

Bring a Friend/Friendfest Games

Sticky Toffee Game

taken from UK Scout Games

Keeping two participants out, have everyone lie down and hold on to each other in one big bundle, the more tangled the better. Now the two have to untangle the "sticky toffee". Once a person is separated from the group she/he helps untangling.
Works well with 20 Cubs or 200 Venturers!

Catch the Scarf

(A good icebreaker game from UK Scout Games)

Equipment: One Scarf, Something to show the teams where to stand such as 2 pieces of rope. 4 branches put in the ground etc , A whistle.

How to Play:

The leader stands in the field exactly between the 2 teams, holding the scarf between two fingers, away from her/his body. Each team stand behind their "border-line" some distance away from the other team. The distance depends on the age of the participants, i.e. Beavers 5 meters, Venturers 10 meters.

The leader calls out 2 names, one from each team, and then calls "now" or whistles. As soon as the "now"/whistle has sounded, the 2 youth run to capture the scarf, and run "home".

Let's say, that "A" captures the scarf. "A" hurries "home", - BUT if "B" touches "A" before "A" gets "home" then "B" wins. If "A" gets "home" without being caught by "B" then "A" wins.

BUT HOW DOES IT END ? Let's say that "B" wins the first run, - then "B"'s prize is, to get "A" on his/her team.

Then the leader calls out 2 new names, and the game continues like this....until there are no more players on one of the teams!!! This is the social version. there is no loser, because everybody is on the winning team in the end !!!

The game can be played in two versions : in the competition version, you stay at your original team and the winner of each little run scores a point to his/her team.

This game is good if a new leader needs to learn the names of everybody - quickly.

For more games, go to the UK Scout site . <http://www.scoutbase.org.uk/direct/games/>