

## WORD SCOUTING



- FORMATION:** Informal circle or around a table.
- EQUIPMENT:** Small white cards in small box. Write letters of alphabet on cards, one letter to a card. Place them in a box. If group is more than fifteen in number, provide at least four cards of each vowel and other letters used most often.
- PROCEDURE:** Shuffle the cards face down so that group cannot see the letters. Pick a card, hold it up so that group can see the letter, and call out, "Name a bird." The first player to name a bird beginning with that letter gets the card. If no one answers in five seconds, return the card to the box and draw again.

Use such directions as "Name a girl"--or boy, car, car part, color, food, clothing, fruit, city, river, but give no clues as to the subject to be named each time. Subjects may be repeated, but the player may not repeat a name that has been given earlier. A large number of cards will be needed to keep the game going and to let everyone participate. The person holding the largest number of cards at the end of the game is the winner.

## CAN YOU DO AS I DO?

- FORMATION:** Informal seated circle, players facing center of circle, or stage.
- EQUIPMENT:** Two hats (men's preferred), 2 chairs.
- PROCEDURE:** Place two chairs, facing each other, about two feet apart on stage, or where everybody can see them. The leader takes part in this stunt until some player feels he can do the act. A volunteer from the group sits in the chair facing the leader. Holding the two hats, the leader asks the other person which hat he would like to wear. When the player has chosen a hat, the leader says he would like to tell a story. But, the guest must do the exactly opposite to anything the leader does as he tells the story. When the leader stands, the player sits; when the leader sits, the other stands. If the leader puts his hat on, the other takes his hat off, and so on. The leader keeps his story going as he sits, stands, takes the hat off, puts it on, until the guest fails to keep up with him or gets so confused he gives up. The player then appoints someone to take his place, or the leader may call for a volunteer. The leader may tell any sort of story, trying to get the guest so interested in the story that he forgets his actions. The leader should go through the actions rapidly, so as to help confuse the other players.
- VARIATIONS:** Use at the close of an affair to honor the winners of contest games. Instead of telling a story, the leader can ask some questions about how they won the contest or other questions about themselves to keep their attention from the acting.

## TAG BALL

**FORMATION:** Single circle around one player

**EQUIPMENT:** One ball

**PROCEDURE:** Players form a circle with one player in the center. The circle players have a ball which they pass from one to another at random, trying to prevent the man in the center from touching it. As the ball is passed among the members of the circle the center player moves about and tries to tag the ball. Should the ball be tagged by the center player the last player to pass the ball or who had possession of it takes the place of the center man and play continues.

**SUGGESTIONS:** Since the chances of the center player touching the ball depends on the kind of ball used and the ability of the players to pass the ball accurately, adjustment in the game should be made so that the player in the center can succeed in touching the ball in a reasonable time.

Vary the kind of throw or pass. Limit the number of players to whom the ball will be thrown. Players may not pass to adjacent players on the circle. Place two players in the center at the same time.

## THE BLOW-OUT

**FORMATION:** Players seated in a circle with an extra player standing as the mechanic.

**EQUIPMENT:** List various automobile parts on a card.

**PROCEDURE:** The mechanic, appointed by the leader, takes the list and walks around the circle, giving each player the name of some part of a car. Then he steps to the center and calls for various parts. Those players must come to the center and fall in line behind the mechanic. He calls other parts as he marches around, forming an inner circle, not too close to the outside circle. At any unexpected moment the mechanic calls BLOW-OUT. At that, the seated players must change chairs, taking any except the ones immediately next to them. The other players including the mechanic dash for seats in this scramble. The one failing to get a seat becomes the new mechanic. He receives the card list and starts the inner circle again.

**VARIATIONS:** For an all-girl group use a model and include in the list the articles of dress she will model. When the model calls out "PERFUME SPILLED", all scramble for a seat.

At a picnic the word "GARLIC" could be used with the names of picnic food for the list.

## CATCH THE CONE

**FORMATION:** Informal. Players may compete as teams, or as individuals. They stand behind a line.

**EQUIPMENT:** Two straight sticks, about 15 inches long.

**PROCEDURE:** One player "launches a missile" by throwing a stick as far as he can. The second player (rescue team) tries to throw his stick so that it will hit the missile. If he succeeds, 10 points are scored. If he misses, the rescuer loses a point for every jump he can take between the two sticks.

Players then change roles--the launcher becoming the rescuer. Team or player with highest score wins.

## FORTY WAYS TO GET THERE

**FORMATION:** Players stand in line at one end of a playing field, facing a goal line 30 feet away.

**PROCEDURE:** At a signal, one player at a time crosses the area to the goal line, using any method he wishes--run, skip, hop, walk backward, somersault, roll, or whatever. But--no two persons may use the same method. The second player starts when the first has reached the line. The games get pretty difficult for the last players in line, so use not too large a group.

**VARIATION:** As a team relay race, the leader can call out a method, such as "run" and the first player on each team races by that method to the goal line. First to reach it, scores a point for his team. The leader then calls out a second method, such as "hop on right foot," and so on. Appoint a scorekeeper at goal line, or require each player to go to goal line and back, taking his place at the end of his team. Teams can keep their own scores.

## TWO SYLLABLES

**FORMATION:** Players sit in a circle.

**EQUIPMENT:"** A man's handkerchief tied into a soft knot, or a stuffed sock, or bean bag, or a ball.

**PROCEDURE:** One player is chosen to be "It." He begins by giving the first syllable of any two-syllable word, such as "flash" and at the same time he tosses the ball to some other player. This player must add instantly the second syllable, as "light" (making the word flashlight). If he fails, he gives some article of clothing to "It," to be redeemed later by paying a forfeit, and drops out of the game. If he does not fail, he gives the first syllable of another word and throws the ball to another player. The last player left in the game is the winner. He holds up each forfeit, one at a time, and the owner must redeem it by performing some stunt.

# GRAB THE FLAG

**PARTICIPANTS:** 2 Pathfinders from each club, each with a handkerchief tucked loosely into the back of his belt.

**PROCEDURE:** The opponents start by facing each other in a kneeling position. There is one steadfast rule: each Pathfinder must remain on his knees throughout the match. At the count of three, each Pathfinder tries to get behind his opponent's back and pull the flag loose. Contact is limited solely to the arms and shoulders.

Each Pathfinder can use his arms to push and shove his opponent into a off-balance position. He should employ various forms of head and shoulder feints to throw his opponent off guard. He should feel him out. How does he react when he is reached with the left hand? The right hand?

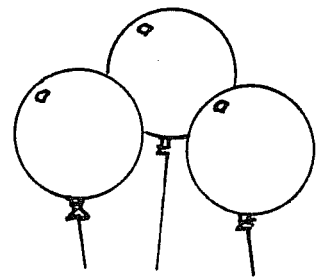
Once the Pathfinder establishes in his mind how his opponent reacts to his moves, he can decide how best to get around him to tear the flag loose. For instance, if he dips his right shoulder when the Pathfinder faces a grab with his left hand, the Pathfinder should go the other way quickly with his right hand.

The key to this game is not only the movement of the arms and shoulders, but also the legs. The Pathfinder must learn how to move quickly on his knees, shuffling from side to side and forward and backwards. The quicker his legs move, the faster he will be able to maneuver in tight situations.

**VARIATION:** Grab The Flag can be played either of two ways:

1. Play best two out of three with a time limit of five minutes for each match. If either Pathfinder fails to grab the flag within the allotted time it is a draw. At the end of each round, count the winner as the man with the most points, a draw counting for one point.
2. If the Pathfinder does not want to play a best of three serves, play a sudden match. The first Pathfinder to tear the flag away is declared the winner. If the Pathfinder accomplishes this quickly, his opponent will most certainly request a rematch and he will probably wind up playing Grab The Flag as long as the two of them can last.

# BALLOON FOOTBALL



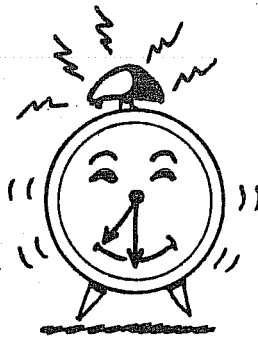
**PARTICIPANTS:** 10 or more Pathfinders

**PROCEDURE:** Ten or more boys can have plenty of fun and action playing balloon football in a large room, a gym, or even outdoors. Divide the group into two equal teams. Teams line up about 30 feet from each other. Each team has a goalie stationed behind the opposing team. The goalie stands on a chair and has a small straight pin. He cannot move off the chair. Each team has a balloon and tries to push the balloon in the air towards its own goal, so its goalie can stick it with his pin. The pop of the balloon means a point has been scored for that team. At the same time, one team must try to stop the other team from getting a point with its balloon. The balloon must not touch the floor. It must be kept in the air all the time. For lots of points there must be lots of balloons as well as good players.

# ALARM CLOCK

**PARTICIPANTS:** Any number of Pathfinder girls

**PROCEDURE:** A Pathfinder girl who acts as the leader hides an alarm clock somewhere in the room. She may hide it under a sofa, behind a curtain, in a waste basket, or any other spot where the ticking can be heard. Before she hides it she sets the alarm to go off after about five minutes. When the clock is hidden the Pathfinders are supposed to look for it. As soon as a Pathfinder spots the alarm clock, she whispers the hiding place to the leader and sits down. The others continue to hunt. If the alarm goes off before everyone has found the clock, those Pathfinders who haven't found it are out of the game. They help the leader hide the clock in a harder place for the next game. Only those who found the clock play in the next game, and the time limit is cut down to three minutes. The game goes on and the time is shortened until only one Pathfinder is left to find the clock. That Pathfinder is the winner.

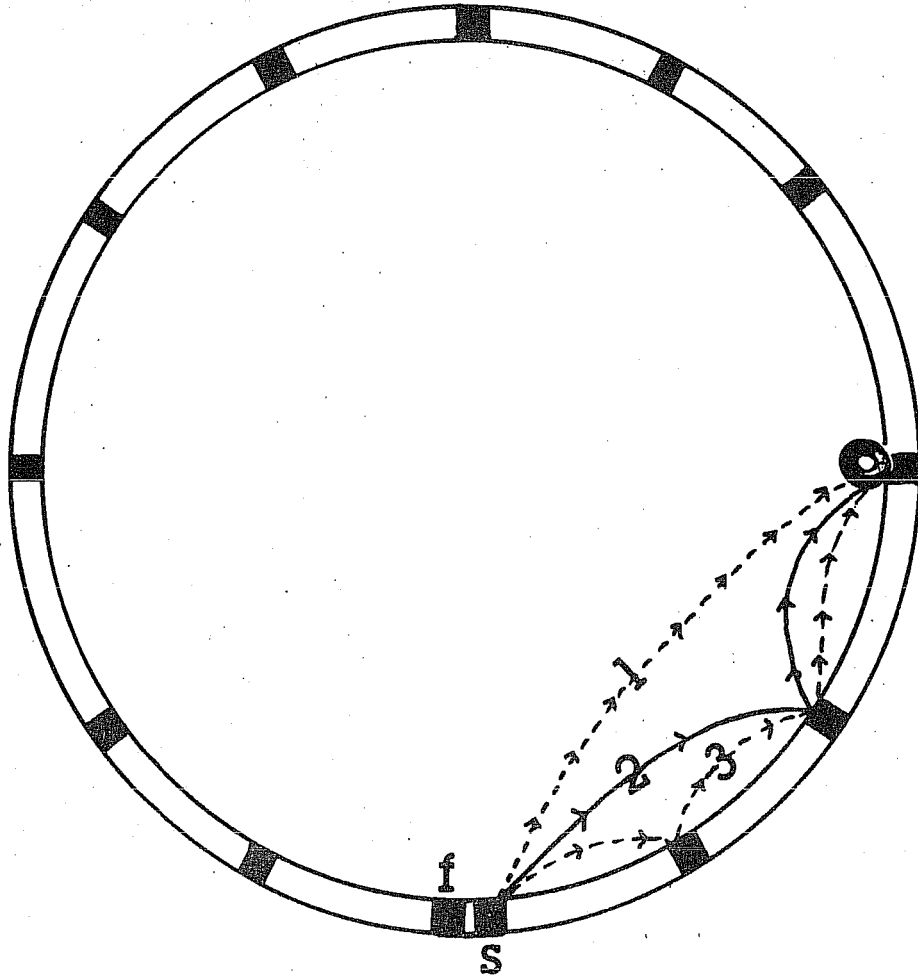


# GOLD PAN GUIDE

**PARTICIPANTS:** All Pathfinder Club members

**EQUIPMENT:** Frisbees as needed.  
Marker posts, circles or other "goals" furnished by conference

**PROCEDURE:** Each participant throws the "gold pan" around a marked course, keeping track of his total throws. \* \*



\* \* Take the lowest total throws as a 100 % score. Points are given on a percentage basis of the scores each club totaled.

# SNATCH THE RAG

**PARTICIPANTS:** 10 to 12 Pathfinders with 1 boy and 1 girl from each club

Practice a fancy technique which will snatch the rag and get back to the goal without getting caught.

**EQUIPMENT:** 1 rag and table or chair on which rag is placed

**PROCEDURE:** Line up Pathfinders evenly divided on two opposite lines facing each other with rag on table in center between them. Lines should be at least 30 feet apart with rag 15 feet from either line. Pathfinders are numbered 1 through 10 (or according to number of Pathfinders participating) on each side. At the call of a number (or numbers) by director, Pathfinders who have that number from both sides run to center and try to snatch the rag and return to their line without being tagged by opposite sides.

**SCORING:** There will be 15 calls, one point awarded each time a club gets home with the rag without being caught, no points for either club when tagged. If rag is touched, the game proceeds only if the one touching it is able to get back at the line.

Club or side with most points wins.

# HIDE AND GO SEEK

**PARTICIPANTS:** Pathfinder girls

**PROCEDURE:** One of the all-time favorites is Hide and Go Seek. This is the basic way to play. One player is "It". She stands at a spot that is chosen as a goal, and closes her eyes. She counts to 100. While she is counting everyone runs to hide. As soon as "IT" reaches 100 she calls out:

Bushel of wheat, bushel of Rye,  
All not ready holler "I".

If someone is not yet in a hiding place and calls out, "I", "IT" counts to 100 again, but this time by tens. Then she calls out:

Bushel of wheat, bushel of clover;  
All not ready can't hide over.  
All eyes open! Here I come.

Then "It" goes out to hunt for the players. As soon as she sees a player, "IT" calls out the name of the player and both start running to the goal. If "IT" gets there first she taps the goal three times, and calls out, "One, two, three for (persons name)." But if the player gets to the goal first, that player tags goal and calls out, "Home free, one, two, three!" In case of a tie, the player is "home free".

The game goes on until all the players have been brought back to goal. The first player who was caught is "IT" when the game is played again.