

APPENDIX DD

Large-Group Games

Check out the *Cub Scout Leader How-To Book* for games that can be played by large groups of people. Here are some others you might consider from *Games ... From A to Z*, published by Scouts Canada ("Canadian BSA").

Barnyard Bedlam

Players are divided into teams. A group of 30 might have five teams of six. One player in each team is designated captain and given a paper bag. Each team is given the name of a barnyard animal and must imitate its cry. They are told that squirrels have hidden supplies around the field; specify the area. Each team is to gather as many of these nuts as possible. The team with the most nuts is the winner. Only the captains may pick up the nuts and put them in the bag. When a player finds a pile of nuts, he stands beside it and gives the team cry. The captain then comes to pick up the nuts. It can be barnyard "bedlam"!

Equipment needed: Bags for captains. Several pounds of peanuts in shells so that you can lay out a lot of little piles of peanuts for the players to find.

Blob

Two players join hands to form the "blob." The blob grows by chasing other players and touching them. **Note:** Only the free hands at the end of the blob can be used to touch players. The blob continues to grow until only one player is left untouched. That player is the winner. As a variation, require the blob to split when it grows to four to six players; now there are two blobs, which split again when each grows to four to six players.

Spies

Hang a number of cardboard pieces about one yard above the ground. Depending on the size of the area and the cover, have one to three umpires patrolling the area. From the starting point, players move through the area, attempting to find the specific number of hanging cards and to write their names on them—while avoiding detection by the umpires. The umpires write down the names of players that they spot within five yards of a hanging card. At the end of the game, add the number of times a player has signed his name on different sheets and subtract the number of times that umpires recorded seeing him/her. The individual or team with the most points would be the winner.

Streets and Alleys

This is a tag game best played with about 20 players. Players line up as if in relay formation, but with hands touching the hands of the players beside them. This creates the streets. By turning 90 degrees and touching the hands of the players now beside them, they now have the alleys. Two players are selected. One is the pursuer and one is the quarry. The pursuer chases the quarry down the streets. Neither may break through the arms of those forming the streets. The leader calls "alleys" and players turn to form the alleys. This can change the situation dramatically. After a short time, the leader calls "streets," and the formation shifts once again. Continue to alternate between streets and alleys as the game progresses. Runners should be changed every minute or so to give runners a break and everyone a chance to run.

Steal the Bacon

Teams should be divided equally, both kids and adults. Teams line up on opposite sides of the playing area, by height. Each side counts off, starting from the short end. The shortest person on each team is number 1; the tallest person is the highest number. The tallest person on team A should be opposite the shortest person on team B, so they have to come from opposite sides when their number is called. An object like a ball, two-liter soda bottle, or even a sack of clothing will work. The object (the bacon) is placed in the center of the field. The person running the game will call out a number, and that number from each side comes out to the center of the field. The object of the game is to get the "bacon" back to your line on your side of the field. Scoring is as follows: one point for getting the bacon back to your side, untouched by the other player, or one point for tagging the other player while he or she is holding the bacon. Players can drop the bacon if they think they are going to get tagged, and the game continues. Once everyone gets the hang of the game, multiple numbers can be called.