

## Argentina Scarf Game

Equipment: Scarf — can either be a brightly coloured scarf or a uniform tie  
Whistle

This is a relay game and is fun for all levels of Guiding. This relay game is best played in a gym or grassy area, preferably not after a rainstorm. The ground should be safe enough to crawl on.

Put girls into 4 equal groups. This can either be done in Circle or Patrols for Brownies or Guides or by numbering off (1; 2, 3, 4)

Place the scarf in the centre of the playing area and have the girls line up in their groups like the points of a compass (North South, East; West). The first girl should be about 2 feet from the scarf. Girls should line up with their legs spread apart so that her team mate can crawl under her legs.

When the whistle blows the first girl in each line will run to the back of her line and then crawl through the outstretched legs of her teammates and once she crawls through all the girls she then jumps up and grabs for the scarf. First one to get the scarf scores a point. Of course you don't need so keep score. The scarf is then placed back in the middle and the next round begins with another whistle blast. You can yell "Go" as well if you don't have a whistle handy. Girls need to get back into line. And ready to go quickly or another team may get the jump (or crawl in this case) on them... Girls are encouraged to cheer their team mates on but remain standing still so that no one gets jumped on in all the excitement.

The game should go on until everyone has had a turn but can go on as long as the girls and Guiders wish it to. If you choose to keep points they can be totalled at the end of the game and a winner declared.

It is interesting to watch as the girls figure out that the best way to play, this is to spread their legs as wide as possible and to stand as close together as possible so there is less space to travel on their knees.

If you are using a scarf it is a good idea to make sure it is fairly sturdy because in the case of a tie it may get tugged in two or three different directions.

Note: This game can be run by one Guider allowing other Guiders to set-up the next activity. It is also good to have at the beginning of a meeting if you have an energetic bunch of girls who need to run off some steam.

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