



Online Scout Resource - Games

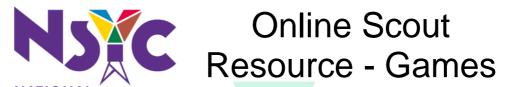
SCOUT YOUTH COUNCIL

C	Game Name	Tut Tut	
, i	Game Type	Outdoor	
	Number of eople/Teams	2 equal teams	
	Ideal Age Range	11+	
	Ideal Game Time	Day Time	
	Average Duration	10-20 minutes	
	Equipment Needed Rope/Garbage Cans (Anything to create a boundary/field of play		
		Using a rope, create a large playing field, split into two (a rectangle with a line in the middle). One team stays in one of the areas, and the other team in the other.	
		One member of the starting team must cross to the other side, where the other team is staying. Throughout the time that the member is in the square, they must say 'tututututut', signifying that they are not breathing in during the time that they are in the other team's area.	
	Playing Instructions	The member must touch as many people as possible from the other team and cross back to their side. The people that they touch are out of the game. However, if the other team manages to stop the member from crossing to the other side until they run out of breath stop saying 'tutut', the member is out of the game and the people that s/he touched remain in the game.	
		If the member does not breath in while in the other team's territory, does not touch any of the other team's members or is not caught within the territory before they stop saying 'tutut', then they can go back to their territory, and another team member can enter the other team's territory. The turn of a team ends either if member(s) of the other team are removed by being touched before the member crosses the line, or because the member is removed from the game because they took a breath in the other's team territory. This means that during each turn, at least one player is removed from the game.	
		The game ends once all the members of one of the teams is removed.	









Other Notes	
Link	

