

SCOUTS-L

WIDE GAMES

Date: Thu, 25 May 1995 00:26:31 -0400 (EDT)
From: "Michael F. Bowman" <mfbowman@capaccess.org>
Subject: Re: Capture The Flag

Steve,

The best set of rules for Capture the Flag can be found in older Scoutmaster handbooks; e.g. 1982-5. Unfortunately the newer editions do not include a section on games. I can't imagine trying to play the game with a den sized group, however. You need about 6-8 on each side for the game to really work (one to guard the flag, one to tend the jail, a few rovers to capture invading raiders, and a fair number of raiders).

To play the game right requires a large area with ground cover and trees. Its not really a backyard or park game. Its more of a game that can be played at a camp, where there's plenty of room.

You should also realize that this field game was designed for older boys that had learned some stalking skills, which were at one time required for Second Class Rank. (In my old 1959 handbook, the one I used as a kid, you had to learn either tracking or stalking. Now its in the handbook for information, but not a requirement.)

In a lot of Councils this game is discouraged, because sometimes it got a little rough and out of hand, Scouts got lost, Scouts got injured playing it a night, Scouts put the flags in trees and others fell from trees trying to get the flag, etc. In most areas, it was regarded as a night game, which would also make it questionable for younger Scouts.

While this game is not suited to a Cub Scout Den there are literally hundreds of other great games that are. Take a look at the Cub Scout Leader How To Book. It lists nearly 200 games that can be matched to the ages of your Scouts and the size of the den. You'll find a wide variety of indoor and outdoor games that make great program additions for the den.

**Speaking only for myself in the Scouting Spirit, Michael F. Bowman
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