

Find the Water!

Category	Game
Type	Quiet game
Time to allocate (mins)	10
Instructions	<p>Cubs sit in a circle. One person is chosen to sit in the centre of the circle, blindfolded. The bell is passed round the circle. Cubs may not silence the bell by holding the clapper - they have to pass it carefully though so that it does not ring. The Cub in the centre should guess who is holding the bell and should point in the direction. He/she has three chances to discover who is holding the bell. If successful, he/she gets a point. A new player enters the centre after three tries.</p>

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