

Bicycle Polo

Use croquet mallets and balls. If on paved area, use chair legs as hoops; set up larger than usual croquet course. Divide boys into groups of four to six for this game so there is not too much waiting for a turn.

Farmyard Frolics

Each boy is handed a slip of paper bearing the name of a domestic animal or bird. On the signal to start, each begins to act the creature in dumb show, at the same time looking out for others of the same species. When three or more have been collected, they may begin to give voice. The first herd, covey or flock in full chorus is declared the winner.

Smile Tag

A quickie, for a break; allow about five minutes. Players form two equal lines facing each other and about 3' apart. One is "Heads" the other "Tails." The leader tosses a coin and calls out the side turned up. If it is Heads, the Heads laugh and smile while the Tails must remain solemn. The Heads try to make the Tails laugh. Those who laugh have to join the Heads' side. The coin is tossed again and, if it comes up Tails, the Tails have to try to make the Heads smile. In five to seven minutes the line with the greatest number of players is the winner.

Lighthouse

One of the players is the lighthouse, parked at one end of the hall. Half the group are rocks and they are spaced around the floor, with a gap between each of them. The rest of the group are ships who have to make their way, blindfolded, through the rock to the lighthouse.

On "Go," the lighthouse goes "Woo-Woo" to guide the ships. The rocks go "Swish-Swish," very gently, to warn the approaching ships of danger, and the ships are supposed to sail between the rocks to the lighthouse beyond. If a ship hits a rock it sinks and stays where it is. When all the ships arrive at the lighthouse, the two halves of the group swap sides: the rocks become ships and the ships become rocks and they have a replay.

La Palma (Bolivian Indian)

The Indians of Bolivia used the tail bones of a donkey or llama (you can use a stick) for this game. Set the stick up on end in a hole in the ground. Now draw a straight line away from the stick. Measure out a distance of 3' from the stick. Drive in a peg. Do this so that the pegs are all 3' apart and in line. You will need about six pegs, also a supply of tennis balls. The boys then take turns in trying to hit the stick from the first peg. Those who do, move on to the next peg. Those who don't, stay at one peg until they hit the stick. Boys must throw in their correct order throughout the game. The first boy to complete the six throws from the pegs wins. This can also be done on a best time basis.

Pony Express

One of the players tells the story of the Pony Express, and how the messenger-riders had so little time that they never touched the ground when changing horses but jumped from one horse to the other. "Horses" are spaced out over the course the smallest player in each group is the messenger. Any messenger touching the ground on the change-over from one player; to another must start over. First player finished is the winner.

Variation--Change Horses

Pair off the horse and rider teams. On command, all riders change horses without touching the ground.

Indian Lance Throwing

Turn slender saplings, about 4' long, into lances with feathers for steering. Boys line up, throw lances for distance.

Indian Hoop Roll

Make hoop out of a slender branch, about 1' diameter, by tying ends together. Weave string-work in the hoop leaving a 6" bull's eye in the centre. Boys line up, hoop is rolled down before the line. Object is to send lance through bull's eye in centre of string-work.

British Bull dog

One or two of the bigger players take position in centre of room, facing group. At "Go," the entire group charges and tries to reach the other side of the room or a given area, without being caught. To catch someone, the "bull dogs" in the centre must lift player off the floor long enough to yell "1-2-3 British Bull Dog." When a player is caught, he becomes a "bull dog" for the next charge. Not more than three "bull dogs" can tackle a single player. If a struggling player is not lifted completely off the floor, while the group slowly counts to ten, he is declared free for another charge. Game is run until everyone has been caught. Play safe and have players take off watches, glasses and other breakables. Last man charging the line without being caught is the winner.

Unbraid Race

Attach two or more 3' lengths of stout cord or lightweight rope to a wall or chair. At a given signal the boys start to unbraid the rope. Fastest boy or team wins.

The Frog Hop

Draw a finish line about 25' from the start and line the players up about 3' apart. At "Go" they race by jumping first to the right, then to the left, then straight ahead. This procedure is followed until someone crosses the finish line.

Camp Golf

Groundsheets folded to about 3' square represent holes and tin plates represent balls. Lay out the golf course as desired to include hedges and streams as obstacles. If a plate falls in one of these hazards it must be retrieved and carried behind the obstacle and

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one throw added to the player's score. Arrange the holes some distance apart so that players do not come in contact with a skimming plate.

Fishing Games

There are an infinite variety of games that can be made from a hook, a line and a pole that will leave the contestants as breathless and open-mouthed as a fisherman's true story.

Fashion the hooks from coat-hanger wire, paper clips and open safety pins. Make the fish from cloth, inner tubes, cardboard, balloons, or wood. Use a cardboard carton, nail keg, barrel, or dart board for the ocean bottom or trout stream. The players can catch the "fish" by hooking them, lifting them, trapping them, or spearing them (with darts). They score by standing in the centre of a circle and casting into several different ponds, by standing on boxes or stools and trapping the fish, or by just catching as many as they can out of one "lake." Each "fish" could contain a message describing some task that a player has to perform before he can return to fish again. Or each fish could have a point value written on it; winner could be either the group or the individual player with the largest score at the end of a given period of time.

Fish And Net

Have three to five players join hands to catch "fish" by surrounding individual players. Those who are caught become a part of the "net." The last five fish caught make up the net for the new game.

The Christmas Card Game

Take a set of old Christmas cards (about three times as many cards as there are players) and cut each card into two pieces, making two sets of half-cards so that each half-card in one set has its counterpart in the other. Some of the cards should be cut so that the halves are easy to spot as belonging to each other (e.g., by cutting vertically down the middle of a coloured picture of a vase of flowers), and others should be made difficult to spot (e.g., by cutting along the horizon of a seascape). Distribute one set of half-cards all over the room (they should be visible but not necessarily obvious). Give one half-card from the other set to each player and keep the "pool" in your hand. On the word "Go" all the players try to find the other half of the piece that you have given them and bring it to you. Every player finding a pair that match is given a fresh half-card from the "pool" until there are none left. When all have finished, the group with the largest number of paired pieces wins.

A Christmas Telegram

Have everyone write down the word Christmas leaving a space after each letter. Then allow ten minutes for all players to compose a telegram, the first word beginning with C, the next with H, the third with R and so on. The first word should be the name of the person to whom the telegram is sent, the last word the name of the sender. The players then read out their own attempts in turn, the winner being the one who has composed the most original.

Variation--Christmas Dinner

Give each group a piece of paper with CHRISTMAS written vertically down the side and tell them that after each letter they must write the name of some article that could be found on the table at Christmas dinner--and both run for the ball. The one reaching it first kicks it and runs for a hiding place. The other player is "It" and must return the ball and search.

Bowling On The Green

Play this game on a smooth, close-cut lawn. Croquet balls or wooden balls made especially for this game may be used. Each player has two of these balls, called "bowls." A smaller ball is called the "jack." The first player bowls the jack out on the lawn and the bowls are bowled at it in turn. The jack and the bowls may be moved by being hit in play. A bowl touching the jack scores three points. The nearest bowl to the jack scores one point. If two bowls bowled by the same player are nearest the jack, two points are scored.

Every Man In His Own Corner

Everybody selects a corner. If there are not enough corners or trees, players can make corners by drawing two lines at right angles on the ground or floor. Any player may start the game by leaving his corner. A second player chases him and a third may chase them both and a fourth may chase the three, etc. In other words, a player may tag any one who preceded him in leaving a corner, but cannot tag a play who left after he did.

When a player is caught his "captor" leads him by the arm to the "Captor's Corner," and while doing so he is not subject to capture. When the two players reach the corner they become team- mates and work together to capture others. At the end of the game, the player who has the greatest number of captives is the winner.

Ring The Bottle

Place a number of bottles on the floor and let several boys play at one time. Each boy has a "fishing-rod" consisting of a cane or pole and string; on the end of the string is a brass curtain ring. The first one to get his ring over the neck of a bottle wins.

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