

Nautical Games



This collection of nautical games was conceived, edited and designed by the Admiralty of

Nautical Games

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2.09 Photograph the Lights

Skills: Regulations - Lights and Daytime Signals

Aim of the game:

Photograph different boat lights.

Rules of the game:

The crew members go to a canal or river and take as many photographs as possible of sailing boats with lights.

Make a presentation using the photograph to explain the regulations governing the use of lights on boats.

Variation:

Make a quiz with the materials.

Number of participants:

Variable number of participants

Age range:

10 - 17 years

Place:

Busy Sailing Water

Duration:

Preparations: 20 Minutes Game: 1 Hour

Materials:

- 1 camera per team
- Presentation materials

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2.04 Kim's Game

Skills: Parts of Boats and Rigging

Aim of the game:

Cooperate within a team and develop memory

Rules of the game:

Place a lot of boat equipment, tools, food, etc. on the floor.

The crew members look at the objects for 1 minute.

Cover the objects with a sheet.

The crew writes down everything they have seen on paper

Variation:

Instead of writing, the crew members represent the objects

Number of participants

1 or more crews

Age range:

7 - 10 years

Place:

Indoors

Duration:

60 Minutes

Materials:

- Different pieces of boat equipment, tools and food
- 1 sheet
- 1 stopwatch
- Pens and paper

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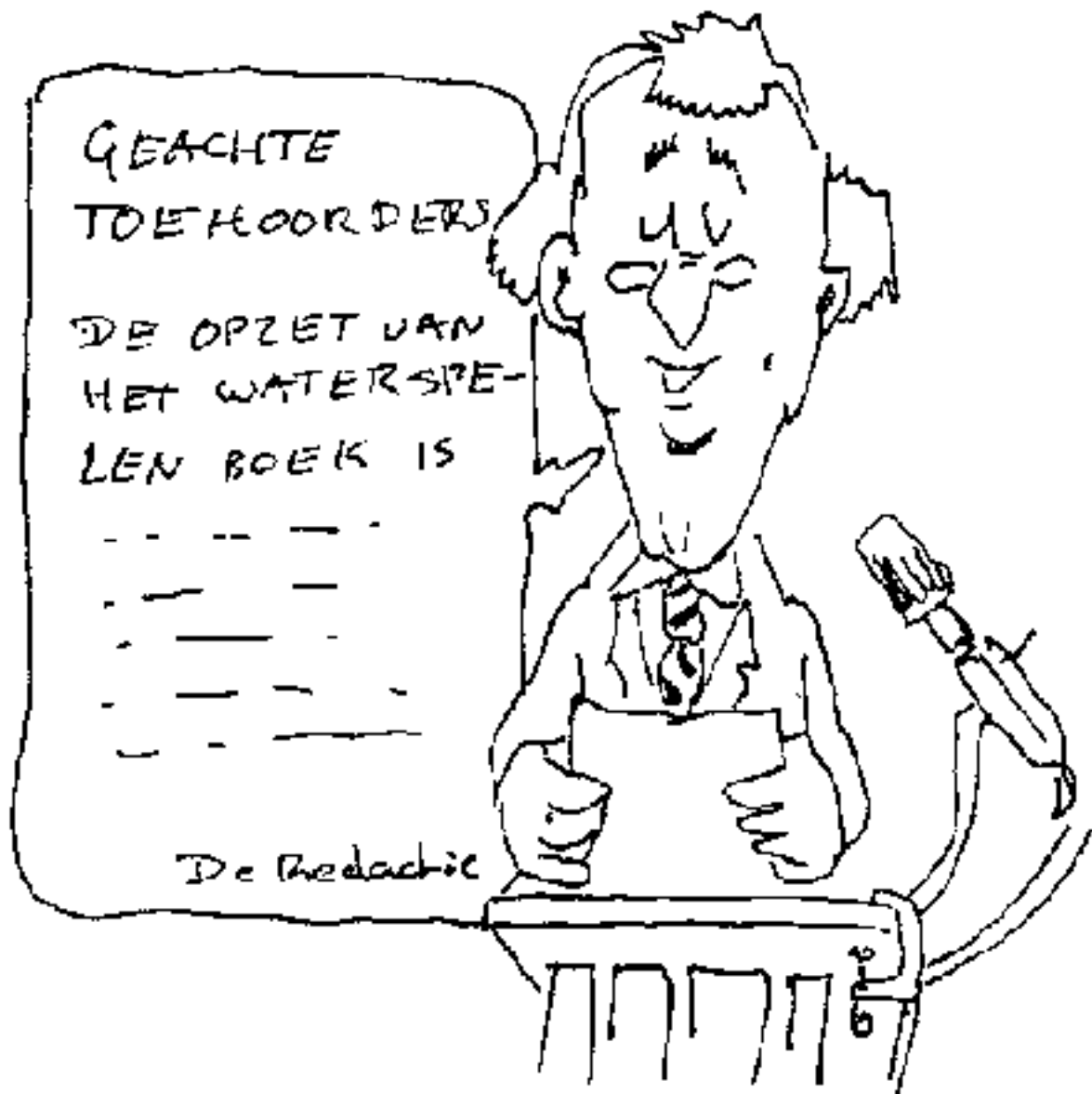
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Nautical Games

1.1 Preface

A new training course, a new century? A new nautical game book!

A new nautical game book in a new format. This nautical game book will be available for downloading at the home page of Scouting Nederland. So we can say that there are a couple of new things for Scouting:

- A new Nautical game book;
- In a modern digital version;
- Downloadable from the internet.

This book has been constructed on the basis of the material from games that already existed within the Sea scout program. Next to the suppliers that were already used in previous publications of this book the following new suppliers have contributed: the commission to the sea scout programme, nautical and technical commission, sea scout groups and individual contributions.

Next to the collection of all the games, the commission programme to sea scouts has spent a considerable amount of time on categorising all the games. Indexes have been added to the games that make it more simple to sort the games by age, number of participants, location or Nautical skill-level. Now it has become very simple to construct a program and select games tailor made for a certain age group. So for instance it is possible to find a game for a specific nautical skill. Games can of course also be selected because they are just fun to play.

In essence the game book has been developed to reveal in a simple manner the connection between learning by playing and the Nautical skill related demands to a game. At the same time the games can be played without linking it directly to learning. That makes the book not only suitable for sea scouts but also for land-scouts that want to introduce their members into the fun of playing on and around the waterside.

The commission has tried to include something for everybody ranging from 7 to 17 year, inside and outside games, instruction and non-instruction games, songs and etiquette's, on land and on water.

It will not always be possible to play the games in the exact way that they are described. Tailoring it to the size of the group, the number of crews(patrols), the water or the surroundings will often be needed. However most games have been tested on playability. We owe many thanks to the groups who co-operated in this.

Making this kit available digitally instead of on paper has the big advantage of making it easier to send upgrades in the future. How will we expand the number of games? We expect the leaders and the groups who use this kit to have even more creative ideas about how to help young people develop new knowledge, skills and attitudes through playful water activities. The Sea Scout Programme Commission would like to include these new games in this kit too. If you have any suggestions, please contact one of the members of the Sea Scout Programme Commission. E-mail: waterpost@lb.scouting.nl

We hope that this book will be a valuable addition to what is already available and will make a considerable contribution to the skill level of all the members of Scouting that are playing on and around the waterside.

On behalf of all the members of Scouting Nederland the commission programme to sea scouts is thanked for all her efforts invested in realising the first digital edition of this book.

Commission to the sea scout programme,
Rob Storm
senior editor

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1.2. How to Organise the Games

Do games at the waterside with rowing boat, canoes and sailing boats give an added dimension to the games and to boating activities? The combination of boats and water offer many new game possibilities. Moreover, many traditional board games or outdoor games can be transformed into nautical games.

Organisers of water games have to consider some special points when preparing the games.

1. Preparing games beforehand

Consider:

- What are conditions like on the lake, in the fairway or in the channel where you would like to run the game? How busy is the shipping lane?
- Which type of boat do you want to use in the game?
- Are the participants allowed to get wet?
- What are the weather conditions and the water temperature?
- Which game to choose. How much time do you have?
- How to set the game up.
- How many instructors do you have?

2. Choosing games

Consider:

- The crew's experience.
- How to involve all members of the crew.
- Can you adapt the game if the weather conditions change?
- The time needed to play a game on the water is 3 x the time needed to play the game on land.
- Risk of collision

3. Scheduling games

- Make sure you have enough time.
- Make sure the programme is progressive.
- Don't play the same game too long.
- Take time to rest and drink plenty of liquid.
- End the game session with an exciting game.

4. Organising Games

- Make sure you plan the programme well. A game organiser cannot walk across the water to correct a buoy! Don't make the organisation too complicated.
- Consider how to ensure that the participants understand the games' rules.
- Establish a good communications system using signals with flags and balls and make sure that everybody understands the signals!
- Communicate among the game organisers using well-functioning walkie-talkies. The game organiser needs a motor boat.
- Respect safety rules and have a special team or boat available with safety equipment.

5. Explaining games

- The game organiser and instructors have to know the games' rules very well.
- Make the rules easy to understand.
- Do a trial run.
- Take time to answer questions.
- Explain the signals to start and end the game and fix a meeting point.
- Have a emergency signal, e.g. a black ball on the mast.

6. Safety

In boats:

- Make sure the boats are unsinkable.
- Have a rescue boat available with lifesaving equipment and dry lcothes.
- Play games on protected waterways (lakes/canals).

During the game:

- Don't touch other people or other boats unnecessarily.
- Sailing rules apply at all times.
- Stay together in your crwe.

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3.10 Orienteering

Aim of the game:

Try to find your way back from an unknown place using a compass.

Rules of the game:

Start by presenting the map and compass.

Use a tug boat to pull the canoes with blindfolded crews to an unknown place.

They have to find their own way back using the map and compass.

Variation:

Do the game in the dark with older Scouts.

Age range:

07-13 years

Place:

Creeks

Duration:

1 Day Part

Materials:

- Compass
- Map
- Tug boat

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4.04 Night Game with Fireworks

Aim of the game:

Find the lights, collect the treasure and bring it to a central point.

Rules of the game:

There are meeting points marked with 2 different coloured lights (red and green or a blinking light).

Each colour belongs to a team.

2 teams row around and go to a meeting point with their own colour. There they find some treasure. Bring the treasure to a central point and look around for another meeting point.

The winner is the team with the most treasure. For them, there will be a “firework display” using lights in their colour.

Variation:

Make a treasure map with a mark showing where to find the treasure.

Age range:

7 - 15 years

Place:

Creeks

Duration:

2 Hour

Materials:

- Treasure in 2 colours
- 2 posts, each with lights of a different colour

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5.01 The Old Pirate

Skills: Mooring and Getting Underway, Through the Wind

Aim of the game:

Learn different sailing manoeuvres, whilst playing different characters.

Rules of the game:

- Introduce the story
Example: Once upon a time there was an Old Pirate. He knew that he would not live much longer. His legs were so tired from standing on the deck of his ship. One day he called his 3 daughters: Gjöö, Taymir and Bolle. Each was a captain of one of the Old Pirate's ships. He told them: "Listen, I know you are just waiting for me to be eaten by the sharks and then you will fight amongst yourselves to steal my treasure... I don't want to die before I know who is my cleverest daughter!"
- Actions
 - Each crew has to decipher its own secret language, by collecting hints from the other crews.
 - At the beginning of the game, each crew goes to a different "postbox" to receive an envelope, a box of food bags and pieces of paper in one colour (each crew receives a different colour). For example, "Gjöö" sails to the mill, "Taymi" to the teahouse and "Bolle" to the lighthouse.
 - In each envelope, there are 3 more envelopes labelled with the names of the different crews, containing hints in secret code.
 - Each crew has 3 "sailors" and each sailor receives 1 envelope.
 - Using the food bags and coloured papers each crew makes "bombs".
 - Each crew goes to collect their hints from other crews, in order to find the treasure.
- Rules:
 - Upon a signal the game starts. The crews sail to meet the other crews and collect their hints, so that they can decipher their own secret language.

- Each crew tries to hit the mainsail of another boat with a “bomb”.
- When there is a hit, one of the sailors from the hit boat transfers to the attacking boat, bringing its hint.
- When a sail is hit, the other crews have to wait.
- After a transfer, all the boats have to sail in another direction.
- When a crew has obtained its 3 hints, they try to find the treasure.

Variation:

Number of participants:

3 - 6 teams
4 members per team
Minimal 3 leaders

Age range:

10 - 17 years

Place:

Creeks

Duration:

Preparations: 1 Hour

- Making Introduction
- Making Coding
- Making hints for the coding
- Checking that the bags tear if they are thrown
- Prearrange that the participants have spare cloth

Setup: ½ - 1 Hour

Game: 3 - 4 Hour

Materials:

- 3 boxes of plastic food bags
- Green, blue and red pieces of paper
- Treasure (lolly pops)
- Secret code and hints
- Envelopes

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5.02 Fox-hunting

Skills: Hoisting and Lowering Sails

Aim of the game:

The hunter tries by know-how (sailing better than the others) to catch the fox and take its tail before other teams.

Rules of the game:

One boat is the fox. It has a tail on its mast and starts with a lead.
 The hunters (the crews in the other boats) follow and try to catch the fox.
 The first boat which catches the fox take its tail. This boat then becomes the fox.
 The former fox has to lower its sails and drop its anchor for 5 minutes.
 After 5 minutes, it raises its sails and takes part in hunting the fox.

Variation:

- With a crew aged 7 to 10, go canoeing or rowing.
- The fox uses the quickest boat. How many times do the other boats catch the fox?
- Several boats are foxes (beware of collisions).

Number of participants:

4 - 8 teams

Age range:

10 - 17 years

Place:

Diversified Sailing Water

Materials:

- Fox tail (flag or loosened rope)

Duration:

Preparations: 30 Minutes

Game: 1 - 1½ Hour

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2.01 Pin the Tail on the Donkey

Skills: Regulations - Lights and Daytime Signals

Aim of the game:

Learn the lights of boats, bridges and locks.

Rules of the game:

Put a silhouette of a boat on the ground in front of the group.

The team leader calls out the light he/she wants to see.

In turn, one of the crew brings a coloured card and puts it in the right place on the silhouette to represent a ship's light.

Variation:

Make a competition or relay race among the crews. Play the game blindfolded, with the team members calling out instructions using nautical terms.

Number of participants:

1 or more crews

Age range:

7 - 15 years

Place:

Indoors

Duration:

30 Minutes

Materials:

- A boat's silhouette for each crew
- Coloured round cardboard shapes

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2.05 Pictionary

Skills: Parts of Boats and Rigging

Aim of the game:

Learn the names of boat equipment.

Rules of the game:

The crews sit in rows behind a line.

The first crew member runs to the other side of the room and receives a card with the name of a piece of boat equipment on it.

He/she has 1 minute to draw it and the rest of the crew has to guess what it is.

If nobody in that crew knows what it is, the other crew has an opportunity to guess it.

Any crew member who knows the answer runs to a bell and rings it, before answering it.

If the answer is correct, the crew wins a point.

The second crew member then runs to the other side of the room to collect a new card and so on.

The crew with the most points is the winner.

Variation:

Start with simple things.

Vary the game with different anchors and more difficult boat equipment.

Number of participants

1 or more crews

Age range:

7 - 17 years

Place:

Indoors

Duration:

Very variable

Materials:

- Cards with the names of boat equipment
- Wallpaper
- Felt pens
- 1 stopwatch
- 1 bel

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2.06 Fasten the Sail

Skills: Knots

Aim of the game:

Learn to marl.

Rules of the game:

All the crew members, except for one, are blindfolded.

The crew tries to put the sail on the boom following instructions from the non-blindfolded crew member.

The first one to complete the task is the winner.

Variation:

Number of participants

1 or more crews

Age range:

10 - 17 years

Place:

Indoors

Duration:

60 Minutes

Materials:

- A sail with a boom and marline

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2.07 Boat Dominoes

Skills: Regulations - Rights of Way

Aim of the game:

Learn about boat equipment.

Rules of the game:

Distribute all the dominoes, except for one, to the crew members.

The last domino is the starting stone.

The crew member with the same domino starts by placing it next to the starting domino and others follow.

Before placing a domino in the correct position, each crew member has to explain its function.

Variation:

It is also possible to make dominoes with boating regulations.

Number of participants:

Minimal 3 participants or teams

Age range:

7 - 15 years

Place:

Indoors

Duration:

Preparation: 1 Hour

Materials:

- Dominoes with drawings and names of boat equipment

Setup: 10 Minutes
Game: 30 Minutes

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2.08 Regulations Quartet

Skills: Parts of Boats and Rigging

Aim of the game:

Try to collect quartets.

Rules of the game:

Each crew member has 5-7 playing cards.

One member asks one of the other members for a missing card in a specific category.

If he/she receives this card, he/she can ask another person for another missing card.

If unsuccessful in obtaining the card, the crew member who was asked for the card can ask for a card in return.

The game is over when the quartets are complete and the winner is the person with the most quartets.

Variation:

Before a crew member receives a card he/she has to explain the drawing.

Let the crew make their own quartet cards.

Number of participants:

Minimal 3 participants or teams

Age range:

7 - 15 years

Place:

Indoors

Materials:

- Quartet cards in different categories:
 - Types of ships
 - Boat equipment
 - Safety equipment
 - light

Duration:

Preparation: 1 Hour

Setup: 10 Minutes

Game: 30 Minutes

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2.10 Hints

Skills: Parts of Boats and Rigging

Aim of the game:

Learn the parts of boats and rigging.

Rules of the game:

The leader shows one crew member a word on a card.

In turn, the crew members have to present the part of a boat or rigging shown on the card without speaking.

The other crew members have 1 minute to guess what it is.

If they are unsuccessful, the other crews have the chance to guess.

Correct answers score 5 points.

The crew with the most points wins.

Variation:

2 crew members can work together to make the same presentation.

Number of participants:

A number of teams or couples

Age range:

10 - 17 years

Place:

Indoors

Materials:

- Cards with names of boats and rigging
- Drawing of ship for the crew
- Pens and paper
- Egg timer or stopwatch

Duration:

Preparations: 5 Minutes

Setup: 2 Minutes

Game: 30 Minutes

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2.11 Memorise the Regulations

Skills: Regulations - Lights and Daytime Signals

Aim of the game:

Recognise lights on boats and on the waterside.

Rules of the game:

Make a memory board game.

Make cards with drawings of lights and other cards with texts explaining what the lights mean.

Lay the cards face down on a table.

In turn players turn over a card and try to find the other card which goes with it.

Variation:

Pick up only 1 card and explain what it means.

Number of participants:

Per team

Age range:

7 - 17 years

Place:

Indoors

Duration:

Prepartions: 1½ Hour

Setup: 2 Minutes

Materials:

- Paper
- Coloured pens

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2.12 Signals Ashore

Skills: Regulations - Signals

Aim of the game:

Learn signals.

Rules of the game:

Indoors or on a big ship, place stools in random places.

The crew members are blindfolded and stand at one side of the room or deck.

The captain uses a horn to try and bring the crew to the other side without colliding with any stools.

Variation:

Draw a line on the floor. The blindfolded crew has to follow the line by listening to the horn.

Each corner of the room is a harbour. Bring the crew from harbour to harbour using the horn.

Number of participants:

5 - 20 participants

Age range:

7 - 15 years

Place:

Indoors

Materials:

- Stools
- Bandages
- Horn

Duration:

Preparations: 5 Minutes

Setup: 2 Minutes

Game: 30 Minutes

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8.08 Newspaper Catch

Skills: Parts of Boats and Rigging

Aim of the game:

Learn nautical terms.

Rules of the game:

The group sits in a circle.

The catcher stands in the middle of the circle, holding a rolled newspaper.

Each person chooses a nautical term and introduces him/herself as this term, explaining its meaning to the rest of the group.

The leader calls a nautical term.

The catcher tries to catch that person, but he/she calls another nautical term as quickly as possible to prevent being caught.

Variation:

Ideas for different situations, age groups or material

Age range:

7 - 10 years

Place:

Indoors

Duration:

30 Minutes

Materials:

- Newspaper

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8.09 Oar wrestling

Aim of the game:

Improve dexterity.

Rules of the game:

Make a circle 6-8 metres in diameter.

2 people sit in the circle.

Both people take the oar, holding the end of the oar in the right hand and keeping the left hand at shoulder height.

Each person tries to push the other out of the circle.

Make sure that you don't let go with the right hand, otherwise you lose the game.

Variation:

Age range: 10 - 17 years	Materials: ● 1 oar
Place: Indoors	
Duration: 20 Minutes	

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3.03 Hide the Ring

Skills: Canoeing, Manoeuvring

Aim of the game:

Put a stick through the ring.

Rules of the game:

There are 2 crew members in each canoe. The person at the back paddles and the one in the front holds a stick and tries to put it through a ring suspended over the water on a line between 2 posts or trees.

Anyone who misses the ring has water thrown at them by the observers at the water side!

Variation:

Time each canoe.

Age range:

07-13 years

Place:

Narrow Canals

Duration:

6 Minutes per Canoe

Materials:

- Small ring on a line
- Stick
- Buckets of water

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3.04 Canoe Relay Race

Skills: Manoeuvring

Aim of the game:

Complete the course as quickly as possible.

Rules of the game:

From the starting line, make a slalom around the buoys.

Stop at a car tyre on a line. One of the crew have to climb through the tyre.

Pick up a ball and throw it in a bucket.

Go in the canoe under a line suspended over the water.

At the last post, hit a pan with a spoon.

Variation:

Make a "Le Mans" start, by running and jumping into the canoes.

Start with 2 canoes at the same time.

Age range:

07-13 years

Place:

Narrow Canals

Duration:

Depending on the number of canoes

Materials:

- Buoys
- Car tyre
- Ball
- Bucket
- 2 lines
- Spoon
- Pan
- Stopwatch

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3.09 Limbo

Aim of the game:

Do a limbo dance under a line or stick as many times as possible.

Rules of the game:

Suspend a line or stick over the water.

The canoes pass under the line and the crews pass over it.

After all the canoes have passed, raise the line up.

Crews which miss the line are out of the game.

Variation:

Canoes and crews pass under the line.

Lower the line or stick each time all the canoes have passed under it.

Age range:

07-13 years

Place:

Narrow Canals

Duration:

Variable

Materials:

- Line or stick over the water

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6.01 Catch the Cable-ferry Buoy

Skills: Learn to building a raft and play a game.

Rules of the game:

Each crew builds a raft.

A person from another crew sits on the raft.

Push the raft as quickly as possible to the other side of a canal.

The person on the raft tries to catch a buoy in the middle of the canal to score a point.

Change the person on the raft, so that everybody has the chance to score a point.

Age range:

7 - 15 years

Place:

15 m water/land in length

Duration:

60 minutes

Materials:

- 3 pioneering poles 3 m long
- 3 lashing cords
- 3 floats
- 1 long pole (starting point)
- 1 buoy
- 2 car tyres on a rope

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7.09 Bun Biting

Aim of the game:

Bite buns in the water.

Rules of the game:

All of the crew, except for one person, lie in the water. The other person sits ashore holding a fishing-rod with a piece of a bun on a line.

He or she has to try to get the bun in one of the swimmers' mouths, so that the swimmer can take a bite.

The swimmers are not allowed to use their hands.

Variation:

Make a relay race, by letting one swimmer at a time get into the water, take a bite of bun and swim ashore.

Age range:

7 - 15 years

Place:

Swimming pool or 20 m² of water suitable for swimming

Duration:

45 minutes

Materials:

- 2 fishing-rods
- Buns or bread rolls

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7.07 Synchronised Swimming

Aim of the game:

Creating figures whilst swimming.

Rules of the game:

The crew has 15 minutes to invent the figures which they are going to form. These figures should be made by the whole crew. A panel of judges can watch the demonstration and give scores based on the complexity of the figures and how neatly they were made.

Variation:

- The swimmers can dress up to make their figures.
- The swimmers can use props/objects.

Age range:

10 - 17 years

Place:

Water suitable for swimming or a pool

Duration:

30 minutes

Materials:

- 1 watch

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7.05 Diving for Letters

Aim of the game:

Create a word as quickly as possible.

Rules of the game:

There are at least 2 teams. Each team is given a word, e.g. holiday. Upon a given signal, the teams jump into the water and dive to the bottom to collect the letters needed to form their word. The fastest team is the winner.

Variation:

Instead of being given a word in advance, each team member collects one letter and then the team has to make a word. The winner is the team which makes the word using the most letters.

Age range:

7 - 15 years

Place:

Water suitable for swimming over flat ground

Duration:

30-60 minutes

Materials:

- Letters of the alphabet made of waterproof material
- 1 whistle
- Swimming costumes
- 1 stopwatch

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7.04 Relay Game

Aim of the game:

Carry a lighted candle from one side to the other in a relay race.

Rules of the game:

4 teams take part. At the signal, 1 member of each team jumps into the water and swims a part of the course with the candle. He/she passes it to another member of the team, who swims with the candle and passes it to the next member, etc. Each member has to use a different swimming stroke. If the candle goes out, the team is out of the game.

Variation:

This game can be played indoors or outdoors.

Age range:

7 - 15 years

Place:

20 m² water suitable for swimming

Duration:

30 minutes

Materials:

- 2 stopwatches
- Candles
- Swimming costumes

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7.02 Polo

Skills: Cooperation

Aim of the game:

Use swimming techniques and cooperate in a team to score points.

Rules of the game:

There are 2 teams and each team has a boat. The boats are anchored at each end of the playing area (size depends on the swimming abilities of the participants). Each boat has 2 traffic cones, 1 just in front of the mast and one on the quarterdeck. Team members pass the ball to each other and try to score goals by throwing the ball between the cones. It is not allowed to push anybody under the water. Whenever a team scores a goal, the cones on their own boat are moved 20cm further apart. The game is over when the goal posts cannot be moved any further apart and the winning team is the one with the most goals.

Variation:

- Play with 2 balls
- Play with 4 teams and 4 boats

Number of participants:

2 x 6 participants or
2 x 12 participants

Age range:

14 - 17 years

Place:

Water which is too deep to stand in

Materials:

- 2 anchored boats or 2 buoys
- 4 traffic cones as goal posts
- 1 ball
- Swimming costumes
- Coloured headbands or swimming caps to distinguish between the teams

Duration:

20 minutes

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7.01 Castle Game

Skills: Cooperation

Aim of the game:

Use swimming techniques and cooperate in a team to score points by throwing a ball over a traffic cone.

Rules of the game:

At the bow of the boat there is a tall traffic cone. There are 2 teams, swimming around the boat. The members of each team pass a ball 4 times and then throw it over the traffic cone. Then the other team takes the ball and does the same.

Variation:

Instead of a traffic cone, each team has one member standing on the boat who has to catch the ball.

Number of participants:

8 - 20 participants

Age range:

10 - 17 years

Place:

Water which is too deep to stand in

Duration:

20 minutes

Materials:

- 1 anchored boat or 1 buoy
- 1 tall traffic cone
- 1 ball
- Swimming costumes
- Different coloured headbands or swimming caps to distinguish between each team

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8.07 Obstacle Course

Aim of the game:

Create an obstacle course on the waterside using pioneering techniques.

Rules of the game:

Make obstacles using pioneering and set them up on the waterside, for example:

- Swinging rope (in the water)
- Slide (in the water)
- Rope bridge
- Car tyres (to swim through)
- Bridge with an air mattress or plank (in the water)
- Balance beam (over the water)

Variation:

Ideas for different situations, age groups or material

Age range:

10 - 17 years

Place:

Shore

Duration:

1 Day Part

Materials:

- number and type

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4.09 Throw the Sticks

Skills: Manoeuvring, Boating Courses

Aim of the game:

Throw a stick into a ring.

Rules of the game:

Put 5 rings alongside the water, on shore.

Each crew has 5 sticks.

The crews rowing slow, but continuously, and try to throw the sticks into the rings.

Variation:

You can do this game with a sailing boat or a canoe.

Place the sticks ashore and let the crew throw tyres onto them.

Age range:

7 - 17 years

Place:

Shore

Duration:

1 Hour

Materials:

- 5 rings or tubes
- 5 sticks of ca 30 cm per crew

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7.03 One-to-One

Aim of the game:

Take the ball away from an opponent.

Rules of the game:

1 player holds the ball in his/her arms and the others try to take it away from him/her. The successful person holds the ball in his/her arms. No more than 2 people may attack at the same time.

Variation:

Opponents try to lift each other.

The person who is lifted has to leave the game.

Play hopscotch and push each other over.

Age range:

7 - 15 years

Place:

In shallow water up to the waist

Duration:

15 minutes

Materials:

- 1 ball
- Swimming costumes

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5.06 Sailing under the Yoke

Skills: Lowering the Mast

Aim of the game:

Maintain sufficient speed to pass the obstacle.

Rules of the game:

Pioneer a yoke over the water (like a bridge) giving 2 m headway.

A boat sails to the yoke and lowers the sails and the mast.

The boat passes under the yoke. Do nothing - there must be enough drift to pass under the yoke.

Hoist the mast and the sails.

Variation:

- Write a message on the top of the yoke.
- Make a competition among different boats.

Number of participants:

4 - 6 teams

Age range:

10 - 17 years

Place:

Shallow Water

Materials:

- 3 pioneering poles

Duration:

Setup: 30 Minutes

Game: 1 Hour

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8.02 Triathlon

Skills: Rowing, Towing a Boat

Aim of the game:

Team-building

Rules of the game:

Swim 50 m.

Row 1 km.

Tow the boat 500 m along the edge of a canal.

Variation:

Age range:

14 - 17 years

Place:

Quiet Sailing Water

Duration:

2 Hours

Materials:

- Towing rope

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5.07 Drop-out Race

Skills: Boating Courses, Sail Positions, Through the Wind

Aim of the game:

Sail with the whole crew and learn gybing.

Rules of the game:

Sail the track first with the whole crew.

Sail the track several times, but each time without one crew member, starting with the boatswain and so on.

Age range:

10 - 17 years

Place:

Quiet Sailing Water

Duration:

1 Hour

Materials:

- Compleet sailing boat

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3.02 Steal the Flag

Skills: Canoeing, Manoeuvring

Aim of the game:

Collect as many flags as possible from the other canoes.

Rules of the game:

Each crew has a flag in its own colour behind the canoe and 2 extra flags.
Each crew tries to take the flag from another canoe.
When a crew loses their flag, they take a new one and put it behind the canoe.
The crew with the most flags is the winner.

Variation:

Go back to the harbour to collect a new flag.

Age range:

07-13 years

Place:

Quiet Sailing Water

Duration:

15 Minutes

Materials:

- 3 flags for each canoe

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3.01 Whale Hunt

Skills: Canoeing, Manoeuvring

Aim of the game:

Catch the whale and “harpoon” it with skewers.

Rules of the game:

A motorboat pulls a polystyrene foam raft, the “whale”, behind it from one side of a canal or lake to the other among the canoes.

Each crew has skewers in different colours.

When the motorboat passes, they try to harpoon the whale with skewers.

The crew with the most skewers in the whale wins.

Variation:

Each canoe has a whale attached to it and tries to prevent it being harpooned by the others.

Age range:

07-13 years

Place:

Quiet Sailing Water

Duration:

15 - 20 Minutes

Materials:

- Skewers in different colours
- Polystyrene foam raft and line
- Motorboat

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8.11 Slipway

Aim of the game:

Race over a slipway.

Rules of the game:

Each team races over the slipway carrying cups of water to fill a bucket of water on the other side.

Variation:

Wear costumes.

Age range:

7 - 17 years

Place:

Playground

Duration:

1 Hour

Materials:

- 10 kg green soap
- Board 2 m wide, 5 m long
- 100 plastic cups
- Cling film
- 1 stopwatch

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8.10 Spacehopper Race

Aim of the game:

Team-building and develop stamina.

Rules of the game:

Make an obstacle course to be used with a spacehopper.
Do a relay race.

Variation:

Blindfold the participants. Other members of the team give directions using nautical terms, e.g. north, south, east, west.

Age range:

7 - 10 years

Place:

Playground

Duration:

1 Hour

Materials:

- Spacehoppers - or alternative "vehicles"

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8.06 Balloon-volleyball

Aim of the game:

Team-building

Rules of the game:

Fill balloons with water.

Set up a sail as a net so that the 2 teams cannot see over it.

The teams take turns throwing the balloons over the sail and the other team tries to catch them.

Each balloon caught is worth a point.

Variation:

Use another kind of ball.

Age range:

7 - 17 years

Place:

Playground

Duration:

40 Minutes

Materials:

- Balloons
- Sail

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2.03 Bingo

Skills: Parts of Boats and Rigging

Aim of the game:

Learn the names of boat equipment.

Rules of the game:

Each player has a score card with drawings of boat equipment in different squares.

The caller has cards with the names of all the boat equipment.

He/she reads out the cards one by one and players cover the relevant squares on their score card with blank squares.

The winner is the player who covers all the squares on his/her score card first.

Variation:

It is also possible to designate a winner after a completed row or column.

Number of participants:

1 or more crews

Age range:

7 - 15 years

Place:

Playground

Duration:

30 to 60 Minutes

Materials:

- 1 score card for each participant with 16 different pieces of boat equipment (all the cards are different)
- 16 blank square cards for each participant
- 32 cards with the names of boat equipment for the caller.

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6.03 Ice-floe Walking

Aim of the game:

Try to stay dry

Rules of the game:

Tie many floats securely to each other from one side of a canal to the other. One at a time, the crew members have to run over the floats to the other side. The crew with the most dry members wins.

Variation:

Two people carry a stretcher to the other side.

Age range:

7 - 17 years

Place:

Ditch

Duration:

30 minutes

Materials:

- Floats ca. 10 m by 2 m

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6.05 Long Gangway

Aim of the game:

Have a relay race over the boats.

Rules of the game:

Put 4 boats with their bows and sterns together like a gangway.

On turn, all the crew members run across the boats as quickly as possible and jump into the water. When the first one jumps into the water, the second starts.

Time how long it takes for each crew, from the start until the last person jumps into the water.

When the first crew finishes, the next one starts.

The fastest crew is the winner.

Variation:

Play the game with upside down boats.

Age range:

7 - 13 years

Place:

Ditch

Duration:

30 minutes

Materials:

- 4 boats
- 1 whistle

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6.06 Tug of War

Aim of the game:

Play with the boat

Rules of the game:

2 boats are attached to the same buoy by long ropes.

In each boat 2 persons lie down on their stomachs and pull the boat towards the buoy.

The first to arrive is the winner.

Change the persons.

Variation:

When they pull the boat, they turn the boat around.

Age range:

14 - 17 years

Place:

Ditch

Duration:

30 minutes

Materials:

- 2 boats
- 2 ropes
- 1 buoy

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7.08 Medieval Knights

Aim of the game:

Play with a boat.

Rules of the game:

The crew minus one person pulls the boat whilst swimming.

The other person stands on the quarter-deck with his/her heels against the stern, so that he or she will be able to fall overboard and not in the boat.

He/she holds an oar with its end protected.

The boats sail close to each other and the knights try to push their opponents off their boat, just like knights used to push each other off their horses in a medieval tournament.

Age range:

7 - 13 years

Place:

Ditch

Duration:

60 minutes

Materials:

- 1 boat per crew
- Material to provide good protection at the end of the oars

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3.05 Basketball

Aim of the game:

Try to score the maximum number of points.

Rules of the game:

2 teams with the same number of canoes try to throw the ball in the other team's basket. The canoe with the ball has to stop and has 5 seconds to throw the ball. It is only allowed to throw the ball with the hands, not with the paddle. Avoid having too many canoes in the same place. The team with the most points is the winner.

Variation:

Age range:

07-13 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- 2 baskets
- 1 ball
- 2 lines and anchors
- 1 whistle for the umpire

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3.06 Blowing in the Wind

Skills: Manoeuvring, Wind

Aim of the game:

Collect as many ping-pong balls as possible.

Rules of the game:

Throw numbered ping-pong balls on the water and let the wind blow them away. Each canoe tries to collect as many balls with the highest number of points as possible. The person with the most points wins.

Variation:

Age range:

07-13 years

Place:

Open Sailing Water

Duration:

20 Minutes

Materials:

- Ping-pong balls with numbers

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3.07 Balloon Dancing

Skills: Manoeuvring

Aim of the game:

Try to prick the balloons belonging to other canoes.

Rules of the game:

Each canoe has a balloon attached to it with a line.

Players try to prick each others' balloons.

Anyone who loses his/her balloon, goes back to the harbour to collect a new one.

Count how many times the canoes come back to collect new balloons.

The winner is the person who loses the fewest balloons.

Variation:

Letters can be put inside the balloons and players can make words using the letters they collect.

Age range:

07-13 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- Balloons on a line
- Poles with skewers on the end

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3.08 Save your Balloons

Skills: Manoeuvring

Aim of the game:

Try to save your balloon.

Rules of the game:

Each canoe has a line with 6 balloons behind it.
Each crew has its own colour.
The players try to prick the other crews' balloons.
The crew which saves the most balloons wins.

Variation:

Count the number of balloons after 5, 10 and 15 minutes.

Age range:

07-13 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- Coloured balloons (6 x the number of canoes)
- 1 cocktail stick or skewer on a pole per canoe

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4.01 Hunt the Whale

Skills: Rowing, Getting Underway, Rowing

Aim of the game:

Practise rowing manoeuvres to step over from boat to boat. Learn rowing commands.

Rules of the game:

The leaders' rowing boat is the whale.

The other boats try to catch the whale with a fender or a ball.

If they are successful, one person changes with a member of the crew from the whale.

Variation:

Make a whale using balloons and attach it behind each boat. Other boats try to row over the whales belonging to other boats.

Number of participants:

Minimal 3 ships

Age range:

10 - 17 years

Place:

Open Sailing Water

Duration:

Preparations: 5 Minutes

Game: 2 Hour

Materials:

- Fenders or balls
- Balloons

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4.02 Boatball

Skills: Rowing, Through the Wind

Aim of the game:

Try to throw a ball into a boat

Rules of the game:

Row in a special area of a lake with 3 or more boats.

Use one ball.

The crew tries to throw the ball into another boat.

The boat with the ball tries to throw the ball into another boat as quickly as possible.

At the end of the game, the crew with the ball is the loser.

Variation:

- It is also possible to play this game with canoes or sailing boats.
- When there is a signal, the you have to go out of the game.

Age range:

7 - 15 years

Place:

Open Sailing Water

Duration:

1 Hour

Materials:

- Buoys
- 1 ball
- 1 horn

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4.03 Steal the Flag

Skills: Mooring and Getting Underway, Rowing

Aim of the game:

Collect the flag from the other side of the canal/lake.

Rules of the game:

On the other site of the canal or the lake you see a flag in a mast.

There are 2 teams.

Upon a signal, 2 boats start, rowing quickly, and try to be the first one to take the flag from the mast.

Variation:

- It's not possible to see the flag from this side of the lake/canal.
- Intercept the other boat using valid rowing manoeuvres.
- It is also possible to sail or use a canoe.

Age range:

7 - 15 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- Mast with flag on the other site of the lake
- Horn

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4.05 Bank Robbery

Skills: Rowing

Aim of the game:

Find as much money as you can.

Rules of the game:

The escaping thief is losing money all over the lake. Hurry to find it or the money will sink! Make money out of beer mats, writing 1, 5, 10, 100 and 1000 on them with a waterproof marker.

Drop the beer mats all over the lake in the water.

The rowing crew tries to pick up as many as they can.

Variation:

Use balloons with notes attached.

Age range:

07-13 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- Beer mats
- Waterproof markers

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4.06 Chinese Rowing

Skills: Rudder

Aim of the game:

Row using alternative material.

Rules of the game:

Row a course with a paddle or thwart, or scull at the side.

Variation:

Row backwards.

Age range:

10 - 17 years

Place:

Open Sailing Water

Duration:

1 Hour

Materials:

- 5 Buoys

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4.07 Privateer

Skills: Rowing

Aim of the game:

Try to jump in a rubber boat or try to push another person out of the boat

Rules of the game:

2 boats start at the same time rowing towards a rubber boat in the middle of the lake. One person grabs the rubber boat's stern mooring line and ties it onto the rowing boat, then jumps into the rubber boat. The crew tries to row as quickly as possible to the starting point. The crew of the other boat tries to push the person out of the rubber boat and capture it.

Variation:

Do the "le Mans start" (the crew starts on land and runs to the boat).

Age range:

7 - 15 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- 1 rubber boat
- 1 buoy
- 1 float

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5.03 Warrior

Skills: Through the Wind

Aim of the game:

Practise sailing techniques.

Rules of the game:

One of the boats is the warrior. The crew of this boat tries to hit the main sail of another boat with a tennis ball. The boat which is touched is the new warrior. They make a tack and a gybe before trying to catch the next boat.

Variation:

All the boats are warriors and each has 5 balls in one colour.

* How many balls are in a boat?

* From which colour?

Number of participants:

4 - 6 teams

Age range:

10 - 17 years

Place:

Open Sailing Water

Duration:

1 Hour

Materials:

- Tennis balls in different colours

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5.04 Man Overboard

Skills: Man Overboard

Aim of the game:

Practise “man overboard” manoeuvres.

Rules of the game:

Each member of the crew is the helmsman in turn.

Upon a signal given by the leader, one of the crew members jumps into the water.

The winner is the helmsman who needs the shortest time to do the manoeuvre.

Variation:

Throw a buoy into the water - it is less fun but safer.

Number of participants:	Materials:
Per ship	
Age range:	
10 - 17 years	
Place:	
Open Sailing Water	
Duration:	
1 Hour	

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5.05 Assignment on the Lee Shore

Skills: Anchoring, Mooring and Getting Underway

Aim of the game:

Do the manoeuvre as quickly as possible.

Rules of the game:

On a lee shore, there is a buoy with a letter.

Position the boat at anchor with the stern to the buoy.

Read the letter and sail as quickly as possible to the leaders' boat and tell them the message on the letter.

Variation:

Place a bucket on a post with some sweets in it. Let the crew fish up the sweets.

Number of participants:

4 - 6 teams

Age range:

10 - 17 years

Place:

Open Sailing Water

Duration:

Setup: 30 Minutes

Game: Variable

Materials:

- 1 buoy with letters
- 1 bucket on a post

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5.08 Fish up the Balls

Skills: Through the Wind

Aim of the game:

Collect balls of your colour.

Rules of the game:

Balls with different colours are in the water.
On shore, the leader shows a coloured flag.
The crews pick up the balls of that colour.
The winner is the crew with the most of the balls of the right colour.

Variation:

It's possible to play with sailing boats or rowing boats.

Age range:

7 - 15 years

Place:

Open Sailing Water

Duration:

1 Hour

Materials:

- 20 balls in 5 colours
- 5 coloured flags
- A motorboat to retrieve the balls which are lost

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5.09 Overturn the Ship

Skills: Safety

Aim of the game:

Learn what to do when your boat capsizes.

Rules of the game:

Take everything out of the boat.

Each crew member takes a lifejacket and sits in the boat.

Put as much water in the boat as possible.

Overturn the boat slowly.

Turn the boat back over and climb into the boat.

Scoop the water out as quickly as you can.

Age range:

7 - 17 years

Place:

Open Sailing Water

Duration:

1 Hour

Materials:

- 1 boat
- Lifejackets
- 6 buckets to scoop
- Tools to unrig the boat

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5.10 Catamaran

Skills: Sail Trimming

Aim of the game:

Learn how to sail with a double rigging.

Rules of the game:

Lash 2 boats together with double rigging.

Variation:

Organise a regatta with more "catamarans".

Age range:

10 - 17 years

Place:

Open Sailing Water

Duration:

30 Minutes

Materials:

- Extra ropes
- Extra fenders

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6.02 Raft Race

Skills: Cooperation

Aim of the game:

Score points through co-operation and swimming techniques.

Rules of the game:

There are 2 teams and each team has a boat. The boats are anchored at each end of the playing area (size depends on the swimming abilities of the participants). Each boat has 2 traffic cones, 1 just in front of the mast and one on the quarterdeck. Team members pass the ball to each other and try to score goals by throwing the ball between the cones. It is not allowed to push anybody under the water. Whenever a team scores a goal, the cones on their own boat are moved 20cm further apart. The game is over when the goal posts cannot be moved any further apart and the winning team is the one with the most goals.

Variation:

- Play with 2 balls
- Play with 4 teams and 4 boats

Number of participants:

2 x 6 participants or
2 x 12 participants

Age range:

14 - 17 years

Place:

Water which is too deep to stand in

Materials:

- 2 anchored boats or 2 buoys
- 4 traffic cones as goal posts
- 1 ball
- Swimming costumes
- Coloured headbands or swimming caps to distinguish between the teams

Duration:

20 minutes

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6.04 Waterbikes

Aim of the game:

Make a waterbike using pioneering techniques.

Rules of the game:

Make a waterbike and go on a triangular cycling tour.

Variation:

Have a cycle race involving several crews.

Age range:

10 - 17 years

Place:

50 m² of water

Duration:

60 minutes

Materials:

- 3 buoys
- 3 anchors
- Material to make a waterbike

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7.06 Boardsurfing

Aim of the game:

Maintaining balance while "surfing".

Rules of the game:

Fasten the 10m rope to the board at about 1/3 of its length. Attach the other end to the stern of the boat.

Fasten a small line to the front of the board for the rider to hold and maintain balance.

When the boat has gained sufficient speed (this does not need to be very fast), the "surfer" jumps overboard, climbs onto the board, and tries to stand up and stay standing.

Variation:

Like waterskiing, you can hold competitions.

Age range:

7 - 17 years

Place:

Open sailing water which is not too busy

Duration:

60 minutes

Materials:

- 1 wooden board
- 1 rope approx. 10 m long
- 1 smaller rope
- 1 motorboat

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2.02 Find the Flag

Skills: Regulations - Rights of Way

Aim of the game:

Avoid another boat respecting nautical rights of way.

Rules of the game:

For this board game, there are 2 teams, each comprising 2 or more crews of 6.

Each team member has a "Stratego" card, one of which is a flag - but nobody else knows where this flag is.

Each team throws the dice in turn to move around the board.

When different boats meet, they have to decide which has to give way

. The game ends when a crew find the other crew's flag (among the cards).

Variation:

A bomb, kamikaze ship or torpedo can be included.

Number of participants:

1 or more crews

Age range:

10 - 17 years

Place:

Indoors

Duration:

120 Minutes

Materials:

- "Stratego" board game
- 2 flags
- 40 cards: 5 big ships, 10 rowing boats, 2 small ships starboard side, 5 small ships sail over starboard, 5 small ships sail over port side, 5 small motorboats left, 5 small motor boats right.

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4.08 Knights Tournament

Skills: Boating Courses

Aim of the game:

Practise rowing manoeuvres.

Rules of the game:

In the water, there is a cap on a mooring post.

In front of the rowing boat one of the crew stands holding a boat hook like a lance. He tries to take the cap from the post.

Variation:

- Time the game.
- Hang a ring on a line suspended between 2 posts.

Age range:

7 - 15 years

Place:

Various

Duration:

15 Minutes

Materials:

- 1 post in the water
- 1 cap
- 1 boathook

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4.10 Tug of War

Skills: Boating Courses

Aim of the game:

Cooperate within a crew.

Rules of the game:

In each of 2 boats, one crew member stands on the after-deck with a rope in his/her hand.

The crews start rowing in opposite directions. The crew whose member falls in the water loses the game.

Row towards a buoy.

DANGER: Remove the rudders from the boats and be careful.

Variation:

Blindfold the rowers and use commands to direct them.

Age range:

7 - 17 years

Place:

Various

Duration:

15 Minutes

Materials:

- Rope which can be held firm
- Buoys or other markers

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8.01 Hikes

Skills: Miscellaneous

Aim of the game:

Make a trip by boat using a nautical chart and spend one night in the boat.

Rules of the game:

Fix a starting point and finishing point on the nautical chart, as well as various points through which you have to pass and follow some instructions.

Make a logbook of the trip and provide some instructions to put in the logbook.

Examples of instructions:

- Make a description of your boat in the logbook.
- Describe the weather conditions.
- Make a weather forecast.
- Sketch the horizon.
- Make a one pan meal.

Variation:

Depending on the participants, make the trip longer or give more difficult instructions, for example: make a complete meal.

Age range:

10 - 17 years

Place:

Various

Duration:

1 or more days

Go Hiking.

"The" adventure for a seascout is the hike: a roaming travel with a ship.

Exciting because the team goes out on it's own. They get a number of unknown assignments to do. Simply being away from the routine in the camp, getting back dead-tired, and having a "Captains dinner" waiting when you come back makes the hike a highlight. Of course extended with the stories that only your team have. The special moments and the situations which were risky, but copable by your team. A lot to talk about.

Here are some hints about arrangements that have to be made before a team starts

Organise the hike in the last days of the camp. This gives the team the chance to become a real unit first, and the staff the opportunity to train some extra skills. The hike should also be the highlight of the camp.

The more the team can be independent, the more they learn and experience.

The staff can meet the team unexpected, for instance on a post for an assignment.

Make sure that the description of the route is correct. Check it as much as possible. Any mishap can easily spoil the trip, and can occur by closed waterways, low or high water, construction work or any other small misfortune

What do you have to organise?

1. A description of the route with a series of techniques: Map and Compass, Oleate, Stripemap, Crossings, Situation description, Photo's, Almanac, etc.
2. Formulate assignments: Nature survey, Sketches, Objects to find, Interviews to be taken,

etc.

3. Arranging over night locations, depending on the experience of the team.
4. Pre-print logging paper. Fixed items are easily filled in, and the book gets a more professional look.

The Ship's Log

When you are on a hike, you should maintain a logbook. Make sure it is a log you can use later. Not only as a remembrance, but also as a start for planning a next hike.

Is it difficult? Not at all, if you follow a few guidelines:

1. Start with the name and the type of the ship, and the non-standard equipment. Then the names of the crew, with the arranged tasks.
2. Start every day with the weather, and add changes during the day.
3. Register sailed distances, route and used time.
4. Mention all kind of situations:
 - 10.00 hour: Passing the floating bridge after a waiting of 15 minutes
 - 11.00 hour: Stop in Big Hamlet for shopping. Carl lands in the stinging nettles.
 - 15.00 hour: misread the heights of the freeway bridge and lost the dog vane.
5. Register when and where you stopped for resting and camping.
6. Make drawings, collect tickets from bridges and locks, postcards from stopping places, recordings of specific sounds, etc.

In this way you have a cosy and useful instrument. A basis for a story in the local paper or a web site.

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8.03 Watersports Day

Aim of the game:

Try out different watersports.

Rules of the game:

Start the day by hoisting the flag and each group presenting its yell.

Examples of activities:

- Relay races
 - Air mattress race (bring your crew to the other side of a canal, with one person at a time on the mattress and 2 people pushing).
 - Beam or plank race (use wood to transport your crew across the water).
 - Lifeline (throw the line to a member of your crew and pull him/her across the water).
 - Rafting with a one-person raft or a tub.
- Canoe slalom
- Water basketball (score goals in a goalpost in the water)
- Rowing slalom - under a line, backwards rowing, rowing an 8
- Sailing race

Close the activities by awarding medals.

Variation:

Adapt according to different situations, age groups or the material available.

Age range:

7 - 17 years

Place:

Various

Duration:

1 Day

Materials:

- Platform/stage for jury
- Scoreboard
- Flag
- Medals

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8.04 Programme Themes

Aim of the game:

Design programmes on special themes to enrich Sea Scouting's symbolic framework.

Rules of the game:

Choose a theme (e.g. a famous explorer, an historical event, science fiction) and collect material from the library, newspapers, TV and the Internet.

Present the theme to the group through a story or film.

All group members are involved in the preparations.

Start by preparing the decors, costumes and decorations for the boats and crew.

Prepare instructions, activities and meals linked to the theme.

End the programme with an exhibition, newsletter or show to present the results to parents or the general public.

Variation:

Age range:

7 - 17 years

Place:

Various

Duration:

More than one day, or a camp

Materials:

- Costumes
- Decorations
- Story or film
- Instruction sheets
- Activity handouts

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8.05 Blue Ribbon

Aim of the game:

Develop specialised skills and work as a team to achieve results and present them to others.

Rules of the game:

This is a special outdoor challenge for Venture Scouts and Rovers to encourage them to work together and develop their autonomy.

If a crew wants to work towards obtaining the blue ribbon, they have to develop a plan with their leader, make agreements with other crews and obtain support from specialised instructors.

The activities and progress are continually monitored over a period of 6-8 months.

The crew needs to acquire the skills of sailing, first aid and safety management.

5 crew members have to learn rowing commands.

4 crew members need to acquire proficiency badges in canoeing, rowing and sailing.

The crew has to do all their boat's maintenance in summer and winter.

The crew makes a 24 hour expedition, including an overnight stay in their boat or tent.

A report is made on the expedition, including a nautical chart, compass bearings and scientific data.

Upon completion of the programme, there is a special ceremony and a member of the National Admiralty awards the blue ribbon to the crew.

Variation:

Vary the requirements.

Age range:

10 - 17 years

Place:

Various

Duration:

6 - 8 month

Materials:

-

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2.13 Compass and Map Sailing

Skills: Boating Courses

Aim of the game:

Bring your boat from A to B without touching any obstacles.

Rules of the game:

On the map there is a grid with coordinates. The wind direction, obstacles, harbours and shallow lakes are marked on the map.

The players go from A to B on the map with a little paper boat in their own colour.

Each player in thows the dice in turn to determine how many steps to make and “sails” if possible with the wind, avoiding the obstacles.

Any boat which touches an obstacle misses a turn.

Variation:

Number of participants:

3 participants or teams

Age range:

10 - 17 years

Place:

Tables

Duration:

Preparations: 20 Minutes

Materials:

- Map
- 3 dice
- Coloured paper boats

Game: 1 Hour

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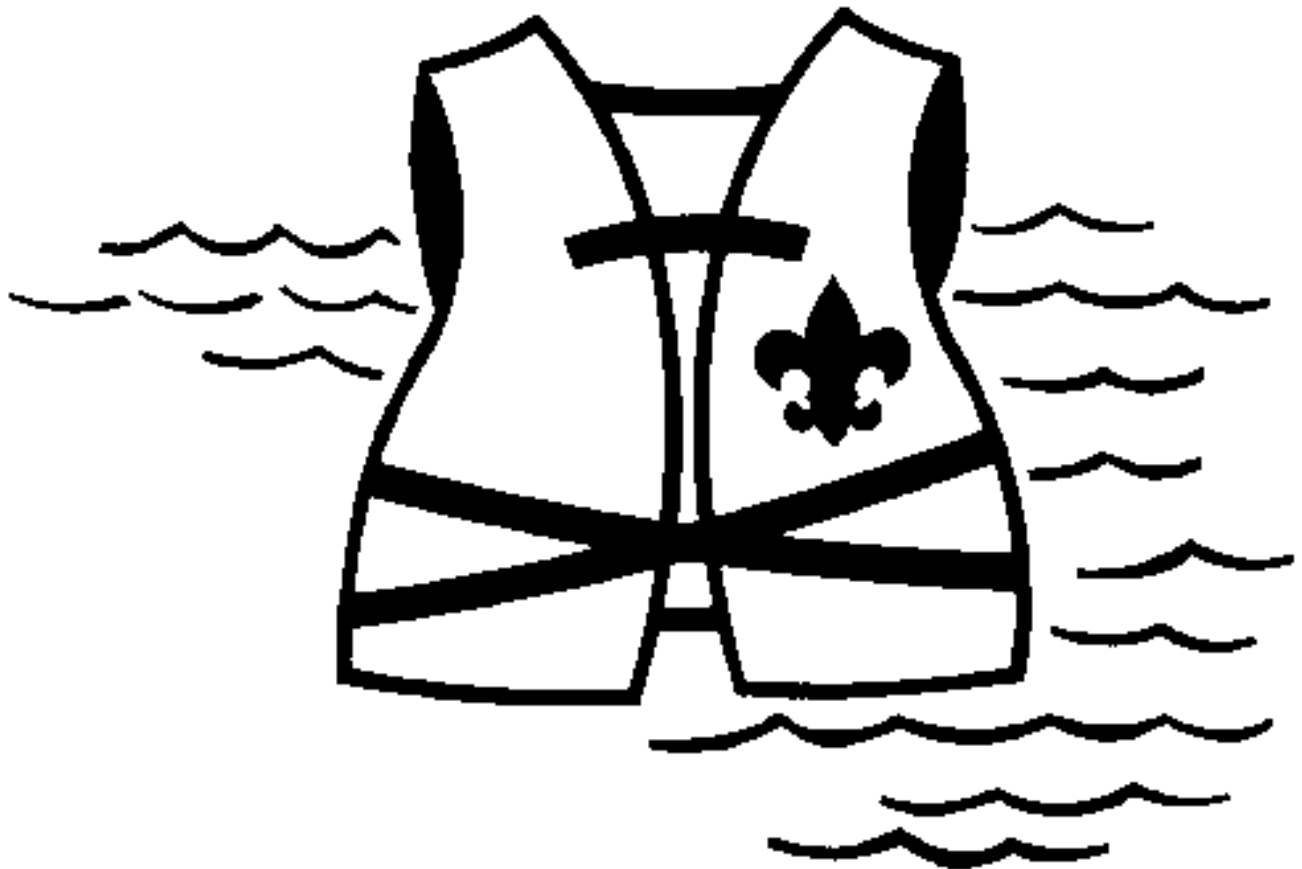
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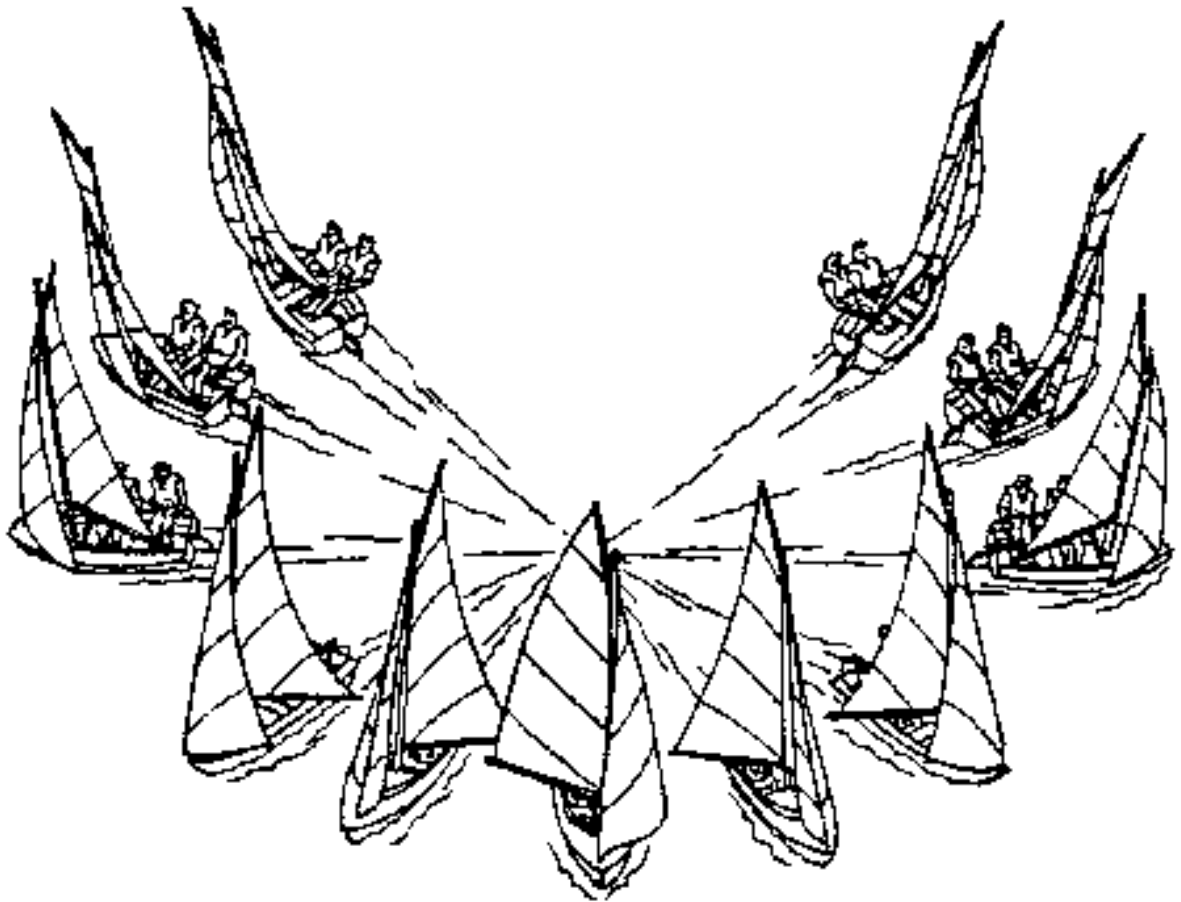
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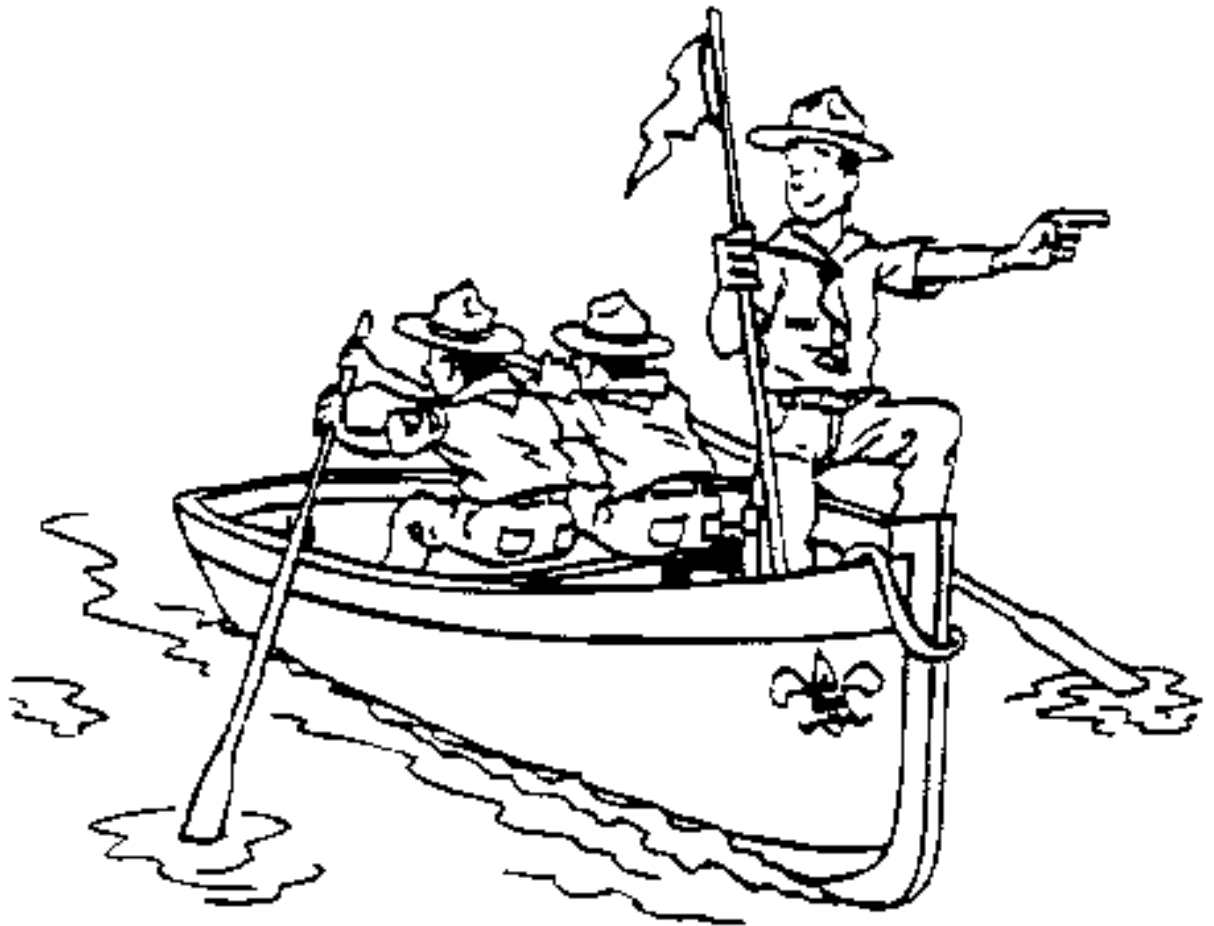
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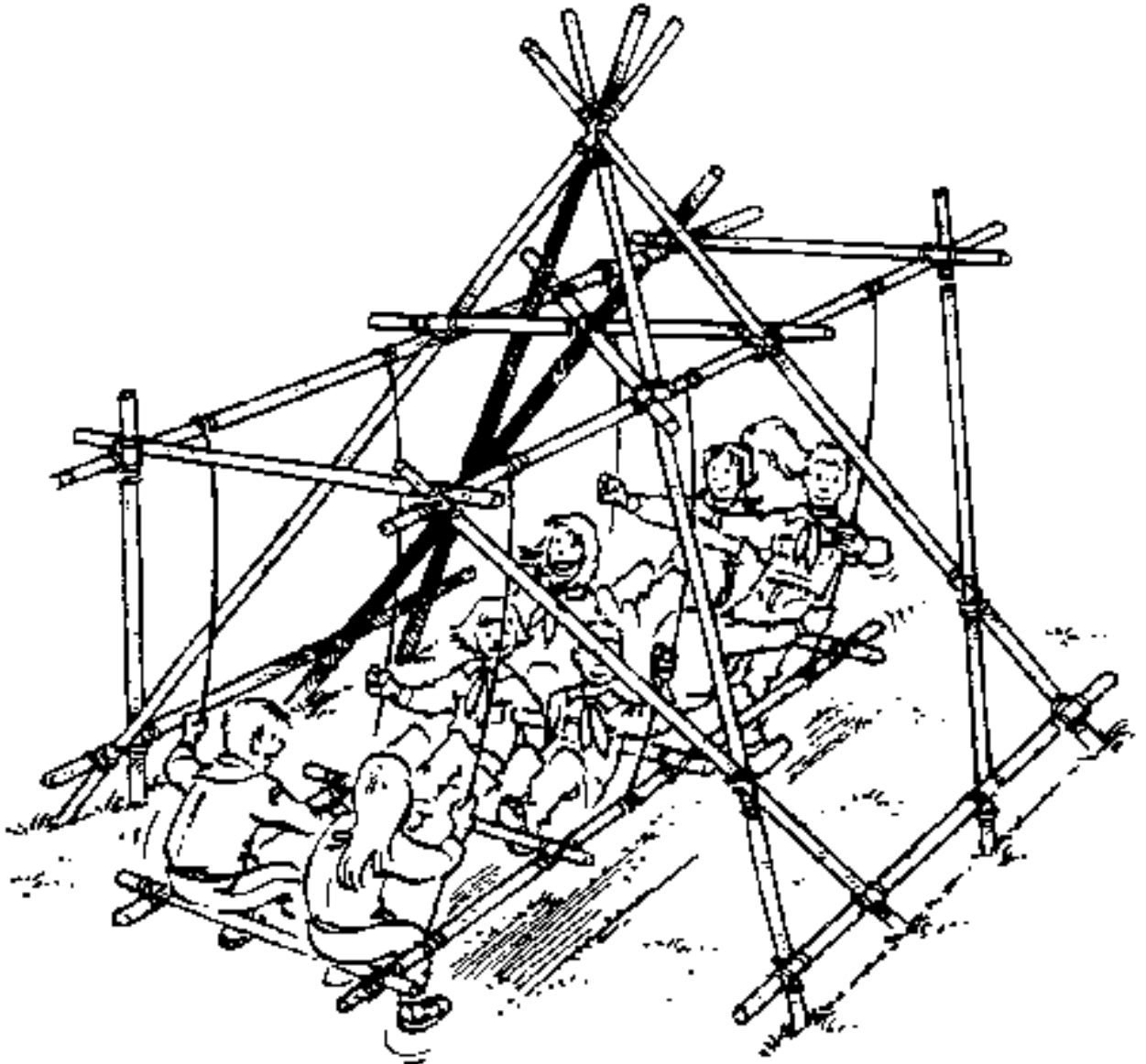
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