**Game Title**: Streets and Alleys

**Where Played:** Playground or gym or other large area.

**Type of Game**: Tag game

**Number of Boys**: At least 18 boys, up to 36 or more boys.

**Equipment Required**: Watch with timer or second hand.

**Rules of the Game**:

1. Have two boys volunteer to be "It". One will be a cat and the other a mouse (or any other version of pursuer and pursued you can come up with). The leader will then be in charge of the rest of the group.
2. The rest of the boys will need to get into lines (the more square the group the better, so if you have say 25 boys, have 5 rows of 5). With the boys in lines, have them face the leader, with their arms stretched out. This will be "streets" and the cat and mouse are able to run in the openings between the lines, but they can't break through the arms.
3. When the leader yells "alleys" the campers turn to the left and change the layout of the "map" so now the cat and mouse have to cope with a different path.
4. Cat has 90 seconds to catch the mouse. The cat wins if he tags the mouse before time expires. The mouse wins if there is no tag and time expires.
5. When the game ends, choose two other boys to be “it” and go again.

Safety:

1. Physical-don't let the streets and alleys campers hold hands, things can get broken or sprained.. no paperwork! and if the ground is gravel or asphalt, let the campers know that they need to be careful, if necessary limit the cat and mouse to very fast walking to prevent slips and further injury.

2. Emotional-don't let one camper continue to be alienated by having to chase other campers, let them be chased, and switch out after a period of time

You might want to include parents, siblings, and den chiefs to make it a larger matrix of streets and alleys. You might want to not use parents as “it” to give the boys a good chance of playing.

**Game Title**: Do You Want to Buy a Duck?

**Where Played:** Any place where the boys can form a line.

**Type of Game**: Memory game

**Number of Boys**: 8 to 14 boys.

**Equipment Required**: None.

**Rules of the Game**:

1. Boys form a line. The first boy starts. The first boy turns to the boy on his left and says, “Do you want to buy a duck?” The second boy then says to the first boy, “A what?” The first boy says, “A duck!” The second boy says, “Does it quack?” The first boy says, “Of course it quacks, it’s a duck!” This is the only required exchange in the game. All other animals or objects are at the discretion of the boys as long as there is no duplicates.
2. The second boy then turns to the boy on his left and says, “Do you want to buy a \_\_\_\_\_1\_\_\_\_\_?” The third boy says, “A what?” The second boy turns to the first boy and says, “A what?” The first boy replies to the second boy, “A duck.” The second boy turns to the third boy and says, “A \_\_\_\_\_\_1\_\_\_\_\_ .” The third boy then says to the second boy, “Does it (some characteristic of \_\_\_\_\_1\_\_\_\_\_ ?” The second boy turns to the first boy and asks, “Does it quack?” The first boy replies, “Of course it quacks, it’s a duck.” The second boy turns to the third boy and says, “Of course it \_\_\_\_\_\_\_\_\_\_\_, it’s a \_\_\_\_\_\_\_\_\_1\_\_\_\_\_\_\_\_.” The third boy then turns to the fourth boy and says, “Do you want to buy a \_\_\_\_\_2\_\_\_\_\_?” and play continues with each boy eventually adding one more to t he narrative.
3. If a boy forgets what he has to say, the person who spoke before repeats his question or statement. If he still does not remember, one of the boys can coach him.
4. Example: 1:2. Do you want to buy a duck? 2:1. A what? 1:2. A duck. 2:1. Does it quack. 1:2. Of course it quacks, it’s a duck. 2:3. Do you want to buy a rabbit? 3:2. A what? 2:1 A what? 1:2 A duck. 2:3 A rabbit. 3:2 Does it hop? 2:1 Does it quack? 1:2 Of course it quacks, it’s a duck. 2:3 Of course it hops, it’s a rabbit. 3:4 Do you want to buy a fish? 4:3 A what? 3:2 A what? 2:1 A what? 1:2 A duck. 2:3 A rabbit. 3:4 A fish. 4:3 Does it swim? 3:2 Does it hop? 2:1 Does it quack? 1:2 Of course it quacks, it’s a duck. 2:3 Of course it hops, it’s rabbit. 3:4 Of course it swims, it’s a fish. 4:5 Do you want to buy a…..
5. Play continues until all the boys in the line have had a chance to play.
6. For older boys, you may want to add “How much?” and a price in dollars.
7. Example: 1:2. Do you want to buy a duck? 2:1. A what? 1:2. A duck. 2:1. Does it quack. 1:2. Of course it quacks, it’s a duck. 2:1 How much? 1:2 Five bucks. 2:3. Do you want to buy a rabbit? 3:2. A what? 2:1 A what? 1:2 A duck. 2:3 A rabbit. 3:2 Does it hop? 2:1 Does it quack? 1:2 Of course it quacks, it’s a duck. 2:3 Of course it hops, it’s a rabbit. 3:2 How much? 2:1 How much? 1:2 Five bucks. 2:3 Two bucks. 3:4 Do you want to buy a fish? …..