**Games for December 2015 Roundtable**

**Themes: A Scout is Trustworthy; the Great Race**

**Game Title**: T-Shirt Relay Game

**Where Played:** Indoors or outdoors

**Type of Game**: The game emphasizes teamwork and creative thinking.

**Number of Boys**: At least 2 teams of 4 boys. If less than 8 boys, then one team and play at least two times trying to better the team’s time. If two or more teams, the teams must be even in number or the team with the smaller number shall have the first scout repeat.

**Equipment Required**: A T-Shirt for each team at least XL if not XXL

**Source:** boyscouttrail.com

**Rules of the Game**:

1. Divide the boys into teams and appoint an adult as a judge for each team. The judge is to ensure that the T-shirt is pulled all the way down on each scout and that no shortcuts are taken in the heat of competition.
2. Teams line up in single file. The T-shirt is given to the first scout in each line.
3. On the signal from the leader, the first scout puts the shirt on. He then holds hands with the next scout in line, facing the scout. (Left hand holding the other scout’s right hand.)
4. All the other scouts work the shirt from the one scout to the next scout so the latter scout is wearing it. The shirt must be pulled all the way down to or past the waist.
5. The scout who is now wearing the T-shirt drops the hand of the first scout and holds hands with the next scout, the T-shirt is transferred, and so on.
6. When the final scout is wearing the T-shirt, he drops the hands of the previous scout, takes off the T-Shirt and holds it up in the air. The first team to do so wins. If one team, this is the signal to stop the time.

**Game Title**: Bizz Buzz

**Where Played:** Indoors or Outdoors

**Type of Game**: Quickness and concentration. This is a good game to play at “down times” at camping events or when waiting for events to begin.

**Number of Boys**: Any number of boys can play.

**Equipment Required**: None.

**Source:** boyscouttrail.com

**Rules of the Game**:

1. The boys sit in a circle facing inwards.
2. Explain to the boys that this is a game of quickness and concentration. They are to count from 1 upwards by 1, but, if a number has a 7 in it or a multiple of 7 (7, 14, 21, etc.) they must say “buzz”. (1, 2, 3, 4, 5, 6, Buzz, 8, 9, 10, 11, 12, 13, Buzz, 15, 16, Buzz, 18, ...)
3. If there is a mistake, start over at 1 with the next scout in line. When the group has reached 50 or so, stop the game and add “Bizz” for 5. If the number contains 7 or is a multiple of 7, substitute “Buzz”; if it contains 5 or a multiple of 5, substitute “Bizz”; if it contains both 5 and 7 or is a multiple of 5 times 7, substitute “Bizz Buzz”. (1, 2, 3, 4, Bizz, 6, Buzz, 8, 9, Bizz, 11, 12, 13, Buzz, Bizz, 16, Buzz, 18, 19, Bizz, Buzz, 22, ...)
4. Try for a group record or reaching 100. Option: eliminate scouts that make a mistake until only the champion is left.
5. Option: To make it harder, change the number 5 to a 3 and/or the 7 to a 6.

**Game Title**: Even Odds Race

**Where Played:** Indoors or Outdoors

**Type of Game**: Combines luck and skill and strategy.

**Number of Boys**: Six to twelve boys in two equal-numbered teams plus two boys as team captains

**Equipment Required**: Way to mark a starting line and a finish line about 30-40 feet apart. Plastic cup, paper plate or hard surface, six to eight six-sided die.

**Source:** Alpha test (Games needs to be play tested and refined. Encourage the boys to make suggestions as to how to make the game better.)

**Rules of the Game**:

1. Line the two teams at the starting line with the team on the left being the “odds” and the team on the right being the “evens”. Tell the boys that they are racing as a team and movement will be by frog jumping with the feet together at all times. Demonstrate the jump by putting your feet together, squatting and jumping forward, landing with both feet together. If the two feet should come apart, the foot in the back will mark the boy’s spot.
2. The captains of each team goes to the finish line to direct their team.
3. The leader puts the die in the cup, shakes it up, and deposits the die on the paper plate. He then announces the number of die that are even and the number of die that are odd.
4. The captain of the even team chooses a team member to jump the number of times announced for the evens, and the captain of the odd team does the same for the odds.
5. Play continues until one team has all of its members across the finish line.
6. Strategy comes into play if some members of the team can jump farther than others. The captain may want to assign the smaller numbers to the better jumpers and the larger numbers to the poorer jumpers.
7. Option: a player can only cross the finish line by exact count. This can lead to jumps of varying length. (Picture a player one foot from the finish line and being told to jump three times.) If he crosses the finish line and still has a jump to go, he must go back five giant steps from the finish line. (If the leader does not think the steps are “giant” enough, tack on another five.)