



Beaver Beetle Game

Hobbies & Wheels 2006



Instructions

Allocate each type of clothing a number.

- 1 = Hat
- 2 = Scarf
- 3 = Jacket
- 4 = Gloves
- 5 = Boots

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

Each lodge selects a “volunteer” to go and sit on the chair. They remove their shoes.

Beavers 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. The Beaver then returns to their lodge and the next Beaver goes.

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

Obviously, for the gloves and boots, there will have to be two separate throws of 4 and 5 on the die. One for each glove and one for each boot.

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

Materials

- Hat, 5
- Jacket, 5
- Gloves, 5
- Boots, 5
- Scarf, 5
- Die with shaker and plate, 5
- Chair, 5

Credit

From 1st Weald Brook Beaver Scout Group, UK.