

1) A group of scouts each gets an equal amount of cards. The group size can range from 2-10 scouts with a single deck of cards.

2) The one with the ace of spades places the card down first. Then play moves clockwise, where scouts have to put down the next highest card, and all of that card they have. If a scout has two threes, and it is his turn to put down three, he puts them all face-down on the pile. Then the game continues. When the king card comes up it goes back to aces and the cycle continues.

**BS**

### Card Games

Gather a roll of duct tape and about thirty to forty cotton balls. Divide the scouts into as many teams as desired. Each team picks a target. The chest of the target is wrapped loosely with two or three rows of duct tape with the sticky part out (can be under or around the arms). The rest of the team stand off ten to fifteen feet and attempt to stick the cotton balls to the target by throwing them. Set time limits based on the number of scouts, number of cotton balls, and the distance away. The target can be restricted to not moving or allowed to try and intercept the balls. Make sure the target is not near anything breakable. Things can get wild as he attempts to "catch" cotton balls.

### A Sticky Situation

### Inside Games

- 7) Make the Scum responsible for shuffling, dealing and clearing the pile for the next round. When dealing counter-clockwise, any extra cards will be dealt first to the players of lowest rank. After dealing, the President is allowed to exchange his two worst cards for the Scum's two best cards. The Vice President does the same with the Vice Scum, for only one card.
- 8) Continue play, reassigning ranks with each round. Play can continue with no point system at all, with no definite winner. Alternatively, points can be earned with your rank--for example, three points for being President, two points for being Vice President, one point for Governor.

### Mao

Mao is a complex card game, similar to Uno, whose goal is to get rid of all the cards in your hand. Mao is learned through observation, trial, and error. The boys love to teach new adult leaders Mao.

### Dead Beaver

One person is designated as the and everyone else are beavers. The beavers find a comfortable place to lie down. On the command of "dead beaver", the beavers stop all movement and stop making any noise. The leader goes around checking the beavers for movement and sound and enticing them with silly noises and gestures. The last beaver to not make noise or move wins.

There are some inconsistencies when talking about how grounded works. Most people agree that jumping up to avoid grounded is not allowed. To get around that, our troop says if you jump off the ground before someone says grounded and are caught in the air, then if you land on the ground you're it. Even if you are hanging on to a part of the playscape, you're it. If a scout throws something at another scout, then that lucky scout who threw it is it. If someone tries to hit the person who is it from behind, they touched the it person and are now it. Games can be as quiet or as full of commotion as you want, and are physically demanding if you are not an excellent climber.

The person who is it has two ways of tagging people. He can touch someone to get them it. He can also shout grounded, which makes anyone on the ground it. He can only do this every ten or twenty seconds, so he has to be careful when he uses it. If two or more people are caught on the ground (unlikely, but possible) the two will rock-paper-scissors to see who will be it. The game continues until the scouts get bored with it or until time runs out to play it. It is a good game that can be stopped at almost any time, keeps the scouts in one area, and entertains them after a meeting.

anything or anyone. After hiding for 30 to 60 seconds, the game begins.

## •Troop 89 All Scout Games

Games are an important part of Boy Scouting. Even more important is getting all the scouts involved. This playbook is a compendium of games suitable for the smallest to the largest scout.

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**Grounded**  
The game is best played on a playscape or a place where you can stay off the ground. The game itself is pretty simple. It is a form of tag in it's essence, but the premise is a little different. It is played only on a playscape and the person who is blind. They are not allowed to see

such as the troop name, is useful to end the game. round, the spies and sentries change roles. A recall signal, when barely detected, but not identified. After each per round) so that spies do not just keep running away sentries are allowed one flashlight. Gameplay is usually bounded by a time period (usually about twenty minutes shine the flashlight on him and say his name. The without being detected. To detect a spy, the sentries must that time period, they try to sneak in and touch the goal minutes, to hide in the darkness around the goal. After chat. The spies are given a set period of time, usually five to a goal, usually something like a picnic table or camp game is for the sentries to prevent the spies from getting formed, one for spies and one for sentries. The goal of the Spies and Sentries is played after dark. Two teams are

enough along the trail that the seeking scouts are not that are hiding should make sure they are scattered group is usually a good idea. The adults with the group climbing, are enforced. A group of two to three adults per Make sure safety rules, such as no rock climbing or tree

## Outside Games

### Sardines

One scout hides - give him enough time depending on the size of game area. All other scouts search for hidden scout. When a player finds him, the searcher joins him in hiding from everyone else. Continue the game, packing all finders into the hiding spot like sardines until the last scout finds the hiding spot.

A modification, which Troop 89 usually uses, is that one group scatters and hides, the other group tries to find them. The one person who hides the longest wins (or we run out of time). Another modification is that the seekers have to chase down the found scout and tag him. Be sure to have a clear recall signal so that you can end the game easily. We usually use the troop name.

### Hike and Hide

Go to an area with hiking trails which allows you to go off the trails, as well. Most state and national parks do not allow this (neither does Leave No Trace Principles), but some parks, such as Bastrop State Park in Texas, do. Split your scouts into two equal sized groups. Give the first group a two minute head start, then allow the second group to go look for them. If the second group passes the first, and the first gets on the trail behind the second, the first team wins. If the second team finds anyone from the first team, the second team wins. A time limit for finding is usually a good idea. Five to ten minutes works well.

(2)Place the three of clubs in the center of the table. Going counter-clockwise around the table, players must play cards that are equal or higher to the previous card.  
equal.  
before play. At the moment, all players are considered are well-advised to sort their cards in numerical order who has the three of clubs will begin the game. Players place any extra cards in a pile out of play. The person (1)Deal the cards counter-clockwise around the table, and

**Presidents**  
3 and 4 for details on that.  
BS, in which case, the truth will be found out. See step look at the cards in the pile until someone has shouted obviously not permitted as well. No one is allowed to is usually not permitted. Looking at player's hands is (6)Table talk, or gangling up on a player to try and BS him, Troop 89  
second place and so on, but that is not often done in the pile. The game can continue after to determine a (5)The game ends when one person puts all their cards on the cards.  
cards on the pile. If he is wrong, then he has to take all value, he can shout BS. If he is right, the liar gets all the (4)If a scout thinks that a player is lying about his card he lied about the value.  
lied had to say popcorn or peanut butter to show that another card is put down on top of it, the player who is free to put down a card and lie about the value. If (3)If a scout cannot play the next card in the cycle, then he

(3)Players can play pairs, and three- or four-of-a-kind. Players may also pass--and if all players pass, the pile is cleared, and the last player who played must play another card to start a new pile.  
(4)Continue around the table until all players dispose of their cards. If a player plays the same number card as the previous player, the next player is skipped--pairs and three-of-a-kind skip two or three players, and four-of-a-kind reverses the direction of play. Twos clear the pile, and allow the same player to play another card. Fours can be played at any time, and the following player must beat the card played before it.  
(5)Keep track of the order of which players get rid of their cards first, second, third, etc. Upon completion of the first round, designate each player with a "social status," based on how quick they were to get rid of all of their cards. The fastest player becomes the President, the second-fastest player becomes Vice President, and so on--names for each role can vary. At the very bottom of the ladder is the slowest player, who is designated as Scum, Beggar or Whipping Boy (while the second slowest player would be, of course, Vice Scum).  
(6)Rearrange the players around the table, according to their rank. The Vice President will sit to the left of the President, the Governor will sit to the left of the Vice President, the Mayor to the left of the Governor, all the way to the Scum. The seating arrangements can, of course, be modified to represent each person's role--the President can sit on a velvet chair, and the Scum on the floor.