

GUIDELINES FOR GAME LEADERSHIP

Make sure game is suitable for the age-group.

Know it thoroughly.

Get the players into formation quickly and without confusion.

Explain the game, but be brief.

Demonstrate any difficult part, if necessary.

Play along with the Pathfinders when the game is new to them, or when your presence makes it more fun--as it usually does. In some of the games with the older Pathfinders, you'll need to act as umpire, starter, referee, or in other official capacity.

Select at least twice as many games as you'll probably use. It gives you a chance to pick and choose.

Play a game only as long as interest is high. Don't be afraid to repeat a game if the Pathfinders want it. It may be old to you--but remember that it may be new to your Pathfinders. Emphasize the dramatic element that exists in all games.

Teach good playing techniques, but do it unobtrusively. For example: "Jack, try holding your elbows like this. I think you'll make more speed."

In a singing game, keep the music soft and sweet. Discourage screaming. Encourage singing.

Insist on fair play. Keep the rules simple, but follow the rules.

Encourage laughing, having a good time, friendliness and cooperation rather than intense competition.

GUIDELINES FOR GAME FORMATION

In many games, the players must get into a certain formation. Getting them into the proper formation without confusion and delay is a sign of skillful game leadership. An easy way to get your Pathfinders into several teams is to have them form a circle. Starting with one Pathfinder, have them count off, using as many numbers as there should be teams. For example, for four teams in a relay race, the Pathfinders would count 1, 2, 3, 4, 1, 2, 3, 4, and so on, until each had a number. Then "All number ones line up behind Bill," "Number twos line up behind Mary," and so it would go.

The major game formations used are described and pictured below.

File: Players are in a single line, one behind the other.

Rank: Players are in a single line, side by side.

Relay: A file, with the first player in place behind a starting line.

Single circle: Players stand or sit in a ring. For various games they may face out, or face in, or face clockwise or counterclockwise, depending upon the direction they will move in the game.

Double circle: Two rings, one inside the other.

Zigzag: Players are in two ranks, each player usually an arm's length away, in such a way that the players in any rank are not directly behind those in the rank before or behind them.

Informal: Players stand around the counselor or "It" in easy, informal grouping, usually fairly semicircular in shape. They are near enough to see, to hear, and usually to touch each other and the counselor. This information is often used in games involving the giving of instruction, or of question and answer prior to a chase or hunt.

| Leader & Group | Relay | Zig Zag | Single Circle |
|---|--|---|--|
| <pre> 0 X (leader) V V V V V V V V V V </pre> | <pre> 0 V V V V V V V V V V V V V V V V V V V V </pre> | <pre> 0 V V V V V V V V V V </pre> | <pre> 0 </pre> |
| <pre> X V V V V V V V V </pre> | <pre> Rank 0 V V V V V V </pre> | <pre> File 0 V V V V V </pre> | <pre> Double Circle 0 </pre> |