables at a slant and have the boys race their cars to the end of the table.

Wink It

Make a circle of chairs half the number of boys who are going to play plus one. Half of the boys sit down, and the others stand behind them. Then make one empty chair with only a boy standing behind it. The boys standing up behind the chairs must place their hands on the back of the chair and look down at the boy sitting in their chair. The boys sitting down all look at the boy with the empty chair who is standing up. He then winks at one of the boys sitting down, and that boy must quickly try to get up and go to the "winker's" chair before being grabbed by the shoulders by the boy standing up behind him. If he succeeds, then the unsuccessful "grabber" then becomes the "winker" for the next round. If he doesn't succeed, then the "winker" must try again on someone else.

Steal the Bacon

Even though most of the civilized world knows of this game, no game list would be complete without it. (No offense if you haven't heard of it) Anyway, divide your Outpost into two groups. Have each group count off. Each boy must remember his number! Have each group face each other with at least 20 feet of space in between them. Place some type of object large enough to grab quickly, in the center of the space. The game begins when you call out a number. The boy with that number from each group runs out and tries to grab the object and bring it back across the patrol "line". He must grab it without being tag by the other boy who is also trying to grab it without being tagged. To make it more interesting later into the game, call out more than one number. Submitted by RangerDJ

Skin the Snake

Each patrol lines up single file, with about three feet between each row of patrols. Have each boy spreads their legs apart and with their **right** hand, reach between his legs and grabs the **left** hand of the boy behind him. The last boy then lays down and the rest rest of the patrol must slowly walk backward over top of him keeping hands held together and being careful not to step on him. As the patrol makes it way backward the time will come for the next boy in the rear to lay down, and the next and the next until the entire patrol has laid down. The first patrol to accomplish this wins!! Submitted by RangerDJ

King of Chocolate

Tell the boys that during the week you met the king of the chocolate kingdom and he has given you x (number of groups you intend to run) bars of chocolate, but they have to be eaten following the etiquette of the chocolate kingdom. First, they have to throw a six on the die then they have to dress for dinner (put together a set of clothes which can be put on over everyday clothes. I usually use a large pullover, a pair of wooly socks, a pair of overtrousers, a balaclava, a pair of gloves). When they are properly dressed they can dine by eating an unopened bar of chocolate with a knife and fork. However, if, in the time they are getting ready to dine, someone else throws a six they have to defer to this person and hand over the clothes so that he may dine. Brian T. Wood Lt. Cdr. (Buckaroos) England 10

Ping Pong Blow

What you need: a soda straw for every boy, a roll of masking tape and two ping pong balls. Object: Each boy has a square on the table and his job is the keep the ball from going off the edge of the table by blowing his lungs out forcing the ball back to the other patrols side. Prep: Line up two folding tables (more or less depending on the size of your patrols) length wise, with each patrol (patrol) on each side of the tables. mask off the tables length wise down the middle then in thirds or fourths so you have formed individual playing areas for each boy. Each boys stands in his spot armed with his straw. NO hands allowed and NO blocking the edge of the table, The leader then drops the ball in different areas of the table so everyone gets to "face off". Tips: don't put Billy the blow whale across from jimmy the French fry, try to match up "blowing abilities" fairly. Make sure the boys stick to their square only, they can help by blowing but they can't jump over to help. Submitted to RangerNet by Rene' Glover

Full Hands Relay

Here's what you need 10 identical items, 1 for each patrol. The object is to load down the boys with so much stuff that they can hardly walk.

Some suggested items: Again 1 of each; Roller skate, broom, basketball, tennis racquet, baseball, paint bucket, plastic cup, large rock, plastic 2, liter bottle, milk jug, teddy bear, etc. etc. etc. You want things that are really bulky but not terribly heavy for the little boys. Two patrols line up in an open area. At the whistle the first boy runs down to the their pile of junk and grabs one item then runs back to the next guy. He has to hand off the first item to the next guy, then that boys runs down and grabs another item then runs back and offloads his two items to the next boy. And so on until all 10 items cross the finish line. If an item gets dropped it goes back into the pile. Depending on the age group you can make suggestions. i.e.. put you bigger boys last so he can carry more, put the paint bucket over your arm and the small ball in the bucket etc. This really spurs excitement and creativity to see the patrol work together and "how" they plan their strategy. Also make sure you can carry all the items first, then take into consideration the stature of a boy, before you expect a little one to carry the load. Submitted to RangerNet by Rene' Glover

Paper Throw

Divide the room in half with a tape line. Make 2 patrols and put one patrol on each side of the room. Crumple up a lot of newspaper or paper and divide that evenly amongst the boys. Put on a time limit, 2-3 minutes, and have the boys throw as much paper on the other side of the line as possible. Encourage them to keep throwing. At the end of the time limit, stop all throwing, and count up the amount of crumpled paper on each side. The patrol with the smallest amount of paper on their side is the winner. Submitted to RangerNet by Dan Petfield Sr. Commander Outpost 233.

Hookarm Tag

Divide your group into pairs, and have all but one pair make a large circle. Have each pair hook arms together side by side. The two that are not in the circle are the tagger and the taggee. The tagger chases the taggee around and through the circle until the taggee joins up with one of the pairs by hooking into either side of the pairs arms. The person who is on the other side of the pair is then "it" and they must release their hook and run away. If the tagger tags the taggee, their roles reverse. Submitted by RangerDJ

Crab Fight

First make a circle on the ground, or floor, about 8-10 feet in diameter. In our gym we used the jump ball circles for basketball already in place. Then have as many of the boys from each patrol (in even numbers of course) that can fit into the circle get inside. Of course they have to enter as crabs. They become crabs by squatting down and grasping their ankles from behind. To be crabs they must stay in this position at all times. The object is to bump into the crabs from the other patrol and either knock them out of the circle or cause them to cease being crabs by causing them to let go of their ankles. In the crab position even the biggest and toughest of these boys can't manage to inflict any real damage on one another. A person is eliminated from the game when they cease to be a crab, by either falling over and losing their grip on their ankles or by standing up, even if they maintain their grip (watch for this and make sure you explain about this upfront). They are also eliminated when they are bumped from the circle. The patrol that is the last to still have crabs left in the circle is declared the winner. Variations include allowing head-to-head matchups with each patrol selecting a champion to represent them. When you have more than two patrols you should have all of the "champions" in the circle at once. Submitted to RangerNet by Ed Taylor (Crazy Cougar) - South Texas

Fruit Salad

Provide enough chairs in a circle for all of the boys except for one. He will be in the middle. Pick out 3 or 4 fruits (depending on how many boys you have) and assign an equal number of boys to represent that fruit. Have a good time doing this. Sometimes we use prunes, apricots and bananas instead of the usual apples, peaches, pears and oranges. The boy in the middle yells out one of the fruits. All of the boys with that name as a fruit has to jump up and find another seat. In the meantime, the boy in the middle is hunting for this seat also. One boy will be left without a seat. He is in the middle and he then calls the name. At times, the boys can yell out fruit salad, and all of the fruits have to get up and find another seat. Hint: make sure you tell the boys that they can't jump to the seat next to them. Submitted to RangerNet by Dan Petfield Sr. Commander Outpost 233.

Tail Grab

All you need is two handkerchiefs or bandanas. Object of the game: grab the "tail" from the other patrol, while staying linked up and while avoiding your patrols "tail" from being grabbed.

Line the kids up into two lines (by patrols preferably) facing each with some distance between the lines. Each kid links arms not just hands but arms to the guy next to him. Tuck a bandanna in the last boys britches. It can't be too far in as so the other patrol can't grab it. The boys with the "tail" should be on opposite ends of each other. Blow the whistle and watch um go!

Caution: There is a risk of little boys not understanding, unlinking their hands and making this a "free for all" Also the older boys tend to get carried away and see how far they can sling the last guy around!

Submitted to RangerNet by Rene' Glover

Yurt Circle

Grab hands in a circle and back up till it tugs tight. Spread feet to shoulder width...and count off in two's "one-two". Without bending at the waist,ask all the ones to lean forward, then ask all the two's to lean backward. Then reverse positions! Submitted to RangerNet by Duane Wheeler

Circle Juggle

Have everyone make a circle. One person tosses a ball to a person across from them. That person tosses it to somebody else across from them, and so on and so forth until everyone has tossed the ball and it should end up back to the first person. Repeat the sequence several times, with everyone always throwing it to the same person. After a few rounds add another ball or two.

Neon Olympics

This particular game is not a game in itself, but rather a series of games, which would cover a nightly theme and can be used for a lock in for your outpost recreation etc. Games such as mini golf, basketball, frisbee throw, etc, would be played in the dark using fluorescent balls, hoops, frisbees, etc. This effect can be achieved by using fluorescent paint with a black light, or by purchasing neon/glow in the dark tubes or prefabricated neon sporting items. Boys should take turns playing each game and should rotate from activity to activity. It is up to you to either award prizes for the highest score in each area (ie most baskets made) or to allow the boys to just have fun. This particular activity is extremely popular at Royal Ranger lockins. By far the most exciting activity is a glow in the dark obstacle course using a glow in the dark remote control vehicle. The course should be laid out on the floor and outlined with neon tubes and other tubes are taped to the remote control vehicle. Turn out the lights, crack up the engine, and you have a life size video game! Submitted by JR.

Candy Hunt

Everyone in the United States of America has participated in an easter egg hunt, but how many kids get to go on a candy hunt. This idea is simply a new variation on an old theme. Take a box with a hundred to two hundred pieces of candy (small penny candy as well as candy bars), check the area for ants, then hide the candy everywhere in the grass. The kids will then come out at night with their flashlights and try to find the candy. Whatever they find they keep. Submitted by JR.

Let's make a deal

If you have seen the old television show, then you know how this game is played. Each kid draws a number as they come in the door for the outpost meeting, and three numbers are drawn. Those three contestants come up one at a time. When they come forward they are told that just by being selected they have won what is under box one two three etc... or what is behind curtain number four, five etc. They are then asked if they would like to trade what they have won for what is in the commanders back pocket,

what is written on the piece of paper inside the balloon, etc etc.. You should have some good prizes as well as some gag gifts. Another variation on this theme is to only allow those who bring a visitor to select a number. This will encourage boys to bring a friend to Royal Rangers. The boys get to keep what they win, whether it's a five dollar bill or a paper clip. This game is an excellent intro for a devotion about making the right choices. Submitted by JR.

Popcorn Tag

Each participant is given the same number of popped kernels in a small container. One boy is selected to be "it". He then must try to tag the others. Each time a boy is tagged, he must give the boy who is "it" a piece of popcorn from his can. Once a boy losses all of his kernels he then becomes "it". Don't give each participant more than 5 kernels to start with. At the beginning of each new game, make sure that they all start off again with 5 pieces. To make it more interesting, play in the dark or blindfold "it". Submitted by JR.

Midnight Capture the Flag

This game is played the same as regular capture the flag except for the fact that it is played at night in a familiar area, that has been thoroughly checked out ahead of time in daylight. The difference is that the two patrols use glow in the dark bracelets that they are not allowed to take off and the half way mark is designated with a row of flashlights. Make sure that the kids understand that if their bracelet is taken off they are automatically taken to jail on the opposing side. Play thirty minutes then switch sides. Submitted by JR.

Hairdo Havoc

Pick several patrols with two kids per patrol. Have them come to the front of the room. One of the boys would sit in a chair and then other would become the stylist. The stylist is given a small can of hair spray, a can of mousse, and a comb and brush. He has sixty seconds to create the most outrageous, wildest hairdo imaginable. Have the senior guide serve as the judge. It's a good idea to have a camera standing by, along with plenty of towels. Submitted by JR.

Gummy Towers

Boys are paired off into twos. Each group is given some type of gummy/jelly candy. The "drops" work best. They are then given a box of toothpicks and are told that they have a limited amount of time to make a tall tower the group that makes the tallest tower (without it falling over) wins the game. You limit the number of gummy drops per patrol or make it extra interesting by substituting gummy drops with mini-marshmallows and chocolate syrup. Submitted by JR.

Crazy Hair

This game should only be played at any function where the boys will have extra clothes to change into or can at least wash their hair. Pick three boys and have them put on a clown nose. Pick three other boys and tell them that they will now become professional hair stylists. Give each of the stylists a big bag of cotton candy. They will then have three minutes to arrange the cotton candy on the clown's head in the funniest way possible. For best possible effect use several different colors of cotton candy. You may want to go all out and give each stylist the title of clown make up artist, after which each make up artist would be given peanut butter make up, chocolate pudding, marsh mellow cream, etc. Have your senior guide pick a winner. Submitted by JR.

Blind Van Gogh

Blindfold each boy, then assign him a partner who is NOT blindfolded. The boy with the blindfold is given a small notepad or sheet of paper and a pen. He will then be handed an object that he can touch but not see. He can hold it for one minute but he cannot talk and cannot ask any questions about it. After one minute he hands the object to his partner and begins to draw what he thinks it is. His partner can describe the object but can never tell exactly what it is. He may only use words like tall, round, flat, etc. Each patrol may have the same object or they may have a different one. The patrol gets only 3 minutes to complete their project. After that time, the blindfolds come off the artists and they are allowed to see the actual object. The patrol with the best picture wins. Submitted by JR.

Marshmallow Drop

Select several patrols with 2 boys per patrol. Give each patrol 10 marshmallows. One boy will lay on the ground while the other patrol member stands on a chair above him. The boy on the ground will try to catch and eat as many marshmallows as he can while the other boy drops them from high up. To make this more interesting, have the boys lying on the ground take their shirts off and have the "droppers" coat each marshmallow with chocolate syrup. In our outpost we used to drop them from a prayer tower. The record catch was from 7 stories up!!! Submitted by JR.

PVC Power

Cut several pieces of PVC pipe about 3 feet long. You can then make darts out of slick paper like that from a glossy catalog. Make them by forming the thin long sheets (about 2 sheets per page of paper) and twist them around your fingers until they form a cone shape like an ice-cream cone. Then you must stick the sharp end into the pipe and cut the paper dart off where it will barely fit into the pipe. Now you have your paper arrows. Caution; this game can only be played with boys Trailblazer age and older since the arrows are sharp enough to pierce the skin. You will then provide the targets and have the boys shoot at them for points, etc. Most of the arrows/darts will only be good for one shot so you will need lots of them. Submitted by JR.

Indian Face Painting

This idea works great for Buckaroos and Straight Arrows. Have a commander get with a boy that will become his "cavass". The commanders will then have one minute to paint their Indian as well as they can. After the painting is done, the boys compare faces, and then it is their turn to paint their commander (or dad's) faces. To add to the excitement, use black light paints and then turn the lights off and turn the black light on. The kids will go crazy! Note; make sure that the paint is water-based!!! Submitted by JR.

Wacky Relays

Divide the boys into several even patrols. Each boy will run part of a relay race that involves all sorts of crazy stations. For starters, the first boys take off running to the first station where they must brush their teeth with whipped cream. The next boy runs (who is only wearing a t-shirt and shorts) runs to the next station where he must put on 10 articles of clothing (including crazy items like wigs, etc.). The next kid runs to the third station and throws 5 water balloons at a target, etc. If you have about 5 stations it should go smoothly. Regardless of what you do at each station, make sure that each one is exciting and that there is no "dead time". You may be surprised at how fast these races actually go. Needless to say, the first boy to cross the finish line wins for his patrol...HAVE FUN! Submitted by JR.

Fan Fare

You will need a large fan for this game as well as a bag full of large confetti, streamers, small balloons, etc. Assign a point value to each item (i.e. 5 points per balloon, 10 per piece of confetti, etc.) When the signal is given, you dump the whole contents of the bag in front of the fan which should be slightly tilted upwards. The boys must then catch as many items as they can before they hit the floor. Anything that bounces is considered "dead" the minute it touches ground and cannot be caught after that. Count up the points to select a winning patrol. Submitted by JR.

Rainy Day

Give each boy 100 pennies and tell him that he must toss them into a cup that is at least 10 feet away from him, but he must do it 2 at a time (50 tries). At the same time, another boy(s) will do the same. All the money that lands in the jar is what he will use for his "rainy day". The boys must then switch jars and try to guess without counting, how many pennies are in their opponent's jar. Submitted by JR.

Cool-Whip Snowmen

I used this one at school once and the kids went wild. Give each patrol (of 2 or 3 kids) a small container of chilled cool whip and some chocolate chips. They must then build a snowman with these items in 3 minutes or less. As always, they can eat their creation **WITHOUT USING THEIR HANDS** for a really neat eating contest. You can get real creative if you use licorice for arms, etc. Candy corn can be used for the nose. Submitted by JR.

Matchbox 500

The boys bring any 2 matchbox cars that are made of die cast metal. You can use either a pinewood derby track or the orange plastic tracks that are made for this. Make sure that they understand this is for fun and that no trophies are to be awarded. There should not be too many rules involved and they cannot add weight, etc. to the car. This type of race works best for Pioneers. Submitted by JR.

Autograph

This is another "get to know you" game. Give each patrol member a blank sheet of paper and tell them that they are an autograph seeker. They are then given the task of finding 10 people in the church that will sign their name on the sheet of paper. It cannot be someone that they already know and it cannot be a relative. They must introduce themselves to each of these people and tell them what they are doing. Submitted by JR.

Cracker Town

Each patrol is given a box of graham crackers and a bottle of marshmallow cream along with some plastic knives. They have 25 minutes to try and put together a small building that will be held together by the cream. Make it more interesting by having them eat their buildings. You can get as fancy as you want by adding windows (rock candy), and any other food item that will make the house/building more interesting. Submitted by JR.

Sock It To Me

One boy who is selected to be "it" takes his shoes and socks off and rolls his socks into a ball. He must then attempt to tag another player by throwing the socks at him...the only catch is that the others are in a big circle around him and he is blindfolded. He must stay within the circle but the others can rotate

around him at will. Once a player has been "socked" that player becomes "it" and must enter the circle.
Submitted by JR. Submitted by JR.

Tie Tie

Use several old ties (not clip ons) and place them on the ground in a straight line. The purpose of this game is to simply reinforce a knot-tying program feature. When you give the signal, the boys will try to compete against another patrol member to see who can tie all of the ties in a straight line using whatever knot you give them. For instance you might say "When the whistle blows, use square knots", etc.
Submitted by JR.

Who will have this one?

This isn't exactly a game, but have you ever been in a situation when you had to pass out something to the boys, and that something wasn't all equal so that each boy would get a fair share. Well here is a great solution to that problem, acquired from an old sailor tradition. Have the commander who has the items to be passed out stand behind another commander. He then asks, "Who will have this one?" and the commander who is turned away from him will point to a boy who then gets the item. It makes for a very nice unbiased manner in which to distribute something fairly.

Dress the Mummy

Required: Rolls of toilet paper

Players: Small to large groups

Set up teams with 2-4 players on each team. One person on each team will be the mummy and each team will be given 2 rolls of toilet paper. They will have 5 minutes to complete the game. The team players are to circle around the mummy and pass the toilet paper to each other while wrapping the mummy in it. The leader of the group will be the judge and decide which team has created the best mummy design.

Gum Art

Required: Bubble gum, toothpick and index card

Players: Small to large groups

Give each participant a piece of bubble gum to chew, toothpick and index card. Allow them 10 minutes to chew the gum, place gum on index card and then design something on index card using only the toothpick as a tool (No Hands). The person with the best and most creative design is the winner. If you have quite a few players you can have several categories of winners, like “most ingenious”, “most creative” and of course the “What is that?” award. Please send in your ideas of award names and even pictures of your groups playing these games.

Gum Game

Required: Clean garden gloves, packs of gum

Players: Small to large groups

Set up teams of five. Each team will receive one pair of new garden gloves and one pack of gum (5 pieces per pack). On go, the first person in each team is to put on the garden gloves, open the package of gum, pull out a piece, unwrap it, chew it, and then pass the gloves to the next person. The first team to complete the task wins. You can choose to have two packs of gum per team so that they would have to go around twice.

Animal Game

Required: Play area

Players: Small to medium groups

You need at least 10 kids playing including a caller. All the players must first line up in front of the caller, and the caller whispers an animal name to each player that they will be in the game. Once all the names are given out, the caller gives them ten seconds to run around. Afterwards, the caller starts calling animals out. When the caller calls an animal, that person has to run from everyone and all the other players have to tag that person to get him or her out, but the caller doesn't have to wait until the person is out to call the next animal. The caller can call another animal before or after the person is tagged, it's up to the caller. This goes on until there are only two players left. The remaining players must go to a designated area with boundaries to do a sudden death. They do the same thing, but this time they are not allowed to step out of the boundaries. If they step or are tagged, they are out and the last one standing is the winner. The winner will be the caller in the next game.

Caged Lion

Players: Small group

A player is selected to be the “lion” and takes a position on his hands and knees inside a 10 ft square. Other players tease the lion by standing in the cage area or running through it. The lion tries to tag any of the players. Anyone who is tagged by the lion trades places with him.

Chariot War

Required: FlingSocks or rags

Players: Small to large groups

Have players divided into smaller groups of threes. Two of the players link arms and become the “horses.” The third player is the chariot driver and holds onto the horses by their belts. Each driver has a FlingSock or rag tucked under his belt in back and it is able to come out easily if pulled. The teams are lined up, backs to the wall, around the room. On GO, each team tries to steal as many tails as possible without losing its own. When a team loses its tail, it is out of the game. Only a “horse” may grab a tail. The team that keeps its tail receives 25 points and 5 points are given each tail stolen that a team has.

Variations: For wheelchairs use one horse and one driver.

Clothes Pin Tag

Required: Clothes pins and rope

Players: Large groups

Mark off a play area of at least 40ft by 40ft by putting rope on the ground. All players are to receive 5 clothes pins, pinned the back of their shirts. Have them all spread out around the edge of the rope before starting. The object is to try to capture clothes pins from someone else’s back without loosing yours. If you capture a clothes pin you are to go down on one knee while pinning it on your back. While you are on one knee, no one can take a clothes pin from you. If you go out of bounds you loose a clothes pin. There is no pushing and you can only touch clothes pins, no touching or pulling clothes or the body. Any violators will loose one clothes pin to victim. The person with the most clothes pins in the allowed time you choose wins. You can play teams and the team with the most is the winner also.

Heads or Tails

Required: Quarter and play area

Players: Small to large groups

Have the players divide into two teams. Label one team HEADS and the other TAILS. Lay out two center lines that are parallel to each other and three feet apart. Then set up two boundary lines about 20 feet from the center lines for each team to cross for their safe zone. Use hoses or rope if outdoors and tape if indoors. To start, make teams stand with their backs toward each other at the centerlines. Toss the coin into the air. Once the coin has landed on the ground call out if it’s heads or tails. If it was tails, the TAILS team must run to their safe zone. The HEADS team will turn around and try to tag the TAILS team before they reach their safe zone. After each toss and chase, players are to return to the centerline, expect tagged players-they are out of the game. You play until one team has captured everyone on the opposite team and that team is the winner. Heads or Tails is a good game for Physical Educators, Youth Groups, picnic game or party game.

Hula-Hoop Tag

Required: Gym floor and Hula-Hoops

Players: Medium to large groups

Pick 2-4 players to roll Hula-Hoops that will be positioned across both sides of the play area or gym floor. Have the rest of the players line up across the width of the gym floor. Players will run from one end of the gym floor to the other trying not to touch or be tagged by the rolling Hula-Hoops from the players on the side of the play area. As players are tagged they will join the rollers on the sides with additional Hula-Hoops to tag existing runners. Great game idea for PE teachers and kids will beg to do this again.

Balloon Head Race

Required: Balloons

Players: Small to large groups

Organize players so that they're into pairs and each team receives a partially inflated balloon. When the game starts, teams must race to a finish line carrying a balloon between their heads, remember don't use your hands. On hot days try it with water balloons or through a sprinkler. You can even try an obstacle course.

Banana Olympics

Required: Bananas

Players: Small to large groups

Divide the group into teams of 8-10 players and give each team a banana. Each team will complete several series of different relays using their banana. Here are some ideas for those relays.

The banana under your armpit and hopping on one leg down a field and back.

Place the banana between the knees and hop down a field and back.

Two teammates tossing the banana back and forth down the field and back.

Place the banana on the ground and each teammate must roll across the banana.

Teammates line up in leapfrog formation and first player hops over players while holding banana and then tosses banana to next player in line to do the same.

Show the players all the relays that they'll have to complete for the Olympics. You may have to write them on a large white board so that all players will know what relay is next. Once a team has completed all these relays someone on the team must eat the banana and the team that is done first is the winner. Use your own ideas, add to the list or use only a few ideas. You can adjust this game to all types of players including the disabled.

Big Foot

Required: Large rubber boots and grass play area

Players: Small to large groups

Set up teams with each team assigned one pair of large rubber boots. These boots can be fishing waders and it would be helpful if the players could just slide their shoes right into the boots without taking off their shoes. Have teams line up behind the starting line. The first person on each team must put on the rubber boots, race down grass course and back, take off the boots and the next person on the team will do the same. When the last person on one of the teams crosses back through the starting line first, they are the winners.

Blinded Ball Retrieval

Required: Containers, balls and blindfolds

Players: Small to large groups

Separate into teams of 4-8 players and each team will have one container of balls and one blindfold. Each container will have to same amount of balls about 3-5 depending on the size of the teams. The container of balls will be placed about six feet in front of the teams. The first player will put on the blindfold and then the balls will be dumped out. Each player will try to retrieve 3 balls and place them back into their own container by following instructions given by the rest of the team. Once they have done this they can remove their blindfold and return to the next person in line. That person will put on the blindfold and the balls will be dumped. They will also retrieve 3 balls for their container. The balls can be any balls that they find but they have to go into their own container. If they put a ball into the wrong container it will count for the other team. Caution the players not to run because they can bump into the other players that are blindfolded. It's best if only one person from the team tells the

blindfolded player where to go. It will take teamwork trying to keep quiet so that the player can listen for direction. The first team done with the rotation is the winner.

Chimp Race

Players: Small to large groups

Set up teams and play area. The first person on each team is to bend over with feet apart and grab their ankles. On “go”, they are to race down the course and back without letting go of their ankles. Each person on the team repeats the relay. The first team done is the winner.

Apple On A Rope

Required: Twine, apples and skewer

Players: Small to medium groups

For this game there are only two players on a team, one to hold the apple and the other to eat the apple. Set up the apples on ropes ahead of time. You do this by poking a hole through the apple, stringing a piece of thin rope about 3' in length through the apple and knot it several times at the end to prevent the apple from falling off. The apple holder will hold the one end of the rope in the air while the apple dangles and the apple eater will eat the apple while their hands are behind their back. The first team done eating the apple down to the core is the winner. You might want to have a judge to decide when a team is down to the core. With this game you should use caution because players could choke if they inhale the apple. So encourage them to concentrate on eating the apple and not laughing. This game is better for older players, great game for married couples. Some players have a hard time getting the first bite into the apple and the trick sometimes is to hit the apple with the force of your teeth. Careful, don't play this game if you have loose teeth.

Baby Food Guess

Required: 10-15 jars of baby food, permanent marker, paper and pencil

Players: Small to large groups

Buy 10 – 15 different flavors of baby food and remember, the more flavors the less chance you'll have a tie game. Make a master list with numbers and record the flavors you have and then with a permanent marker write on the lid of each jar the corresponding number. Remove all the labels to the baby food jars. Hand out a pencil and paper to each player and have the players write down the numbers of jars they'll have to see. Pass the baby food jars and they are to record what they think is in the jar but quietly without clueing their neighbor (no sampling allowed). If working with a large group, start several jars in differently locations with the playing group and have them all pass the jars in the same direction. The player that guesses the most correct jars of baby food is the winner. When the game is over, give all the baby food jars to an expectant mother along with the master list of what's in the jars.

Balloon Race

Required: Small balloons, shaving cream and plastic knives

Players: Small to large groups

Each player is given a balloon coated with shaving cream. At the same time, all players must shave their balloon with out popping it. The player who does this first wins!

Submitted by Naomi Blumberg

Boot Toss

Required: Kids Rubber Boot, sand, duct tape

Players: Small to large groups

Find one or more child size rubber boots, fill with sand and then duct tape the top to hold all the sand. All participants must stand behind a line and then one player at a time will toss the boot as far as they can. Mark off where each boot has landed or which toss went the farthest. The history to this game is that in Scotland when a husband would come home in a drunken stupor the wives would take off their husband's boots and toss them out into the yard. Use this game for parties, picnics or family reunions. Submitted by Jeanette Fowlks, Rock River Valley Celtic Society

Broom Hockey

Required: Brooms, rubber ball, and goals (boxes or buckets)

Players: 2 or more

This game can be played in any size room, make two goals opposite of each other. You start the game with a face-off in the center of the room. Opponents attempt to hit the puck into the opposite goal. The goalie is allowed to block shots in any way he desires. Penalties may be assessed for delaying the game, holding the puck with hands or feet, high sticking or other unnecessary roughness. The opposite team may receive a free shot (except for goalie) on goal when penalties occur. For large groups limit number of players and substitute once a score is made.

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THE LIST:

A

[Ali Baba and the Forty Thieves](#) (passive)

Group sits in a circle and chants Ali baba and the 40 thieves, while doing an action. The group leader on the next beat changes the action and then on the next beat the person beside him/her does that action. The action follows its way around the circle and the whole time the group is repeating the phrase. The group leader must change the action after every beat, so

that every person in the circle eventually ends up doing a different action. (This may be compared to singing a song in a round).

All on One Side (cooperative)

Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

The Ambush Game (coop)

The group splits up into two sub-groups which we will call A and B. Group A leaves 5 to 10 minutes before group B and must leave clues behind (footprints, marks, arrows, codes, pieces of paper, etc....). They must then camouflage and set up an ambush for group B. Group B leaves and follows the footprints and clues left by group A and tries to discover the ambush site. During the ambush the groups face each other in mock combat (stealing of scarves, indian wrestling, etc...). The meeting of the two groups could also result in the yelling of, "AMBUSH" and a race back to home base again.

Auto Trip (circle/passive)

Players sit in a circle and are assigned the names of auto parts. (ie. hood, wheel, door, etc.) The storyteller tells a story of an auto trip. As the player tells the story, the parts mentioned get up and follow him/her. When the storyteller yells "Blowout" each player scramblers for a seat. The one left out becomes the next storyteller.

A What? (passive/circle)

Equipment: 2 objects The leader of the game starts by passing the first object to the person on their right and saying, "This is a whit." The reply is, "A What?" The leader would then clarify, "A whit." This question sequence continues around the circle but the question "A what?" is passed all the way back to the beginning and back again. This game can be confused by adding an additional object called a Watt in the opposite direction.

VARIATION:

In this version, you have a circle of however many people, and the same number of monosyllabic items. One person, the leader, starts by choosing one object, let's say it is a spoon. He/she hands this object to the person on his right, and says: This is a spoon. The person replies:

"A What?"

Leader: "A Spoon."

Person: "Oh, A spoon!"

the person then takes the spoon and hands it to the person on their right, now becoming the leader. At the same time, the original leader has picked up a new object, and has passed it on. The second person now must carry on two conversations at the same time, looking from one to the other. I have included a diagram of what I mean:

Leader: Person #1 Person#2 Person #3

This is a spoon.

<A What?

A Spoon
 <A What?
 A Spoon
 <Oh! A Spoon
 This is a knife This is a spoon>
 <A What? <A What?
 A knife! A Spoon>
 <A What? <A What?
 A Knife! A Spoon!>
 <Oh, a knife! <Oh, a spoon!
 This is a Fork This is a knife> This is a spoon>
 <A What? <A What? <A What?
 A Fork! A Knife> A spoon!
 <A What? <A What? <A What?
 A Fork! A knife! A spoon!
 <Oh, a fork! <Oh, a knife! <Oh, a spoon!

This game is really fun, and it tends to get louder and louder as the more people play the game. we did this with a group of about 35 once, and it is so much fun. It can be really frustrating to learn, but it really is a blast!

Contributed by Mark Stephens

B

Back to Back (active/back pocket game)

Players stand about by pairs, except one player who is it. When it calls, "Back to back!" the players must back up to a partner. When it calls "Face to Face!" these partners must face each other and shake hands. On the next call "Back to back!" and each time here after, all players must change partners. It tries to get a partner during the change. The player left out becomes it.

Backlash (cooperative/active)

Equipment: 4 round balloons Divide the group into two teams, then divide each team into pairs. This is a relay race, and the racecourse can extend across a large field or around a building. Mark a start and finish line. Teams of pairs space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

Balloon Battle (active)

Equipment: Balloons, string Inflated balloons and string for each team member. Have two teams - tie balloons to ankle and teams try to burst the others first. Team with the last balloons wins. As your balloon is burst you withdraw from the game.

Balloon Buns (circle/passive)

Equipment: balloon with message inside The players sit in a circle. A balloon is passed around the circle. Each player has to sit on the balloon with all their weight for 3 seconds. If

someone breaks the balloon, they must do what it says on the message. (ex, sing a song, bark like a dog, dance)

Banana (circle/passive)

Equipment: A rag or sock or a real banana Form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly. Bandit (circle/passive)

"It" stands in the middle of the circle. When he points at one of the players in the circle and says "Bandit!", that person must put both hands over his ears. The person to the bandit's right must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his own right ear. If any one of the three make a mistake by covering the wrong ear, or by using two hands when only one is to be used, or failing to react at all before the person who is "IT" counts to ten, he becomes "IT".

Barnyard (cooperative/active)

Each child is given the name of an animal with three children having the same name. No one is allowed to tell another which animal he is. At the signal each child makes the noise of the animal that he has been given. The first group of three animals to find each other and sit down are the winners.

Baseball (petrified) (active)

Divide into two teams. The rules are similar to regular baseball except that the fielding team may not move their feet. The hitting team hits the volleyball with their hand, and crawls around the bases. To score a point, the batter must crawl all around the bases back to home before the fielding team gets the ball to the catcher at home. If the fielding team gets the ball ahead of the batter, he is out. After three people are out, the teams trade places.

Basket-Soccer Ball (active/cooperative)

Equipment: balls Two teams are needed. The object of the game is to get both teams up and down the court as many times as possible in 15 minutes. Eg. Team 'A' and Team 'B' when at one end of the court, work together to pass the ball around pylons, then kick or lift the ball up into the hands of one of the team members, who then shoots at the basket. If the ball goes in, they can then go to the other end of the court and shoot for that hoop. Note: Only Team "A" can shoot at "A" basket and "B" shoots at "B" basket.

Beat the Bunny (circle/passive)

Equipment: Two balls of different size. The bunny (small ball) is started first and is passed from child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note: The farmer can change directions to try and catch the bunny, but the bunny can only go one way.

Big Wind Blows (circle/passive)

The group forms a large circle sitting at an arm's length apart. One person is chosen to be the "wind", and stands in the centre of the circle. The game begins when the person in the middle acts like the wind (by turning in a circle and waving their arms) and says "THE BIG WIND BLOWS" At this point they must specifically state what the wind blows, a statement which must be true about themselves. ie "The Big Wind Blows everyone who has blue eyes."

All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One person will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.

Birds Have Feathers (moderate)

One player is leader. He and all the others flap their arms like birds. He calls out names of something with feathers. If a player flaps his wings on a calling that doesn't have feathers he's out. The leader flaps his wings on almost all things to confuse the group and calls as rapidly as possible. "Birds have feathers, bats have feathers, babies have feathers, etc."

Blanket Stand (cooperative)

Equipment: Blanket Spread out blanket; whole group must get on it so that no appendages are touching the ground off the blanket. If the group completes the stand, have them get off and fold blanket in half. Repeat the above process for as long as possible.

Blanket Toss (active/cooperative)

Equipment: Blanket and waterballoon All players should be standing around the blanket holding an edge. The leader of the game will launch (by catapult or throwing) waterballoons into the air. The object of the game is to catch the waterballoons in the blanket.

Blind Beach Volley-ball (active)

Equipment: Blanket and beach ball A blanket should be draped over a volley-ball net. The game goes as usual except you can not see when the ball is coming. Scary!!

Blind Cow (circle)

Equipment: bell and blindfolds All players sit in a circle facing the centre. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the centre of the circle. The bell should then be passed around the circle and rung. The "blind cow" will then follow the sound of the bell. The game leader points at the person who should stop the bell. The "blind cow" now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, he has to go again (until he guesses right).

Blindman's Bluff (active)

Equipment: blindfold Blindfold one player and spin them around 3 times. The blindfolded player tries to tag one of the other players, who may crouch low, sneak up behind the "blindman" and yell "Boo", or stand still and keep very quiet. Eventually though, someone will get careless and be tagged. That player is then blindfolded for the next game.

Body Surfing (cooperative)

All the players lie face down, side by side, spaced about a body's width apart to form a long human breaker. A player kneels at one end of the line of bodies and launches himself onto the surface, belly down with his/her arms outstretched. The wave action now begins. Those at the beginning of the line start rolling over continuously in the same direction. As the surfer moves onto new players, they roll as well. When the surfer reaches the beach at the other end of the line he lies down and becomes part of the wave and the person at the head of the line gets to try her surfing skills.

Boiler Burst (active)

The goal is a line thirty feet long. The players form a semi-circle forty feet from the goal with their backs to it and facing in. IT stands at the centre of the circle and begins to tell a story, either making it up or an old familiar one. At any point he chooses, the storyteller says "and the boiler burst" upon which all the players run for the goal. IT runs after them attempting to touch one. The runners are safe when they reach the goal; the first player tagged before reaching safety is IT.

Bola (active)

To make a Bola, stuff a rubber softball into a long sock and tie a knot in the sock just above the ball. Now tie a rope to the sock. Lie down on your back and start spinning the Bola, slowly letting out the rope. When you've got it rotating at a full radius, everyone can begin jumping into the circle. You may increase the speed, or have two people join hands, and jump in partners. If you're nicked by the Bola, you may continue or sit out.

Bombardment Pins (active)

At either end of the playing space, set up in a row as many tenpins, or popbottles as there are players. Make a dividing line across the centre of the playing space. Divide players into two teams. Each team takes one side of the field and must not step over into the other side. One team starts the game by throwing a volleyball or playball, trying to knock down the pins on the other side. The opponents protect their pins by catching or blocking the ball with their hands and bodies. If the ball hits outside the field and knocks a pin down on the rebound it still counts. Play for fifteen minutes with the ball shooting back and forth rapidly. With a large number two balls can be used. The winner is the team that knocks down all the other teams pins.

Bop Bop (active/circle)

The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle. The players can help out by making their own music. The leader then taps selected people on the head and says, "start bopping right now." These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots. The last one there is the new leader.

Box the Leader (active)

The group should be split into 4 groups. Each group should form one side of the box that should be surrounding the game leader. Each side has a name. These are: - NORTH ("North is Aaaaa Ooooookay!!!) - SOUTH ("South, Wooh!) - EAST ("East is the beast to beat") - WEST ("West is the best") The object of the game is to be the first team to be in the appropriate order in a straight line in the right relation to the leader. Once your whole team has arrived, you should yell your team's chant (they are listed above)

British Bulldog (active)

The players are at the ends of the field, with 3 bulldogs standing in the middle. Whenever they are ready they will call: "British Bulldog". The players must then run to the opposite side of the field without being touched.

Bump and Scoot (active/cooperative)

Equipment: Volleyball net, ball Using a volleyball net, have the girls on one side and the boys on the other. Whenever a boy or girl hits the ball over the net, they "scoot" to the other side. The idea of the game is to completely switch the teams to the other side, but they all must work together to succeed.

Bumpety Bump Bump (circle/active)

All players stand in a circle with someone in the centre. The person in the centre will choose someone in the circle to point at and will say, "Right, Bumpety Bump Bump Bump" or "Left, Bumpety Bump Bump Bump." The person who is pointed at has to say the name of the person to their right or left (depending upon what is asked by the person in the centre) before the phrase is finished. If they fail to do this, they are out. The centre person is trying to eliminate all players.

Buzz (circle/passive/backpocket)

The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again.

C

Cat and Mouse (active/circle)

The players should stand in a circle. Two people are chosen, one to be the cat and the other to be the mouse. The object of the game is for the mouse to catch the cat on the inside of the circle. This can be achieved because when the mouse runs in between two people, they will join hands and the cat can not pass through. This game can be repeated with a new cat and mouse.

Catching the Dragon's Tail (active/cooperative)

A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him. The first in the row is the dragon's head. The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head. Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head. If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.

Capture the Flag (active)

See "Stealing Sticks"

Catch Don't Catch (circle/active)

This is similar to "flinch". The players should be standing in a circle with their arms crossed. The person in the centre will throw the ball to someone in the circle. They will either say, "Catch" or "Don't Catch". If they say "Catch", the player should not catch the ball and cannot flinch (move their arms). If they say "Don't Catch", the player should catch the ball. If a player does the wrong thing or misses the ball, they are out. Caterpillar (active)
The players must lie face down, side by side and very close to each other. Alternate small players and older players. Player at one end must get to the other end by rolling on this corduroy road. When this player reaches the other end, the rest of the players start rolling on the carpet.

Chicken Picks (passive)

Equipment: rubber chicken

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (ie) hershey, crispy crunch, aero etc. etc. etc.

Circle Run (circle/active)

The players should start sitting in a circle numbered 1-4 (this can be adjusted depending upon the size of the group). The game leader will call out a number and all players with that number will stand up and run clockwise around the circle. After one warm-up lap, the race begins. A runner is out if another runner passes them on the outside. The run continues until one person is left. The leader then continues to call numbers. A winners round might be a good way to end the game.

Circle Stride Ball (circle/moderate)

Equipment: Volley ball A circle is formed, feet apart and touching neighbours. The player inside the circle with the ball tries to throw the ball out the circle between the players legs. Players try to stop it by using their hands. If the ball goes through, then that person goes in the centre.

Collective-Score Blanket/Towel Ball (cooperative)

Equipment: Ball, blanket or towels or both. This game is basically group juggling with blankets and towels.

Colored Eggs

One player is chosen to be the Fox. One player is chosen to be the Hen. All the rest of the players are the colored eggs. The fox must stand far enough away from the hen and her eggs that he can't hear them. The hen assigns a color to each egg by whispering the color in their ear. The eggs line up facing the hen. The fox comes up behind the hen and acts like he is knocking on a door. The hen responds, "Who is it?" The fox replies, "It's the fox." The hen says, "What do you want?" The fox says, "Colored eggs." The hen says, "I haven't got any." At this point all the players who are eggs laugh loudly. The fox says, "I hear them laughing." "O.K." says the hen. "What color do you want." The fox begins to guess colors. When he guesses a color that is assigned to an egg the egg begins to run. If the fox catches the egg a new fox and a new hen are picked. If the fox doesn't catch the egg before it gets back to the hen he must guess another color and try to catch the next egg. However, before the fox can make his/her guess the fox must knock on the door each time and the conversation between fox and hen must be repeated each time.

Contributed by Bizzie Vunderink

Colours (back pocket)

Chose a colour. You must stop someone and touch part of their clothing which is of the chosen colour.

Crab Grab (active)

The players are split into 2 teams and the classic crab position is assumed. This position is maintained supported by at least 3 extremities, while each player tries to make the team members of the opposite team touch their rear to the ground, at which point they win.

Crab Walk Soccer (active)

Two teams sit on lines a short distance apart. Team members are numbered. Soccer ball sits in the centre. Official calls number. The member of that number from each team crab walk and attempts to get the ball over the opponents goal line. When a point is scored, the ball is returned to the centre and another number is called. Team members may help but not score.

Crows and Cranes (active)

Divide the children into two equal teams. Name one of the teams crows and the other cranes. Line the two teams up four or five feet apart facing each other. Flip a coin, and if it comes up heads call crows. Upon calling crows, the crows must turn in flight with the cranes after them. If any of the cranes makes it to the safety zone he is free. If he is touched he switches teams.

D

Dancing Bear (active)

Equipment: rope Tie the rope to a tree. One person should be chosen to be the bear. They should hold the rope in one hand. The rest of the players need to run around in touching distance. With their free hand, the bear tries to touch the other players. If touched, the player would hold hands with the bear and help catch people.

Dancing Statues (active)

Equipment: Yogurt cups (or something else, be creative) Each player is given an empty yogurt cup and they put it on their head. All of the players must start dancing. Whoever keeps the cup on their head the longest, wins

Dho-Dho-Dho (active)

You need a soft area that is divided into 2 equal parts with a centre line. The players should be in two teams on either side of the centre line leaving a no-mans land in between them. One team chooses a player to go across the line, tag one or more players on the other side, and return safely home. Clearly that could require agility-but breath control? That's where the "dho-dho-dho" comes in. Before crossing the centre line, the player who is IT takes a deep breath. Not only must he complete his mission in one breath, but he must use that breath to repeat aloud in a steady flow, "Dho-Dho-Dho-Dho-Dho...." If members of the opposite team can catch and hold him in their territory until they run out of breath, they've acquired a new team member. If he makes it back across the line with any part of their body, even a fingertip, all those he has tagged join their team.

Dice Count (circle/moderate)

Equipment: 1 die, a pair of oven mits, a chocolate bar or other wrapped up treat, and a hat.

A chocolate bar is wrapped up in 5-6 layers of paper and placed in front of one of the players who are sitting in a circle. The person directly to the left of the person who has the chocolate bar starts rolling the die while the person with the chocolate bar starts to put on the

hat and oven mits. Once the oven mits and hat are on the player starts to unwrap the chocolate bar. The unwrapping continues until the roller rolls a 6. When that happens, everything is passed to the left, and a new person starts to roll the die, and the old roller starts to put on the mits and hat. The game continues until the chocolate bar is eaten.

Dodge Ball (active/circle)

Divide the group evenly into two teams. Team A forms a circle around team B. Team A is given a large rubber ball. At signal team A players throw ball at team B, attempting to hit them below the waist. Team B players may avoid being hit by moving or running aside or ducking. A player must leave the circle when hit OR a player who is hit may join team A. Leader may time the eliminating process to determine which team eliminated its opponents fastest

Donkey Dodgeball (circle/active)

Equipment: ball This game is played with the same objectives as in all dodgeball games. In this game a circle is formed and 4 people are chosen to go into the middle. The 4 people hold on to each other at the waist, forming a chain. The front and middle protect the back of the donkey by using their bodies as a block. The players who form the circle try to hit the back end of the donkey, below the waist with the ball. If someone does hit the last person of the donkey, then the thrower will join the front of the donkey and the person who was hit, joins the circle.

Do This, Do That (active)

see simon says

Dracula (active)

One player is chosen (secretly) by the leader to be dracula. When the game starts, everyone starts to mingle with their eyes closed. (Make sure that their are people watching to make sure no one gets hurt.) Dracula keeps their eyes open. Dracula picks their victim, goes up to them and screams. This caught person, opens their eyes and becomes a Dracula as well. The game continues and the Draculas move around together. The game is over when all of the Draculas surround the last human. Watch the ears!

Duck Duck Goose or Drip Drip Drop (active/circle)

The children form a small circle and all sit down. One person is it and he walks around the outside of the circle, touching the other children's heads saying "duck, duck, duck," and when he comes to the person whom he wants to chase him, he calls "goose". The goose chases the it around the circle and the one who reaches the space first sits down and the other one is it.

Ducks that Fly (active)

When the leader says, "Ducks fly", and flaps his/her arms, all the players must flap their arms. The leader goes on to say, "Cats Meow", with appropriate sounds or gestures, which must be imitated as above. He/she may continue, "hens cluck", "horses trot", and so on with appropriate gestures and sounds. When he/she chooses, he/she may substitute a false statement and motion, such as, "cows bark", "elephants fly", and so on. If the player imitates the false motion, he/she is penalized. If any player makes a false motion or sound at any time, he/she's out (can be given three chances).

Drop the Handkerchief (active/circle)

The players form a circle. One player is chosen to be IT. He walks around outside the circle with a handkerchief in his hand. He drops it quietly behind one player and keeps walking trying to get around the circle before the player discovers the handkerchief. If IT gets all the way around the player becomes a dead fish and stands in the middle of the circle. If the player discovers it he chases IT and catches him, they are not IT. If he doesn't catch IT, he becomes IT. A dead fish can rescue himself in two ways. He may snatch the handkerchief from behind some other player before that player sees it, or a player behind whom the handkerchief has been dropped may toss it into the circle behind a dead fish. The dead fish then picks up the handkerchief and chases IT.

E

Eco-Ball (active)

Participants split up into as many teams as you want or feel are necessary. The entire tournament site (including play, rest, food, and sanitation areas) is divided into a like number of parts. The boundaries should be clearly described but not marked. Each team is given one portion of the field.

The Electric Fence (cooperative)

Equipment: Sturdy 8' pole, "wire"

Object: To transport a group over an "electrified" wire or fence using only themselves and a conductive beam.

Rules: If a participant touches the fence (rope) he is "dead" and must attempt the crossing again. Any person touching the individual as he touches the wire must also return for another crossing. If the conductive beam touches the wire all those in contact with that beam are dead and must attempt another crossing. An electric field extends from the wire to the ground and cannot be penetrated. The trees or other supports which hold up the "wire" cannot be safely touched and so cannot be of assistance in the problem.

Caution: Be careful not to let the more enthusiastic people literally throw other participants 7'- 8' in the air over the rope.

Electricity (circle/passive)

The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbour. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of the charge. Elephant ball (moderate/circle)

All the players are in a circle with their legs spread apart and their feet touching the next person's feet. The ball must be punched around the circle until it goes through someone's legs. That person is then out. This continues until there is one person left, who would be the winner.

Elephant, Giraffe, Palm Tree (active/circle)

Form a circle with one person in the middle. The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what was called out. ELEPHANT- Middle person (one pointed to) will form an elephant trunk by putting arms straight in front of you crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person, cupping around the mouth with hands as if

whispering to the middle person. GIRAFFE- Person pointed to raise arms above head, arms extended fingers closed. Side people will grab middle ones waist bending over. PALM TREE- Middle person raise arms above head in "Y" formation, fingers open. Side people do the same but lean toward outside, away from the middle person. The object of the game is to try to keep changing all the time. The game has to be played quickly. As soon as an object is formed, the person in the middle of the circle has to point to someone else.

Elves, Giants, Wizards (active)

This game is based on the same concept as rock, paper, scissors. In this game; Elves beat Wizards (they can run through their legs) Giants beat Elves (they stomp on their heads) Wizards beat Giants (because they are smarter) The group needs to be split into 2 groups. Each group needs to choose one of these signs. The two teams come face to face in parallel lines about 2 meters apart. Both groups will yell, "Elves, Giants, Wizards,....."(chosen sign goes here). The side that won chases the other team back to their home and tries to tag them. The players that are touched must join the other team. The object is to get everyone on your team. The actions are; ELVES- swat low to the ground and put one finger to either side of your head like little pointed ears. GIANTS- stand up on your tip toes and stretch your arms high over your head WIZARDS- turn body 90o to the left. Stretch right arm out in front and put left hand by left shoulder. Wiggle your fingers like you are casting a spell. If both teams do the same sign, it is a tie. (go pick again!)

Escape From the Planet Of "What" (active)

The game begins by giving each team a clue that will lead them to their spaceship. These can be anywhere. Once at their spaceship, the team finds a message for them either in a tape recorder or on a piece of paper explaining that their spaceship has malfunctioned and they have crashed on the Planet of "What". They have 40 minutes to follow the clues that will lead them to a new spaceship so that they will only be able to say "who", "what" and "where". Clues lead them from station to station where they have to perform a task (such as making up a national anthem for the planet, or crawling through a laser field). The final task is to build a spaceship out of any equipment available.

Escape From the Monsters (circle/active)

Equipment: bean bags, blindfolds, ropes and keys Four monsters are chosen and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players. In front of these Monsters sits their treasure(keys). They have bean bags for ammunition. The leaders chose one person to go through the circle and get the treasure. This person gets 3 monster de- activators.(ropes tied into a circle) These will de-activate the monster if it is put over their head. The monster can stop trespasser by hitting them with a bean bag. The players in the circle can help the monsters by telling them where the trespasser is.

F

Farmer and the Crow (active)

Equipment: six objects such as paper plates, beanbags, small boxes Divide the children into teams of equal number, each team behind a starting line, facing a wall or finish line about twenty feet away. The first player on each team is a farmer, the second player is a crow, the third a farmer, the fourth a crow, and so on. At a signal, the first farmer on each team takes the seeds (six beanbags) and places them at equal intervals from the starting line to the finish line. He runs back and touches the second player, a crow. The crow must hop over each of the beanbags, touch the finish line, change to the other foot, hop back, pick up each seed as

he comes to it. He hands them to player number 3, a farmer, who goes out to plant them again, and so on. The team finishing first wins. Play again letting each crow be a farmer.

Feeding Time (active)

Equipment: small pieces of paper, peanuts or candies. The group needs to be split into small groups of at least 4 people. Each group needs to be a different animal and decide on the sound they will make. A leader needs to be chosen for every group. The object of the game is for each group to try and collect the most food. On the word "go", the players can start looking around the playing area for food. The only people that can actually pick up the food are the group leaders but they can not pick up any food they want. The rest of the team members look for the food and when they find it, they stand on it or beside it and make their animal noise until their leader comes. Once the food is taken by the leader, the player would go and look for food again. The team that collects the most wins.

Fight for My Attention (drama/passive)

Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.

Fire (cooperative/active)

'Victims' must remain motionless and not aid the rescuers until the victims are healthy again. Rescuers cannot look at signs until victims are removed to safe area. All the group except 3 people are unconscious in that burning building. The rescuers know that the building will explode in 4 minutes. Save as many people as you can. Go!!

Fish In A Pond

Divide children into groups of two. Give each group a name of a fish. Then have one member of each pair form a circle (Pond) at one end of the playing area by holding hands, while the other partners do the same at the opposite end. Select one person to stand in the space between the circles. This person calls the name of the fish and the two people who represent this fish rush to their partner's circle to switch places. The person in the space attempts to catch one of the partners. If caught this "fish" calls a different name and their position is taken by the person originally in that space. Position are marked by gaps in holding hands.

Flinch (circle/active)

Equipment: ball The players stand in a circle with their arms crossed. One person should be in the centre. The person in the centre is trying to get everyone in the centre out. The person in the centre will throw the ball at the people in the circle. If they miss the ball, they are out. The person in the centre can also pretend to throw the ball. If the people in the circle "flinch" (move their arms from the crossed position), they are out.

Flipper Flopper (moderate)

Equipment: One penny per pair of campers, rubber chicken Players form a circle and stand beside their partners. The rubber chicken is in the middle of the circle. One player is the flipper (with the penny) and the other is the flopper. When the leader says go, the flipper must flip the penny on the ground. If it is heads then the flopper takes two steps forward and if it is tails then the flopper takes one step backward. The first flopper to reach the chicken wins!!

Flying Dutchman (circle/active)

The players stand in a circle with their hands joined. The player who is it runs around the outside of the circle and slaps any two joining hands, the owners of which become flying dutchmen. They run in opposite directions around the outside of the circle. The player who was it steps into the circle. The last player back to the place in the circle is it.

Foghorn Leghorn (active)

Equipment: rubber chicken Groups are divided in half (no, not each of them in case you were wondering!). One group lines up in a line with the rubber chicken at the front of the line. The other group forms a tight bunch, as close in as possible, and elects a runner. The leader says "Go Foghorn!" The group in the line then passes the rubber chicken Under-Over style down the whole line. While this is going on, the runner runs around the bunch and keeps track of the number of times they make it around. When the rubber chicken makes it to the end of the line then the last person throws it as far as possible and shouts "Go". The group that was in the bunch then runs to where the chicken landed and lines up behind it. They then do the Under-Over thing. The other group forms a bunch and counts how many times the runner makes it around. This keeps on going and the count of runs is a cumulative count, so at the end of an allotted time period the group with the most runs around is the winner.

Footloose (active/cooperative) ** For older campers

The object of this game is to transport everyone from one end of the playground to the other. To heighten the challenge and make the game more fun, suggest that players are fleeing a dreaded disease and can only escape if they are carried by other players. The players may be carried by as many players as necessary. When the carried player is delivered to the other side of the playground the others must go back and carry each other. This continues until the last player is carried by a single person. The last player, who was not carried gets carried back triumphantly on the shoulders of the entire group.

Fool Your Family (active/icebreaker)

Equipment: One slip of paper for every player. Papers should be in groups of five, and each group represents a family, for example, the Smiths. So the first Smith paper would be Mr. Smith, the second Mrs. Smith, the third Brother Smith and so on. Each family should have a different last name but the same characters (ie) one mom and one dad. Each player is given one slip of paper and they must walk around trading papers with everyone else on the room. They should try to make as many exchanges as possible, and they should not be looking at which papers they are receiving. The leader then calls out "Find your family". The players must find the other members in their family. When they have found them, they must sit in order from dad to baby in a line on the floor. The last family to sit down may be eliminated if you choose to do so. The leader may also give out specific instructions, for example "Find your family without talking".

Frozen Beanbag (Help Your Friend) (active/cooperative)

Equipment: bean bags Players should be balancing beanbags on their heads. On a signal, players move around the area at their own pace. To change the pace or action, the leader can ask the campers to hop or skip. If the bean bag falls off a camper's head, that child is frozen. If the bean bag falls off a camper's head, that child is frozen. Another camper (the friend) must pick up the beanbag and replace it on the first person's head without losing his or her own bean bag. When the game is over, ask the players how many times they helped their friends, or how many times their friends helped them.

Fruitbowl

You have a minimum of 5 players one person sits in the middle of a circle then each person picks a fruit name(short ones work best, Kiwi, pear, etc.) You then pick one person to start the game(excluding the middle player) s/he then calls their fruit name and someone else, the person in the middle then tries to tag the second person before they call out their name and someone else. For example if I was Kiwi and it was my turn I might say "Kiwi Grape" - the person who was Grape would need to say "Grape ---" Before the middle person tagged that Grape person. You go like that until someone on the outside gets tagged by the middle person, then they switch places. You do this until you get bored of it. I hope you use and like this game.

Contributed by Keri

Fruits and Vegetables (active/circle)

Divide the children into two large groups. One group will take the names of vegetables, the other fruit. In each large group, two or three children take the same name of a fruit or vegetable. The children mix themselves up and form a seated circle. It, the leader to start, sits in the centre. It call out "Peas and apples change places". While they are doing so, it tries to get to one of the vacant seats. If he succeeds the ousted one becomes it.

Flying Fish (active)

Equipment: Construction paper cut outs of fish

Each team is given a folded magazine or newspaper. Players line up in a straight line. A plate is placed on the finish line. At the word "go" each player places their fish on the ground and fans it with the newspaper towards the plate. As soon as they have done this, they would race back to their team and hands the newspaper to the next player in the line.

Fox and the Rabbit (active)

The players are divided into groups of threes and are scattered into groups around the playground. Two of the three form a 'home' by facing each other and joining hands. The third one will be the rabbit and will simply stand in this house. In addition the these groups of three, there should be two extra players, a homeless rabbit and a fox. The fox starts the game by chasing the homeless rabbit around and around in and out of the groups. When the rabbit has grown tired, he may go into one of the homes and at once the rabbit who was already there must leave, and this rabbit is chased by the fox. When the fox catches the rabbit the two change places.

G

Gates, Bridges and Tunnels (active/circle)

Equipment: Rubber chicken Players get into groups of three and form a circle so that they are standing beside the people in their group. One person is the gate person, one is the bridge person and one person is the tunnel person. The leader should be standing in the middle holding the rubber chicken. When Gates is called, the gate people leave their spot in the circle and run around the outside of the circle. The two people from the group then form a gate by putting their arms together. When the gates person gets all the way around they then run through their gate into the middle of the circle and try to grab the rubber chicken. The same thing happens for the tunnel and the bridge people except their partners form tunnels and bridges. The first person to grab the rubber chicken is the winner. (name your chicken, it is Fun, Fun, Fun!!!)

George

"George" can entertain groups for a while. To play this game everyone sits in a circle. Every one goes around the group and says their name. This allows everyone to learn everyone's name, in case they didn't already know. After the names are said the name stays with that seat/spot. George is "it". He can start it by saying a name of one person. Amy do you want to leave? Amy answers: no. George says, then who? Amy will take over and repeat it with another or the same name. Scott do you want to leave? Scott says: no. Amy says: then who? It continues until someone messes up. When someone messes up the person to the right of George gets up and the one who messed up goes in his place (the last position) and everyone rotates up to where the person who messed up was sitting. Remember when everyone moves their name stays at that seat. It can get confusing to remember whose name goes with what seat.

A good way to memorize everyone in the group's name.

Contributed by Amy Roberts

Ghost (passive)

Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to kill the people by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down. This is a great game if you want to quiet your camp down.

Good Morning Captain (passive)

The captain sits slightly apart from the group and is blindfolded. The leader indicates a player who says "Good Morning Captain!" The captain tries to name the speaker. If he responds "I said good morning captain!" If the captain correctly identifies the speaker he retains his position. If not the player becomes the new captain. Players should try to disguise their voices.

Go Tag (active)

Everyone squats in a line, alternate players facing opposite directions. The person at one end of the line will be the first runner. They may run around the line in either direction. The person at the other end will be the first chaser. They may start running either clockwise or counter-clockwise, but they may not switch directions once they start. The object of the game is for the chaser to tag the runner. The chased person may change place with anyone in line. The chaser can only push out a new runner who is facing the appropriate direction. When the chaser catches the chased, the person who tagged them becomes the starting chaser for the next game.

Guard the Pin (active)

Equipment: ball and pin

Everyone stands in the circle facing in. A pin is placed in the centre of the circle. A guard is chosen. The guard stands in the centre of the circle and guards the pin. The object of the game is for the players in the circle to try and knock down the pin with the ball. All throws should be thrown underhand. The person who knocks down the pin gets to be the new guard.

Guess Who (moderate/icebreaker)

Equipment: pieces of paper with names on them, tape Each player needs a name taped to their back. The object of the game is to figure out who you are. Everyone goes around and asks the other players questions. The players can only answer yes or no. This game is great when a theme is incorporated. (ex. cartoon characters, book characters)

H

Ha Ha Ha (passive/cooperative)

This is a contagious laughing game. Player #1 lies on their back and places their head on the belly of player #2 . Player #2 then places Their head on the belly of player #3, and so on. Players should end up lying in a zig zag formation. Now the first person shouts "ha!" and the next person answers with "ha ha!".... etc. Soon everyone loses control and starts laughing hysterically.

Hand Wave (circle/moderate)

Everyone starts in a circle, on their stomachs, with their heads towards the centre and their arms forward. The players should have their right hand over their neighbour to the right's hand and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist. The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person). Once you have the hang of it, add the option of a double slap. This skips the next hand. When a hand is turned on it's side, start slapping the opposite way.

Hazoo (passive)

Choose someone to be it and divide the group into 2 parallel lines. The person who is it has to walk down the column without laughing or smiling. The rest of the people, try to make the person laugh without touching them. This game can also be done in a circle and the person in the centre can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Pooba.

Hit the Bat (no gloves required)

This is played in the street (quiet and a not so busy street) and requires having some what of a hill, not much though. One person is picked to be up (the hitter), stands at the bottom of the hill. The others stand scattered towards the hill. The person that is up, hits a tennis ball (can be a grounder or fly ball) somewhere towards the top the hill. Whoever gets to the ball has a chance to run as close as they can to the hitter, the way the hitter controls how close that person gets, is by putting the bat down whenever they choose. The person who has the ball then rolls it towards the bat. The ball ususally bounces up when hits the bat. The hitter must catch the ball after it hits the bat in order to remain the hitter, if not, the "catcher" now becomes the hitter. This is usually best played with at least 5 or more people.

Contributed by Tanya Callen

Hodge Podge (circle/cooperative/moderate)

See "Knots".

Horse and Rider Ball (moderate)

Equipment: ball Half of the children are horses and half are riders. The riders mount and they are given a ball to pass between them. If they miss, either of the following are done: 1) The rider that missed the ball runs and gets the ball and when he gets it he hollers stop which

means that horses who have displaced their riders and have been running come to a stand, and if the rider throws and hits one of the horses, the riders ride again, and if he misses the horses become riders. 2) Every time the rider missed a ball, all the riders immediately become horses and the horses riders, and every time the ball is missed all change.

Hot and Cold (passive)

One person is it and leaves the group. The rest choose an object in the room and when "it" returns they help him find the object by singing a song and increasing the volume as he nears the object and decreasing when he becomes colder.

Hot Potato (circle/passive)

Equipment: Ball or something to pass The potato is passed from person to person until the leader gives a signal. The person left holding the potato is eliminated.

How do you Do? (active/circle)

Players form a circle. The hostess walks around the outside of the circle and taps one player on the shoulder. She shakes her hand and asks: "How do you do?" the reply is: "Very well thank you". Repeat three times. On the third "Very well thank you" hostess and player leave in opposite directions. The player who is last to reach an available space becomes the hostess.

How do you Feel? (circle/passive)

Fill a few bags with varying items. (ie. chunk of bread, a piece of soap, a candle, a stick of gum, a sock, kleenex, wet paper....). Be sure to have things that are difficult to distinguish. Then, sit the group in a circle. Give the bags out and ask the person to pick out an object without looking in the bag. If they pick out the wrong objects they must put it back. Then the bags are passed on to let someone else have a turn.

How many Thumbs??? (circle/passive)

Group should be divided so that they are in small groups of about five or six people. The group lies on their stomach and puts hands in the middle of the circle with fists closed. On the count of three, everyone either sticks one thumb up or two or none, while at the same time they are saying a number. The object of the game is to predict how many thumbs are up!

Human Pinball (circle)

Equipment: Ball

All players except one stand in a circle, facing outwards. Spread your legs as wide as comfortable until your feet are touching your neighbours on either side. Everyone bend down and swing your arms between your legs. (flippers) The one person left over enters the circle as the moveable target. The flippers try to hit him by knocking a ball back and forth across the circle. If the target is hit, the person who hit him goes in the circle and becomes the new target.

Human Tramp (cooperative)

Two parallel lines are formed and told to face each other. Each person joins hands with those of the person opposite him. One person dives onto the arms of the two rows, and is passed down the line by being thrown up in the air. It's a good idea to have a safety spotter at the opposite end of the line.

Humming Game (passive)

You make a task for a person who has been asked to leave the room. When the person returns everyone hums. When the person returns everyone hums, when the person gets closer to the area where the task is to be accomplished the humming becomes more intense and if she goes away humming becomes quieter.

I

I Am The Captain (circle/moderate)

Equipment: ball The players are numbered in a circle with the captain standing in the centre. The captain says, "I am the Captain and I have lost my hat, and I think that number ? has it." The captain then throws the ball to that person. As soon as the ball has been caught, they must say, "who sir/maam, not me sir/maam", before the Captain says, "Back to the end of the line." If the player does not say their line, then the player must go to the end of the number order and everyone gets bumped up a number. If the player does say "Who sir/maam, not me sir/maam" , before the captain can say their line, then the captain will continue the conversation saying, "yes, you sir/maam." The player replies, "Oh not I sir/maam." The captain asks, " If not you sir/maam then who maam?" The player answers, "Number ? sir/maam" and throws the ball to that player. This game could be simplified by using names instead of numbers.

Indy 500 (circle/active)

The group should be sitting in a circle and numbered 1-4. Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc) The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are; FLAT TIRE (Hop around on one foot), RUN OUT OF GAS (Crab Walk), TURBO BOOST (run around), NO MUFFLER (noisy!)...etc.

Islands (active)

Equipment: hoops or small designated areas Several "islands" are placed on the ground. When the music stops or the leader stops singing, everyone must be standing on a island without touching anyone else in the group. As the game continues, remove islands until only one is left.

I Spy (backpocket)

One person says " I spy with my little eye, something that is(colour)". Then others try to guess what the object is and the one who guesses it takes the next turn.

In the River, On the Shore (active)

All of the players should be standing on side of a line on the ground. The leader will call out, "on the shore" and "in the river". The players follow the commands by jumping on the side of the line that applies. The players get out if they are not listening. The leader could call out, "in the shore" and "on the river". The players move, they are out.

J

Jamaquack (active/circle)

Jamaquacks are rare birds from Australia. Being from down under, they always stand bent over, with their hands grasping their calves or ankles and shuffle along backward. They are nocturnal by preference, and when they are out in daylight, they always try to wander off

somewhere, only a third of the players can be jamaquacks at a time. The rest must form a jamaquack pen by holding hands in a circle facing the center. Two players create a hole in the pen by dropping their hands. The jamaquacks gather in the middle of the pen, heads together and begin quacking and moving backward with their eyes closed, trying to find the way out. While the birds are trying to escape, those forming the circle do their best to jam the quacks back inside the pen by GENTLY knee-bumping them. Once outside the circle the jamaquacks can finally stand upright and open their eyes but they should keep quacking to let their species mated locate the hole.

Jelly Roll (icebreaker)

This game is ideal for groups that either don't feel completely comfortable with one another, or are difficult to assemble quickly.

Divide the large group into smaller groups by means of colour of clothing, birthdays or counting to group them together. Have them get into these groups, hold hands in one long line and then roll from one end to the other into a "jelly roll" and sit down.

This can be used when you need to explain something , break them into groups quickly etc. All you need to do is yell "jelly roll".

Jeepers Creepers (active)

Equipment: A roll of crepe paper. Divide the group into teams of three. Each team receives a roll of crepe paper. Mark two parallel boundary lines about 10 yards apart. Each team lines up behind one of the boundaries. When the leader says "Go" , two player on each team get down on their hands and knees, one behind the other. The rear player places his or her hands on the ankles of the front player. The third team member becomes the connector and connects the two players by wrapping the crepe paper around the wrists and ankles of the players. After the players have been connected, they begin to creep toward the opposite boundary. If the crepe paper tears, the two crawlers must stop while the third player repairs the connection. Once the two crawlers reach the boundary they switch so that everyone gets a chance to be the connector. The first team to cross the boundary line after all three team members have been crawlers and connectors is the winner.

Jon Cam Pon (active)

See "Rock Paper Scissors"

Juggling (Group) (cooperative/circle/moderate)

Players stand in a circle, hands in the air. The leader throws the ball to a player on the other side of the circle. The player throws the ball to a third and so on. When a player has caught the ball once, he puts his arms down. The last player to catch the ball throws it back to the leader and the game starts over again only faster. A 2nd, 3rd, and 4th ball is added.

K

Keep it up (cooperative/circle/moderate)

See "Juggling (group) Kick it Up (cooperative/circle)

Equipment: ball Players start in a circle with their feet towards the middle. A ball is put in the center and the players have to keep the ball up in the air with their feet. If the ball is dropped, it is a point against themselves.

Killer

Someone is chosen to be the picker all the other kids line up facing the wall and should close their eyes.

The picker goes by and taps each of the kids. He taps each of them once but whomever he picks as the killer he is to tap twice. Once everyone is tapped they all turn around. (Sometimes the killer is given away here because of smiling :)

Everyone begins shaking hands with one another one at a time in a normal shaking manner. If you are the killer when you shake hands with people you bend your index finger in and sort of poke the palm of the person's hand your shaking. If you feel this when you shake someone's hand then you go and shake two more hands (normal shake) and then silently fall to the ground. Eventually the killer gets everyone and then the games over and a new killer gets picked.

Contributed by Julianne Brewer

[See also "Murder Wink"]

Kitty Wanna Cracker (moderate)

Campers sit in a circle with one person in the middle of the circle. The person in the middle goes up to different people and says "Kitty Wanna Cracker?". The players in the circle say "No, thank you". While this is going on, the people who the kitty has her/his back to try to catch each other's eye and change places. The kitty tries to steal the empty spots. If you are left without a spot then you become the kitty.

Knights, Horses and Cavaliers (active/circle)

This game is similar to musical chairs in that when the rhythm stops an action must be performed. In this game 2 equal circles are formed, with one inside the other. The people of the inside circle will pair up with someone on the outside circle and remain with that partner for the rest of the game. the inside circle will walk clockwise clapping their hands and the outside circle, also clapping, will walk in the opposite direction. When the leader calls out Horses, the individuals stop clapping and run to find their partner. Once together, one partner will go on all fours, like a horse, and the other partner will straddle their back. The last partner group to form that position will be asked to act out a simple situation of their choice that makes use of a rider and a horse. Once this game continues in the same fashion as before. If Knights is called, one partner will sit on the other partner's knee. The partner therefore has one knee up to be sat on and the other on the ground for support. If Cavaliers is called, then one of the partners will lift their partner up into their arms. However, one leg lifted by their partner is allowed.

Knights of the Round Table (active/circle)

Equipment: hoola hoop and sword The players should be in a circle with one knight in the center with the sword. The knight tries to touch a person in the circle with the sword, run to the middle, put the sword on the table (hoola hoop) and get to their spot in the circle without being touched by the sword. The person touched has to chase the knight, get the sword from the table and touch them with it before they get to the spot or they are the new knight. If for some reason the sword does not land on the table, the rest of the players must yell, "THE SWORD IS NOT ON THE TABLE!" This means the play is cancelled and the knight must try again.

Knots (moderate/circle/cooperative)

Groups of eight stand in a circle facing into the center. Shake hands with person directly across from you, then join left hands with a different person in the group. Must untangle the human knot without letting go of hands.

L

Ladders (active)

Two lines are formed, facing each other. Sit down, legs straight out, feet just touching. Each pair is numbered or given a name. When a name or number is called, the two jump up, run over the legs of the other pairs in one direction, then run outside until they get to the opposite end of the line and then continue to run over the legs of the other pairs until they get back to their original place in line. The first person back to their original position gets a point for their team.

Last Detail (passive)

Choose a partner and sit in front of them. Take 3 minutes to study how your partner is dressed. Turn around. Now your partner will change 5 things on his clothes. Again the partners face each other and the first partner tries to determine what is different.

Lap Sit (cooperative/circle)

Form a circle, shoulders close to people beside you. Everyone turn 90 degrees to the left. Put hands on person's hips. Everyone sits down on knees of person behind them. Try to sit, stand up, turn around and sit down again. Then try to walk while in lap sit.

Leader (circle)

The children all sit in a large circle. A person is picked to be it. He leaves the room or sits with his back to the circle. The group then decides on a leader who is to start a motion in which all the children copy. The motion can be anything at all, and the person who is it, comes in to find the leader of the motion. The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is. If 'it' guesses correctly then the leader becomes 'it'. If 'it' does not guess correctly a new game is started by choosing a new 'it'.

Lemonade (active/drama)

The group is divided into two teams. Team A: Actors, Team B: Guessers. Actors decide on a geographical location and a related occupation. Dialogue between A and B:

A: Here we come. B: Where from? A: From New Airlines. B: What's your name? A: Lemonade. B: What's your trade? A: Goes like this.

At this point group A acts out their occupation. Group B is given 3 tries to guess. If the guess is correct, group A must run to a safety line without being touched by a group B player. If all 3 guesses are wrong group B must run to a safety line without being touched. Any player touched must switch teams.

Lions and Tigers (circle/passive)

Players sit in a circle. Two children on the opposite sides of the circle, hold small objects, (stone ball etc.). One is called a lion, and the other a tiger. On a signal the players pass the objects to the right as quickly as they can. The fun is in trying to get one animal to overtake the other. (see Beat the Bunny)

Lip and Card Relay (cooperative/active)

Equipment: Card The group is divided into 2 lines, boy-girl-boy-girl if possible. A card is then given to the first person in the line. He puts the card between his lip and his nose and passes it down the line. The first line to pass the card down first wins.

Lonely Little Ghost

A lonely ghost would love some company. He wants to make a ghost friend.
His ghost friend won't be me.

One child is chosen to be the lonely little ghost. He sits on a chair in the haunted house. Indicate a certain area for that purpose. The other children speak the verse and sneak into the haunted house. They tease the ghost. Any child he catches or tags within the boundaries of his haunted house becomes a ghost and joins him to try to catch the remaining children, who return again and again to tease and try to avoid being caught by the ghosts. The last child caught is the winner and may be the lonely little ghost the next time the game is played.
Contributed by Colleen Murphy

Loose Caboose (active)

Select a player to be the Loose Caboose. Divide the rest of the group into trains of three. Each player is in a train car and holds the waist of the person in front. The first player in a train is the engine. The object is for the loose caboose to try to attach to a train. When all are aboard, the trains chug around the train yard (sound effects should be encouraged) Trying to dodge and turn to keep away from the Caboose. When the Caboose attaches to a train, the engine of that train becomes the new loose caboose.

Lumberjack (active)

Two lumberjacks per team, - the rest are trees (people). The lumberjack must fill the trees transport them to the lumber yard (carry the people on his team), stack the lumber (pile the people on top of their team) and replant new trees (carry the same people back and leave them standing upright).

M

Machines (cooperative/drama)

Groups of 6-10 must create a moving machine by miming it all together, (each person is a part of the machine). Others must try to guess what the machine is. No talking or noises are allowed.

Match my Feet (circle/moderate)

Form a circle of players. You stand in the middle. Start the group off with a slow clapping rhythm, such as 2 slow claps followed by 3 quick claps. Repeat this over and over. Walk around the inside of the circle to the clapping rhythm and stop in front of someone. Do a simple step with your feet in time to the beat. the person you're standing in front of must try to repeat your step. If he doesn't, move around the circle and stop in front of someone else. If he does, you take his place in the circle, and he becomes the leader. He may change the rhythm and try to "outstep" another player.

Minefield (active/cooperative)

Split the group into 3 (not each of them). One group will be the mines. They will be stationary in the playing area. One group will be the rowers trying to get across the playing

field. The trick is, they will have their eyes closed. The third group will be the assistants. They will be located on the other side of the playing field and will direct the rowers safely across. If a rower bumps into a mine, they blow up. The groups should rotate so everyone gets to be everything.

Missing Child (passive)

One player stands blindfolded in the centre of the room. Have the other children stand in a circle or a line. Have the children switch places in the circle and take one person out of the room. Then unblindfold the child in the centre, and give him one minute to name the missing player. Let the person who was removed now be blindfolded.

Monkey Ball (active)

Equipment: ball

Two teams should be standing in lines side to side, arms linked and numbered 1 and up. The ball will be placed in the centre of the playing space. The game leader will call out one number. The player from each team that has that number will run to the centre to get the ball. The rest of the team will act as the moving goalie. The players in the middle attempt to hit the ball with their hand on the ground past the opposing team's goalie line. The goalie lines can only move side to side and must stay attached. The play is over if the ball goes out of bounds and when a shot is made. Mount / Dismount (active)

The players should be split into 2 groups. One group will form a circle and be the horses,. The second group will be the runners or the riders. There should be more riders than horses. The horses run around the outside of the circle until the game leader calls out "Mount!". The riders then need to find a horse to mount. If a rider is horseless, they are out. When the leader calls out, "Dismount" the riders jump off their horse go under their legs and run around the circle again ready to remount. Both teams should get a chance to be the riders.

Mouse Trap (circle/active)

The group needs to be split into 2 groups. One group is the trap and the other are mice. The trap stands in a circle holding hands in the air. The leader should not be facing the group. The mice have to run through the trap. When the leader yells, "MOUSE TRAP", the trap lowers their arms. Whoever is inside the trap at this point is caught and becomes a part of the trap. The last mouse left is the winner. At this point the 2 groups should switch roles.

Mr. Greenjean (passive) **for older campers

This game starts with a leader and a camper in one room or area of the playground and another leader with the rest of the campers in another room or area. Every camper is given a name ie. mama greenjean, baby greenjean, tall greenjean, short greenjean, green greenjean etc... One camper at a time comes into the room that originally had only a leader and one camper and introduces himself. Everyone who is in the room repeats all of the actions of the new person for a few seconds up to a few minutes. The amount of time is very dependent on how the camper responds to this type of attention. Some campers will do the funniest things when they know everyone is going to repeat it.

Murder Wink (circle/passive)

Killer winks at his victim. The victim waits 5 seconds and then falls. The victim chooses his own way of falling. If a player thinks he can identify the killer, he points and says "I accuse

you". If he is wrong, both players are dead.
[See Also "Killer"]

Musical Roper/Hoops

Equipment: music This game is similar to musical chairs, but does not eliminate anybody. Scatter a number of hoops and ropes around the area in which you are playing the game. The number of ropes or hoops will vary with the number of people playing. Play music loud enough for everyone to hear and instruct them to move around (hop, skip, backwards, run etc.) When the music is stopped, the group must be holding onto one of the ropes or hoops. Each time the music stops you remove one hoop or rope until everyone is holding onto or standing inside one.

N

Name Train (moderate/circle/icebreaker)

The players form one circle. The leader begins to meet people by shuffling like a train across the circle, stopping when he or she comes face to face with a player. The leader will say to the player for example, "Hi, my name is Al". The person facing the leader returns with, "Hi Al, my name is John." The leader raises one arm and then the other saying "John,...John,...John, John, John, John, John." The leader turns and John now holds on to the back of Al and both shuffle out across the circle. Keep repeating until everyone has joined the circle.

Never Can Tell Club (passive)

Bang Bang (circle / passive)

Get the campers in a circle. The leader shoots (not really - pretend) the campers around the circle. They then ask "who did I shoot?" The first person that talks is the one that was shot.

Black Magic (circle / passive)

The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group, their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.

Magic Sticks (circle / passive)

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

Numbers (circle / passive)

The leader has a bunch of sticks. The leader then throws down the sticks and asks, "How many sticks are there?" This number depends on the number of fingers the leader shows not the number of sticks.

Peaches (circle / passive)

The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared. Phantom (circle / passive) The leader begins by walking around a circle of campers saying "The

phantom walks and walks and walks and walks..... The leader then stops behind a camper and says "Where's the Phantom?" The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. The correct location of the Phantom is behind the camper who speaks first. Keep the trick a secret. If the campers figure out, don't tell or change the secret.

Silly Sally (passive)

Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is if they can figure out what Sally likes and doesn't like. Sally only likes things that have double letters in them. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans. etc

No See Em's (icebreaker)

Equipment: tarp and blanket Group is divided in half (no, not each of them!). Leaders hold up a tarp so that the two groups are unable to see each other (hence the name no see em's). One person from each group crawls up to the tarp and puts their nose up to it. The leaders drop the tarp and the two people must shout out the other person's name. The person who says the correct name first takes the other person to their team.

Numbers Change (moderate/circle)

The players are numbered 1,2,3,4 etc. The leader calls out two numbers. These players must change seats quickly, while the leader tries to secure a seat. He continues until he succeeds. The one left out becomes the leader.

O

Objectification (drama)

Give them the names of objects that they must act out. Each person in the group must be a part of the object and they cannot act as a person. So for example, if the object was a lawn mower. 2 people might work together to be the mower and those left over could be the grass. No one would be a person pushing the lawn mower. The groups then present them and the other groups must guess what the objects are.

Octopus (active)

Players (fish) are at one end of the hall, inside defined limits. The octopus lives in the ocean inside the limits. The octopus tells the fish that they can cross the ocean by saying "Fish, fish come swim in the ocean". At this signal the fish try to cross over to the other side. Players who try to cross over to the other limit. Player who are touched by the octopus must stop moving and become tentacles of the octopus

Oh Deer (active/nature)

A game where a herd of deer seeks food, water and shelter to survive. The group should be split into 2 even groups and they should be at either end of the playing space facing opposite directions. One group will be the environment and the other will be the deer. The environment and the deer will pick one of three signs; WATER (hand over mouth), FOOD (hands on stomach) or SHELTER (hands in a peak over head). On the go signal from the leader, both groups will turn around and make their symbol. The deer will run towards the environment that is the same as their sign. If they get an environment, both players become deer. If the deer can not find the appropriate symbol, they will die and become part of the

environment. Fluctuations in the deer population due to different causes can be shown in different rounds.

Old Mother Witch (active)

One child chosen as the witch walks along in front of the other players who poke, pull, and tease her in every way possible. As they follow after her they call, "Old mother witch, fell in the ditch, picked up a penny, and thought she was rich!" The witch turns around and yells, "Whose children are you?" any name may be given and the witch carries on, but when they say "yours" the witch chases them. The first child caught takes her place.

Ooh-Ahh (circle/passive)

Start with everyone in a circle holding hands. Now one of you gives a quick squeeze to the hand of the person on the right. This gets passed along to the next person and around the circle. Once the squeeze is being passed smoothly, speed up and add sound. Say "Ooh" while going to the right and "Aah" when going to the left. A player gets zapped when they squeeze the wrong hand. Both sounds can travel in opposite directions and you can play tag.

Order out of Chaos (cooperative)

The group is blindfolded. Each member is assigned a number. Once the members are distributed in a defined area, the members must line up in a proper numerical order without verbal communication. Another task would be to assign each member the name of an animal. Nonverbally, the members arrange themselves in order of size, from largest to smallest.

P

Pass the Ring! (circle/passive)

Players lie in a circle with their hands in the middle. One person is out of the circle. Players in the circle must pass the ring around the circle without the person guessing where it is.

People to People (moderate)

This is a good way to divide campers into groups in an interesting way. The campers should mingle while snapping and saying, "people to people". The leader will call out commands like, "back to back" or "knee to knee". The leader can also throw in group commands like, "a group that uses the same toothpaste" or "same colour eyes". Be creative!

Pina (circle/passive)

Everyone is in a circle. One person takes a deep breath and begins walking around the circle tapping everyone on the head and saying "Pina." The idea is to get back to your place before taking another breath. Your success in this game will depend as much on the size of the circle as it does on the size of the circle as it does on the size of your lungs.

Pip, Squeek and Wilbur (active)

Equipment: bean bags

Arrange the children in groups of three. One person in each group is Pip, one Wilbur, and one Squeek. These groups are arranged in one big circle. The leader calls out one of the three names; this person runs around the outside of this big circle until he gets back to his group. Then he runs under the arch that the other two have made and into the centre of the

circle and tries to grab one of the bean bags in the middle and return to his group. There should be two less bean bags than there is groups. If the runner gets a bean bag, his group scores a point. The group with the most points at the end of the game wins.

Pirate's Treasure (circle/moderate-passive)

see SMAUG's JEWELS

Poison (moderate)

A pot or kettle is placed on the ground. Five or more players join hands, forming a circle around the pot. One player is the leader. He tries to push or pull the other players so that one of them knocks his foot against the pot. As soon as any player touches the pot, he is 'poison' and all the other players run away from him. The player who is poison chases them until he catches someone. The that player becomes the leader. And another game is started.

** N.B. EXTREME CAUTION MUST BE TAKEN WITH THIS GAME.

Pompadour (cooperative/icebreaker)

Equipment: Name tags Players must find another player with at least four letters in their name that are the same. Join hands. Idea is for the entire group to be joined at the end of the game.

Poor Kitty (circle/passive)

The children are arranged in a circle, sitting down. The one child is the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor Poor kitty". If the child laughs, then he must become the kitty and try to make others laugh.

Pop Goes the Weasel (active)

Choose one child to be the weasel. Have the rest of the children divided into even groups. In each group number the children off 1,2,3, and so on. The weasel stands in the centre as the groups dance around him in their own circles singing "pop goes the weasel". When a number is called all the children of that number and the weasel join in a circle in the middle dancing and singing "pop goes the weasel" while the other children remain in their own group's circle around the outside. When 'pop goes the weasel' is reached all those children run to find an empty circle, the other groups have formed on the outside. The remaining child is the weasel.

Port and Starboard (active)

The children imagine themselves on a ship. The Captain gives out orders to his mates on board. The mates respond with physical actions as follows:

1. Captain's coming - salute 2. Stand at ease - hands behind back 3. All hands on deck - kneeling position 4. Hit the deck - lying flat on the floor 5. Submarine - lying on back one leg up in the air. 6. Port - run to the left side 7. Starboard - run to the right side

These are only a few examples of movements. Feel free to add your own. Children are eliminated from the game after each order given by the Captain. The last to obey are counted as out.

Prisoner's Base (active)

There are 2 teams, each with its own home base. Also mark out a prison - both teams will use it. The members of each team links hands, stretching out from their home bases. The last person in the chain (the one farthest from the base) breaks away and runs into the field. Then the last link on the opposite team's chain breaks away and chases them. While that chase goes on., the players continue to break from their team's chain and pair off with a member of the opposite team. In this way, each chaser has a particular player they must tag. When a player is tagged, they go to prison and their captor stands on guard. The prisoner can be released only if a member of their own team runs through the prison and tags any would-be rescuer. If several players of the same team are in prison, they may call out "ELECTRICITY!" and join hands, stretching a chain out and away from the prison boundaries. A teammate may touch the last person in the chain and release all the prisoners. The game is finished when all the members of the first team are captured.

OR

Each game began with one person, usually the youngest and smallest player from each team, being a prisoner. The object was for each team to free its captured members. There were three lines drawn across the vacant lot: a centre line and each team's end line. The "prisons" were on opposite corners of the lot. Team A's prison line was in the south east corner of the lot; Team B's prison line was in the north west corner of the lot. The prisoner had to have one foot on the opposing team's endline. He/she would stand at right angles to the captor's prison line with his/her legs spread apart and arm extended. As the team members ran across the centre line to touch their team member's hand to free their captured team member, the opposing team would try to catch them. The centre line was the safety line. You were safe only if you were on your side of the vacant lot. If a player was tagged by a member of the opposite team while he/she was across the centre line, he/she also became a prisoner and was taken to the corner of the lot and put in prison. The most recently captured team member had to go to the back of the prisoner line with his/her foot on the captors' end line and the previously captured prisoners would move up closer to the centre line. A player could only free one prisoner at a time. After a prisoner was freed, the liberator and the freed prisoner had to run all the way to the other end of the vacant lot, without being re-captured, and cross the end line before they could go and free a new prisoner.

Contributed by Fred Reekie

Pruie (moderate)

Everyone walks around with their eyes closed in a small space. When you bump into someone say "pruie?" If they say "pruie?" back to you then they are not the person you are looking for and you continue looking amongst the crowd. The referee has whispered to one person, telling him that he is the "Pruie". The pruiie does not have to close their eyes and if someone bumps into them and asks "pruie?" they do not respond. This is your clue to join onto their hand and open your eyes. The fun comes when there is only one person left to find the Pruie!

Psychic Shake (moderate)

Each player chooses a number (1,2,or 3). Each player seeks out fellow players by shaking hands right and left. The hand is squeezed the number of times which corresponds to the number the player has chosen. It is a secret code; all must be done in silence. The "spirits" should see to it that the group divides into three separate groups.

Punch Ball (moderate/circle)

See "Elephant Ball"

Punctured Drum (cooperative)

Equipment: bucket with holes, water, pot Object: The group must attempt to fill the drum to overflowing. Rules: Only portions of the participants' anatomies may be used to plug holes. Considerations: The number of holes must necessarily vary with the size of the group. Puncture 120 holes (large nail size) in the bucket which duplicates the number of fingers in a 12 man group.

Q

Quack (icebreaker)

This game is played in the same formation as jamaquacks. The group forms a circle and about six players are chosen to go into the middle of the circle, where they bend over and grab their ankles, and walk around backwards. If they bump another player then they must introduce themselves by sticking their head between their legs and shaking the other player's hand.

Quack Quack (moderate)

One player is blind folded and is given a cane or stick. The other players march around him in a circle. As soon as he taps his cane loudly, everyone stops. The blindfolded player points his cane at someone and that person must say "quack quack" . The blindfolded player tries to guess who it is. If he guesses correctly the first time, he trades places with that player. If the child does not guess correctly he just continues until he does guess right.

Quaker Meeting (circle/passive)

Nobody can keep a straight face in this game! Players sit in a circle, fairly close together. the leader solemnly taps the knee of the person to his right, and each player in turn does the same. When that action gets back around to the leader, he then taps the cheek of the player to his right. And so on, with the nose, ear, eye, mouth, or until a player dissolves into laughter.

Queenie (moderate)

Equipment: ball One player is chosen to be queenie and he stands with his back towards the other players. Queenie throws the ball over his head and one of the players catches it. Then the players stand with their hands behind their backs and Queenie turns around. The players say "Queenie, queenie, who's hot the ball?" Then queenie has three guesses to decide who's got the ball. If he guesses incorrectly the player with the ball becomes queenie. Otherwise he remains.

Quick Frozen Critters (active/nature)

Equipment: tails, food, hoola-hoops The players will be split into 2 teams. One team are rabbits and the other team are foxes. The object of the game is for the rabbits to cross the open playing field retrieve food and bring it back to their home. The rabbits can not be killed when they are frozen. The foxes are trying to take the rabbit's tail when they are moving. If this happens, the rabbit is dead. Both teams should get a change to be both animals.

Quickity-Quick

What will I take, oh, what will I pick?
Guess it, then catch me, Quickity-Quick.

The children all sit in a circle, one child is chosen to be Quickity-Quick. The leader shows all of the children three small objects. She then places the three objects behind three different children who are seated in the circle.

Quickity-Quick recites the verse above while walking behind the children. He pretends to take the different objects to fool the children, who must not look behind them. While he is pretending, he does actually take one object. Whenever one of the three children think their object has been taken, they immediately try to catch Quickity-Quick before he reaches a safety goal which has been previously established. If Quickity-Quick is caught with the object that was behind the child who chased him, they exchange places.

The game is then repeated with the new Quickity-Quick. However, if the child catches Quickity-Quick with an object that was not his object, he is disqualified. Quickity-Quick may try again. Also, if Quickity-Quick is not caught at all, he has another turn until he is caught.
Contributed by Colleen Murphy

R

Rabid Nuggets (active)

Equipment: One crate of tennis balls (approximately 30) An enclosed area (difficult to play on the grass)

Tennis balls are strewn around the room on the ground. The leader yells "RAPID NUGGETS" and the object of the game is to keep the tennis balls moving. They may only use their feet. If the leader spots a tennis ball lying still, she/he shouts "DEAD NUGGET...3,2.....",. If a player has not made the ball moving by the time that the leader says 1, the group has one strike against them. The leader may time how long the group keeps the nuggets moving before they get three strikes against them.

Raccoon Dinner Time (active)

Equipment: clams, crayfish and paper

This is a game for a small group. The leader designates a stream area, then scatters clams and crayfish in the stream. The leader stay at the far end. The leader is a fox. The rest of the group are raccoons. When the fox calls "raccoons", the raccoons move up the stream slowly and pick up the food as they go. When the fox calls "dinnertime" the raccoons must freeze. If the fox calls "paws in the air" the raccoons must put up their paws (hands) up in the air and they are not allowed to use their thumbs. The game ends when the raccoons reach the fox but the winner is the racoon with the most clams and / or crayfish. That person then becomes the fox.

Races (very active)

Cartwheel races - self explanatory

Consecutive Jumps - everyone jumps in predetermined fashion.

Newspaper Race - Two newspaper sheets required per player. Each player must race to the turning point and back, stepping only on his newspapers. He steps on one, lays the other in front of him steps on it, moves the first forward, and steps on it and so on.

No hand get up - Players run to turning point, stop, lie down on their backs, fold hands across chest and get up without moving their arms, and run back to finish line.

Skip and Through - Children stand in partners in a double circle. The partners skip around the circle. On signal, inside person stops, folds arms and puts legs apart. The outside person runs around the circle, goes through partner's tunnel and sits cross-legged on the inside of the circle.

Spider Race - Team formation, Players #1 stand facing the goal. Player #2 stands beside him, with his back to the goal. The two players link elbows and on the signal, the pair run to the goal and back. One person runs backward each time. The rest of the players repeat the same action until every person has a turn.

Toe and heel (circle) - Runner advances by placing one foot in front of the other so that the heel of the advancing foot touches the toes of the hind foot. Great for small places

Wheel Barrow Race - Partners assume the Wheel barrow and pusher position and on the signal advance to the turning point where they change positions and return to the starting line.

Rainmakers (circle/passive/coop)

All of the participants need to sit in a circle. This activity will create a rain storm at your camp without actual rain. Each action that is to be done will start with the leader. As the action comes to each player, they will join in. You can not start the action until it is your turn. The action sequence is; - Rubbing hands together - Snapping - Clapping - Slap thighs - Stomp feet Then reverse the whole process. This will sound like a rain storm starting and then slowing down again.

Rattlesnake

First you find lots of kids. Then everyone hold hands one person on one end stands and holds onto something like a wall. The person on the other end will start the game by singing the song and going under the arm of the person that's on the wall after everyone is under the person should have their arms crossed. Then keep singing the song and repeat the motion going under the second persons arm. Keep doing this until everyone is twisted. Then the people at the ends hold hands finally everyone is joined and they jump up and down singing the song one more time.

Song: r-a-t-t-l-e-e-s-and--a-k- spell rattlesnake limbo(repeat 'till over)
Contributed by B.J. Funnybunny

Red Handed (passive/circle)

Everyone forms a circle and one person is chosen as IT stands in the centre of the circle. While IT closes their eyes, the other players pass a small object (like a marble or a stone) from person to person. The sneakiest method of passing is to hold the marble in one fist, palm down, and drop in into the palm-up hand of the next person. Then they pass it from one fist to the other and on. With a little practice, you'll be able to accomplish a quick and sneaky pass without even looking. IT signals and opens their eyes. Who among all these innocent looking people has the marble? If they detect a suspicious look on someone's face, she walks up and taps one of his fists. If they are empty handed, she moves on. Meanwhile everyone has been passing the marble around, virtually under IT's nose. (Fake passes, as decoys, by people who don't have the marble are an integral part of the game.)

Rattlers (active/cooperative/circle)

Everyone forms a circle around two players. They are both blindfolded and given a rattle. One is trying to tag the other. The rattlers enter the snake pit, and the game begins. To get a fix on each others positions, either rattler may shake his rattle at anytime and the other must

immediately respond by shaking hers. However, the pursuer is allowed to initiate only 5 shakes to locate his quarry while the pursued can rattle away as much as she dares. The rest of the people in the circle move around, changing the size and shape of the snake pit. Once the person has got the snake or the person has used 5 shakes, switch snakes.

Red Light (active)

Players stand in a straight line about 50 ft. from IT. IT turns his back and says "green light", counts to ten, and says "red light" and then turns around. Meanwhile the players have moved as far forward as possible. Whomever he sees moving must return to the starting place. The first person to pass IT wins.

Red Lion (active)

One lion and one gate keeper need to be chosen at the beginning of this game. The lion should stand in a small marked off area. The lion keeper should have their arm out, keeping the lion inside the den. The rest of the players should be standing as close to the lion as possible and should chant, "RED LION, RED LION, COME OUT OF YOUR DEN...WHOEVER YOU CATCH WILL BE ONE OF YOUR MEN....." The players should continue to chant until the lion keeper lets the lion go. Anyone who is caught, becomes a lion. The game continues until everyone is caught.

Red Rover (active)

There are two teams both of which form lines and grasp hands together. One team starts by saying "Red Rover, Red Rover, will come over". The name called can be anyone from the opposite team.. That person called runs over and tries to break through the line. If he does get through, then he can take someone back over to his own team with him. If he doesn't break through he stays with the opposite team. Then the other team takes a turn at calling someone over. ** N.B. EXTREME CAUTION MUST BE TAKEN TO PREVENT INJURY WITH THIS GAME.

Relays

Animal Relay - The players form two lines with equal numbers on each team. The first animal on each team is an animal, the second a different animal. On the word "go", the first person acts like the animal they represent, run, hop or crawl to a given place and back. The next person then acts like their animals and so on until one team is finished and sitting down. Use animals such as kangaroos, bunnies, dogs, cats etc...

Bean Bag Relays - Walk/run/hop with bag on head/between knees/between feet.

Ball of String Relay- The players should be in two teams standing in two circles with a ball of string. The captain holds one end, while the ball is passed rapidly from hand to hand until it is unwound. It is then passed back and rewound.

Car Relay - Have teams line up and each person in the team has a certain action to do ie. First person in each group is a flat tire and hops on one foot. Second person is a broken steering wheel and runs zig-zag. The third person is a rusty transmission and takes three steps forward and two backwards. Fourth person is stuck in reverse and runs backwards. Fifth and sixth people are a car with a trailer one runs behind the other grabbing on.

Corner Spry Relay - Teams arrange themselves in lines at the four corners of the playing space. Each team has a captain. The four captains stand in the centre, facing their teams. Each team has one beanbag, ball, or even an apple. The Captain throws the bean bag to

each player on his team in turn. The players toss it back. As the captain throws to the last he calls "corner spry" and runs to the head of the line. The last player in the line rushes to the centre and begins to throw the bean bag. This continues until the captain is back in the centre with the bean bag.

Jumpball Relay - Teams line up with team members behind their team captains in file formation. At a distance of about 10 yards are placed play balls. One for each one on another straight line. On the word GO, the first member of each team runs to his team's ball and places it between his ankles. The next person then runs back to the far line, places the ball between his feet and hops back. If the ball is dropped, the player must return to the line and start over. The first team finished and sitting down is the winner.

Leap Frog - Well..... You know.

Obstacle Relay - Players run the course from the head of the team to the turning point and back to the head of the team performing along the course of the run three or more stunts, with or without apparatus. The use of hoops, skipping ropes, Indian clubs, mats, low vaulting boxes, basketball hoops, or what-have-you offer an almost endless selection of obstacles.

Over and Under - Team assumes astride position and all bend over and place their hands on their knees. The rear man of the team is runner No. 1. He must leap frog the first man in front of him, crawl under the legs of the second, leap the third and so on the front of the team.

Paul Revere Relay - Divide children into teams of 6 -12. Place teams in column 20 feet or more apart, the back man being the latest and the most active on the team. On the work "go" he dashes forward and jumps pick-a-back on number 2, who dashes forward to #3 and the transfer of the light rider must be made. The rider must not touch the ground. First team to have their rider reach the beginning of the line wins.

Stunt Relay - In stunt relays, the runners advance to the turning point, stop, perform a stunt and return to tag the next runner on their team. There is hardly an end to the number of stunts which can be performed.

Tunnel Relay - All members in the team stand astride. Runners must first crawl under the legs of all players in the team, run forward to the turning point and return to tag the next man of the team who does the same.

Wiggle Worm Relay- Form relay lines. Everyone in each line puts their left hand between their legs and the person behind, then signals to grab them from behind with their right hand. Then they run at a given signal to the other end of the playing area and back. The first team to return 'intact' wins!

Rock Paper Scissors (moderate-active depending on how it is adapted)

Two equal groups. Paper covers rock, scissors cut paper, rock breaks scissors. Groups that throws winning figure runs to tag other group before they get behind their safe line.

Rocket Race to Mars (passive)

Same principal as pin the tail on the donkey. Instead of a donkey, you make a map. All you need is a large piece of plain paper about a metre square. A double page from a newspaper will do in a pinch. Attach the paper to a tree with tape or lay it on the ground. The paper represents a space map of the universe. The with a heavy red crayon draw a solid colour disc about 3" in diameter on the space map. This red ball will be Mars. Next draw on

several other planets. Each player gets to make a spaceship. Blindfold each player, spin him around and see if he can land his ship on mars. Make sure each ship has the child's name on it so you can tell who is the closest.

Romeo and Juliet (active)

First, everyone chooses a partner, If someone is left over he or she can be your partner. One member goes to an inside circle and the other stands beside that person on the outside circle. The circles rotate in opposite directions. The leader yells out either "Romeo and Juliet", "Wheelbarrow" or "Siamese Twins". The last couple to perform the action is out. The game continues until there is one remaining couple. The partners remain with the same partner throughout the entire game.

Romeo and Juliet - One partner sits on the other's knee Wheelbarrow - One holds the other's legs upright Siamese Twins - Back to Back and bent over, hands held between their legs.

Roundabout (active)

Players stand in a circle facing each other front to back. When the leader says "Go" everyone begins running around the circle. Always passing on the outside, each player tries to pass the person ahead. Players try and tag players as they pass. Tagged players are out. When the leader calls "Switch", the players must reverse direction. This turns the tables on the fast runner who is just about to overtake another player.

Row Ball (active)

Equipment: ball The players should be split into 2 groups. Each team should sit with their legs extended in a row. The teams should be facing opposite directions and should be about a meter apart. The object of the game is to hit the ball out the end of the row in the direction that your team is facing. The players can only use their inside arm and the ball should be on the ground at all times.

Run Sheep Run (active)

Group is divided in half (no not each of them). One group is the sheep and the other group is the foxes. The sheep are the hiding group and the foxes are the hunting group. A home base and boundaries must be designated before the game begins. The sheep elect a group leader. The whole group then goes and hides, as a group, they must stay together. The foxes may not look while the sheep are hiding. The group leader from the sheep goes back to the foxes and tells them that the group is ready. The foxes then hunt for the sheep, as a group, they must stay together. The group leader from the sheep stays with the foxes and when the foxes are not near the sheep OR the home base, the leader shouts out "Run sheep Run!!" The object of the game is for the sheep to make it back to the home base before the foxes do. If they succeed then they get to be the sheep again.

Running bases

There are two "bases" which could be anything including just two squares on the sidewalk. Three people minimum, probably 5 max but there could be more than one game going on at once....basically two people had mits and are basemen they throw the ball back and forth and the "runner" runs back and forth daring the catchers to tag them out. This went on indefinitely until the runner got tagged out three times and had to become a thrower. The person who tagged the third time became the runner.

Contributed by Kristel

Rutabaga Rutabaga! (circle/passive)

Each player is given the name of a veggie. The main rule of this game is that you are not allowed to show your teeth at all. Your gums must always be covering them. You then must say the name of your vegetable and the name of another person's vegetable. That person then must say the same thing. If you make a mistake or show your teeth in any way at all then you are out.

S

Samurai Warrior (active/circle)

Equipment: Sword Warriors are in a circle with Samurai in the middle. Samurai salutes in his own way. Samurai then goes around inside the circle. If the Samurai passes the sword over the heads of the warriors they must duck if he passes the sword near the ground they must jump. Any sounds made by the players should be encouraged. (ie. war scream for warrior etc...)

Sardines (active) ***Note: need 100% supervision to play

One player hides, all the rest of the players count to 100. Then they set out to find the hidden player. When one of the players finds the hidden player he secretly joins him, hiding from the rest of the group. This continues until all the players are hidden like a pack of little sardines. When the last hunter discovers the spot the game is over.

Sculpture (passive)

Equipment: Blindfolds. Three people are required with one person blindfolded and another person takes some shape and stays like that. The person who is blindfolded must feel the person who is a shape, and must sculpture the third person into that shape.

Scavenger Hunt

Equipment: pencils, lists, paper bags

This is a great activity. Make sure to send campers in groups. You might want them holding onto a rope to ensure that they stay together and everyone is participating. Make your hunt challenging. Ask for a mouthful of water, something fuzzy - BE CREATIVE !!!

Sensory Overload (passive/circle)

Spilt campers into 2 circles. Laying on their backs and heads toward the centre. An object will be passed in one direction and then the other in both circles. No more than 3 objects but other instructions can be called, ie: calling names out in order or clapping hands. Neutral game leader calls instructions for 2-5 minutes. Each drop or mistake costs the circle a point. Circle with the least amount of points wins.

Shadow Tracks (passive)

Equipment: A box of chalk and a clock. Players must become private eyes as they follow the mysterious movements of the "Shadow." The shadow has been accused of slowly travelling up and down the sides of the buildings and creeping across playgrounds and yards. Collection substantial evidence requires an all-day stakeout and should be planned as a supplement to other investigations. For this project you will need the sun, a shadow to trace - such as that of a tree, flagpole, or building- and a paved surface on which to draw with chalk. Give each play a piece of chalk. Start the investigation first thing in the morning. At first, shadows will be stretched out and long. Have players trace whatever shadow is cast on the

pavement. Allegedly, shadows get shorter because the sun gets higher in the sky. Private eyes will have to check this out every hour by tracing the shadow and checking the sun's position. As detectives keep tabs on the sun's route, they might notice the shadows shrinking to almost nothing by midday and the reversing their position to grow again.

Smaug's Jewels (passive/circle)

One person is chosen as Smaug stands guard over their jewel's (a beanbag, handkerchief etc). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.

Shoe Twister (cooperative/circle/moderate)

Everyone takes off one shoe and puts it in the centre of the circle. Everyone joins hands. On "Go", everyone gets a shoe from centre and finds the person who owns it, and puts it back on that person without letting go of hands of people beside them.

Shoes (active)

The group is split up into four teams and each team lines up behind a mat. On a signal one member from each team runs to get one shoe and put it on his mat at which the next team member may go to get another shoe. The object is to get 3 shoes on the team mat. Shoes may be taken from other team mats and those teams may not resist. When a team has 3 shoes they yell "SHOES!"

Shoe Wrestling (active/circle)

The players should be sitting in a circle. The leader should choose 2 players to shoe wrestle. These players should be of similar age and size. The object of the game is to take off the shoes of your opponent. The first one to do so is the winner. Players should stay on the ground, NO STANDING. Be careful!

Siamese Soccer (active/coop)

Set up for a regular game of soccer. The only modification is that two people are tied together by the ankles. For more variety add two balls so everyone is active.

Sign Your Name if You Can (passive)

Fasten a sheet of paper to a wall. Players take turns. With a pencil in hand, standing in front of the paper, he starts to swing his left leg in a circle. Doing this, he tries to write his name on the paper. And tries and tries ...

Silent Statue

A group of ten or more boys starts by running of to an arranged point to see who will be the silent statue. The rest will form a tight corridor on which the silent statue is supposed to pass. When the statue goes in he must say out loud:

I am the silent statue and I'm coming in...

I don't want any teeth, I don't want any moves.

Everybody must keep as quiet and still as possible and never show their teeth, but when the statue is not looking they can hit them in the shoulders or the back.

The game ends when the statue finds out that someone is smiling or has moved...

Contributed by Lums Espada (from Portugal)

Simon Says (moderate)

Players form a line facing the leader, who performs any action saying Simon says do this. If He doesn't say " Simon says" before an action then anyone who imitates the action is out of the game. Continue until one person is left.

Skin the Snake (cooperative)

The group is in a straight line. Each player puts their right hand forward as if they were shaking a person's hand. Put left hand through own legs behind to shake hands with person behind you. Last person in the line lies down, everyone else backs up to be able to lie down also. When whole group is lying down, first person stands up, and walks forward over all the other people until "Snake" has skinned itself.

Smugglers (active)

The players should be split into 2 teams. One team is the "ins" and the other is the "outs". The Ins have a den while the Outs plan their strategy in the field. One member of the Outs has the "jewel" (stone etc). The identity of the player who carries the jewel must remain a closely guarded secret among teammates. The Ins count to 50 while the Outs move farther and farther away. After the count is finished, the Ins yell, "SMUGGLERS!" , and the chase is on. As each member of the Out team is tagged, he must open his hands to show whether or not he has the jewel. Of course, the jewel should be passed around among teammates as quickly and as inconspicuously as possible. There are lots of opportunities for playing the decoy in this game. When the holder of the jewel is tagged, the game is over and the sides change.

Snake in the Grass (active)

One person is the snake, who lies on the ground on his stomach. Everyone else gathers fearlessly around to touch him. When the referee shouts "snake-in-the- grass" everyone runs, staying within the bounds of the snake area, while the snake, moving on his belly, tries to tag as many as he can. Those touched become snakes. The last person caught is the snake starter in the next game. Make the safe area fairly small.

Snowblind (active)

Equipment: boffer Establish boundaries and choose one person as the snowman. He arms himself with a boffer and must keep his eyes closed. The rest of the players crouch on the ground, eyes open, and wait for the snowman to start the action by chanting: "Snowman, snowman, all in white, blinding everyone in sight!" While they chant, the other players run around in the predetermined boundaries; but must return to a stationary crouching position by the time the chant ends. Now the snowman moves around while the other players remain in their positions. Still snowblind, the snowman tries to tag one of the players with the boffer. When he succeeds, the tagged player becomes snowblind, too, and he/she must join forces with the snowman, who gives the boffer to her/him and stands behind her/him with their hands on his/her hips. They both close their eyes and say the chant while the rest run for safety again. The game continues until the last person is tagged.

Sounds Good To Me (passive/circle)

The person who is "it" sits in the middle of the circle and is blindfolded. When the leader points to someone in the circle, that person makes a noise. If "it" guesses right, the person who made the noise is now it. *Keep all noises different*

Spirals (circle)

Everyone joins hands in a circle. Then one person releases the hand of their neighbour and pulling the giant human rope behind, begins to walk around the outside of the circle. The other people who broke hands remains in position on the end person. The chain of people spirals around and around the stationary person, drawing people tighter and tighter in a coil until all the people - still holding hands are wrapped around each other. The best way to unfold the spiral is from the centre. Still holding hands, the person in the middle ducks down, and the rope of people follows.

Spokes (active)

The group needs to divide into at least 4 equal groups. Each group needs to sit in a single file facing the centre of the circle. (The lines should look like spokes on a wheel) The leader can start by walking on the outside of the spokes. The leader will touch the head of the last person in that line. That whole line would have to get up and run around. The last person to sit down is "it" and then must walk around and pick a new group.

Spud (active)

Equipment: Ball Throw the ball up in the air and call a number. Ask number 1 is called, if he catches the ball he calls another number. (Each player has been given his own number.) If he doesn't catch the ball he calls "FREEZE" and takes three giant steps and tries to hit a person with the ball below the waist. If he hits the person then they get a point against them and get to call a new number. If the player misses the person he is trying to hit then he gets a point against him and has to throw the ball up.

Stand in a line (moderate)

Players are divided into teams. They close their eyes or cannot speak. They form lines according to height, dates of birth, or alphabetically according to their first names.

Stay Sober (moderate) Children form 2 teams and stand facing each other. The children on the first team are given one minute to make anyone on the other team laugh. They make faces, gestures, funny or teasing remarks, but they cannot touch the other players. Then the action is reversed, and members of the second team try to make the other team laugh. Any child that does laugh must leave the line. The team with the most remaining players after several times is the winner.

Stealing Sticks (active)

Equipment: sticks: could be paint brushes.

The field is divided into two parts by a well defined line. At the centre end of each side, five or more sticks are placed in a pile. A prison is marked off about 4 feet square in one corner. The players are in two teams, each scattered over its own side. The object of the game is to steal the opponents sticks without being caught. As soon as the player crosses the centre line he may be caught and put in prison. A player may be release from prison if one of his teammates can touch his hand. He may then come back to his own side without being tagged. The team that gets all the opponent's sticks and has all its members safely out of prison wins the game.

Stickup also known as Sticky Fingers (active)

Select one player to be Sticky fingers. Start the game by saying " This is a stick up!" as players scatter around the playground. When Sticky fingers tags a player, the tagged player must place a hand on the place touched while still continuing to run. As more and more

players become stuck on themselves, sticky fingers has a better chance to totally immobilize one player. Usually when both hands of a player are stuck, the third touch stick him or her with being the next Sticky Fingers.

Sticky Popcorn (active) The children begin by "popping" around the gym as pieces of sticky popcorn, searching for other pieces of popcorn. When two pieces of popcorn meet, they stick together. Once stuck together, they continue to pop around together, sticking to even more pieces, until they end up in a big popcorn ball.

Stomp the Snake (active)

Equipment: ropes Four people should be chosen to be snakes (this can be adjusted according to the size of the group). These snakes will get a piece of rope. When the leader says "go", the snakes will run holding the rope with 2 fingers behind them as they run. The rest of the players try to stomp on the snake by jumping on the piece of rope. If someone gets the rope from the snake, they are the new snake and get to run.

Stormy Sea (active)

Players get into groups of 2 and are given names of fish (eg. perch, cat, salmon) One team is called the "whales". The whales run around the "safe area". The whales yell the names of the fish at random. When a team's name is called, they run after the whales. When the whales yell "stormy sea" the teams must dash for the "safe area". The team left out becomes the whales.

Streets and Alleys (active)

This game is played with a lot of children. One child is the mouse and one is the cat. The rest of the group line up in rows with arms joined and all facing the same way.. The cat chases the mouse up and down the streets until the leader yells alleys. Then all the streets change direction. When the cat catches the mouse the game is over, or pick a new mouse and cat.

Squirrel Tails (active)

Equipment: tails Players are divided into 2 or more teams. Each player has a strip of cloth tucked in his belt. When the signal is given, all players rush to a central point where there is a treasure (eg. peanuts). Players try to get some the treasure and return to their home base. A player may be killed by another by treasure and return to their home base. A player may be killed by another by having their tail pulled off. This puts the player out of the game and voids any treasure they have captured on that particular raid. At the end of the game, each peanut counts as 1 point and each tail counts as 5 points. The team with the most points wins.

Swat (active/circle)

Equipment: frisbee, sword. Players form a circle. In the centre of the circle a sword is placed on top of a frisbee. Player A grabs the sword and swats a player from the circle. "A" replaces the sword on top of the frisbee. "B" runs behind "A" to pick up the sword after it has been placed upon the frisbee. He tries to hit "A" before he goes back to his own place in the circle. If he doesn't make it he (B) becomes the new "hitter".

T

Taffy Pull (active)

The players are divided evenly into 2 teams, the taffy team and the taffy pulling machine team. The taffy's all sit down and link hands, arms and legs in a tangled mass of sweet humanity. They might want to decide what flavour they are and chant an appropriate

confectionary cheer, like "Butterscotch, Butterscotch..." The taffy pulling machine team tries to pull the taffy mass into human sized bits. Firmly (but gently) tug at the pieces until they come lose. Be VERY careful with this game. If you have violent campers, do not play this game.

TAG (active)

Arch Tag The children are in a circle. One couple forms an arch. Circle rotates through the arch. On signal, circle stops and arch traps someone. The person trapped goes in centre and waits for another person to be caught. Then they form a second arch. The last person caught is the winner.

Ball Tag Equipment: Ball Like simple tag, but you run with ball, and must throw it at the person and hit them below the waist to tag them. If a person is hit then he becomes IT.

Catch one Catch all One player is chosen as IT. When IT tags another player that other player also becomes IT. ITS must keep an arm raised overhead so that they may be identified.

Colour Tag Scatter - Leader calls a colour. If you are wearing that colour you are It and proceed to tag other children. If a child is tagged he must walk in a crab walk until a new colour is called.

Elbow Tag (circle) Partners stand scattered over play area, inside arms linked, outside hand on hip. Runner reaches safety by hooking on to an arm, thus securing a partner. The other partner must drop off to be chased. If caught before reaching safety, then the runner becomes IT. If the runner is constantly evading the chaser, the supervisor can call "Switch!" which means that now the runner is the chaser.

This game can also be played in a more confined circular area with a very large group. The IT is in the middle of the circle along with the person being chased. In order for the person to avoid being caught he may link elbows with someone forming the circle. The runner is now on the other side of the person with whom the old runner linked elbows. Epidemic Tag See "Sticky Fingers"

Follow Tag Ask all players to find a partner. One person in each pair is the "leader" and the other is the "follower". The follower must follow as closely as possible (without touching) the leader. The instructor may control the form of locomotion by asking them to skip, walk, run, hop, etc. or the leader may be given the option of choosing or changing the form of locomotion as he chooses with the follower being obligated to do the same as the leader. The leader tries to make it difficult for the follower to follow. And it's always fun to stop abruptly.

Frozen Tag Children scatter in a designated area of the park. Two children are IT. When the others are touched by IT, they freeze. A frozen person may become unfrozen by one of the other children crawling through his legs. The object is to try to unfreeze people as fast as they are frozen. If you are frozen 3 times then you also become an IT.

Follow Tag Ask all players to find a partner. One person in each pair is the "leader" and the other is the "follower". The follower must follow as closely as possible (without Touching) the leader. The instructor may control the form of locomotion by asking them to skip, walk, run, hop, etc. or the leader may be given the option of choosing or changing the form of locomotion he chooses with the follower being obligated to do the same as the leader. The leader tries to make it difficult for the follower to follow. And its always fun to stop abruptly!

Hip One player is IT. Any player that IT tags becomes IT's helper. The Helpers must try to catch those not yet caught and hold them until IT can come to tag them. They signal to IT that they are holding someone by calling "HIP! HIP!"

Hug Tag A player is safe from being tagged only when they are hugging another player. For more hugging, propose that only three children hugging are safe, then four, then five.....

Imitation Tag Simple tag but with the manner of locomotion set by the chaser. The chaser may change his manner of running to hopping, skipping, crawling, crab walking etc. and all players must imitate his style.

Immunity Tag There is a number of variations of this game, however the general structure is as follows: Play is the same as simple tag except that those that are being chased can make themselves immune by doing some predetermined activity which gives them immunity. Beginner gymnasts for example may be able to make themselves immune by balancing on one foot. For more advanced gymnasts it may be doing a handstand. IT is not permitted to guard the immune person, for example waiting until the person comes down from the handstand. NB. you can only be immune 3 times then you are IT.

Jump The Shot One person in the centre swings a long rope in a circle while holding it low, this person may vary the speed he swings it. Everyone must jump over it to stay in the game. When touched by the rope that person must drop out of the circle.

Line Tag This is played on a gym floor or similar area on which lines are marked. The game continues as simple tag with the restriction that chaser and chased must run on the lines. To go off the line means you become an IT.

Mount Tag A man to be safe must be mounted on the back of another player. Then both horse and rider are safe. **Partner Tag** Divide the group into pairs. Partners decide who will be it and who will be the runner. When the leader says "Go", partners begin to run around, then its trying to tag the runners. When a partner tags the other, they switch roles.

Serpent Tag

Four players link their arms together forming a chain, these people are the serpent. The serpent runs around and tries to catch as many players at one time as it can by forming a circle around them. As soon as one or more of the players is circled by the serpent, they must link arms with the others in the serpent and help capture the remaining players.

Shadow Tag

One player is chosen to be it. The object of the game is for the person who is it to try and tag another player by stepping on his or her shadow. Define boundaries. When the person who is it steps on someone's shadow, he or she shouts "Sun Tag!". The player whose shadow was tagged becomes the next person to be IT, but that player must stand still for three counts before chasing the shadows.

Spoke Tag

A bicycle wheel picture is drawn or taped to the floor, the players are not allowed to move off of the spokes, and the IT must also move on the spokes. When a player is tagged, they become IT. There is also a ball that may be thrown around amongst the players, when a player has the ball, they are safe from IT. **Triangle Tag** The group needs to be split into groups of four. Three people hold hands. One player in the triangle is chosen to be

chased. The person who is not in the circle is "it" and chases the person. The other two people are the chased person's shield. Keep changing roles.

Piggyback Tag Play is same as simple tag but players are in pairs with one mounted on the other's back.

Simple Tag Players are free to run anywhere they wish. One player (or more if desired) chases the other players. If he succeeds in tagging a player the tagged player becomes the chaser and the game continues without interruption.

Rhythm Tag While the music plays (or the leader sings), campers walk around the area. When the music stops, the players should stop moving. Without taking a step, the players must try to tag another player. Two people can not tag each other, therefore the first tag counts. All the players that were tagged must make another movement when the music starts again. (hopping, crawling etc) Each time the music stops, those previously tagged try to tag those who have not been tagged. Walkers may also try to tag each other. The winner is the last walker remaining untagged.

Tent Erection (cooperative)

Equipment: tents, blindfolds **Object:** To erect a tent within a given time period to house all members of the group. **Rules:** All members but two are blindfolded. Seeing people may not move, nor may they call people by their proper names. **Considerations:** Tent must be large enough to house all members of the group. Different types of tents within the same bag makes for added confusion and laughs. **Setting:** "A new type of bomb has been dropped blinding all the people in the world except for 2 - you and you - unfortunately these 2 people are paralyzed. You can all regain your sight and movement by getting into these super special tents within a short time. Once inside don't touch the walls! Time is short and of essence! Go!!

The Thicket Game (active)

You obviously need a thicket or a forest for this game. Blindfold one person to be the predator. The predator counts to 15 slowly while the others hide. The hiding players must be able to see the predator at all times. The predator can not move location but can swat and turn. The object of the game is for the players to try and get as close to the predator as possible without being seen.

Things (passive/backpocket)

Decide on 4 letters of the alphabet, then divide the group into 4 groups and they must write down, all the objects in the room starting with that letter.

Things Aren't What They Seem (passive)

Equipment: Several household articles - cutlery, hair pins, plastic jewellery etc. Each child must choose an object, study and make up a story about it. The story must not be typical of the object, but must be a new and different use for it. Example, (Hairbrush) this may look like a hairbrush but what it really is a toothbrush for a giant. Since there are no giants left in the world and haven't been for some time, there are very few of these toothbrushes remaining.

Thrill of a Lifetime (cooperative/passive)

This is a fantasy game that makes the whole group work together to achieve a common role. Each person is asked to write down their "thrill of a lifetime" on a piece of paper and place it in a bowl or a hat. Draw one or more of these papers (depending on time) and

challenge the group to create this "thrill of a lifetime" within a certain time limit. This activity also uses the creative time limit.

Thumper (circle/passive)

The players sit in a circle. The leader instructs everyone to select a different Indian sign. Examples: - Rain in the face (hand held above brow, fingers twiddling) - Bow and arrow (arms extended as if holding bow and shooting arrow) - Drums (hands tapping on an imaginary drum) -How! (hand upheld, palm forward) - Teepee (formed with hands, fingertips touching) - Feathers (two fingers held up behind head) - Swimming (swimming motion) etc..... One player starts by telling what he is and suits the action to the words. For instance, "I'm drums" and pretends to beat. Going around the circle each player tells what he is. Then all start clapping hands on knees in a rhythmic beat. Leader (in rhythm): What's the name of the game? Players: Thumper! Leader: How do you play it? Players: You thump! The leader gives his own signal and follows it with someone else's sign. Each successive person does his own and then another one action.

Tiddly - Button Golf (moderate)

Equipment: 9 small cat food/tuna fish cans. Take the label off the can and put a number on it from one to nine. Large button and a small button for each player. Buttons must be flat. Set out the cans like the 9 holes of a golf course. Keep 2 or 3 feet between the cans. Try to shoot the small button into the cans by pressing on the edge of it with the larger button. Start from the tee off spot and shoot for can number one. After you get the button in this can, take it out, put it next to the can and try for can number two. Count one point for each shot it takes to get the button in a can. The player with the lowest score wins.

Toe Fencing (active)

Players are divided into pairs. Players face their opponent holding hands. They then try to tap the tops of each other's toes with their own. When one player scores three hits, it's time to switch to a new partner.

Toeies (cooperative)

Partners lie stretched out on the floor, feet to feet, or big toe to big toe, and try to roll across the floor with their toes touching all the time.

Togeth-air Ball (cooperative)

See " group Juggling"

Toma Hawk Snatch (active)

The children form two straight lines, six feet apart, with a bean bag, or tomahawk, etc. in the middle. Number the children from opposite ends so that the highest number of one team is opposite the lowest number of the other team. Leader calls a number and the who players of that number run forward, try to snatch the tomahawk and return to their place without being touched by their opponent. If he succeeds he scores a point. If the opponent tags him, then that team gets a point.

Touch Blue (cooperative/circle)

The game begins with everyone in a circle. The leader will call out, "Touch Blue" and everyone must touch something that is blue. (someone's shorts, piece of a shirt) Colours can be added on and different body parts can be specified.

True and False (active)

The players are divided into 2 equal teams standing on either side of a centre line. One of these is the "True" team and the other is the "False" team. Each team has a goal on either side of the centre line. When the leader gives a true statement, such as "Grass is Green", the true players run for their goal, chased by the false team. If tagged, the members of the true team become members of the false team and run for their goal. The team that has the most players at the end of the playing time is the winner.

Trust Fall (cooperative)

Group forms tight circle around person who stands straight and stiff as a log. The group gently moves that stiff person around taking care to be gentle. The purpose is for the individual to gain trust. Once comfortable, the person in the centre closes their eyes. Everyone in the group should try this. The next step is to have 3 people of the same relative size match up. Two people stand behind the other and act as catchers. The 'Faller' is to remain stiff as a log and fall backwards. The catchers first stop the fall after a drop of a foot or so and then straighten the individual up. The faller falls again and the catcher let him fall a little further than before. Continue several times and rotate positions.

Tunnel Race (active/circle)

Two circles of equal numbers of players are formed, and one circle stands outside the other. Inside circle turns around so that they are facing the outside circle and each member of the circles takes the person opposite them as their partner. Each pair in the circle has formed into a tunnel, IT walks through the tunnel and tags any pair, then sits in their position. The pair runs through the tunnel in opposite directions until they return to their home position. The last person to return home is IT for the next game.

Twelve feet off the Ground (cooperative)

Object is to get the whole group 12 feet off the ground. Timed event, easy solution is to lift 12 feet off the ground.

U

Ultimate Frisbee (active) This game is a modification of football. There are two teams and instead of a football a frisbee is used. The object of the game is to get the frisbee across the end zone. Players may not run with the frisbee. The only way to get a turnover is to drop the frisbee or to intercept. This is a non contact game.

Ultimate Foxtail (active)

The same as ultimate frisbee but a foxtail is used. You can easily make a foxtail by putting a tennis ball inside a nylon. For older campers, make sure you use the rule that you may only catch the foxtail by its tail and not the ball. Younger campers may catch it by the ball.

Uncle Sam (active)

The person who is IT is situated in the middle of the playground and the others are lined up in a long line at the side. The object of the game is to get across to the other side of the playground without being caught. The children at the side call out "Uncle Sam, Uncle Sam, may we cross your river dam?" The leader answers "Yes you may, yes you may, if you're wearing green today!" Those who are in green attempt to cross to the other side without being caught. If you are caught you must help catch the others when new colours are called.

V

Vampire (active)

To start, everyone closes their eyes (vampires roam only at night) and begins to mill around. You can trust the referee to keep you from colliding with anything but warm living flesh. However, you can't trust them to protect you from the consequences, for he is going to surreptitiously notify one of you that you are the vampire. Like everyone else, the vampire keeps their eyes closed, but when they bump into someone else, there's a difference. She snatches him and lets out a blood-curdling scream. He, no doubt, does the same. If you are a victim of the vampire you are a victim of the vampire, you become a vampire as well. When two vampires feast on each other, they transform themselves back into mortals.

Viking (circle/passive)

All of the players sit in a circle. One person starts as the viking by putting their fingers at their side of their head like horns on their hat. This viking passes the role of being a viking by pointing their horns at someone. If you are pointed at, you become a viking (horns and all) and the person on the right has to start paddling to the right and the person on the left has to start paddling on the left. The last person of the threesome to assume their position is out. The rest of the players slap their legs during the game in a constant rhythm.

W

Wacky Walkers (active)

Equipment: A frisbee or a paper plate for each pair of players. Divide group into pairs. Give each pair a frisbee or a paper plate. Mark a start and finish line. Pairs line up at the start line. Partners hold their plate or frisbee between them. The object of the game is to race to the finish line as fast as possible while stepping over the frisbee or paper plate, one foot at a time, without letting go of it. When the leader says "Go", partners twist and turn each taking a turn to step. Although this is not difficult to do, it can be confusing so players should start off slowly. Players that let go of their frisbee must go back to the line and start again.

What's Missing? (passive)

Have a tray with a number of different objects (ie. pens, crayons, scissors etc...). Have the children study it for 30 seconds, then cover it up and remove one article. Rearrange the objects, and show it to the children again. The first child to guess what is missing gets to organize the tray for the next time.

What Time is it Mr. Wolf (active)

The children line up at one end with Mr. Wolf at the opposite end of the playing area with his back to the rest of the group. The children advance together asking "What time is it Mr. Wolf?". The wolf responds with any time (for each hour the children take one step forward. ie. 2 O'clock is 2 steps forward) but when he calls "Dinnertime", the children must run back to the starting line without getting caught by the wolf. If the wolf catches someone then that person also becomes a wolf. The last person left wins.

Who am I? (moderate/icebreaker)

Each person has pinned on his back a picture or name of a famous person. By asking questions to the other people that can be only answered "yes" or "no", he must figure out who is on his back.

Will You Buy My Donkey? (circle/passive)

The players should be sitting in a circle. One donkey and one donkey seller should be in the centre of the circle. The donkey seller will try to sell their donkey to those in the circle.

The donkey seller will choose one person and ask them, "Will you buy my donkey?" The players in the circle have to answer "no thank you" with a straight face. Then the seller will say, "My monkey can do cool things like..." The donkey has to try and do the things that it's seller says it can do. (ex. tap dance, do a somersault, sing a song...etc.) The players in the circle have to say "no thank you" without laughing. If the person laughs, they become the donkey, the donkey becomes the seller and the seller gets to join the circle.

Wink (passive)

Players are arranged in partners, one squatting and one kneeling behind the circle. One person is it. He winks as unobtrusively as possible at one of the seated persons who try to get to it before his partner can prevent it by placing his hands on the person's shoulders. Guards must keep their hands by their sides except when they wink at their partners.

Witch

You need a witch, a mother, a babysitter and at least two children. The mother says to the babysitter:

"I'm going downtown to smoke my pipe, and I won't be back until Saturday night. And don't let that witch take any of my children!"

Then as she walks around the outside of the house (or yard) the witch comes to the door to "borrow" a cup of sugar. While the babysitter is getting it, the witch "bribes" a child to come with her and they leave for the witch's house. The mother comes home and gets mad at the babysitter, but this doesn't stop her from going out again. Repeat the same game until all children have been "kidnapped". The babysitter follows the witch with the last child but also gets kidnapped. The witch then gives each child a new name which will be a category (IE colours, fruits, cereal, etc). The mother comes to the witch's house and has to guess the new names of her children before they can go home!

Contributed by Barb Enright

X

Y

Yankee Doodle Cracker (passive)

This is a game for two teams of at least four players on each team, and a referee. The referee gives everyone a cracker. As soon as he blows a whistle, or, "calls on your mark, get set go!" the first person on each team eats his cracker and tries to whistle "Yankee Doodle Went to Town". As soon as he has succeeded the next person does the same. The first team to finish wins.

Ying Yang Yoo (passive)

This game should only be played by older campers. Each word has a separate action. Ying: hand on top of head, pointing in one (either left or right) direction. Yang: hand under chin pointing in one direction. Yoo: Regular pointing action. These three words may only be spoken in the correct order, it always must be Ying Yang Yoo. The first person starts and says Ying, doing the motion. If they point to the left then the person to the left must respond Yang, also doing the motion. The person that was pointed at must say Yoo and point to anyone in the circle. That person then starts again by saying Ying.

Z

Zip Zap (passive) It points to a person in the circle repeating the word "zip" or "zap" and counting to five. If they say "zip" the person must reply with the name of the person on his right, "zap" he must reply with the name on his left. If he is wrong then he goes into the centre of the circle.

Zoom Schwartz Pifigliano (passive) ***for older campers

Players sit in a circle on the ground. The first person starts by looking at someone and saying Zoom. That person may then look at someone else and say Zoom. Whenever you say Zoom, you look at the person who you are Zooming. If you want to send the Zoom back to the same person, you must say Schwartz, but you may not look at the person. That person then has the option of Zooming it to a new player. However, if the player wants to get the same person back again then they must say Pifigliano. It is a pure concentration game and a lot of fun, but do not expect campers to get it the first time they play it.

Contributed (in it's impressive entirety) by Darren Gerson

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