

## Dressing Up "Beetle" Relay

(Created by leaders from 1<sup>st</sup> Weald Brook Beaver Scout Colony – well we think it's an original idea!)

This is a game loosely inspired by the old "beetle" parlour game. It takes ages to write down & explain but is really very simple and our Beavers love playing it, but it's not one to use too often.

We've used it in two programmes –

the first a pantomime theme when the clothing is that of a pantomime dame -silly hat, skirt, jewellery, slippers, scarf/shawl/cape

the second on a Captain Scott theme when the clothes were woolly hat, anorak, scarf, gloves, boots etc

The important thing is that the type of garments are the same for each team and that they are oversized enough to enable the Beavers to put them on over their uniforms.

We play it with 5 items/pairs of clothing.

### Equipment per team:

1 set of clothing

1 die with shaker & plate or similar to roll die onto

1 chair for a Beaver to sit on

1 chair/table/surface to put clothes on

### Preparation

allocate each type of clothing to a number eg –

1 = hat

2 = scarf

(we find it easier to remember if we number from head to toe!)

Beavers sit up in teams at one end of the hall. At the other end is an empty chair next to the surface with the clothing laid out. The die we leave on the floor in front of the clothes.

Each team selects a "volunteer" to go and sit on the chair. They remove their shoes.

### Playing

Players take it in turns to run up and throw the die.

If the number thrown corresponds to an item of clothing not yet put on the volunteer, then the player takes that item and "dresses" the volunteer. He then returns to his team and the next player goes.

If the number thrown corresponds to an item that has already been placed on the volunteer, the player simply returns to his team & the next player goes.

If the number thrown is a 6 (hence only allocating 5 numbers to the clothes!), then the player has to remove any one item of clothing from the volunteer before returning to the team.

Obviously, if say gloves are allocated to number 3, then there will have to be two separate throws of 3 on the die – one for each glove just as with the legs in the "beetle" game.

The winning team is the first one to get their volunteer totally dressed

As with most games, the potential for variations is huge.