

# Scout Wide Games

Old Style Games with New Twists...

## Time – 30 Minutes to 1 Hour

### Preparation

Wides Games by the nature of their name take place in a large area of outdoor space, so are often best used as a camp or offsite activity rather than at the Scout HQ.

It is important that all the Scouts are fully briefed with the rules of the game and are engaged in the play to ensure a successful wide game.

### Equipment

Game 1 – Coloured Wool (one colour per Patrol)

Game 2 – A pack of Cards (two suits ace to seven only)  
A supply of lolly sticks (approx. 30 per Patrol)

Game 3 – A whistle  
A blindfold for each Scout (or use neckers)



**The Wide Game by George Hillyard Swinstead**  
Scout Heritage Service

## 1 Lost Leaders

The Patrol Leaders “disappear” from the meeting and each Patrol Leader is given a supply of wool cuttings of one colour; each Patrol’s colour is different from the other Patrols. The PL’s are given 30 minutes to prepare a trail using the wool.

The Troop is called together, and the absence of the Patrol Leaders is talked about. The Patrol is then given a piece of coloured wool to indicate which trail they are following to try to find their Patrol Leader.

Note: The trail could be at high level (using trees) or pass underground (using the local environment creatively) – Patrols should be scored on the creativeness of the course and the ability of the Patrol members to find their Patrol Leader.

Note: This is a good game to help the Assistant Patrol Leaders to take command of the Patrol or lay the trail themselves to develop their skills as leaders of others.

## 2 Sticks & Cards

The game is for two teams of eight Scouts and so can be used to run alongside other activity bases.

Seven Scouts are randomly given the playing cards of one suit (keeping their number secret) plus a lolly stick and the eighth Scout is the “Joker” and is free to move around the playing area unchallenged.

Each Patrol has a safe area that they take their “captured sticks” to during the game play, at opposite ends of the game field. The spare sticks are also kept in this location in a separate pile from the captured sticks.

The idea of the game is to capture sticks from the opposing team, and this is done by a higher card number taking the stick of a lower one during a face to face number challenge. Obviously the lower the number, the more vulnerable you are except the ace which is lower than the two but when challenged by a seven, the ace wins the challenge as the higher card in play.

Once players have lost their stick, they return to base to get a new stick to protect from challenges.

The role of the “joker” is to observe the game and indicate to their team mates the best Scouts to challenge as the identity or value of the Scouts is identified during game play.

The winners are the team to capture the most sticks during the play time.

## 3 Find the Whistle

The Scouts are all blindfolded with the exception of the whistle blower who is at the opposite end of the field and cannot move other than to duck or stoop down.

The whistle blower randomly blows the whistle and the blind Scouts must race to locate them by following the whistle sound only. Points are awarded in the order that the Scouts find the whistle blower, lowest points to the last to find the whistle – Patrol scores are then added up to find the winning Patrol. Leaders circle the game to ensure the safety of the players during all play.