

**Skill Games****Sense or Skill Training Games**

*Taken from 'Games Galore', BSC publication.*

**Zig Zag Bicycle Race**

Set out a course of obstacles: chairs, benches, garbage cans. Boys must weave their way around these on their bicycles to a turning line and then return to starting line.

It is best to have each boy tackle the event individually while a leader times him. Best time trial wins.

**Slow Bicycle Race**

This is the reverse of a speed race. Plan a course the length of the area; with chalk, draw lanes about 3' wide.

Several boys compete at the same time. They must ride as slowly as possible, without touching a foot to the ground or crossing the chalk lines or stopping. Winner is the last to reach the finish line. If a boy commits any of the fouls described, he is eliminated from the race. If nobody can reach the finish line, the one who travels the greatest distance is declared the winner.

**Newsboy Bicycle Contest**

Arrange five large, clean garbage cans or waste baskets in line, each about 25' apart. Draw a chalk line on the pavement, parallel to and 15' from the cans. Each boy in turn is given ten rolled-up newspapers, which he may carry in a bag or in a bicycle basket. He must ride his bicycle along the line, on the far side of it, and toss one newspaper into each can. When he reaches the last can he turns and rides back, tossing the remaining newspapers into the cans. He must not stop or dismount.

Five points will be deducted each time a boy stops or gets off his bike. Two points are awarded for each newspaper thrown successfully into a can; one point is awarded for each paper that only hits a can. The high score wins. In case of a tie, the boys go through the contest again.

**Newspaper Study**

Equipment for each group: one copy of the same edition of a daily newspaper, scissors and pencils.

Each group reads through the news items and finds those that illustrate some aspect of the Promise or Law. These headlines, articles or photos are cut out and marked with the corresponding aspect of the Promise or Law. Winner is the group with the largest number of clippings in a given time.

**Art Relay**

Equipment needed: three coloured felt pens for each team, masking tape, sheets of newspaper.

Divide boys into six or eight-man teams. In front of each team a large piece of newspaper is hung on a wall with masking tape. Pens are placed on a chair, or on the floor, beside each team's paper. Line up teams about 10' away. They are told to illustrate a well-known story or TV show; or Christmas, New Year's or Easter.

On signal, first player in each team dashes to wall, picks up a pen, draws a specific part: head, hat, ears, face, body, etc. Or each member may be told what part to draw. Then he puts down pen, runs back, touches off next boy. Each member adds one more part to picture. First team to finish wins recognition for speed, but special recognition is given for picture that is best team effort.

**Compass Relay**

Line up teams in relay formation, parallel to each other. Opposite each team a compass is drawn on the floor, the points indicated but only the North lettered. The leader calls out a point. No. 1 man in each team steps out and places a pencil on the compass, pointing in the given direction, before the leader has counted six. If correct, the player falls in behind compass; if incorrect, he goes back and falls in at the further end of his team. Another point is called and the No. 2's step out. The first team to fall in complete behind the compass wins.

There should be a referee for each team to avoid time waste in verifying the compass directions shown.

**Morse Relay**

Equipment: one signal flag for each group, improvised from a neckerchief tied to a stick, four feet long, OR one flashlight or blinker for each group.

Groups line up in a relay formation. On the word "Go," first player from each group runs up to the flag or blinker and sends Morse letter "A", races back to touch off the next player, who runs up, sends "B", returns, and so on, until all letters of the alphabet have been sent. First group to finish with all letters correct is declared the winner.

Variation: Have each player, in turn, send one word from an eight-word message tacked to the opposite wall.

**Sixteen Point Compass Game**

A circle is marked on the floor and sixteen cards are prepared each giving one of the sixteen compass points. These cards are placed face down on a table. Each of the sixteen players takes one of the cards at random. The umpire finds the player who has picked up the North card and places him anywhere on the circle. On the words, "This is North -- Fall in," the others take up their appropriate places in the circle. After the players have become thoroughly proficient the umpire should take any player (say ESE) place him anywhere in the circle and say. "This is ESE-- Fall in."

**North, South, East And West**

Players are formed up in open formation.

The four sides of the room are named North, East, South and West respectively. The corners of the room are named to correspond with the intermediate compass directions. Whenever the umpire names a direction the players immediately jump to face in the direction. Players who make a mistake, or who move

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too late, sit down in their places until only one remains standing. When the players have become thoroughly proficient the game should be stopped suddenly and another direction indicated as North.

### Dutch Compass Game

The fifteen players stand in a circle, 10' to 12' in diameter.

The umpire stands in the centre of the circle holding a staff upright with one end on the ground. On the words, "Fall In," players take up positions on the circle (facing inwards) to represent the compass points, the umpire indicating where a space is to be left to represent North. He commences by calling a compass direction say ESE and simultaneously releases his hold of the staff. The player occupying the ESE position on the circle must catch the staff before it has fallen. If he succeeds he returns to his place and another direction is called.

When a player fails, he goes to the North space on the circle and the place he left becomes the new North, all of the players immediately picking up their new compass points. The umpire calls new direction.

### Compass Point Contest

Make two compass boards by drawing a circle on a piece of cardboard (one for each compass board) and securing it to a wooden board with brads at each of the eight compass points. Let the brads protrude about 1/2 inch, and mark one point N for North. Initial the eight points of the compass on small pieces of cardboard with a small hole in each label.

Line your contestants up in two teams (your guests could participate in this game). This is a team contest in which members (one from each team) compete in placing seven labels (omit North) on the brads quickly and correctly. A contestant receives one point for placing the labels correctly and a second point for doing so first. Winning team is the one with the most total points at the end.

### Blindman's Knot

The squad is blindfolded. The leader passes down the line, holding a piece of cord knotted in one of the familiar knots. Each boy may finger it for ten seconds to discover which knot it is. The squad is then provided with a cord. At the word "Go" each blind player makes the knot he considers the right one. The quickest (if correct) wins.

### Weathercock

Group spreads out facing leader who is to be the Weather Bureau.

The leader calls out which way the wind is blowing, North, Southeast, West... As the direction is named the boys will turn and point in the correct direction. When the command "Whirlwind" is given, the players all spin around twice quickly on their right heels.

### Hunt the Rabbit

Everyone leaves the room, and a "rabbit" is hidden somewhere in plain sight. The "rabbit" may be a toy rabbit, or any other object may be used instead. As the boys return to the room everybody tries to locate

the "rabbit." When they see it they sit down quietly and watch the others continue their search. Last man to see it gets three groans, or may be otherwise penalized. First man may hide the "rabbit" next time.

### Kim's Game

Thirty-six objects, (can be pictures glued to cardboard), are placed on the ground at a certain distance from the boys. Each team sends up one boy at a time to take a look. This boy runs back to group and tells of an object, next runner is sent up etc. Keep runners and to-run boys separate. Number of boys will determine how many objects you will need on the cardboard.

### Variation--Kim's Game

This game is very adaptable. Objects can be categorized - First aid Kim's: all objects are related to first aid (bandages, pins, splints, etc.); Conventional Sign Kim's: all objects are models or drawings of conventional signs used on maps; Knotting Kim's: all objects are knots, splices or kinds of rope; Leaf Kim's: an assortment of different kinds of leaves, etc.

Objects can be placed on tray, studied for a set period then covered. Objects can be shown one at a time by leader and then put away in his pocket.

### One-Leaf Trail

A trail is laid using one kind of leaf as a marker and letting the stem point in the direction to be followed. At the end of the trail the players hunt for the tree whose leaves were used.

### Compass Golf

Bury a small tin can in the centre of a large circle marked on the ground. Mark North, South, East and West with small pegs on the circle's circumference. These are used to tee golf shots toward the buried can. Record how many strokes you need to get in from each point.

### Lost Player

One player is sent out of the room in an unobtrusive manner; the leader then announces that he sees that someone is missing and asks for a description for a search-party. Best description of missing player and his clothes wins.

### Treasure Hunt Variations

1. Give group a message in code or semaphore telling boys where to find message number two.

2. Give group a message telling leader to phone a given number for directions or ask a parent (previously briefed) for a task to be accomplished. Like:

-- carry a message, bring back ten articles whose names start with a certain letter,

-- bring back an article previously hidden,

-- identify objects of nature (flowers or trees),

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-- go to a parking lot and obtain the licence number of five cars parked there which are a certain colour or from out of the province.

**Cage**

Groups must construct a cage from staves, sisal and rope large enough to hold a small boy from another group. The boy in the cage must escape within one minute.

**Pocket Murder**

The contents of a "murdered man's" pockets are displayed. Players must deduce his age, profession, and interest in recent activities.

**Track Memory**

A group sits with their feet up and other groups study them. After three minutes, one of the groups makes some footmarks in a good bit of ground. The other groups approach one at a time and try to decide who made it.

**String Burning**

A string is pulled tight between sticks. Each contestant builds a fire under the string and lights it. The one whose fire burns through the string first is the winner. Fires should be spaced along the string at wide intervals.

**Log Chopping**

Logs must be of equal size and diameter. The first to chop through his log is the winner.

**Log Sawing**

Logs of equal thickness must be sawed into two pieces. Crosscut saws and pulp saws must be used.

**Memory Testing**

Groups are lined up. The leader tells them they must not move until he says "Move." He then gives a number of orders, i.e. left-turn, about-turn, right-turn, about-turn. This brings them back to the original front, but can be varied. He then gives the word "Move." Winning group is the one who has the most boys facing in the right direction at the end of the turns.

Note: This can be varied by substituting the (?) paces forward and (?) paces backward.

**Knotting Relays**

Give all boys a chance to compete and practice. Use basic knots tied in a useful way: bowline around the waist, tie a sheet bend using two different thicknesses of rope, tie a clove hitch around a spar or pole.

**Fisherman's Knots**

Good practice for the real thing. Make your game realistic by using fishline or leader. Teach the boys the basic fisherman's knots as well as the blood knot, clinch knot, perfection loop and line-to-leader knot, and use relays to develop skill and speed.

**Rope Throw**

One member of group is seated on a piece of cardboard (2' x 2') 30' - 35' away from the group. Balance of group each have one piece of rope about 6' long. On "Go" each group must join all pieces of

rope using a specified knot (square, reef, clove hitch) and throw completed rope close enough to player on cardboard so that he can reach it. Player on cardboard cannot move and rope must fall within his arms reach. When he catches rope, he must tie bowline around waist and be hauled across line where rest of group throws rope from. Works well on most indoor floors. If you haven't enough rope for all your groups, game can be run by groups in turn using best time to declare the winners.

**Signal Knot Tie**

One group signals (Morse or Semaphore) to another group some distance away giving instructions such as: tie bowline around your waist, tie clove hitch using two different thicknesses of rope, tie a reef knot around your leg, etc.

**Knotting Circle**

Players in circle, one ties a knot in a bit of rope and drops it at the feet of one of another group, who must name the knot correctly and say if it is tied right before the tier has run round the circle. Whichever wins ties the next knot, and so on.

**Knotting Baseball**

Same teams as baseball, but no bat or ball. Pitcher and batter each have a piece of rope. Pitcher calls name of knot and throws his rope to anyone in the field. If batter reaches first with knot tied correctly, he is safe. If knot tied (correctly) by fielder, reaches first before batter, he is out. If batter cannot tie knot called, he is out. If fielder cannot tie knot called, batting side scores one run whatever else happens. Fielders can then return ropes to second, third or home to "force" base runners. Make sure pitcher throws rope to all fielders and not too frequently to first base.

**Black Knots**

All players have a piece of rope. Assign a specific knot. Shut out lights for a specified time and see how adept group is in the darkness. Vary knots called and time lights are out.