

**SIXTY
INDOOR GAMES
FOR SCOUTS**

Collected and Arranged by
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Scoutmaster, 9th Clapham Troop, 15th Battersea Troop

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FOREWORD.

WITH the exception of half a dozen games, the games described in this series were not invented by the writer, but simply been collected and arranged or adapted, and a short explanation given of each in the hope that they may prove of use to Scouters. Four years' experience of Scout work has led the writer to the conclusion that some such collection of games for indoor use was to be desired, and he trusts therefore that the information given in the following pages will fill a gap and so be of service to brother Scouters in their self-imposed task of "being happy and communicating happiness."

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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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Sixty Indoor Games for Scouts.

THE SLIPPER GAME.

Can be played with a slipper or Scout scarf with knot tied on end.

Patrols form a circle. Bend forward. Hands behind. I am going to walk round the outside of the circle and place this slipper (or scarf) in somebody's hand. If I put it in your right hand, you chase the boy on your right round the outside of the circle and back to his place; and hit him as hard as you can on the way round. If I put the slipper in your left hand you chase the boy on your left round to the left and back to his place. This is done, and the boy who is left with the slipper walks round, puts it in another boy's hand, and takes that boy's place in the circle. This game is very popular.

CIRCULAR SKIPPING.

A skipping rope with a small weight in the end is required. The game has been played with a football attached to the rope.

Patrols form a circle. Watch the rope. Get ready to jump. The Scoutmaster stands in the centre of the circle and spins the rope (weight outwards) so that it passes under the boy's feet. Each boy jumps clear as the rope comes round to him. Boys stopping the rope fall out. As the game progresses, the jump can be made higher. The direction should be reversed from time to time. A very good game.

DOG AND BONE.

Can be played with a piece of rag, Scout scarf, Scout hat, etc.

Patrols fall in—tallest on the right--number off. Patrols to face each other, one (or two) on each side of hall. A piece of rag is placed in small chalked circle in centre, and a line drawn through the centre of this circle parallel to the two ranks. I am going to call out a number. If I call "four," No. 4 on each side runs forward, and the first boy to snatch the piece of rag and return to his place without being caught by the other wins. You must not cross the chalk line until the other boy touches the rag. Do not snatch the rag straight away or you are sure to be caught. Wait, and snatch it suddenly. The boy who gets back uncaught, or who touches other boy with rag, gains one point for his Patrol. Try best of 15 points. This game always goes down well.

ROBBING THE ORCHARD.

Patrols form a circle. One boy who is to rob the orchard is sent away. While he is away one of the boys forming the circle is designated as the farmer. A piece of rag is placed in the centre of the circle. First boy returns and walks round outside of circle. He may enter the circle at any point and snatch the rag. Farmer has to catch him as soon as he has touched the rag. Boy with rag must leave the circle the same side as he entered it. He is safe when he gets to the edge of the circle without being caught. If he is caught he goes out again. If not, the farmer has to go out and a new farmer is chosen. Provides plenty of fun.

HOPPING AND BARGING.

Barging is apparently rhyming slang for charging. Same arrangement of Patrols as in previous game. On a number being called, the two boys hop out on one foot with arms folded.

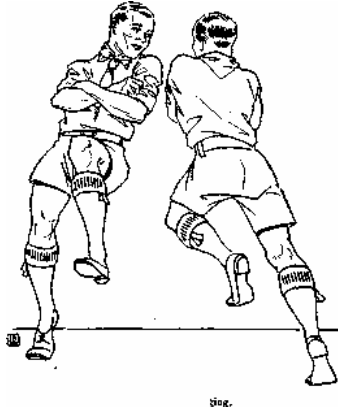
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They meet in centre and charge each other shoulder to shoulder. They must continue hopping on same foot, but after a time may be given order to change hop to other foot. Creates plenty of excitement. First boy to put other foot on ground loses.

TEAM RUNNING AND HOPPING, ETC.

Can be varied indefinitely.

Patrols line up in Indian file at one end of hall, and toe a chalk line. When I blow my whistle, No. 1 in each Patrol runs to end of hall and hops back on both feet. As soon as No. 1 gets back, No. 2 starts off and so on. First team to finish wins. Or, run there; crawl back. Or, walk there; run back, etc., etc. Or, hop there on one foot and back on the other. A great favourite.



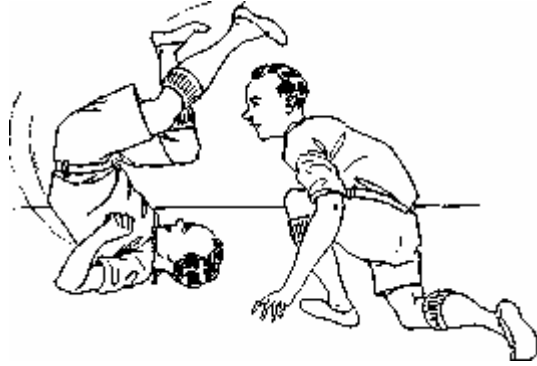
Hopping and Barging.

VARIATIONS OF ABOVE.

Place a dumb-bell, or boxing-glove, or chair, or let a boy sit on floor, at far end of hall in front of each team. When I blow my whistle No. 1's run up to dumb-bell (or chair, etc.), make two circles round it and hop back. Or, make a chalk mark 10 feet this side of each dumb-bell. First boys run up to dumb-bell, bring it from its first position and place it on chalk mark, balanced on end. Second boys run up and change the dumb-bell back into first position and so on. Or, use two dumb-bells (or gloves), No. 1 boys to move both one after the other, and second boys to change them back singly. This game gives rise to much amusement.

STEER THROWING.

The boy who is to act as the steer crawls out on hands and knees. We have here one of the fiercest steers imaginable. The steer suits the action to the word and commences to kick. Tex Austin, champion steer-wrestler of the world, undertakes to throw this steer in the record time of one-third of a second. The boy who is to do the throwing kneels on one knee to left of boy on ground. Boy on ground plants himself firmly on hands and knees. Place your right arm under his left, bringing your right hand up on to his neck. Now place your left hand on top of your right. And with a steady downward pull the steer rolls head over heels. Causes great amusement. Once per boy is enough.

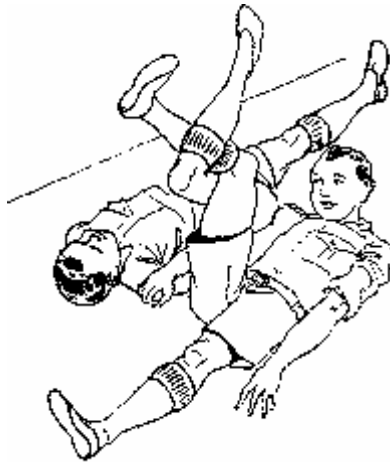


BANG THE BEAR.

Two boys, blindfolded, lie head to head on floor at arms distance, left hands clasped. Each holds in his right hand a roll of newspaper, or sacking, etc., and on the word – Go, endeavours to hit the other boy. Part of the game is to dodge your opponent's hit by rolling to one side and back again. Left hands must be kept clasped. Good fun.

LEG WRESTLING.

Two boys lie on floor, side by side, heads at opposite ends, with right hand of one on right shoulder of other. On the word – Go, both raise right leg and try to catch right leg of opponent and pull him over. Then change over so that left leg is raised in each case. The boys like this game.



Leg Wrestling.

VARIATION OF ABOVE.

Two boys stand facing each other about 2 feet apart. Each raises right leg and pushes against opponent's right leg to the left. A steady pressure should be exerted. Best done with hands on hips.

Change over and push to right with left leg. Not so easy as it sounds.

FLY THE GARTER.

An old game, the rules of which one is liable to forget. Draw a chalk line. One boy makes a back. All go over. Last boy over registers his landing place, and the boy who goes down moves on to that mark. All take off now from chalk line and go clean over. Last boy registers his mark,

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the boy who is down moves out to it, and the next time round the order is – one step and over. The boys know all about this game.

TWO'S AND THREE'S.

Patrols form a circle – number – form two deep. There is now a double circle. One pair of boys fall out. The first goes into the circle, the other remains outside. On the word – *Commence*, the boy in circle chases other boy. If the other boy places himself in front of any pair of two boys (making three in one group) the boy at rear (now number three in that group) becomes the boy to be chased. If boy is touched he at once becomes the chaser. Quite a fast game.

O'GRADY ON PARADE.

Fall in – tallest on the right – stand at ease. In this game, any order I give you don't obey. If I say *O'Grady says – stand at ease*, you do it. I shall bring you to the alert and say – *O'Grady on parade*, and then the game starts. *Properly at ease. Patrols – alert – O'Grady on parade. O'Grady says – stand at ease – as you were.* Some of the boys will come back to the alert, and drop out. *O'Grady says – Patrols – alert – -right turn.* If any boys obey the last order they drop out, and so on. Physical jerks can be brought in. *O'Grady says – arms sideways raise – lower.* A number of boys will obey the second order here, and drop out. If there is a large squad, appoint judges. This game appeals to the boys.

DO THIS, DO THAT.

Movements, from arms bend position, arms forward stretch, or sideways, or upwards, or downwards. Something after the style of the previous game. If I say – do *this*, you do it. If I say – do *that*, you don't do it. If I stretch my arms forward and say – do *this*, you do it. If I stretch my arms forward and say – do *that*, you don't do it. Do this, and this, and this, and that. A number of the boys will follow your movements when you say – *do that*. They drop out. Boys who remain in longest win. If the orders are given fairly sharply the game gets very exciting.

IN THE POND.

Another game something similar to previous game. Boys form two ranks (of one or two Patrols each) facing inwards, one on each side of hall. A chalk line is drawn along front of each rank. Toe the chalk line. When I say – *in the pond*, you all jump over the line into the pond. When I say – *on the bank*, you jump back (backwards of course). *All ready – in the pond – -on the bank – in the pond – in the pond.* One or two boys will jump back at the last order, and fall out. Similarly if the boys are on the bank, and the order is given – *on the bank*, one or two will jump over the line involuntarily, they fall out. A very amusing game.

OBSERVATION GAME.

Take a chair and place on it two small articles – say two screws. The boys stand round. “What is there on the chair?” I ask. “Two screws – two screws – two screws and your foot.” (I have absent-mindedly rested my foot on the chair) – “two screws – two screws.” All the boys in the Patrol having answered, I hold up one screw. “If there were two screws like this you would say – two screws.” I hold up the other. “If there were two screws like this you would also say – two screws. Isn't there any difference between the two?” We recommence. “What is there on the chair?” I again ask. “Two screws – two screws – one larger than the other, two screws – one a little larger than the other; two screws – one larger than the other – the larger one has a thread at

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each end; one screw three-quarters of an inch long – and one an inch and a quarter with a thread at each end.” “That’s a bit better. Anything else about them? What are they made of?” And presently comes the answer. “Two steel screws, one three-quarters of an inch long, and one an inch and a quarter long with a thread at each end.” Another small article can then be added, say a brass key such as screws on to the usual alarm clocks. Another night, start with two pocket knives. A small prize offered develops great keenness. Very good practice for Kim’s Game.

THE LOST SCOUT.

Patrols form a circle. Pointing to a boy – “I want you to go away and hide.” Done. Choosing a younger Scout – “Tell me how M. is dressed.” Brown jersey – yes; green scarf – yes; blue shorts. A second Scout is then asked. Khaki jersey – yes; no scarf – yes; navy blue shorts; black boots. A third boy adds a few descriptions of badges worn – a good part guesswork. And a fourth mentions shoulder knots. The boy is then called back and it is pointed out that his scarf was not on at the time. That he is wearing shoes not boots. That he has one year’s service star – is wearing garter tabs – and has a troop number on right shoulder only. That he was wearing a Scout belt – not mentioned.

THE LOST SCOUT.

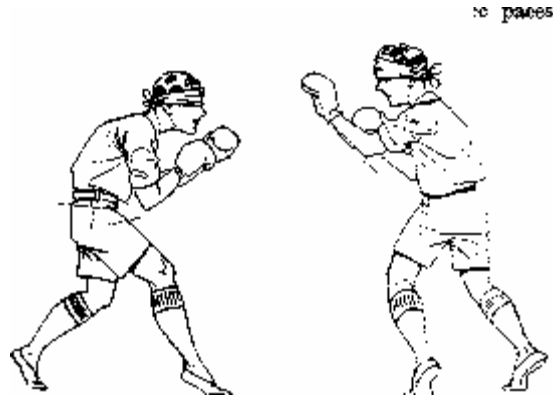
Same as last. Tell me something more about him. First boy – Brown eyes; brown hair. Second boy-blue eyes; brown hair. Third boy – blue eyes; golden hair – yes. Height? – about 4 ft. 9 inches. And so on till height, weight, general description, way of walking, etc., have been given. Draw attention to shape of ear, height and slope of forehead, etc. This game creates interest but should not be continued too long.

LISTENING GAME.

A boy is blindfolded and placed at the far end of the hall, back to the room. The other boys in the Patrol line up at this end of the hall. A boy is pointed to, and has to tip-toe to other end of hall. From time to time the Scoutmaster asks: – “Do you hear anything?” Boy at far end answers, “No – yes,” “Where?” “Points behind him – “on my right.” Another boy goes up the hall, and the questions are repeated. When all the Patrol has reached the other end, the Scoutmaster asks: – “How many on your right?” “Two on my right; three on my left.” Scoutmaster – “Take off your bandage and look.” This game has the advantage of silence.

BLINDFOLD BOXING.

Set of boxing-gloves required. Two boys are blindfolded and placed back to back. Take three paces forward – about turn – box. This, game causes a good deal of laughter and goes down well at displays. Two or three pairs can box at a time if necessary. Care should be taken that no injury is done.



TOUCH IRON.

Patrols fall in in open order. Listen carefully to the orders I am going to give – ready – everybody *touch iron*. This is done. Back to your places – go. Point out that some boys went a long way to touch iron, passing say iron window-hooks, iron fittings let into floor, etc., etc. Can be varied as follows. Touch walls. Touch nearest wall. AH on mats. All on parallel bars (or other such object). All on stage (or platform). Feet off floor, etc., etc. Have some familiar object moved beforehand, and note how some boys run to its former position. A good game to develop observation and decision.

THE WATCH GAME.

A boy is blindfolded and a watch is placed on the floor at a distance of about 18 inches. Can you hear anything? Boy listens. No. Kneel on your right knee. Boy still hears nothing. Place your ear to the ground. Boy then hears watch, and has to point in direction of sound. Can be made a Patrol competition by taking a boy from each Patrol. This is another quiet game.



The Watch Game.

WHO'S SPEAKING.

Something after style of preceding.

Patrols form a circle. One boy is blindfolded and placed in centre. The Scoutmaster goes round and touches a boy, who says, "Who is it speaking?" Boy in centre has to state name and give as full a description of boy as possible. A good game and causes no little amusement.

CATCH THE HARE,

Two ropes are tied to a weight in centre of hall, with a boy blindfolded holding end of each rope. One boy has a cocoa-tin with pebbles in it which rattle when shaken. The other has a piece of sacking or roll of newspaper, with which he chases boy with tin. Ropes should be kept taut to ensure the boys moving in a circle. Also causes a good deal of amusement.

MEDICINE BALL.

An old football stuffed with paper, or rope (a trek-cart rope does nicely) can be used as a medicine ball. The game is played in a large circle. No. 1 holds the ball on his chest and throws it to No. 2 with a pushing movement of the hands. No. 2 receives it in same position, and passes it to No. 3, etc. Can be played with two balls, started at opposite ends of the circle. The game is then for one to catch the other. A little of this goes a long way.



Medicine Ball.

VARIATION OF ABOVE.

Patrols form a circle – number. There are now two teams – odd numbers and even numbers. One ball is given to No. 1, and the other to No. 8 (if there are sixteen players). On the word – *Go*, the balls are passed round in the same direction, going from odd to odd and from even to even numbers. The first team to catch up the other wins. This game gets very exciting.

THE STRUGGLE.

Two boys face each other, standing slightly apart. The boys raise their arms sideways, clasp hands, and lean forward till their chests touch. On the word – *Go*, they both push. A very good game.

HAND WRESTLING.

Two boys face each other as in previous game. Each advances right foot, placing it side by side with opponent's right foot, at the same time grasping opponent's right hand. On the word – *Go*,

they push forward with a steady pressure. The game is to push opponent off his feet. Can be varied by changing feet and hands, or by pushing to one side instead of forward.



COCK FIGHTING.

Two boys sit on floor facing each other, drawing up their knees. A stick is placed under their knees, and their hands passed under this stick and clasped in front of legs. On the word – *Go*, each boy endeavours to push tilt other over. If a boy unclasps his hands he is disqualified. Gives plenty of fun.

ROLL BALL.

Patrols form a circle. One boy is placed in centre of circle and tries to catch a football rolled along the floor from one boy to another. The football can be passed to any boy in the circle, but must be kept on the floor. If boy in centre touches the ball, the boy who last had it goes into centre. An exciting game.



ARCH BALL.

Two Patrols face each other at a distance of about 3 feet. The feet are extended sideways, right foot of one boy touching left foot of the other, etc. Both ranks bend forward and a football is thrown from one to the other. If the ball goes through a boy's legs he falls out. Knees must be kept as straight as possible. A very fast and exciting game.



Arch Ball.

VARIATION OF ABOVE.

A somewhat similar game can be played in a circle, by placing one boy in centre to throw the ball each time. This has the disadvantage, however, that as the boys fall out the circle becomes too small. Nevertheless quite an exciting game.

ARCH BALL RACE.

Patrols fall in in Indian file. Feet are placed astride as in previous game, and a football given to No. 1 in each file. On the word – *Go*, No. 1's pass the ball through their legs along the floor to the rear. Each boy in the file passes ball on to rear in same way. Last boy in the file picks up the ball, races to front of file, bends down, and repeats the process. Game finishes when No. 1's are back to their original position. First to get back is winning Patrol. A very good game.

ODDS ROUND EVENS.

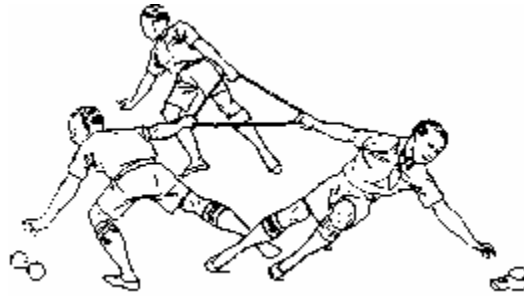
Boys fall in in four files in open order, and the files are numbered from 1 to 4. On the words – *Odds round evens – go*, the odd numbers run round nearest even number and back to place. First file to come back to the alert wins. Can be varied to – *Odd files round even files*, and so on. Or, start the boys from sitting position on floor with arms folded, etc. This game smartens up the slow boy.

HOP, STEP, AND JUMP.

Boys take off from a chalk line. Hop from right foot, landing on right foot, take a step forward with left foot, bring up the right foot and finish with a jump off both feet. Or a jumping competition can be arranged between Patrols. First boy makes a standing jump. Second boy carries on with a standing jump from his mark, and so on. Patrol jumping furthest wins.

CIRCULAR TUG-OF-WAR.

A rope is joined to make a circle, and held by three boys at equal distances. A dumb-bell, or boxing-glove, or Scout scarf, etc., is placed behind each boy and out of his reach. The boys take the strain of the rope, and on the word – *Go*, pull against each other. First boy to pick up the dumb-bell, or other article, wins.



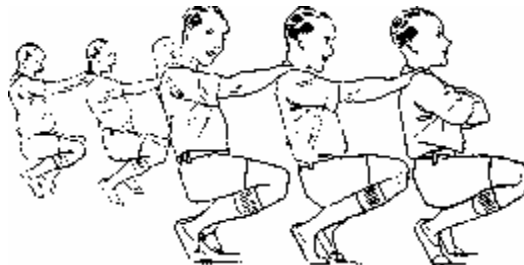
Circular Tug-of-War

THE HAT GAME.

Boys join hands and form a circle, and a Scout hat is placed in the centre. The boys all pull against each other, the object being to make another boy touch the hat. Boys doing so drop out. This game is quite a good one.

CROCODILE RACE.

The Patrols fall in in single file. On the word – *Squat*, they all squat down to knees fully bend position, placing hands on hips of boy in front. No. 1's fold their arms. On the words – *Ready – go*, all jump forward and continue till end of hall is reached. First Patrol to finish without casualties wins the race. Can be played with hands on shoulders of boy in front.



Crocodile Race.

RODEO RACE.

For teams of three boys. First boy stands upright. Second boy places hands on hips and head in small of back of first boy. Third boy stands by ready to mount. On the word – *Go*, or on whistle being blown, third boys jump on back of No. 2's, and horse and rider race to end of hall. The horse being made up of two boys causes a good deal of trouble and amusement.

WHEELBARROW RACE.

First boys run on hands, second boys holding the legs just above the knee. Care should be taken that there are no splinters in the floor.

THREE-LEGGED RACE.

Another well-known game that only requires mentioning. The boys should be about the same height, and of course practice goes a long way towards efficiency.

LOST BOOT RACE.

May also be mentioned. One or two rules are usually necessary, such as, all competitors to wear black boots; or, alternatively, all to wear black shoes. Other competitors' boots not to be scattered too far afield.

RELAY RACE.

A Patrol relay race round the hall can be arranged. First boy to walk, second to hop on one foot, third to run, fourth to crawl on all fours. The walking and running should be along the long sides of the hall.

OBSTACLE RELAY.

Patrols fall in at one end of hall in Indian file. An obstacle such as a long table is placed across centre of hall. On word – *Go*, No. 1's run down hall and back, passing over table on way down and under on way back. No. 2's carry on, and so on. Can be varied by using forms or trestles as obstacles. This game goes down well.

RUNNING THE GAUNTLET,

Boys form a lane and stand with knotted scarves ready for the boy who is to run through. Solves the problem of what to do with the grouser.

TOSSING WITHOUT BLANKET.

A lane is formed as in previous game, and each boy joins hands with boy opposite. The boy to be tossed takes a short run and jumps into prone position on the outstretched arms. The boys forming the lane, by a slight heaving movement, pass the boy from one end of the lane to the other. Game requires careful supervision.

BOAT RACE.

First boy sits on floor with knees drawn up. Second boy sits on his feet, and he sits on feet of second boy. They hold each other by the shoulders and travel forward with a rocking movement. The boys probably know this game.

TOMMY TENDERFOOT.

Boys sit in a circle on floor. The Scoutmaster starts the game: "Tommy Tenderfoot went to camp and in his kitbag he put a hot-water bottle." Next boy repeats: "Tommy Tenderfoot went to camp and in his kitbag he put a hot-water bottle and – an armchair." Third boy repeats: "Tommy Tenderfoot went to camp and in his kitbag he put a hot-water bottle, an armchair – and an air-cushion pillow." Each boy adds an article to the list. A very amusing game.

PASSING GAMES.

Various passing games on the lines of basketball can be played with an ordinary football. Rules can be made to suit the occasion. Such as – two boys on to one, foul; boys running with ball, to bounce it; goal scored by placing ball in circle – one to be chalked at each end of hall. etc.

FOOTBALL RELAY.

Patrols lined up in Indian file, with a football placed in chalked circle at end of hall in front of each Patrol. First boy runs to end of hall, brings back football, and passes it to second boy. Second boy replaces ball in circle. And so on. Boys have to see that the ball does not roll out of the circle.

FIND THE MATCH.

Two Patrols sit facing each other. One boy has a match, button, or other small object, which is passed behind the backs of the boys in the Patrol. At a given signal the boys place their hands in front of them; and a boy on the other side is chosen to find the match. If successful, his Patrol carries on the game. If not, the first Patrol does so. An amusing game.

CIRCULAR RACING.

Patrols form a circle – number – form two deep. The boys forming the inner circle join hands. The other boys place their hands on the shoulders of boys in front. On the whistle being blown, the boys move round to the right (or left) with a skipping movement, facing the centre the whole time. The whistle is again blown, and the boys forming the outer rank immediately move to position behind boy next on right (or left, as case may be) the circular movement being still continued. This game is quite a good one.

HOT RICE.

An outdoor game played with a tennis ball and an old stump. A somewhat similar game can be played indoors as follows. Patrols form a large circle and one boy goes into centre. Boy in centre has to dodge a football thrown from side to side of the circle. If he is hit, other boy takes his place. Can be relied on to liven up the slow boy if he gets in the centre.

MESSAGE RACE.

Post four boys from a Patrol round the hall: the others to sit in centre. A verbal message as follows is given to boy who is to start the race: – “The Cree Indians will attack before three.” This boy goes to next boy and whispers message. Next boy passes it on. Boys to crawl along as if stalking or under observation. Points to be deducted for any noise heard. Second Patrol is given a message as follows: – “The three Indians will be back before three.” Object – silence and accuracy rather than speed.

HIDDEN TREASURE.

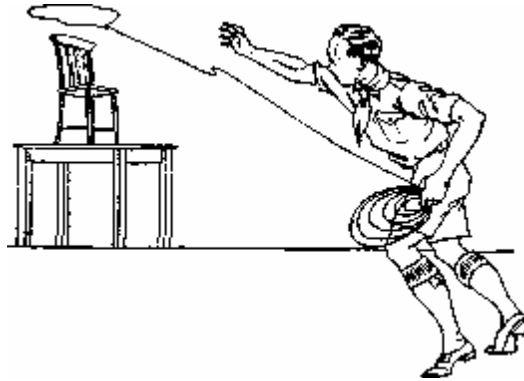
Leader of each Patrol is given a written message as follows in a sealed envelope: – “From W. W. 5 f. search for brass.” They return to respective Patrol corners and open envelope at a given signal. First Patrol to report finding of treasure wins. The solution is a brass drawing pin stuck into floor of hall at a spot 5 feet from the west wall. This might be anywhere across the width of the hall. The instructions can be varied indefinitely.

FINGER CLUTCH.

Two boys face each other, hands raised, fingers extended. They interlace fingers, and with a steady downward pressure endeavour to force opponent to his knees.

LARIAT THROWING.

Can easily be practised indoors, one boy standing as the patient. Or a chair can be placed on a table and the boys compete from a chalk line a convenient distance away. This will always be found a great favourite.



Lariat Throwing.

CAT AND DOG.

Two boys stand side by side, about a foot apart. A third boy advancing from behind places a hand on each shoulder and raises himself from the floor by pushing downward with his hands. The boy who gives way is the cat.

ANKLE TAPPING.

This game explains itself. Two boys stand facing each other, each armed with a 3 ft. cane. First boy to register three hits wins. Quite good fun.

RING CATCHING.

One boy stands with cane as in previous game. A second boy is armed with a number of rubber rings or quoits which he throws to first boy from a distance of 10 or 12 feet. The boys play in turn and boy catching largest number on stick wins. Requires a quick eye.

DESPATCH RIDERS' RACE.

The boys in each Patrol are spaced at equal distances along the hall. On the word – *Go*, rider jumps on back of first boy, who runs with him to second boy. The rider then changes horses, without touching ground, and is carried to third boy, and so on. First Patrol to finish wins. A very exciting game.

SCOUT LORE.

Patrols sit round four sides of a square. Youngest Scout in each Patrol is chosen (or youngest Second Class Scout, or a Leader, or Second, from each) and sits in front of his Patrol. One of these boys starts the game by asking the representative of next Patrol some simple question in Scout knowledge : – “What knot is used in bandaging?” If the answer is correct, that Patrol gains one point. The second boy now asks a similar question of representative of third Patrol, and so on. If the representatives are older Scouts the questions will of course be more searching: –

“How would you approach a drowning man?” “What is the difference between arterial and venous blood?” “How would you find the north by night?” “How would you measure the width of a river without crossing it?” The boys chosen can put any question arising out of Scout work.

MISCELLANEOUS.

Patrol competitions can be arranged in Ambulance, Signalling, Knot-tying, Pathfinder, Pioneer, and other Scout Badge work, and a number of such games have already appeared in print.

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