

Nationale Spelen – Agora 2008, WOSM



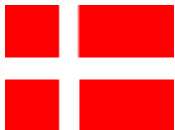
Bandasky

It is an outdoor game. Scouts create a circle taking themselves by the hands. In the centre are two "Bandasky" (big bottles for water - 15l, 20l, 25l...). Then there is the only goal- eliminate the others with moving in the circle and pushing them to these bottles. Everybody who drops these bottles is out of game. The last two scouts win.



Hu-tu-tu-tu

This game is usually played outdoor on the meadow. Scouts are divided into two member-same groups. These two groups have their own territory separated by a line in the middle of meadow. First group starts by posting one member to the rival's half. He has to take a deep breath and after crossing the line he must repeat words hu-tu-tu-tu without breathing. His main goal is to touch so many rival's members as possible. If he manages it (without second breath-in), he comes back to his half with all rivals he touched. If no, or he breaths in on the rival's half, he becomes member of the rival's team.



FireBall

It is an outside game, and is called
The game is about conquering fear,
It is done with balls made of cotton and wet in ethanol.
When it is light on fire you can throw it around because of ethanol's burning point.

Materials needed: cotton, denatured alcohol (about 93-94%), matches.



Snake game

It is active outdoor game, we call it snake. Scouts have to stand in a row one behind other. Every scout have to put his hands on the shoulders of other scout who is standing in front of him. The scout who is the last in a row has a tied balloon on his back. These who are standing in first part of a row need to catch the snake's tail (the last person). When the tail is caught the last person of the row have to change his place and to stand in a first row place. The balloon comes to the next tail. The game ends when it becomes boring.





The Stronzo

The optimum of playing people is about 6, other can watch this. First the group leaves the room except one who is told some situation (like changing strings on guitar, cutting the grass, breaking the dishes, milking process..) He starts to performing this pantomimically until the organizer says "Stronzo". This word means that he has to stop in posture he actually is into. Then the second player is invited. He looks around, stands exactly like the first player and then begins performing what he thinks he did. After a while the organizer says "Stronzo" again and the situation and other person from group behind the door comes.. and so on.



Le Beret

Material: a "bérêt" (can also be a scout scarf), at equal distance between the two camps (camp A and B).

Game: Each player has a number. There is the same number for a player A and B. The leader calls out a number. Players of each team run to "bérêt" reported running behind the line of his team, 1 point mark for his camp. If the player who has just taken "bérêt" is touched by his opponent, the other side wins the point. The team wins when it has for example 10 points. Notes: when one is close to the "bérêt", it must always have one hand behind their backs. If both players wait too long close to "the bérêt" the monitor can call another number. Only identical numbers can touch them. A player who takes "bérêt" can not replace it.



Bulldog

Bulldog is a game the Rangers and Rovers often play in Luxembourg. All you need is a large open field and a lot of people. Before the game, one or more persons are selected to be the catchers, and will stand in the middle of the field. The other ones will all stand on one side.

When the game starts, the catchers will count to 3 and everybody tries to run from one side to the other side of the field. The catchers will try to catch as many people as possible, making them catchers as well.

One is caught if the catchers manage to pull him/her completely off the ground and say : <1, 2, 3, Bulldog>. Of course, the catchers can't catch anybody who has arrived on the other side.

If everybody has arrived at the other side or has been caught, the game starts again, the other way around, with the catchers being reinforced by the people who have just been caught. This is repeated until only one person isn't caught, and he/she is declared the winner.





Slime

First choose two volunteers. After that, the rest of the group should go either lie or sit on the floor. Then they must cling to each other as hard as they can. When the group on the floor is ready, the two volunteers start to tear them of each other. When you lose your grip, you become of those tearing the others apart. The winners are those two, who are last to that hold each other.



Barra do Lenço

Number of Players: Minimum is 4 players and a jury (who is the person that is on the middle and is holding the scarf).

Material: 1 Scarf.

Description:

The group is divided in 2 equally teams, then every player those, secretly, a number in the team (1,2,3,4,...) and the odder team can't know about it.

The team's get separated and stay at the same distance front to front. On the middle of the field is the jury that is holding the scarf and he is going to say the number of the players or of every one.

When the jury say a number the players that have that number have to catches the scarf and when they have the scarf the odder player has to catches the one with the scarf and the player with the scarf has to run to his Barra (the place of his team).

Game Rules:

Every player has a number equally to one player of the opposite team.

When the jury says a number, both player with that number run to the scarf, when one of them catches the scarf he has many options:

1. he runs to his Barra without being touched, and his team receives 1 point;
2. he runs to the other team Barra without being touched, and his team receives 2 points;
3. if he has the scarf and he is touched by the player of the other team, the other team wins 1 point;
4. if he has the scarf and the player of the other team steals the scarf from his and without touching him he can go and win 2 points for his team.

If two players are taking too long to get the scarf the jury can say one more number, for more to players come and it will be 4 players trying to get the scarf, but only the same numbers can touch the other. The jury can say FOGO (fire) and everyone tries to get the scarf, or can say AGUA (water) and no one can move. The jury can say also how they want for the player's to come and catch the scarf, like jumping, jumping with only one feet, etc.