

Wide Games

Wide Games' include any game requiring or making use of any large area of land. Provided you stick to a few simple rules they are very easy to set up, very popular and can take advantage of any suitable area. Areas that are particularly good are where it is easy to hide such as woodland or brush, but they can be played in large open fields, its just not so much fun!



Safety:

All wide games need you and all players to be aware of the size and type of playing area. This is mainly from the point of view of safety particularly if you are playing in area open to the general public, as the playing areas used can be anything from a small field to several square Km or more of woodland or forest. It helps when setting boundaries to take advantage of natural ones like paths, streams, edges of woods or fields. If necessary walk everybody around the boundary and/or spend a little time placing boundary markers that are within sight of each other (this could be anything from strips of bright cloth tied to a tree to custom made posts and lights) boundary markers are only really necessary if it is difficult to determine a boundary.

Wide Games can be broken down into Simple & Complex games. A few of each are included in this handout.

Simple Wide Games

Foxes & Hounds

Divide into two teams, the "foxes" with around 25% of the players and "hounds" with the other 75%.



Foxes are given either a whistle or a packet of flour, and a time limit is set (usually 10 minutes). Foxes are given a minute "head-start" and told explicitly to either lay flour every 20 seconds of their journey or blow the whistle every 20-30 seconds.

After the initial minute is up the

Hounds are let out to chase the foxes following their path and every fox tagged is out. The foxes win if any of them are still active after 10 minutes and the Hounds win if all have been caught.

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 or bracken heaths where stealth and the opportunity to hide is available. Very difficult to hide on a flat field with cut grass... but still possible!

Can I See You?

Materials: none required.

To Play: The ideal play area for this game is a small clearing. Pick one girl to stand in the middle of the clearing as the Observer. She shuts her eyes and counts to 30. Everyone else dashes off into the bushes to hide. The girls hiding must be able to see the girl in the clearing at all times. Once the Observer has counted to 30, she yells "stop!" Everyone must stay where they are. The Observer's job is to try and find everyone hiding around

the clearing without moving from her spot, although she can turn around in a full circle.

As a further complication to this game, you can have those who are hidden try to sneak up and tap the Observer on her shoulder without being seen or heard.

Memory Stalking

Equipment: Baggies with information or verses of a poem copied onto cards, string to tie the bags onto bushes, trees and grass, and ribbon or reflective tape.

Number of girls: teams of 4-6

Preparation: Each baggie must be prepared in advance with parts of something that the girls must memorize.

Number the parts of the things you want them to memorize. If it is a song or poem, then only put two lines or so per baggie. (If you have a theme, your parts could be related to that theme, for instance, Outdoor cooking #1. To prepare a fire pit for cooking, you must...) Then, and you need two people to do this easily, you put your first baggie within visual sighting distance of your starting spot, and you mark that spot with a piece of ribbon or tape and tie the baggie down with the string so that it doesn't blow away. Then, one person stays there and the other person takes the baggies and the ribbon to the next spot. Ideally the second spot should not be visible from the starting spot. Work in a large loop (an irregularly shaped loop) so that the girls are near the starting point when they have reached the end.

To Play: The teams of girls are sent out at long enough intervals that they can't just follow each other. They are to find the baggies which are numbered from 1 to whatever (usually 10 or 12) and the girls must know in advance how many they are looking for. They are to memorize the contents of the baggies in order as they go, and must leave the baggies and the marking ribbon for the next team. (You will have to go and get the things you put out for next time, if the last team picks it up, they will have an unfair advantage - or you could send someone with the last team to follow and pick up the baggies and ribbons when they have passed.)

The teams must find all the baggies, and recite all the instructions to you.

Card Challenge

Equipment : Pack of cards split red/black.

Aim : To collect as many cards as possible.

How to Play : Create Two teams (red and black)

(Four teams if using 2 packs of cards with different back colours)

Each team has a base at the opposite ends of the space you are playing in.

Each Team has their pack of cards which they must get from A to B. Only one card can be carried at a time. If a member of the other team challenges them a high card takes a lower card. Ace is high except against picture



cards. Joker is lowest except against picture cards when it wins.

Set time limit and boundary area and at the end of the game count the cards which got 'home'. (Complete a royal family = double score)

SPUD

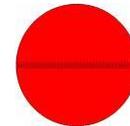
Equipment: Soft Ball(s)



Instructions: Every player is assigned a number from 1 to the number of players. Players form a close circle with one scout in the center who has the ball. The player throws the ball straight up as high as he can and yells out a number. Everyone scatters except the scout whose number was called. He catches or picks up the ball. As soon as he has the ball, he yells "SPUD" and everyone must freeze. The player with the ball can then take up to 3 giant steps towards any scout he wants. He then throws the ball at the scout. The target scout and move all parts of his body to dodge the throw - except his feet. If the scout is hit, he gets S otherwise the thrower gets S. Everyone gets back in a circle and whichever scout received a letter gets to throw the ball up for the next round. When a player reaches S-P-U-D, he is out of the game. Or, after a set time, the scout with the least letters is the winner.

Dodge ball

Equipment: Soft Ball(s)



Instructions:

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a ball below the shoulders.
2. Catching a ball thrown by your opponent before it touches the ground.
3. Player does not catch the ball thrown at them by an opponent.

During play, all players must remain within the boundary lines. If a player crosses the boundaries they are out. The game begins by placing the balls along the center line. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. The first team to legally eliminate all opposing players will be declared the winner

Variation

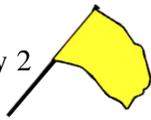
M*A*S*H

MASH

MASH is played exactly like Dodgeball, but each team secretly designates a team member to be the doctor, who can revive players by touching them on the shoulder. Once a player is out they must sit down where they are and wait to be revived. If the doctor is hit then no team members can be revived as there can not be new doctor.

Capture The Flag

Equipment: 2 flags/bandana or for night play 2 lanterns/glow-sticks



Instructions:

First you pick out two even teams. Once you have the teams you set boundaries for the game. The boundaries can be wherever you want them. What you should end up with is a large rectangle or square. Once you have decided on the boundaries, you should draw a line through the middle of your playing zone. This line divides the two sides. Each team should be able to choose where they want their flag and jail but they have to show the other team where they are and both teams have to agree on the placement of the flags and jails.

Once this is done, each team goes to their own side of the playing field. Once the game begins, the teams are free to

go to the other's flag. If a team member is caught on the other team's side, (To be caught you must be "tagged" by a player on the opposite side on his own territory), he will be sent to jail. This player must sit in jail until either the game ends or he is freed by a member of his own team. To be freed, you have to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own, he may still be tagged and put in jail. To win the game you must capture the other team's flag and return it to your own side without being captured.

It is up to the team on how they want to place their members. When we play, we usually have two players guard the flag and one player be the jail guard. Two or more players stick around and help provide the defence. The rest go for the flag.

Complex Wide Games

Fools Gold

For 2 or more teams.

Equipment:

Life bands # (one colour per team)

15 potatoes per team (The Gold)

This game is essentially best when played in sand dunes at the beach (softer landing areas).



Simply split into teams and establish a base for each team equal distances apart from other teams (if more than 2), by placing the 15 potatoes (the gold) in a pile. Set up a no go zone round each set of potatoes about 2-3 meters, this is now a safe zone that only any opposing team member that can get there can enter.

State that only a limited number of people (4-6) can hover round the base as defenders.

Tie a piece of wool to the wrist of each player. (Do not allow players to tie onto their upper arm and then put on a sweater).

Blow a whistle so that people know that combat can commence. Players must then infiltrate the other team bases to steal their gold (potatoes). Players may only take one potato. However once out of the opposing base they

may pass it to another player or can take it back to their base themselves.

How to stop people: Before attacking anyone make sure you are wearing a life band. Only players with a band may remove other player's bands. To remove their life simply take it off their arm.... However the other player does not have to let you do so. This then causes the fun bit i.e. rugby tackles, jumping people. This may sound dangerous however if you ask for a little common sense this is not a problem.

Rules for safety:

No punching,

No scratching.... deliberate (ask players with rings, earrings etc to remove them)

No gouging,

No kicking or tripping using the legs

Always play in safe area.

"This game is good for a group with a wide age range as long as the little ones go for little ones and big players go for others their own size everyone has fun. If you add a rule that adults cannot collect potatoes... The advantage of the strength and power of the bigger players is balanced by the speed and agility of the little players...

Raiders

Equipment:

*Life bands or other token (e.g. potato
- see Fools Gold)



Establish 3 bases some distance from each other and divide into 2 relatively equal teams the "Raiders" and the "Runners" (number of players in each team can vary if some players are particularly good). At one base leave a cache of life bands.

The Runners are given task of transferring the life-bands from one base to the other. They can only transfer the bands one per person at a time, but they can send Runners out without a life band as decoys. The second team, the Raiders, has the third base from which to operate from and have to intercept as many life bands as possible. Once a Raider has captured a band they must return and deliver it to their base before trying to get more. Runner when caught must give up their life bands if they have one. When they've lost it they return to collect another.

Game continues until all bands are no longer in play having been transferred or captured. Team with most bands at the end wins.

Raiders may not take bands directly from the Runners bases and it may be worth setting an exclusion zone around the base to prevent Raiders from simply standing at the base and tagging Runners as they pick up new life bands.

Variation ideas:

- Runners caught who do not have a life band on them can be captured and sent to the Raiders base for the remainder of the game.
- Runners held at the Raiders base could be released (Tag).
- Runners held at the Raiders base could be ransomed (So many life bands).



Raiders II (Enhanced Elves, Wizards & Giants)

Equipment: Life bands

A number of tokens marked Elf, Wizard or Giant.

Split the group into two teams. Either create a base for each team of allow each team to find and make their own (A base can simply be a particular tree or landmark).

Teams go to their bases and each team member is given one life band and token of their choice (elf, wizard or giant). The token stops arguments as to who wins.

Giant beats Elf
Elf beats Wizard
Wizard beats Giant

Each team member then goes out to try and get a band off opposing team members, but the token players hold decides who wins each meeting according to the system above. If tokens are the same nothing happens and players go to find another of the opposite team. The winning player gets the other's life band and returns it to their base. The loser returns to their base to collect another life band and change tokens if they wish.

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



Spot the Dot (the wide game version)

This is a great game to be played the whole weekend:
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 girls 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 girls will take to make sure that all the dots can be found

Place the dots all over your campsite. Over the weekend the girls will find the dots. The first girl to correctly decode the secret message wins!