

Capture the Flag

Materials: two flags, a whistle, rope to divide camp; also armbands of two different colours

To Play:

a) The Set-up: The play area should be as large as possible, with distinct boundaries, and preferably wooded. Divide the area into two equal territories, by running a rope down the middle of camp. Within each territory designate a "prison" area.

b) The Rules: The campers are divided into two equal teams. Each team wears armbands to tell them apart, and each team is given a territory. The teams are given five minutes in which to hide their flags somewhere within their territory. Flags must be visible (i.e. burying them is not allowed), and if hung in a tree, must be low enough for the shortest member of the defending team to reach. The team must also figure out how best plan their strategy for the game: how many campers will act as defenders for the home territory, and how many will invade the enemy territory.

The goal of the game is for each team to try and find the flag of the other team and carry it back to their own territory, while keeping their own flag safe. A leader announces the start of the game. Campers trying to invade the enemy's territory must proceed with care, because if they are tagged by a defender, they are sent to prison! Campers can only be sprung from the enemy's prison by a free member of their own team. If the teams are fairly small, you can put a limit on the number of prisoners which can be held at one time or call "jail break" frequently.

The game should be run for at least an hour, and longer if possible, depending on the number of players and how well each team's strategy works out.

Capture the King/Queen

Materials: Rope to divide camp; pinnies (or arm bands); a deck of cards.

This is a wide game that can be easily adapted to suit any age or any terrain, but it is best played by those who understand strategy and in a forested area where cover and stealth might be utilized to its full potential.

The players are divided into two SERFDOMS with a KING or QUEEN as its fearless leader. (Note: Feel free to change the names or even the title. The play stays the same.) Each King chooses a suitable home base from which the play is directed. The two Kings should be situated far enough apart and with no direct view of each other (similar set up to Capture the Flag).

Each serfdom will mark itself in some way to be obvious to the opposing serfdom (arm bands for example). These markings must remain visible during the play and cannot be removed or hidden to fool the other serfs. Each King will receive half of a well shuffled deck of cards and will be responsible to encourage strategy and good play. The King will remain in his kingdom and should not be protected.

The play begins thus: Each King will receive a half deck of well shuffled cards (see Tips below). The King will march his serfs back to his kingdom and will ensure his serfs are marked with the King's Colors. The King will give each of his loyal subjects a card from the deck that he holds face down. By Royal Decree, the King cannot re-shuffle the cards and cannot look at them, but the serfs may look at their cards (see Tips below). They must be held face down at all times and only the top cards from the deck are to be handed out. The King will inspire and motivate his subjects to great victory and send them on the crusade.

The goal is for a serf to reach the opposing King and challenge him to a joust. Along the way to reach the King, any serf may be challenged by an opposing serf, and a challenge is issued. A joust begins by both serfs turning over their cards and the lower card must surrender his card to the higher card (King is the highest card, ace is lowest). The winning jouster takes his cards back to his King and turns them over to him. (note: the serf returning to his King cannot be challenged until he receives a new card.) The King will take the cards and place them face down at the bottom of the deck. The King rewards his victorious subject by giving him another new card from the top of the deck. The losing serf returns to his King without his card and receives another card from the top of the deck and rejoins the play (see Tips below).

It is possible that two serfs in a joust will have the same value of card. In this case, each serf must grab a team mate and have them join in the joust. The highest card takes the lower card and returns to his King. The two serfs holding the equal valued cards may continue play (this particular move can be changed). If a serf is successful in reaching the

opposing King, the serf will joust with the King. If the serf has the higher card, he takes ALL the King's cards and returns to his King. Play is ended.

At this point more strategy can be discussed and agreed upon by the two Kings. Play can resume.

Tips on Play and Strategy:

- Use oversized decks of cards or mini cards - something fun!
- Larger groups may need their own decks - well shuffled of course!
- A serf with a low card would be smart to "lose" it early and return quickly in hopes of receiving a high card from his King.
- A serf with a high card should be "protected" and aided in reaching the opposing King and challenge him to a joust.
- A serf with a medium valued card may be an excellent "blocker" to aid another serf who has a higher card.
- Serfs will be running back and forth a lot, so keep the terrain in mind when planning the game and setting boundaries. Too many exhausted serfs will not want to continue the game. Make the Kings easily accessible but hidden.
- Sending out the serfs in waves or stages will help them pace themselves and not get over tired.
- Creative Play (aka CHEATING!) is going to happen. "Spotters" should be stationed along the play areas and boundaries. Spotters may also be watchful of the Kings to discourage creative play.
- Game play can continue for hours when strategy is used

Clue!

Materials: Clue cards, costumes, enough staff to play the parts, clue sheets listing the suspects, weapons, and places, pens for each team.

Play: Have the counsellors prepare for their part and divide the cards among them. Have the players divide into teams (or cabins) and give each team a clue sheet and a pen to record the clues they get. The teams go around and visit the characters. They may only collect one clue at a time, and then they have to go to someone else before they can go back to that person. The game is played like the board game where the teams ask if it was, for example, Mr. Green, with the paddle, in the pool, if the person they ask have any of those cards, he shows the team ONE of them, if he doesn't have any they still have to move on. (The teams have to stay together as a group.) The first team to figure out the three clues wins, or the team closest when the time runs out wins!

Coastguards and Smugglers

This is one of the simplest wide games and the basis for many of the more complex wide games. It is effectively an embellished version of 'Tag'.

- Players are divided into two teams, a small team of "Coastguards" and everybody else becoming "Smugglers". The number of coastguards depends on the terrain. In open spaces smugglers need the advantage of manpower while in woodland, etc., where there are a lot places to hide, coastguards need it!
- Coastguards establish a base which becomes the 'jail'. Smugglers are given time to get away and hide.
- Coastguards have to catch all the smugglers and play ends when this is done. In the event of this not occurring (as it does frequently) points are made on the number of smugglers still remaining in jail at the end of a time limit.
- Smugglers, once the game has started, have the simple (or not so simple!) task of remaining uncaught. Once captured they can only be released from jail by being touched by a smuggler who is still free.
- Coastguards can use what ever technique they want to try and capture smugglers, e.g. hunting as a pack, in pairs or singularly (Educational to find out which works best and why!). Capture is by touch (as in "Tag"). Once a coastguard has caught a smuggler the smuggler must go back to jail (players showing any resistance or cheating can be expelled from the game for not playing fair!).
- Coastguards also have one trick they can use to stop 'jail breaks' ... jailers, one or two coastguards left to hang around the jail. But its worth while either limiting the number of jailers and/or only allowing jailers within a certain distance of the jail.

This game is best played in wooded areas where stealth and the opportunity to hide is available. Very difficult to hide on a flat field with cut grass... but still possible!

Counsellor Hunt

Materials: Paper for each team, and pens for the counsellors.

Play: Have the counsellors hide themselves throughout the playing area (make sure they have bug repellent!), making sure that the campers don't see them hiding. Have the campers set out in teams (or cabins) to find the counsellors. Once they find one, they get their autograph. The team to find the most counsellors and get their autographs, wins. Make sure that the teams stay together as a group.

Drowned Rat

Materials: Water balloons, water guns (opt.), coloured pinnies (a different colour for each team).

Play: Best played in cabins, the object of this game is to get the other cabins' rats as wet as possible while trying to keep yours as dry as possible! Have all the campers divide into cabins and chose someone to be the rat (before you explain the game, and for girls, probably before you tell them the name of the game!) Have the rats come to the front to

get their pinnies (or markings), then explain the game and make sure that every one knows who the rats are. Give the rats a few minutes to run for their lives and give each cabin their water weapon supply. Then let them go! Make sure to have the campers come wearing clothes they can get wet!

Message to Garcia

Materials: Two Bibles, an obscure Bible verse printed or written on paper and torn up, pinnies for the messengers.

Play: Split the group in two, with more players on the messengers' side than the inspectors' side. Designate three bases, the starting base for the messengers, where they get their pieces of paper hidden on them, Garcia's headquarters, where s/he is trying to decode the Bible verse, and the inspectors' headquarters, where Garcia's messengers are brought to be searched. The pieces of the verse are hidden on the messengers, anywhere on their bodies, as long as it is not touching skin (or in an inappropriate place). The messengers try to take their piece to Garcia without being caught by the inspectors. If an inspector pulls the flag of a messenger, they take the messenger to their headquarters to be searched. The search should be under a time limit, usually 30 seconds to a minute. If a piece is found on them, the inspectors keep it and the messenger goes back to get another piece. The messengers don't have to carry a piece on them they can act as decoys. The first side to decode the verse wins.

Raiders

Equipment Life bands
Establish 3 bases

Divide into 2 teams. One team gets the life-bands and 2 bases. They need to transfer the bands one at a time (one per person) from one base to the other. The second team, the Raiders, is given a single base from which to operate from and have to catch those with bands. If a player from the first team is captured by a raider they lose their life band and have to return to pick up another. Once a raider has captured a band they must return and deliver it to their base before trying to get more. Game continues until all bands are no longer in play having been transferred or captured. Team with most at end wins.

Raiders II (Rock, Paper, Scissors)

Equipment: One life band per team
One base per team
A number of tokens marked either rock, paper, scissors

Teams are taken to their base where each team member is given one life band and token of their choice (rock, paper, scissor). The token stops arguments as to who beats who.

Rock beats scissor

Scissor beats Paper

Paper beats Rock

Each team member then goes out to try and get a band off opposing team members. The winning player gets the other's life band and returns it to his base. The loser returns to his base to collect another life band and change tokens if he wishes. If tokens are the same nothing happens. Or the campers can play rock, paper, scissors instead of giving out tokens.

At the end of the game the winning team is one that has most life bands.

Robin Hood

Materials: pinnies, gold blocks

Play: Divide the group into two teams – the sheriff's men (the larger team) and Robin's men and give each team different coloured pinnies. The sheriffs have two roles, that of gold runners and that of guards. The object of the game is for the sheriffs to send a shipment of gold from London through the trails of Sherwood Forest to the Bank of Nottingham, guarded by the sheriff's men. Robin Hood and his men are waiting in ambush throughout the forest. The gold runners may only carry on gold piece at a time and must stay on the trails. They may not go off the trails. Robin's men can steal gold from the sheriff's men and the sheriff's men can capture Robin's men when they step off the

trail and take them to jail, which is decided on before the game starts. Robin's men can only be freed from jail by one of his own men reaching the jail without being caught and touching the prisoner. They then take off back to the bush. Once a prisoner is in jail he receives back his pinnie that was taken from him at the time of his capture. When one of Robin's men steals a gold block from one of the sheriff's men, he then takes it back to Robin's hideout, which is predetermined before the game starts. The side with the most gold at the end of the game wins. VARIATION: You can also open up the game in, say the last 20 minutes, or for the whole game and allow the sheriff's men to hunt for Robin Hood's hideout. The sheriff's men cannot be attacked by Robin's men on the trails but they can be attack in the bush; Robin's men can be captured on the trail, but not in the bush. If one of the sheriff's men gets into the hideout without being caught, he can take, say, 5 pieces of gold back to the gold supply without being molested.

Spot the Dot

(The wide game version)

Materials: a large number of construction paper "dots", markers, thumb tacks

To Play: This is another game which is best played over an entire weekend. The goal of the game is for the campers to find all the dots and decode the secret message. On each dot, write a clue as to the location of one of the other dots, as well as a letter from the secret message. Once you have clues for all your dots, try tracing the path that the campers will take to make sure that all the dots can be found. Place the dots all over camp. Over the week/end the campers will find the dots. The first camper to correctly decode the secret message wins.

Stratego

Stratego is a wide game that can be played with two or more teams. Each player has a coloured chit that identifies who he or she is in the game. The teams should be small enough that you can have at least three lives per person (although this can be helped along by increasing the number of chits available.)

Each team will be given a flag that the other team(s) will be attempting to capture. The flags must be visible from at least three sides and no more than 10 feet off a path.

Each team's administrators (two adults), located at their jail, will have a bag of chits for their team.

Each team should have: 1 General, 2 Majors, 3 Captains, 4 Lieutenants, as many Privates as needed, 1 or 2 Engineers, 2 Bombs, and 1 Spy.

The Game Leader will give the command to start. From this point each team has five minutes to hide their flag. Once the game begins, the flags may not be moved by their team. As soon as each team is in position, the administrator will hand a chit to each

player. (Administrators will do something to make sure there is a fairly good mix of ranks for the start of the game.) When the whistle blows, the game begins.

The Game:

You are trying to capture the flag from opposing team. You are also trying to gain points for your team by "capturing" other players. A "capture" begins when one player TAGS (pulls out their tag) another. Tackling is NOT allowed! When you pull the tag of a player from another team, both players show each other their chits. If you are "captured", you have to give up your chit.

"Capture" rules are:

- The higher number "captures" the lower number EXCEPT for the following:
- Any player except the GENERAL can "capture" the SPY.
- The SPY "captures" the GENERAL.
- The BOMB "captures" anyone except the ENGINEER.
- The ENGINEER "captures" the BOMB.

When you are "captured", you give your chit to the other player. You DO NOT give up any chits you have "captured".

If you have been "captured", you have to return to your administrative area/jail for another chit. You are OUT OF PLAY until you have another chit in hand. This means that you cannot chase other players while you do not have a chit (although you CAN allow them to waste time by chasing you).

When you return to your administrative area/jail, turn in any "captured" chits to your administrators. Get a new chit and go out again, until your administrator is out of chits.

If you find another team's flag:

- You take the flag to the Game Leader immediately. (You have to have your own chit to be eligible to "capture" the token.)

Token "Capture":

- If a player is "captured" while holding the flag, the flag must be given up with the chit.
- If you "recapture" your own flag, you need to return it to its hiding spot immediately.

The Game Leader will announce the end of the game. When this happens, all players and administrators return to the game start area immediately. Here all the "captured" chits are counted up to arrive at the total score for the game. Once counted, all the chits will be

turned back to their teams. Once the have been scores figured out, play again if there is time!

OR...

Use only 3 ranks : e.g. General, Engineer and Bomb. The General wins over the Engineer, the Engineer wins over the Bomb and the Bomb wins over the general, so essentially all ranks are equal !! (But it takes the kids some time to figure that out).

OR...

You can write out the different ranks onto chits of paper (not coloured) and have the players keep the same rank throughout the game. The flags are hidden anywhere within the boundaries of camp because there are no sides for each team. There is no home base, only a jail for each team and a free zone in the middle of the two jails where the captured flag is brought. When someone is “captured” they are brought to that team’s jail to await rescue. When a team mate frees another team mate from jail, they must both go to the free zone to resume playing (this is like having a free walk back to your side in Capture the Flag.) When a player is escorting someone to jail s/he cannot try to “capture” anyone else, nor can anyone pull their flag. (you must escort the person YOU “captured” to jail).