**Steal the neckerchief**

Scouts tuck in their shirts and put their neckerchief in their pockets with about ½ hanging out.

Set aside an area they can run in.

When said go – Scouts attempt to grab neckerchief out of another scouts pocket. Once they lose their neckerchief they are out, and have to leave the area.

Scouts can’t grab other scouts, or knock them down. If they do, they are called out. They can’t pick up other scouts.

Teamwork is allowed.

Last one with a neckerchief in their pocket wins.

**Famous Visitor Game   Scout Game**

This Game is meant for Boy Scouts, Bear scouts, Webelos scouts.  
Decide for yourself if it is appropriate for your younger scouts or not.

Notes:

Improve deduction skills

Instructions:

Each patrol goes to a separate area as far away from the other patrols as possible to prevent accidental eavesdropping.

Each patrol leader comes to the game leader and is told the name of the famous person for this round. Patrol leader returns to his patrol and tells them the name of the famous person.

Each patrol leader goes to a patrol other than his own and asks Yes-No questions to figure out who the famous person is.

The first patrol leader to yell out the correct name wins 1 point. The patrol answering the questions for that team also receives 1 point. After a number of rounds, the patrol with the most points wins.   
  
**Alternative**: As a single team, work together in trying to guess the identities as quickly as possible.

**High Adventure Race Game   Scout Game**

This Game is meant for Boy Scouts.  
Decide for yourself if it is appropriate for your younger scouts or not.

Preparation:

Need a judge for each patrol.

Instructions:

Scouts are going on a high adventure outing. They need to backpack, set up a tent, portage a canoe, lash a camp gadget - all using just scouts.   
**Backpack**: Each of one half the team carries one other team member like a backpack for a set distance. Points for speed and secure pack.   
**Tent**: Team splits in half and forms two parallel lines facing each other. They lean in towards a partner, supporting each other with their hands to form a tent-like 'A' structure. Points for the distance between partners, for style, for speed.  
**Portage**: One scout lays down perfectly straight and rigid. All the rest hoist him unto their shoulders and carry him a set distance. Points for speed, safety, canoe rigidity.  
**Lashing**: Team needs to build a camp gadget using all team members. Points for creativity and implementation.

# Human Compass  Human Compass Game   Scout Game

This Game is meant for Boy Scouts.  
Decide for yourself if it is appropriate for your younger scouts or not.

Instructions:

All scouts spread out with arms length between scouts.   
Choose one wall of the room to be 'North'.   
Each scout is a compass.   
The leader calls out a direction, such as 'South', 'NorthWest', ... and all compasses face that direction before the leader calls out 'Freeze'.   
  
All scouts facing the wrong way sit down.   
Continue until there is only one scout left.   
  
**Optional**:

1. Have players keep their eyes closed while playing
2. For more difficulty, call bearings '245 degrees', '180 degrees', ...
3. For a change, play a round where those that are correct sit down. The last one standing needs to do some compass practice.