

Skirmish with Matabele

Category	Game
Type	Quiet game
Time to allocate (mins)	15

Instructions

The Pack is divided in half, Matabele and British. Each Cub is given a brown paper bag just large enough to slip over their head and rest on their shoulders (you can also use a towel or similar). Each side must wear a distinguishing mark on their left upper arm (e.g. Matabele a scarf and the British a rope). Chalk off bases in diagonally opposite sides of the hall. Sides take up position in own bases, place bags over heads and start on signal. Each Cub must crawl silently towards the opposite base. When two Cubs meet they must feel for identification on arm. If friend, let go and continue the journey. If foe, snatch the bag from their head, whereupon that Cub is immediately 'dead' and must retire to watch. The team that has the highest number of Cubs reaching the opposite base, still wearing bags, is the winner. NB: If Cubs snatch bag from a friend, that Cub is dead and the other Cub replaces the bag and continues. This is to stop random grabbing.

Entry written by Sharon Venn of 1st Randburg