



# Game Book

If found, please return to:

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## CHEF'S SALAD

One person is selected to be the chef, while the other players find a partner. Each pair chooses a single vegetable (no two pairs should be the same) and announces it to the rest of the group. Have a group form a circle, without any of the partners sitting next to or near the other. The chef stands in the middle and calls out the name of a vegetable. The people whose vegetable is called get up and switch places, while the chef tries to grab one of the vacant spots. The person who was not able to sit down becomes the new chef, while the old chef becomes the vegetable. When the chef calls out "Chef Salad", everyone changes seats with their partner and the player left without a seat is the new chef.



## SMAUG'S JEWELS

The group forms a tight circle around "Smaug" who is standing guard over the jewels (the jewels are on the ground). The rest of the group tries to steal Smaug's jewels without being tagged. If a player is tagged, she must return the jewel and start over. If a person steals the jewel without being tagged she becomes Smaug. Keep a close eye on Smaug and make sure she is not standing on or holding the jewel.

## SEVEN UP

Tell the players that this is a game with very simple rules. Everyone starts sitting down and anyone can stand up whenever they want. But... you can only remain standing for five seconds before you have to sit down again (you can get right back up if you want to). The object, as a group, is to have exactly seven people standing at all times.

## STEAL THE BACON

Divide your group into two equal teams and give each child on the team a number (be sure they have a matching number on the other team). Line the two teams up facing each other, about 25 feet apart, and place the "bacon" in the center of the two lines. Call out a number and the two people with that number race forward, try to steal the bacon and get it back to their team. If a player is tagged with the bacon, he must drop it, and the other player can then pick it up and run back to his team (as long as he doesn't also get tagged).

## For Older Campers:

**Tracking and Trailing.** A variety of trail signs can be used by one group to indicate a trail another group can follow. You could leave secret clues to lead to your fort.

**Five Senses Hike.** Plan a hike that uses all the senses - listen to sounds, see views, touch textures and smell aromas.

**Bird Hike.** Identify the characteristics of each bird seen at camp. Sit quietly and see and hear far more birds. Ranger Paul can help with bird facts for the Preserve— ask a Director.

**Trust Hike.** Campers choose partners. Blindfold one of them. The other leads them slowly and safely over the trail, gives them things to feel. Trade blindfolds at the halfway point. Be sure to choose a very safe area.

**Sketch Hike.** Hike to a comfy, tranquil place and give campers time to sketch a natural find. Emphasize sketching one thing small and close.

**Hunt the Trees Hike.** Show the group a leaf, and then they have to hunt for the tree from which it comes.

**Scavenger Hunt Hike.** Give the group a list of items and throughout the hike, look for them. Either collect or identify them depending upon the item.

**Compass Hike.** Use a compass to follow a set-up trail.

**Sneaky Hunt.** Sneak and follow another group to their fort.

elves chase Wizards; Wizards chase Giants back to their goal lines. Tagged players join the chaser and you begin again.

## TRAIL AND HIKING GAMES

### For Younger Campers:

**Incher Hike.** Collect and measure as many objects as possible that are one inch high, wide, around, long, etc. Or see how many items you can find in a square yard, square foot, square inch. This helps campers notice the interesting things often overlooked.

**Color Hike.** Choose one or two colors before starting; then list all the things in this color.

**Sketch Hike.** Take several sheets of paper and crayons for each camper. Do crayon rubbings of tree bark, rocks, etc., on the way. Collect leaves to do more rubbings back at camp. Have an art exhibit and let campers guess what the rubbings are from.

**ABC Hike.** Each camper tries to find natural objects beginning with each letter of the alphabet.

**Stop, Look and Listen Hike.** Hike for a designated time or distance. Stop and name off all the things you see and sounds you hear. Try to stop in different types of areas.

**Monogram Hike** Each camper tries to find natural objects beginning with his/her initials.

**House Hunting Hike.** Go on a nature snoop for homes of creatures such as spiders, mice, birds, moles, caterpillars, insects, frogs, etc.

**Ghost Hunt.** Look for as many “ghosts” as you can find: old bird’s nests, dead leaves, fallen seeds, empty cocoons, feathers, etc. Discuss their “lives”.

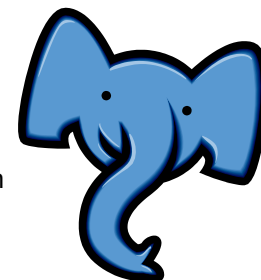
**Nature Surprises Hike.** Look for strange or unnatural things in nature. (If trash, pick it up.)

## BOX BALL

Divide your group into 2 teams and give each person a number, being sure that they have a corresponding number on the other side. Each team lines up facing one another about 25 feet apart, with the two balls in the center. Much like, “Steal the Bacon,” the counselor calls out a number and the two kids with the corresponding number run to the center, grab a ball and run back to their team. At the same time, the rest of the group is lining up one closely behind the other. As the person whose number was called reaches the front of the line, he begins by passing the ball overhead to the camper behind him, who in turn passes it through his legs to the next person and so on. The last person to get the ball runs it back to the center and the first team to get there gets a point. The game starts over from the beginning with a new number.

## ELEPHANT 1, 2, 3,4, 5

Have your group sit in a circle with one member standing in the center. The “it” person points at a member of the group and says, “Elephant 1,2,3,4,5,” The person who was pointed at must make an elephant trunk by sticking their arm straight out, while the person on either side of him makes an ear by bending their arm in the shape of an ear. Any of the three not producing the proper response becomes “it”. Try it with other animals!



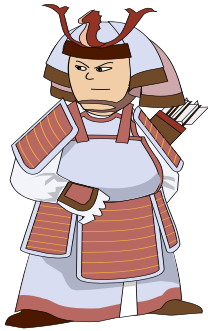
## MURDER (name may be inappropriate for younger children—ask about alternatives or be creative!)

Have your group sit in a circle and designate one person to be “it”. The rest of the group closes their eyes and puts their heads down while the “it” walks around the circle and taps one person on the head. That person has been chosen as the “Murderer.” The “murderer’s” job is to slyly wink at members of the group, “killing” them. When a person is winked at by the “murderer,” he waits a few seconds and then loudly dies a dramatic death. The “murderer” continues on killing while the rest of the group tries to figure it out, they raise their hand and say, “I have an accusation.” If they guess correctly, they get to be the picker, but if they are incorrect they die a dramatic death and the game continues until the “murderer” is identified. Remember to have your campers die a very dramatic and obvious death.

## ANIMALISMS

Have your group stand in a circle with one person in the middle who is blindfolded. When the person in the middle says “Go,” the other players begin walking around in a circle. When the person in the center says “Stop,” everyone else must freeze immediately. The person in the center then points at someone and that person comes forward and stands in front of the blindfolded person who is “it.” The person who is “it” names an animal (i.e. dog, cat, cow lion, etc.), and the other player must make the corresponding animal sound. The person who is “it” then tries to guess the identity of the person making the noise. If the “it” guesses correctly, they change places, otherwise a new “it” is chosen from the group.

## SAMURAI



Have your group form a circle around you. Armed with a boffer sword, the person in the center attempts to eliminate everyone in the circle with high or low slashes of the boffer sword. If the Samurai (person with the sword) slashes high, each participant included within the arc must duck or lose his head and be eliminated (falling to the ground). If the sweep of the sword is low, a hop must be made over the sword or the legs are removed, along with the person. All of this martial manipulation is accompanied by the yells of the Samurai and the agonizing moans of the beheaded and belegged players. The last person to remain standing is the new Samurai.

## KICK THE CAN

This is a fun variation of “Hide and Go Seek.” One person is chosen to be “It,” and she stands over the can with her eyes closed and counts to 50, while the rest of the group hides. At the end of 50, the “it” opens her eyes and begins looking for the other hiding campers. When the “it” sees someone hiding she races back to the can and jumps over it saying, “Over the can on....” That person has then been caught and goes to “jail,” until he is released by another camper. The goal of the hiding campers is to reach the can before the “it” and Kick it, this freeing all of the campers in “jail”. When the can is kicked, everyone has 30 seconds to rehide, while the “it” counts with her eyes closed. Be sure the “it” is not guarding the can and that she moves far enough away for the other campers to beat her to it.

becomes the runner. Be careful, if you drop the bean bag off your head, you must stop to pick it up, losing valuable time.

## FREEZE TAG

This game has many variations and can be molded to suit your own needs. Pick one camper to be “it.” His job is to tag (freeze) as many other campers as he can. If a camper is frozen he stays that way until everyone is tagged and the game starts over. Generally, the last one tagged gets to be “it,” in the next game. Add an “unfreezer” to your game, or make all the campers unfreezers. They can unfreeze any campers by tagging them again.

## GO TAG

Have your group sit in a straight line, side to side, allowing your campers to face either direction they want. Choose one person to be the runner and one person to be the chaser. They have to begin by running clockwise around the line of campers, with the runner getting a 3 second head start. When the runner gets tired, or wants to pick someone else to be the runner, he simply taps a person on the head and says “GO!” That person then becomes the runner and must begin running in the direction they are facing, clockwise. You can see that it would be very easy to manipulate the game by choosing someone very near the chaser to be the new runner. If the tagger catches the runner, then the roles reverse.

## GIANTS, WIZARDS, & ELVES-

Use the same game set up as Lemonade (2 groups). Similar to rock/paper/scissors/ in concept. Giants are very big, so they can easily overpower the Elves, but the Giants are rather fooled by the Wizards sorcery. The Elves are quick and clever and can trick the Wizards into casting the wrong spells. Therefore, Giants beat Elves, who beat Wizards, who beat Giants. A stance or position must be created for each character...use your groups imagination. Practice each character so everyone recognizes them. As in Lemonade, form two teams-each team retire to their “goal line” to decide on one of these characters to mimic. The teams then “face-off” in the center. On the first three counts everyone says “Giants, and Wizards and Elves” and assumes the proper voice and stance for each character. On the fourth count, each team shouts the name of its chosen character while taking the appropriate posture. Giants chase Elves;



to split apart. The last person to be tagged by the Blob gets to be “it” in the next round. If the game gets boring, split the Blob in half.

## TV TAG

Once again, you pick one person to be “it” and they try to tag the other people in the group. As the tagger gets close to another member, that person can save herself by squatting down and saying the name of a TV show. If the tagger manages to tag you before you squat down, or if you can not think of a TV show, that person now becomes it. Tell the campers to use each TV show only once, and if things get too slow, add another “it.”

## CLAM FREE

Have your campers stand around their counselor in a tight circle. On the count of three, everyone begins trying to tag other members of the group, while trying not to get tagged himself. When a player is tagged, he must hold the spot he was tagged with one hand, while continuing to try and tag everyone else. The second time he is tagged, he holds the spot with his other hand, and the third time he is tagged, he becomes frozen in that spot. The game is hysterical to watch as people get tagged in some pretty funny places. At the end of the game there are usually a few people who have not yet been tagged three times, but it is OK to start over anyway.

## TRIANGLE TAG

Divide your group into groups of 4 and tell them to designate one person as “it.” The other three hold hands and decide which two are going to be guards and which one is going to be the runner. The object of this tag game is for the person who is it to tag the runner. The guards try to protect the runner by staying in between the runner and the it. The it can run around the triangle or try to push through it, but can not break the connecting of hands. When the runner is tagged, everyone changes jobs. Be sure to change the positions frequently, even if the runner never gets tagged.

## BALANCING ACT

Pick one person to be “it,” and give him 2 bean bags. One of the bean bags goes on his head and the other one is dropped in front of another member of the group. When a bean bag is dropped in front of you, you must put it on your head and begin chasing after the person who dropped it, trying to tag them and thus changing positions. The person who is being chased can at anytime hand the bean bag to another player, who then

## SPUD

The group makes a tight circle around one person in the center who is holding a foam ball. Each camper is given a number which they must remember throughout the game. The person with the ball throws it high in the sky and calls out one of the numbers given out. At the same time that the ball is thrown into the air, all the campers begin to run as far away as they can get, except for the camper whose number was called. He runs into the circle and tries to catch the ball, yelling “SPUD,” as soon as he has it. When the other campers hear the word “SPUD,” they must freeze in their tracks. The person with the ball takes 3 giant steps to the person closest to him and tries to hit that person with the ball, making sure that the throw is below the waist. If he hits that camper, then they get a letter (either S,P,U,D), one at a time, until someone can spell SPUD. If they miss they camper that they are trying to hit, then the thrower gets a letter. The group then circles around the person who was hit with the ball and the whole thing starts over again,

## FOX IN THE DEN

Have each member of your group get a partner or two and tell them to find “themselves” a den” in the immediate area (a tree, a picnic table). Each team then collects 5 sticks to keep in their “den.” The object of the game is to try to steal other team sticks, without allowing yours to be stolen. Only one member of the team can guard the sticks, while the others are out stealing sticks. When trying to steal a stick, you must get it without being tagged by the other teams’ guard. If tagged, you must return the stick to the den. Once you have stolen a stick from another group, you must immediately return it to your “den” to be guarded by your teammate. Play continues until the campers get bored or all the sticks have been stolen by one team.



## LOOK UP

Have the group form a shoulder to shoulder circle, making sure that everyone in the group can see each other. Everyone looks at the ground until a designated person begins the countdown to “1,2,3, Look Up.” At that point everyone looks up directly into the eyes of another group member. If the person you are looking at is looking back at you, you are both hecklers. The game continues until there is only one person left in the circle.



## JEDI DODGEBALL

Place 2 Frisbees about 50 feet apart, with the cones creating a divided line halfway. Place the balls in between the cones. Have each group stand in line by the Frisbee. Each player chooses one “Jedi knight,” who holds the boffer sword. The Jedi has the power to unfreeze any player that he touches, but he must only hop on one foot. At the sound of the start, members of both teams run to the cones, grab the balls and begin throwing them across the line, trying to hit a camper on the other side. If a player is hit by a ball before it bounces, he becomes frozen and must stay sitting down until the “Jedi knight” is able to reach him and unfreeze him with a touch from the boffer. If you throw a ball at another camper, and he catches it before it bounces then the person who threw the ball is frozen and must sit down until unfrozen. The “Jedi knight” is safe from freezing only when standing on the Frisbee, so if he is hit by a ball while trying to rescue a fellow camper, he becomes forever frozen and unable to unfreeze any of the other campers. Once an entire side is frozen (along with the Jedi), the game is over.

## COPS & ROBBERS

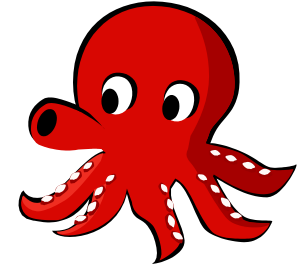
Pick 2 or 3 people to be “cops.” They chase after the “robbers,” all the while making a loud wailing noise to alert the other players that they are a “cop.” When a robber is tagged by a cop, she automatically becomes a cop and begins chasing the other robbers. The game is over when all of the robbers have been caught. Be sure to set boundaries for your group.

## CAPTURE THE FLAG

Set 2 cones about 50 feet apart from one another and a line of cones halfway, dividing the two sides. A flag of some sort stick out of the top of the two end cones and can be guarded by no more than two campers. Each group lines up on opposite sides of the middle line and wait for the start of the game. The object of the game is to steal the other teams flag and return it to your side, without being tagged. If at anytime you are tagged while standing in enemy territory (on the other side of the cones), you must immediately go to “jail”. “Jail” is an area to the side of the playing field where all tagged players must wait until another of their team members tags their hand, which gets them out of jail and allows them both “free walk-backs” to their side. As with the flag guard, you are allowed one jail guard. If too many players are in jail, the counselor can call a “Jail Break”, which releases all of the players in the jail, however they do not have free walk-backs and can be immediately tagged again. If you get tagged with the flag in your hand, the flag is dropped at the sight of the tagging, the player goes to jail and the game continues until a flag is successfully stolen and taken all

# TAG GAMES

## OCTOPUS



One player is designated the “octopus” and roams freely in the “ocean” –the play area. The other players are “fish”. When the octopus yells, “The ship sailed over the seven seas,” all of the fish attempt to move from one side of the ocean to the other without being tagged by the octopus. Any camper who is caught by the octopus becomes a “tentacle” and helps the octopus catch the other fish as they try to cross the ocean. The tentacles must remain frozen in the place where they are tagged, using only their arms to tag the remaining fish. Be sure to set up clear boundaries and let the campers know that if they run outside of the boundary, they automatically become a tentacle. The last camper to make it across safely, gets to be the octopus in the next game.

## ELBOW TAG

Have your campers pair off into groups of two by linking elbows. Pick on of the teams to be “it,” designating one camper as the tagger and one as the runner. The camper who is the tagger turns after the runner, trying to tag him. If the tagger is successful and tags the runner, the runner becomes the catcher and the catcher becomes the runner. The trick here is that the runner can link elbows with another team at anytime, causing the member of the pair which did not get attached to, to become the new runner. That runner can then in turn link arms with another team, switching runners again. If the catcher gets tired, be sure to switch him with another camper.

## BLOB TAG

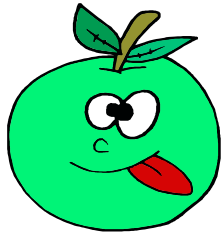
Have your campers line up at one end of the playing field, with one camper standing in the center, the “Blob.” When the Blob yells “Blob’s Rule,” all of the other players begin running across the field, trying to make it safely to the other side of the field without being tagged. Meanwhile the Blob is tagging everything in sight, and attaching himself to them by way of the hand. Each person that is tagged, holds hands with the person on the end and assists in the tagging of the other players. The Blob must stay together and if another camper is tagged while the Blob is split at any point, the tag does not count. The game gets harder and harder as the Blob line gets longer because everyone tries to run in separate directions, often causing the Blob

## DRAG RACE

When you are finished playing with the parachute, don't just tell your campers it's time to put the parachute away, make a game of it. The "Drag Race" consists of each camper trying to be the first camper to reach the middle of the parachute by rolling it up. Explain to your campers that the roll must be tight and then start them off with "Racers, start your engines". At the end of the race, you have the parachute all rolled up and ready to put back in the bag.

## FUNNY FACES

Children inflate parachute, take one step toward center, stick their heads underneath, and wrap the parachute around their heads and under their chins like a scarf. Have them make funny faces as they kneel down and then lie down stretched out on their stomachs. Under the chute is a circle of heads; outside the chute a circle of bodies. The chute will eventually deflate, but there is plenty of time to smile and make faces at your group around the circle.



## AIR CONDITIONING

Children lie on backs under chute with heads pointed toward center. Counselors and a few children remain outside with parachute at waist level and begin to make gentle waves. This will give a refreshing fan to those below.

## BURRITO ROLL (Putting the chute away)

After the last chute activity ask your group to roll their edge toward the hole in the middle. Within 10 to 15 seconds everyone meets in the center, and the chute is in a bundle. Another cooperative victory!

the way back to the correct side.

## STREETS & ALLEYS

Line the campers up in ranks and files, making sure that the lines are very straight. Have the campers hold their arms out like a "t" and designate that while facing you they are "streets" and when they have their right sides facing you, they are "alleys." Pick one person to be the runner, one person to be the tagger, one person to be the caller. The tagger begins by chasing the runner through the streets, with both being unable to cut through the other players hands. The caller is in charge of changing the formation of the maze by calling out "streets," or "alleys," thus making it much harder to tag the runner. When the runner is tagged, or before they get tired, switch with other campers. Be sure to practice the movement to "streets" from "alleys" a number of times before adding runners, as it gets confusing and chaotic.



## COUNT UP

Have your group form a circle and tell them that the object of the game is for the group to count as high as they can. The trick is that only one person can say a number at one time. If two or more people try to talk at the same time, the group must start over at 1.

# PARACHUTE GAMES

## CAT & MOUSE

Have the group pull a parachute tight and sit on the ground in a circle. Pick one camper to be the "cat" and one to be the "mouse." The mouse gets under the parachute and crawls around, trying to stay far away from the cat, while the cat crawls around on the top of the parachute trying to catch the mouse. The rest of the group is wildly shaking the parachute making waves, which makes it harder for the cat to find the mouse. The group can also heckle the cat and mouse, trying to confuse them even more.



## **MUSHROOM CLOUD**

Have the campers each hold onto the parachute while standing and on the count of three, lift it as high as they can into the air. When the parachute has completely filled with air have them pull down their piece behind their backs and sit on it, so that everyone is sitting inside the parachute mushroom. When the mushroom begins to deflate, have everyone start over again. Before you begin to play, have the group divide into two-man teams and pick an animal. While you are inside the parachute call out one of the animals and have the campers meet in the middle, make their animals noise and trade places.

## **SWITCHEROO**

Have the campers each hold onto a piece of the parachute and on the count of three, raise it into the air just as they did in “Mushroom Cloud,” only this time they keep the parachute up in the air for as long as they can. As soon as the parachute is nice and high, the counselor can start calling for people to switch places. For example he may say, “People with white shoes on” and at that point all campers wearing white shoes would run across the parachute to another open spot. Be sure to warn your campers to be careful not to run into each other when running across the inside of the parachute. It is always fun to end the game by calling something that will cause the whole group to let go of the parachute and run across, causing the parachute to float away.

## **POPCORN**

Place the balls on the parachute and have the group begin shaking, softly at first, getting harder and harder until the balls are hopping around like popcorn. Try to get the campers to keep the balls on the parachute because once the popcorn falls off the plate, it is gone forever. Once all the popcorn has landed on the grass, you can begin again.

## **CHUTE BALL**

Have the campers stand and pull the parachute tight, making sure that the campers are evenly dispersed around the edge of the parachute. Make the dividing line the parachute, creating two team of equal size. Add the ball to the center of the parachute, with the object of the game to roll the ball off the parachute on your competition side, while keeping it from rolling off of your side.

## **TEN SECOND FORMATIONS**

Begin this game by having the campers hold the parachute and go around in a circle, counting off by fours. The chute is then inflated and the counselor calls out numbers. When all of the campers with the same number are in the center, the other campers begin to pull down the sides of the parachute trapping the others inside. A loud count to ten then begins and at the end, the parachute is lifted, unveiling some odd formation the campers have created, such as sleeping, making funny faces, etc. Then those layers return to the outside a new number is called.

## **HOT DOG IN A HUDDLE**

Divide your campers into groups of three, “Hot Dogs,” “Relish” and “Mustard.” Everyone stands holding the parachute until one of the groups is called. At that time, each member runs around the parachute until they reach their original destination, while at the same time the parachute is being lifted. When they reach their original spot, they run to the center of the parachute to join their other team members in a huddle exclaiming, “Hot Dogs are better with Mustard and Relish.” At this point, the campers return to their places and another group is called.

## **PARACHUTE GOLF**

Have the campers stand and hold the parachute about waist high, pulling it tightly. Add a ball to the parachute and wiggle the parachute, trying to get the ball to fall in the hole. For added difficulty, you can try adding another ball.

## **BIG BANG**

Have everyone spread the parachute on the ground and then place all the balls in the middle. On “one, two, three, lift,” the players lift the parachute as quickly as possible to shoulder level and then snap it down. If done correctly, the balls go flying into the air wildly, landing all over the place.

## **BLOW UP**

Have your campers lift up the parachute and sit inside it, pulling the sides down around them, like in “Mushroom.” As the parachute begins to deflate, have your campers blow wildly, trying to keep the parachute inflated for as long as possible. The parachute is bound to deflate, but the kids will have a great time blowing their heart out, trying to keep it inflated.