



The Games Compendium



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Quick 'n Easy Games

Ankle Grasp

◆ Chalk

Draw a ring 6' in diameter. The contestants enter the ring, stoop over and grasp their ankles. The object of the game is to push your opponent over or to make him let go of his ankles. The player is automatically disqualified if he steps out of the circle.

Australian Circle Game

◆ 2 Tennis balls

A player stands in the centre of a circle, holding a tennis ball. He tries to throw this ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one Cub Scout to another.

The player in the centre may throw his ball to anyone, but he usually throws it to the Cub Scout about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the Cub Scout in the centre.

Bash the leader

◆ Several soft balls

Divide the scouts into 4 teams. The object of the games is to hit the leaders with the soft balls. Scouters are situated in each of four corners of hall 4 teams of scouts, each assigned to different a leader. Scouts place themselves strategically in their quadrant to protect their assigned leader. Once placed, Scouts are not allowed move their feet (they can twist and turn to intercept and throw balls).

Leaders count each time they are struck by ball. Winner is leader with least amount of hits.

Blind man's Knot

◆ A rope per player

◆ A blindfold per player

The squad is blindfolded. The leader passes down the line, holding a piece of cord knotted in one of the familiar knots. Each Cub Scout may finger it for ten seconds to discover which knot it is. The squad is then provided with a cord. At the word "Go" each blind player makes the knot he considers the right one. The quickest (if correct) wins.

Bomb the Bridges

◆ 2-4 tennis balls

The players stand scattered around the hall with their legs around 2 feet apart. Each player's legs form a 'bridge' which may be bombed. To bomb a bridge, a tennis ball must be thrown between the

player's legs (hitting a player's legs is not enough). Once bombed the player is out and must sit down. However, they may still take part by continuing to throw the tennis balls to bomb other players. The last player standing is the winner.

To prevent being bombed a player may protect himself using his hands to catch or deflect the tennis ball. Players may not move their feet or crouch to prevent being 'hit'.

Balls which are out of reach may be retrieved quickly by the nearest players so that play can continue. The greater the number of balls the harder and faster the game becomes.

Capture The Fort

◆ 1 Soccer ball

Divide players into two sides: Attackers and Defenders.

Defenders form a circle, holding hands and facing outward, with their captain in the centre. Attackers surround the fort at about eight or ten paces distant. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over their heads, the captain may catch it and throw it out. But if it touches the ground inside the circle, the fort is captured and the players change sides.

Cat and Mouse

Organise the players into a rectangular grid, or maze, spaced so that they stand two arms lengths away from their partners in all 4 directions. If you have an awkward number of players you may leave out up to 2 players - they will be given roles later in the game. Before the game starts it is best to rehearse changing the maze:

Start with all the players facing in the same direction with their arms spread to their sides - this should create a number of rows. On the command 'Turn' everyone should turn round 90° - don't be too worried which way just as long as it is a quarter turn. This changes the maze from rows to columns.

Two players a 'cat' and a 'mouse' will run around the maze, the cat trying to catch and tag the mouse. They may run around the maze and along the lines of arms but must not pass or stretch across them. You can shout 'Turn' at any point during the game to change the maze. Thus you may suddenly prevent the mouse getting caught or put the mouse very close to the cat.

When the mouse is caught start again with another pair or start with a new mouse and allow the old mouse to 'grow' to a cat.

Chair Basketball

- ◆ A ball
- ◆ 2 chairs

Each team has a Cub Scout standing on a chair at the opposite end of the room, the object of the game is for the team to score a goal by having their team member catch the ball that is tossed to him while on the chair. The ball must be dribbled to within throwing distance. The catcher must catch the ball while on the chair.

It's best to have teams of around 6-8 players.

Chinese Ladders

This game only belongs here insofar as the Cub Scouts are likely already arranged in the right format to play it. They should sit down the length of the hall facing their partners, with their feet touching those of their partners.

...like so. Starting at the top end of the diagram, upon command, the Cub Scouts jump up, and run down the hall over the legs of their team (who may not move those legs!) and then touch the end of the hall. They run back around the outside, touch the top wall, and then make their way over any legs back to their place, whence the next Cub Scout may do the same. It's a race.

Note the way I have described it so that each Cub Scout must sit down beyond the next person in his team; this helps prevent cheating by starting early.

This game can be made more interesting by providing simple obstacles around the two outside edges of the hall, eg car tyres to get through, turned gym benches to walk along, or chairs to go under.

City, Town, Country

Players sit in two lines team A and Team B, each line numbered 1 to N. Player 1 in team A says to player number 1 in team B the name of a city, town or Country.

We will suppose for example that he says 'GERMANY'. Player 1 in team B must now say a town city or country, beginning with the last letter of Germany. Let us suppose that he says 'YORK'. Player 2 in team A now has to say a city, town or country beginning with the letter K. This goes on all the way down the line. If a player fails to give a correct answer or duplicates a previous answer, then a point is awarded to the other team. When the end of the line is reached play begins at player number 1 again.

Compass Game

A game I used to play in scouts was the compass game. Everyone stood spread out around the room and was told to orient themselves to 'north'. North could be real north or a convenient wall or corner in the room. Everyone except for the caller and the referees closed their eyes (blindfolded if you don't think the honour system will work). The caller then calls out a direction, like 'east' and then everyone turns (eyes still closed) and points in the direction of east. The referee then goes around and taps the

shoulder of anyone not pointing in the right direction. They are out. The game continues until one player is left. It gets interesting when you start calling headings and bearings.

This is a good game as it only discriminates by your sense of direction, which improves as you play.

Compass Points

- ◆ 8/16 Poles or a piece of chalk

From: 'Scouting Games' by Sir Robert Baden-Powell

This game will be found excellent practice in learning the points of the compass.

Eight staves are arranged in star fashion on the ground all radiating from the centre. One staff should point due North. One Scout now takes up his position at the outer end of each staff, and represents one of the eight principal points of the compass. The Leader now calls out any two points, such as S.E. and N., and the two Scouts concerned must immediately change places. Any one moving out of place without his point being named, or moving to a wrong place or even hesitating, should lose a mark. When changing places, Scouts must not cross the staves, but must go outside the circle of players. When three marks have been lost the Scout should fall out. As the game goes on blank spaces will occur. These will make it slightly more difficult for the remaining Cub Scouts. To make the game more difficult sixteen points may be used instead of eight. When played indoors the lines of the compass may be drawn in chalk on the floor.

Crabs, Crows and Cranes

This is a running about game which is good if you are in a large hall or outside with a lot of Cub Scouts. Split them into two teams, in two lines across the hall. There should be a gap of a few feet between them. Near each end of the hall should be a home line. One team are the crows, the other the cranes.

If you shout cranes, the cranes team must run to their home line without getting tagged by the crows team. Any member of the cranes that gets tagged has to join the crows team. If you shout crows, the crows team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team.

If you shout crabs they must all stand still. Anyone that moves must join the opposing team. You start off each time with both teams lined up across the hall facing each other. The game ends when one team has all the players. You can have a lot of fun rolling your RRRRR'S with this. CRRRRRRRABS, CRRRRRRROWS, CRRRRRRANES.

Crab Football

- ◆ ball
- ◆ 4 chairs

This is a version of football which can be played indoors using chairs as goal posts. The rules are much the same as normal football with the

exception that players must be in the crab position. That is on hands and feet with back towards the ground.

You may like to make additional rules to prevent the goal keeper throwing the ball too far across the hall. For example, the ball must bounce at least once on their side of the hall.

Dodge Ball

◆ 1 ball

Divide Cub Scouts into two teams. One team makes a circle and the other team stands inside it. The Cub Scouts forming the circle throw a large ball at the Cub Scouts inside the circle, who are running around trying not to be hit. The inside Cub Scouts may not catch the ball. A ball hitting a Cub Scout on the head does not count. Only Cub Scouts in the outside circle may catch and throw the ball. Cub Scouts who are hit below the knee join the outside circle and try to hit the inside Cub Scouts.

Refinement:

Enter a six or patrol into the centre of the circle and time how long a team can stay in for. Passing the ball across the circle will help catch out the more agile players!

Similar Games:

See Sin-bin Dodge Ball, Zone Dodge Ball and Snake Dodge

Dog And Possum

◆ 2 different bean bags

The Cubs form a circle. The Leader takes one bean bag (possum) which he starts on it way round the circle. A moment later he starts the other bean bag (dog). The dog must catch the possum before it reaches the starting point.

Exhaustion

The pack or troop sits in a circle and are numbered in 4's (ie 1,2,3,4,1,2,3,4...). When a player's number is called he must stand up and run around the circle clockwise trying to catch and tag the player in front. When tagged a player must return to his seat. The cub who is finally left wins. You may need to terminate the round if two of the cubs are too evenly matched.

Frogs and Flies

(Wink Murder)

More participants the better. A detective is chosen. She stands in the centre of a circle of children, all who are sitting down, Indian style. Everyone closes eyes tightly while the adult goes around the outside of the circle of children and secretly taps one of them. This person is the frog. Adult informs everyone to open their eyes. Now, the frog's job is to eat the flies; the flies being the other children in the circle. The detective's job is to try to guess which one of the children in the circle is the frog. The frog tries to "eat" as many flies by making eye contact with other children in the circle and sticking out his tongue at them without the detective seeing him. Once he has stuck his tongue out at someone,

they extend their legs straight forward, or they can lie down, indicating that they have been "eaten". The detective watches for the frog, while the frog tries to "eat" as many flies as he can before being discovered. The detective gets 3 chances to guess who the frog is. Then, the frog turns into the detective, and the adult chooses a new frog.

Hide & Seek

We turn all the lights off in the entire church (including those intended to be left on permanently). One scout stays in the meeting room and counts to twenty, the rest of the scouts hide anywhere (except for pre-set off limits areas) in the building. "It" begins looking for the scouts. Once a scout is found, he joins "it" in the hunt. The last scout found is the winner. The scouts especially enjoy jumping out of a dark corner and scaring their Leader.

Hop Knot

◆ 1 Knotting rope

All the Cubs sit in a circle. With the exception of one who has the rope. On "go" he drops the rope at the feet of one of the players, at the same time calling out the name of a knot. He then commences to hop round the circle, while the knot is being tied. If tied correctly the tier becomes the hopper.

Hot Potato

◆ 1 Handkerchief

A scout is chosen as the IT. He stands in the centre, while the others sit in a circle. The players toss a handkerchief to one another; making many false moves and gestures. The IT must touch the handkerchief while in the air. If he does so, the last to throw becomes IT. The passing cannot be delayed.

In The Pond

◆ Chalk

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But... sometimes he will try and trick you by saying "On the Pond" or "In the Bank." When he does this, nobody should obey. Anyone who moves, on a wrong order, is out of the game or may pay a forfeit and get back in.

Kill the Rattlesnake

◆ 1 blindfold

◆ 1 set of keys or tin filled with pebbles

This is a similar game to 'Whomp'em'. The snake is nominated and must stand within the circle of players. Another player is the hunter. The hunter calls: 'Rattlesnake!' and the snake must 'reply' by jangling the keys or tin. The snake may move within the circle to avoid the hunter but doing so may create enough noise for the hunter to find him.

After the hunter has managed to find the snake (or after 2 minutes) a new hunter is nominated and the old hunter becomes the snake.

Kabady

You get two equal teams, one on each side of the line. The teams link arms, one person is sent over the and has to touch one of the pairs of the people on the other side of the line. The other team can stop them by bring them down to the ground. When a person is out they sit down at the side. Carry on until one of the teams are all out.

WARNING: This game is very rough.

Keep Talking

This is a knockout competition, it is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair. We have played this several times and it has proved very popular. Each time we have played it we have been surprised at the eventual winner. Often the younger scouts have walked all over the older scouts in this game.

needed to set down a few ground rules though. The pauses had to last at least 2 seconds, 'common strings', like letters, numbers, months, etc. could only be a maximum of 12 in a row, you could not touch your competitor, and ONLY the (adult) judge could call a Cub Scout out for repetition. This is a great 'I need it in a hurry' game!

Knotting Baseball

- ◆ 1 Rope
- ◆ Markers for bases

Same teams as baseball, but no bat or ball. Pitcher and batter each have a piece of rope. Pitcher calls name of knot and throws his rope to anyone in the field. If batter reaches first with knot tied correctly, he is safe. If knot tied (correctly) by fielder, reaches first before batter, he is out. If batter cannot tie knot called, he is out. If fielder cannot tie knot called, batting side scores one run whatever else happens. Fielders can then return ropes to second, third or home to "force" base runners. Make sure pitcher throws rope to all fielders and not too frequently to first base.

Knotty

- ◆ A rope per pair of players

This is a game which is played by the American Indians of Pueblo.

- 1) Each scout is provided with a thin rope that is a foot and a half long.
- 2) Two players sit face to face with about 8 feet between them. One player holds his rope in front of him and the other scout is the guesser. When the scout who is the guesser says "Ready!" the other scout puts his cord behind him and makes any number of simple, single knots on it, from one to four. The knots are made as fast as possible and when done, the player brings his empty hand out in

front of him. His opponent guesses how many knots there are on the cord. The guesser only has one chance.

3) Immediately upon the guess the rope is held out in front of the player who made the knots, in order to prove the guess right or wrong. The scout making the knots tries to fool his opponent by only making one knot, none, or several knots in the time it should take to make one, in order to fool his opponent. His face can give the expression that his hands are idle when they are actually busy or vice versa.

4) When playing this game as a den competition, each player on each team has a turn at knotting and guessing before the winning side can count coup. A team can have a brief conference before guessing the number of knots made by the opposing den. In den competition it is best to have a referee such as the Cubmaster or other leader to keep track of the score made by each team.

Lighthouse

◆ (Shipwreck) This game comes from a Games book published by the Bharat Scouts and Guides (India). It is attributed to the Catholic Scouts of Ireland.

Blindfolds (neckers) for half your group.

The Leader is the lighthouse. Half the troop (pack, company) are ships, and put on the blindfolds at one end of the room. The other half are rocks, and distribute themselves on the floor between the ships and the lighthouse. Please ask the rocks to keep their hands and feet in to minimise tripping. The rocks also should not clump up.

The lighthouse goes "WOO WOO" to guide the ships. The rocks go "SWISH, SWISH" quietly to warn the ships of their presence. On go, the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and go "swish, swish" also). When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places.

Lights out Football

- ◆ A football
- ◆ A dark hall

2 teams line up on 2 walls they should be directly facing each other with about 20 ft in between. One person called the switcher (not on any team) must be in control of the lights turning them on or off about every 20 sec. or whenever they choose. The teams are to try to grab the ball when it is thrown in by the switcher (the first time the lights are turned off the ball should be thrown in) and taken in hand to the other teams side and touch the ball to the opposing team's wall this will give the team with the ball one win. The teams can only move when the lights are off, if a team member is caught moving at all while the lights are on, then he is out(it is best to have the switcher call who is in or out). The team members must crawl at all times. WARNING: This game is very rough.

Marauders

- ◆ **A small object for each member of one team (eg. a woggle or pen etc.)**

Divide the Pack into two teams. One team to stand with legs apart in a straight line (feet touching those of the next Cub). In between each Cub's legs is a small object. The other team are the raiders and have to try to steal the objects, without being caught. They can take them from any direction. The defender is not allowed to move his feet, but can try to tag the raider below the elbow.

Motorway Crash

- ◆ **A bean bag or a similar sized object**

Cub Scouts sit in sixes in a circle. One Cub Scout from each six is given the name of a car (eg. Ford, Nissan, Rolls, Jaguar, etc.) When that name is called out those Cub Scouts get up and run round the circle. Various calls are made that the Cub Scouts have to react to:

Join the M1- Change direction

Steep Hill- Walk

Puncture- Hop

Fog- Pidgin Steps

Accelerate- Start running

Crash- Collect object

When 'Crash' is called the Cub Scouts run back through their own place and into the middle of the circle to pick up some item placed there. Once 'Crash' has been called the Cub Scouts can't change the direction they were running in.

Multiples

(Buzz)

This is a game from Taiwan. Players sit in a circle and start counting round the circle from "one." If the agreed figure for the game is seven, each time the number being called includes the figure seven or is a multiple of seven, the player keeps quiet and clasps his hands together. If anyone makes a mistake the leader records a point against him.

When the Cub Scouts become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught with numbers four, six and eight going on at once.

For one number the player clasps hands. For the second number he will put both hands above his head. For the third number he can nod his head. Most players will find thinking of two numbers at once difficult enough.

My Secret Friend

- ◆ **Slip of paper per player**
- ◆ **A set of pens**
- ◆ **A bag or box**

Every member of the group puts his or her name on the scrap of paper and put it in the bag. When everybody has put his/her scrap of paper in the bag and shake it carefully. Then let your scouts take one of the scraps & secretly read the name. This person will be her/his secret friend during the game (it may last for several days). During these days everybody

is to please his/her secret friend, to present him/her with any present & stuff like that. At the end of the game all players are find out who the secret friend of hers/his is.

One, Two, Three

This is a game similar to 'Port and Starboard'. Start with all the players in one corner. When 'One' is called the players must run across the width of the hall. When 'Two' is called they must run across the length. When 'Three' is called players must go to the diagonally opposite corner. Allow the players a little practice before you start to send off players who are the last into the correct corner and who are standing in the wrong corner.

To make the game more complex shout strings of numbers. For example 'One, One' and 'Two, Two' brings players to the same corner they started in. 'Three, One, Two, Two' in the end brings players along the length of the hall. The brighter players will try to work this out to avoid running all the way.

Push Catch

- ◆ **A ball**

Here is an interesting game that has become quite popular with the various groups I have been associated with over the years, starting with the one I was in as a kid. The rules are simple. Everyone is in a circle except for one person in the middle (usually a leader to start). The person in the leader has a ball which the leader throws to those in the circle. The leader must shout out either PUSH or CATCH. The person to whom the ball is thrown must DO THE OPPOSITE ACTION that was shouted out. That is if the leader shouts PUSH, the Cub must CATCH the ball. If the leader shouts CATCH the cub PUSHES the ball. If an error is committed by either not doing the opposite or stumbling with the ball, The Cub must sit down or step back and is eliminated from play.

To start, it is wise to give one practice shot each to each player, then randomly select players, shooting the ball at them more than once. The game may sound simple but if the Thrower is cunning it can be quite difficult. The last one standing in the circle is the winner. You can then proceed to find out how many throws this person can handle before he/she is eliminated, and keep a record.

Row Ball

- ◆ **Large ball**

Pack is divided into two teams, who sit in parallel lines about four feet apart, but facing in opposite directions. The feet of each Cub should just touch the seat of the Cub in front.

A mark is made halfway down the aisle between the two teams. The ball is placed on this mark. When the Leader calls "row" the players use their inner hands only and try to drive the ball to the front of their respective teams. If this is done a goal is scored. The ball must stay on the ground. As a variation turn the teams around and use the other hands.

Variation

If the group gets really good at the game, is that the shouter must shout out 3 words (such as PUSH CATCH PUSH) and the Cub must do the opposite of the middle one (or the first or last).

Sardines

The 'opposite' of hide and seek. A few players go and hide in separate locations. After a delay everyone else sets off to find the hidden scouts. When one scout finds another he must hide in the same place, until all the players are hidden.

Signals

- ◆ Various noise makers such as whistles, rattles and bells

This game is similar to the game where you shout out Port and Starboard. The players are told what action they must perform when a certain sound is heard. Play this a few times with nobody being out, then start taking out people who do the wrong action or who are the last ones to do the action.

Sin-bin Dodge Ball

- ◆ 1 ball
- ◆ 6 chairs

This is yet another adaptation of the dodge ball game. A player tries hit another player under knee level with the ball. Once a player is hit he goes into the sin-bin for a short time. Players may move anywhere in the hall to avoid the ball, but may not travel with the ball.

The sin-bin is a row of 6 chairs which the scouts stand (or sit) on. At the start of the game the sin-bin is empty. When the first player is hit he sits on the foremost chair, the next player out sits in the next chair and so on until the sin-bin is full. When a player enters a full sin-bin he pushes everyone along a chair. The player at the front of the 'queue' is pushed out and goes back into the game. Thus 6 players need to hit before a player who has just entered the sin-bin can return to the game.

Refinement:

Use more than 1 ball.

Refinement:

Play in patrols - ask scouts to remember how many times they were hit and award points to the patrol with the smallest total number.

Snake Dodge Ball

- ◆ ball

(Indian File Dodge Ball)

This is a continuous game with no winners or losers. Five or six players stand in a line in the centre of a circle formed by the rest of the troop or pack. Each player in the line puts his arms round the waist of the player in front. The object of the game is for the players around the circle to hit the player at the end of the line or snake, below the knees with the ball. The snake can move around inside the circle to make this more difficult. When the player at the back of the snake is struck by the ball, he leaves the snake and moves into the circle

of throwers and the player who threw the ball, joins on as the front man of the snake. The game carries on for as long as you wish.

Variation:

One patrol is in the middle of the circle at a time and the patrols compete to stay in the circle for the longest time.

Similar Games:

Dodge Ball, Sin-bin Dodge Ball and Zone Dodge Ball

Speak And Do The Opposite

I couldn't think of a better title for this, but it is fun to play both for kids and adults. Each team sends a person to challenge a member of another team. The person challenging says something like 'I AM PATTING MY HEAD' but in fact they are rubbing their tummy. The person being challenged has to say in reply 'I AM RUBBING MY TUMMY' and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

Spots

- ◆ 1 Felt-tip pen (non-permanent!)

The pack sits in a circle and are given a number from 1 to n. (n=total number of players). It is easier for the cubs if the numbers are in sequence and not random. One cub (number 5) starts by saying 'I am 5 spot and I have no spots, how many spots does number 8 have?'. Cub number 8 replies in the same manner and nominates another cub. If one of the cubs takes too long or makes a mistake he is awarded a spot which is painted on his chin or cheek. He will then have 1 spot. This game is particularly good at cub weekends or holidays since you can tell which cubs have washed properly!

Refinement:

Use lip-stick instead of felt-tip pen - it gives an extra incentive for the cubs to get things right.

Spud

- ◆ Ball

Each scout is assigned a number between one and x, x being the number of scouts. In a circle outside (we circle around a flagpole) one person throws a ball (tennis, racquet, or similar) as high as he can, straight up, and calls out a number. The scout whose number is called catches the ball as the rest of the scouts fun away from him as fast as possible. Once the called scout catches the ball, he yells "STOP!" at which time all retreating scouts are supposed to stop dead in their tracks. (This is where the most argument comes in this game...) The scout with the ball is allowed to take three really long steps (more like standing long jumps) so that he can get as close to the nearest scout as possible. He then attempts to hit the scout with the ball (not in the head or other vital organs). The scout being shot at is allowed to twist and bend, but may not move his feet. If the scout is hit, he gets to

retrieve the ball while the rest of the scouts get back in a circle. He is also given a 'spud' or a point. If the scout is missed, the throwing scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The scout with the least number of spuds at the end of the game wins.

Steal The Bacon

- ◆ 1 Hat
- ◆ Scarf or some other 'bacon'

Divide the Pack into two halves (not three halves, nor one half). Number off EACH half separately. If there are 30 Cub Scouts in the troop, then you would have two groups, each numbered from 1-15. Line them up facing each other, about 30-40 feet apart. In numerical order. Place your 'bacon' between the lines. Now the field will look kinda like this:

1 2 3 4 5 6 7 8 9 10

X O <== Leader

10 9 8 7 6 5 4 3 2 1

The idea is for a Cub Scout to go out and retrieve the object. The Leader calls out a number, and each Cub Scout with that number runs out and tries to get the object and go back behind his line.

Once the object is touched, the Cub Scout that touched the object can be tagged by the other Cub Scout. There are two ways to win a round: Either get the object and bring it behind your line without being tagged, or tag the other Cub Scout after he grabs the object and before he makes it past the line.

Variation:

Tell a story instead of just calling out numbers: "Once, THREE Cub Scouts went on a hike. They saw TWO deer and FIVE trees..."

Refinement:

Call out more than one number: It usually ends up with two Cub Scouts circling the object, waiting for an opening, with the other scouts shouting, etc. If nobody makes a move, call out another number so there will be four scouts instead of two out there. As for physical builds, strength is NOT a factor in this game, but speed and planning is.

Variation:

We put 2 'Bacon' out of different colours. We then read out True/False questions. Call out a number, the Cub Scouts have to make a choice - one Bacon is True, the other is False. If the Cub Scouts grab the wrong colour and take it across their line, they lose. Naturally, if they grab the wrong colour and the opponent tags them, they lose!

Variation:

Instead of calling numbers, ask questions that result in a number like:

How many leaves on poison ivy?

How many Cub Scouts are there in the Buddy system?

How many first aid hurry cases are there?

How many minutes can someone survive without oxygen?

The possibilities are endless - and it's not just another meaningless game that is a waste of time.

Variation:

Make it interesting by doing math problems (2 plus 4 divided by 3 or some such).

Variation:

3 4 5 6 7 8 9 (n) (team A)

2

1

F T O <== Leader

1

2

3 4 5 6 7 8 9 (n) (team B)

No numbers are called, True/False questions are asked of the next person in line. Good type of questions deal with First Aid, Scouting history, use of knots, just about anything dealing with Scouting, like "how far can you go into the woods?"

Questions can slow Cub scout's reaction time leaving the starting position as the idea is to know whether the answer is T or F. The idea is to take the bacon of the correct answer, colour of the bacon denotes the T and the F bacon. A Cub Scout taking the correct answer bacon and returning to Home gets a point, if they are "tagged" then the other team gets the point. If a Cub Scout takes the wrong answer bacon then the Cub Scout from the other team doesn't have to try and tag them. Taking the Wrong answer bacon gives the other team a point. But if the Cub Scout takes the wrong answer bacon and IS tagged by the Cub Scout from the other team then the Cub Scout's team taking the bacon gets the point even though he selected incorrectly. Two wrongs don't make a right but I have seen older Cub Scouts take the wrong one and then "slip" so that they can get caught.

This opens up many more chance to win even if your team members are the fastest, it adds the element of knowledge into the game.

Steal the Treasure

- ◆ 1 Set of keys
- ◆ 1 Blindfold
- ◆ 1 Chair (optional)

The cubs sit in a circle around a chair. Place the keys under the chair and sit a blindfolded cub 'guard' on the chair. Nominate a cub to try to steal the keys without the guard noticing. If the guard hears him approaching he can point straight at the cub. He is detected and must return to his seat. Nominate another player to nominate him (pointing to nominate is best otherwise the guard may know which way the cub is approaching from). Once a cub successfully picks up the keys the guard (without blindfold) chases the villain round the circle

once and back to the villain's seat. If the villain gets back without getting caught he becomes the guard. To make this game work the guard must point directly at the moving cub waving an arm around in the general direction is not enough.

Refinement:

Use two guards seated back to back, and more keys if group is large.

Stiff Candles

Appoint 3 Cub Scouts to go "IT". The chase the rest of the Pack around trying to tag them. If tagged then a Cub Scout must stand still, with legs open and arms out. They can be freed by other untagged players, by the other player crawling through their open legs. If however the player is tagged while crawling through then there are two stiff candles at that spot. Vary the number of chasers according to the number playing.

Stool Kicking

◆ **Several Chairs**

From: 'Scouting Games' by Sir Robert Baden-Powell

Here is the description of a good game for you to play either in your clubrooms or out of doors. There are about six or nine players, and they all join hands and form a ring round some object, which will fall over if touched, such as a footstool stood upright. The players all swing round the stool and each one has to do his best to make one of the others knock the stool over as they swing round, at the same time avoiding knocking it down himself. When a Cub Scout knocks over the stool they stands out, and the game goes on until only one player remains.

Refinement:

We normally play this game so that anyone who touches a chair is out. Additionally, if the circle breaks the 2 people responsible are out. It is quite a good idea to build 2 chains, one of smaller scouts and one of larger, taller scouts so that the small scouts have a better chance.

Submarines

In a large, pitch black room, with light switches on each end, the troop is split in half. Each half gets on their hands and knees near the light switch that they are protecting. On the Leader's signal, the scouts, staying on their hands and knees, attempt to turn on the light on the other end of the room while protecting their own. Like British Bulldog, this game can get a bit violent, what with kids fighting in the dark to get to the switch. This game would probably have to be modified for other meeting areas (especially those with hard floors!)

Submarines and Minefields

◆ **Blindfolds (neckers) for each member of the minefield**

You split into two teams, one forms a line across the playing field. They are blindfolded and standing close enough together to touch hands. Each hand is

a mine that will 'destroy' a ship (a member of the other team.) that team quietly tries to sneak along the line weaving in and out of the mines, (ie between their feet, or between two scouts). We once had someone go fetch a utility ladder and climb over the minefield. After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Thus later ships may go through an unprotected area. Smaller scouts usually win this one. When the whole team has gone through or not as the case may be, change over. At the end of the game, the winning team is the one that managed to get the most ships through the minefield.

Tadpoles

◆ **1 ball**

Split the pack evenly in two and assemble one team in a circle and the other team in a line. A leader positioned in the middle of the circle throws a ball to each Cub Scout in turn and counts the number of consecutive catches made. If anyone drops the ball counting starts again from zero.

Meanwhile the team in a line runs 'relay fashion' around the circle and back to the line to tag the next player. This acts as a timer. Once all the cubs have run the teams swap over. The team with the highest number of consecutive catches wins.

Variation:

Mark the teams by their final score when the running team has finished. This is more exciting since fortunes can change quickly.

Tail Grab

◆ **A rope or cloth tail for each patrol or six**

Each patrol stands in a line behind their patrol leader. Each man holds the belt or waist of the man in front. The last man has a tail tucked into his trousers. On the word 'GO' the patrol leaders have to move around the room and try to get as many of the other patrols tails as possible. Any patrols that break their chain are disqualified. The winning patrol is the one with the most tails.

The Flying Doughnut

◆ **1 rope (length around 15')**

◆ **A 'doughnut' tied to one end of the rope to act as a weight. An old cub cap or rolled-up hiking sock is ideal.**

This is an old playground game which used to be played with a long skipping rope. It works very well both with small groups and large groups. Spectating can also be quite fun so don't worry too much about players which have been hit standing out for a few minutes.

The players stand in a circle with the leader in the middle. The leader swings the rope and doughnut around in a large circle at around foot height. The players must jump over the rope and doughnut each revolution to avoid being hit. If they are hit (or hit several times) they are out of the game. The last people standing in the circle are the winners.

To rotate the doughnut stand up and swing the rope, swapping it from hand-to-hand around you. As you spin the doughnut faster it may rise too high - some players may not be able to jump high enough. You can often help by crouching down or reducing the speed. Look out for players who try to stay back from the circle slightly trying to ensure that the doughnut will never reach them.

Three Coins at the Fountain

◆ 7 Coins

◆ 4 Chairs

Divided the troop or pack into 4 teams, and number off each member of the team. Position 4 chairs in a square roughly 15 feet apart for the teams to wait behind. Place the 6 coins (of low values in case any get lost) in the middle of the square.

When you call a number, a player from each team must try to get 3 coins onto the seat of their chair. They may only carry one coin at a time and must place the coins they retrieve on their chair to be easily visible. Once all the coins have disappeared from the centre they may steal coins from other players.

Refinement:

Call two numbers at the same time. You may need to reduce the total number of coins to 5 if the game becomes too easy.

Train Circle

◆ 1 ball

All but one of the sixes from a large circle, and one member is given a ball. The other team form a crocodile, and starting outside at the same place as the ball set off running in an anti-clockwise direction around the circle. At the same time the ball is passed around the circle and when it has completed two rounds, they shout 'Stop!'. The train must immediately halt and the number of completed laps and part laps are counted. If the train breaks, it must stop immediately to be re-connected.

Turn Turtle

If your scouts or cubs like rolling around on the floor then they will love this quickie. I would advise activity dress, so as not to dirty uniforms. Pair the scouts off in size. One Cub Scout in each pair lies on his back on the ground. On the word go the other scout has to try and turn him over onto his stomach. The scout on the floor tries to prevent this by spreading out his arms and legs and moving around on the floor. No tickling or foul play is allowed.

Whomp'em

◆ 1 Newspaper or stuffed hiking sock

Scouts get in a circle facing in, with both hands, palms up, behind their backs. Scouts must be looking into the circle. One scout, with a rolled up newspaper, walks around the outside of the circle. When the Cub Scout chooses, they put the

newspaper into the hands of a scout, who then proceeds to "whomp" the Cub Scout to his right. The Cub Scout being "whomped" runs as fast as they can (unless they enjoy being whomped) around the circle back to his starting position. The scout now holding the newspaper walks around the outside of the circle, looking for a scout to whomp the person to his right, as above. No winners, everyone wins.

If you play this game a lot you may want to make your own 'baton'. We use a hiking sock half stuffed with foam and tied. This gives a good 'whop' sound and is light enough to ensure players do not get hurt.

Wink Murder

(Kojak, Who Dunnit, Killer)

This is a nice quiet game. All the players sit in a circle except one, the detective, who must leave the room to allow a 'murderer' to be nominated. The detective must find and reveal the correct identity of the murderer. The murderer can kill by winking at any of the other players in the circle who must then collapse - hopefully not making too much sound. He may 'win' the game by murdering all the other players or by the detective incorrectly guessing the identity of the murderer. Once a round has been played the murderer becomes the detective and a new murderer is nominated.

Variation:

Everyone closes their eyes, and the leader picks one or more Cub Scouts to be killers. When everyone opens their eyes, the killers try to kill the other Cub Scouts by winking at them. The non-killers try to expose the killers before everyone is dead. If a non-killer announces that someone is a killer, then 1) if they are right, the killer is "dead", or 2) if they are wrong, the guesser is "dead". Killers can kill other killers. Keep going until all the killers are dead (or until only one killer is left, but this is pretty rare).

Variation:

This is the same as the last variation, except that 1) everyone in the circle holds hands, and 2) the method of "killing" other players is different. The killer will lightly squeeze the hand of one of the players next to him n times. That player will squeeze the hand of the player on the other side n-1 times. That player will squeeze the hand of the player on the other side of them n-2 times. And so on. When the player on one side squeezes your hand n times, you squeeze the hand of the next player n-1 times. If someone squeezes your hand once, you are "dead".

Y is for Yale

The Cubmaster or den leader calls out a letter and what it stands for. Each team must rearrange itself to form that letter.

Variation:

The letter is formed on the floor.

Zone Dodge Ball

Split the troop into 2 or 4 teams and allocate each a zone. The teams should throw the ball at players in an opposition team, trying to hit them under the knee. When a player is hit they join the team which threw the ball at him. The team who has the most players (or all the players) at the end wins. We use a hall with badminton court lines marked on it. Each of the 4 teams are allocated a corner each. The

area in the middle is a no-mans land. Once only two teams remain we re-allocate the zones so more space is used.

Refinement:

Use more than 1 ball.

Similar Games:

Sin-Bin Dodge ball and Snake Dodge

Races & Relays

Animal Relay

Each member of a team is allocated a different animal. They must then move across the hall in the style of that animal. Brilliant fun, but hard to grade.

Donkey - Travelling on all fours to the goal and imitating the donkey's bray.

Duck - Walking on two feet in squat position squawking without stopping..

Lame Dog - Walking on two hands and one foot and barking..

Bear - Bent over standing on their hands and feet, moves right and left foot together, and then left hand and right foot together..

Duck - Squatting down low, with knees spread, arms stretched out with their hands clasped in front of their legs below their knees..

Crab - Back toward the floor, supported on hands and feet, the feet facing forward..

Elephant - On hands and feet, with legs and arms absolutely rigid..

Frog - Feet spread with his knees outside his hands, which are together. Advancing by frog-like jumps, landing on hands at each leap, then bringing the feet up.

Back-to-Back Relay

Pairs standing back to back their backs touching and must run together to a goal and back with one running forward and the other running backward. If they separate, they must start over again.

Backward Trip Race

This is run in teams of three, the central player facing forward; the other two, with arms linked, facing backwards. The first team to finish intact wins.

Bat the Balloon

◆ A pack of balloons.

Teams line up with members standing side by side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players.

The first player in line takes and inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again.

The only rule is this: once the players have taken their stance, they may not move their feet. If a

balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Refinement:

Add more than one balloon per line, going in both directions.

Blind men's Race

◆ Blindfolds for 2/3 players

This is raced by teams of three. Two are blindfolded, and clasp hands. The one not blindfolded holds their outside hands and guides them through the course.

Bucket Relay

◆ Two buckets per team

◆ Water

Fill one of the buckets half-full with water, and leave the other empty. On 'Go', the first player runs to the other end of the playing area where the buckets have been placed, pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next player in line.

The second player takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back.

The relay is finished when all have had a turn. The winner is the team with their water intact.

Candle And Straw Relay Race

◆ A Candle per team

◆ A box of matches per team

◆ A drinking straw per team member

Each team member is given a straw. They have to race to the opposite end of the hall where their candle and box of matches is located. They must light the candle and then blow it out by blowing the flame through the straw. This can also be played in subdued lighting.

Candle Race

◆ A candle per team

◆ Matches

First person lights a candle, carries it to a specified point, returns to the next person in line, hands him the candle; all without letting the flame go out. If the

flame does go out, he must return to the starting line, re-light the flame and start over again.

Centipede Relay

Cub 1 of the team runs up hall and back, puts one hand between their legs for Cub Scout 2 to hold. They run up hall and back together, Cub Scout 3 joins chain etc. Team penalised if chain breaks - must start again.

Variation:

Instead of holding hands the team holds onto a pole.

Checker Relay

- ◆ 6 Wooden checkers playing pieces (or coins) per team

Scouts race up and down the hall in relay fashion, with a pile of 6 checkers balanced on the back of one hand. They are not allowed to steady the pile with the other hand. The only time they can touch the checkers with the other hand, is either when they have dropped them and are picking them up, or when they are transferring the checkers to another scout in their team.

Clodhopper Race

- ◆ A Newspaper per team
- ◆ A Blindfold per team

A series of pieces of paper are placed in a circle after a team member is blindfolded. The team member must step on each piece of paper following directions from team mates. They cannot touch him or move him themselves.

Clothes Pin Relay

- ◆ Clothes peg per team
- ◆ Bottle per team

Divide into teams. Each team member must run from the starting line to a team bottle placed a distance away, attempt to drop a wooden clothes pin into the bottle (Each boy has only one attempt to get the clothes pin in the bottle) and run back to tag the next team member, who then repeats the action. The rules are to hold the clothes pin with a straight arm at shoulder height or with a bent arm at waist height (as long as all do it the same way). When all the teams are done the team with the most clothes pins in their bottle wins the game.

Compass Skills Patience

- ◆ Sets of cards with compass points printed on them

This game is played the same way as the patience relay (described earlier). This time the Cub Scouts have to place the cards at the correct compass position for that card. Suggested order for laying down cards: North, South, East, West, North East, South East, South West, North West. NNE, SSW, NNW, SSE, ENE, WSW, ESE, WNW.

Refinement:

Replace some directions with bearings (eg. 270 is East)

Cone Race

- ◆ Cord per team
- ◆ Paper cone (cup) per team

Thread paper cones onto a cord stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next Cub Scout does the same. First team finished wins.

Crew Race

- ◆ A pole per team

Groups of four or more straddle a pole, which must be held with both hands by each player. The front racer having at least one hand on the rail in front of him and the Cub Scout on the rear having at least one hand on the rail behind him. All Cub Scouts face backward except the last one who is the coxswain and steers.

Cross the River

- ◆ 4 Card or carpet tile stepping stones per team
- ◆ 3 Awkward pieces of equipment per team eg rucksack, football or hoop

Line up sixes with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Cub 1 carries cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up cub 3 plus a piece of equipment. Cub 3 comes back and picks up cub 4 plus a piece of equipment and so on until all the cubs have crossed the river. Those cubs on the bank should be encouraged to cheer their team on.

Dizzy Pole Relay

- ◆ A pole per team

(Izzy Dizzy)

Each team member runs up hall, picks up a pole. Then puts one end stationary on the ground and runs around it 10 (or so) times before running dizzily back to his team to tag the next Cub Scout.

Donkey Race

- ◆ Pole or broom per team

Two Cub Scouts straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

Dribble Ball

- ◆ A Ball per team
- ◆ 3+ Skittles (or chairs) per team

Standing in teams, each person in turn dribbles the ball down the line of skittles slalom fashion, either using their foot, a stick or a washing up liquid bottle and then straight back to the next man in their team. If a skittle is knocked over, the player has to return to the start and begin again.

Driving the Pig

- ◆ **A 3" pole per team**
- ◆ **A 5 pint plastic milk carton per team**

Fill each bottle with a little water as ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the hall (fair) and runs back with the equipment. (Game not too suitable for varnished wood floors)

Variation:

Teams run laps around a grand prix course around several chairs in a circular or (harder) figure-of-eight course.

Feather Relay

- ◆ **A long feather per team**

Each player throws a long feather javelin style, toward the finish line. As soon as it comes to earth, the Cub Scout picks it up and throws it again, and continues until across the finish line. The Cub Scout then picks it up and runs back to their team to give the feather to the next player.

Variation:

Replace feather with a paper aeroplane (each team can make it) for outdoors.

File Race

(Chinaman's Race)

Teams of 6 to 12 (or 4 to 8) each race, one behind the other. No scout is permitted to pass his team mate ahead of him.

Fireman, Save My Child

- ◆ **Drinking straw per player**
- ◆ **Paper cut-out of a child, about 1.5 to 2" tall**

Each team has a pile of the cut-out children on a table and a drinking straw for each player. Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, or whatever. At the call of "Fireman, save my child", the first player on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they run to their respective pail and deposit the figure. The next team member then goes. If they drop the figure en-route, they must stop and pick up their child, again, by sucking it up with the straw.

Variation:

Use dried peas instead of paper cut outs.

Flapping Fish Relay

- ◆ **A paper fish per team**
- ◆ **A newspaper per team**

Players must waft a paper cut-out of a fish (1' length) across the hall and back using the newspaper as a fan. Best approach: fan the fish using flat slightly unfolded newspaper standing a couple of feet back, or just cheat. Worst Approach: Whack the fish as hard as you can with a rolled-up newspaper.

Heel Race

Each runner runs on their heels. Cub Scouts are not allowed to touch the toes to the floor.

Highwayman

- ◆ **A short rope per team**
- ◆ **A chair per team**

Teams stand in lines at one end of the hall. There is a wooden chair with a bar back at the other end of the hall opposite each team. The front player of each team has a length of rope in one hand. On the command 'GO' the second player jumps onto the back of the front player and they race piggy back style to the chair at the other end of the hall. The player riding jumps down and ties one end of the rope around the top bar of the chair using the highwayman's hitch. He then jumps back on the other players back, pulls the end of the rope to free it and they then race back to their team. The player who was the horse goes to the back of the team and the player who was the rider now becomes the horse or front player.

Human Boat Race

Each boat is made up of eight to ten players each in full knees-bent position. Each player has his hands on the shoulders of the man in front. Facing the line of players in each boat is a 'COX'. The Cox holds the hands of the front player in the boat. When the race starts, the boats move forwards by all players in a boat springing together off both feet. The Cox for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

Island Race

- ◆ **4+ chairs per team**

Each team must cross the hall without touching the floor. This can be done if the team stand on all but one chair which is passed to the front of the 'island'. The team can then move forward so that the chair at the back is free, this can be passed to the front etc. To increase difficulty, reduce the number of chairs.

Nail Driving Relay

- ◆ **A Hammer per team**
- ◆ **A Wooden block per team**
- ◆ **Bag of nails**

Stand one 2x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting line and put a hammer next to each of the blocks. On "GO!" one Cub Scout from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next Cub Scout in the relay. The race continues, with each Cub Scout in turn going as many times as it takes for one team to drive all of its

nails flush into the block. Be ready to straighten bent nails.

Variation:

Drive tent pegs into the ground with a mallet.

Newsprint Race

- ◆ 1 Newspaper

Each Cub Scout is provided with two sheets of newspaper which the Cub Scout uses to run the race. They can only step on the newspapers; this is done by: stepping on one, lay the other in front of them, steps on it, retrieves the paper behind them, which they place in front of them moving forward in this fashion.

Paper Hoops

- ◆ Several newspapers

This is a relay race between sixes. A pile of newspapers for each six is placed at one end of the room with the sixes lined up at the other end. When the whistle blows they race up to the newspapers. The object is to cut the newspaper sheet in the middle and then step through the paper without ripping it right through to the edge. If that happens they have to start again. When they have stepped through they race back so that the next team member can go. The winners are those who are all sitting down with their arms folded. Use newspapers that are not too big.

Patience Relay

- ◆ A pack of playing cards for every 4 teams

Separate the cards into a suit per team. Lay out the 10 number cards (including ace) in any order face down at the end of the hall. One at a time the Cub Scouts run up and turn over a card. If it is not the Ace then they turn it face down again and run back to their team and the next player has a go. When the ace is turned up they can lay it face up. The next card needed is the two and so on. Play continues until one team has all its cards turned face up. Requires team to use memory and teamwork to reduce errors.

Ping Pong Ball Relay

- ◆ A party blower per team
- ◆ A ping pong ball per team

Each player gets a party blower (the type that unrolls when you blow it) That they use to push the ping pong ball across the floor. They can only use the party blower, nothing else, they can't blow the ball themselves, or touch it in any way except for the blower.

Potato Jump Race

- ◆ Small ball per team

Establish a start and a finish line. Line the Cub Scouts up on the starting line. Give each Cub Scout a potato (ping-pong ball, balloon, etc.) to put between his knees. On 'GO' see who can jump to the finish line first without dropping the potato.

Potato Race

- ◆ Fork per team
- ◆ • Potato per team

Each team member tosses the potato into the air and catches it on the fork, takes it off and hands them to the next player.

Rocket Relay

- ◆ A chair per team

The Sixes line up with a chair at the head of each, facing away from the Six. The chairs are 'launching pads' and the first Cub or 'rocket' stands on the chair awaiting the countdown. When the leader reaches zero, the 'rocket' blasts off round the room, touching all four walls, and returns to the 'launching pad' where the next 'rocket' is waiting to be launched. The first 'rocket' lets off the second and returns to his Six.

Round the Moon

- ◆ A chair per team

All the Sixes line up at the end of the room. Each Cub places his hands on the waist of the Cub in front so the Sixes form a 'rocket'. One chair is placed at the far end of the room opposite each Six, these are the 'moons'. When the leader calls 'Go', the Sixes run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally the 'nose cone' - the Sixer - returns home. The first team to be sitting down is the winner.

Skin the Snake

Team members stand one behind the other with legs apart and pass their right hands between the legs to grasp the left hands of those behind. Starting at the back, members crawl through the legs of those in front of them, without losing hand grip, until the whole team is standing in a line holding hands.

Seed Planting Relay

- ◆ 6 cups, or jars per team
- ◆ • One bag of seeds, or pasta shells, or dried peas

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet and drop a seed in a small mouthed jar set near the line. When they reach the end, they runs back and tap the next Cub Scout on the team.

Stacking the Cans

- ◆ 6 cans per team

Patrols or sixes stand in lines. They have to run to the end of the hall in relay fashion and each one add a can to the stack. The winning team is the first one back with a completed stack and all their team standing to attention.

Variation:

Teams work against each other in pairs - One team stands at the side throwing bean bags or dusters at the piles of cans, the other team attempts to build up the pile. After swapping over the team with the fastest time wins.

Tunnel Relay

The team members stand in a line one behind another with their legs apart. The person at the back of the team crawls through the legs of the other members and then stands at the front, legs open. The next team member then goes. When everyone has crawled through (team is back in order) the team has finished.

Variation:

Instead of crawling through a ball is passed backwards between the legs of the players. This will require the person at the end of the line to run to the front when he receives the ball.

Water Relay Race

- ◆ Paper cup per team
- ◆ 2 dixies or buckets per team

Transport water from point A to point B holding water can above head. Water can has small nail holes in bottom edge resulting in a shower effect on the carrier. Team that has the most water average per den wins.

Variation:

Carry cup of water on foot.

Wheels

Line patrols up. Give each team member a number. Then shout out modes of transport eg. car. Number four runs because it has four wheels. Any mode of transport is applicable:

- 1 - unicycle
- 2 - bicycle
- 3 - trike or a unicycle and a bicycle.
- 4 - car
- 5 - Unicycle on top of a car
- 6 - 3 bikes.

TRAIN - Whole team runs.

You can make it up as you go along: But when you shout TRAIN then the whole team must run.

Whirling Wheels

- ◆ A beanbag per team

Formation: Relay, like the spokes of a wheel, facing in a clockwise direction with the Sixers in the centre. The beanbags lie at the feet of each Sixer and when the leader gives the starting signal, they pick up the beanbag, run down the back of their Six and in a clockwise direction, round the wheel and back to the outside end of the Six. The beanbag is then passed up the Six to the Cub now at the centre. This continues until all the Cubs have had a turn.

Wild Wheelbarrow

- ◆ A blindfold per team

One pushes a wheelbarrow and the other person blindfolded with the rider giving directions.

Other Relay Games

Some other very well known relays:

- Egg and spoon race
- Running Backwards
- Hopping, Jumping
- Wheelbarrow race
- Piggy-back race
- Sack race

Obstacle Courses

Blind Tom Obstacle Race

- ◆ Many Obstacles
- ◆ 6 Blindfolds

Select four to six scouts, who are lined up at one end of the room. Place obstacles on the Floor: a pile of books, an overturned chair, bottles, a lamp etc. Instruct the players to memorise the position of each object. The scouts who are the players then face the wall and are blindfolded. While this being done, the obstacles are quietly being removed. The players are then turned around and told to walk to the opposite wall without colliding with any obstacles. Clever suggestions can be offered by the scout leader to make it more interesting. Have one of the waiters try the course; only leave some obstacles.

Human Obstacle Course

Team members line up before the starting line. Ten additional members are used as an obstacle course: a standing pole to go around, a leg tunnel to

go under, kneels on all fours to leap over, sitters with legs outstretched to step in and among, another standing pole to circle around and return to the starting line. Runner must repeat if missed or improperly executed.

Obstacle Course In The Dark

- ◆ Various items that will fall over easily such as skittles
- ◆ Plastic bottles and short lengths of wood or plastic tube

Give each team the same type and number of objects. Allocate each team a lane down the length of the hall across which they must lay out the obstacles. You could mark these lanes with chairs if you wished. When the teams have completed their task, line them up at one end of the hall and then get them to swap lanes with one of the other teams. This way if they have made the obstacle too easy then they will give this advantage away to another team. After allowing them a minute or two to look at

the lane they are in, turn out the light and get them to walk down the lane to the other end. The patrol leader or sixer should be the leader for his team. At the finish end of the hall, one of the leaders could flash a torch on and off at random to give them a bearing. Points are deducted from each team for the number of obstacles they have knocked over.

The Other Guy's Obstacle Course

Standard set-up, but small: tire to go through, chest-high rope to go over, 'creek' to cross, bell suspended out-of-reach to ring. Trick is, you may not do anything to manoeuvre yourself through any obstacle - the other people in the Patrol have to push/pull/carry/ lift/etc. you through! First Scout lies down, and is stuffed through the tire, whereupon he may help pull subsequent Scouts through. At the over-the-rope obstacle, each Scout must be lifted over by the others & deposited on the other side (getting the last one over can take ingenuity!). To go over the 'creek', the Scout whose turn it is may not 'get wet', but everyone else may. The most amusing

effective solution I've seen was a Patrol that had their strongest Scout carry the 3 smallest across at one time, then had the small guys go to hands-&-knees in the creek, pushed the big guy over across the kneeling Scouts' backs, & had him pull the others over. Build a human pyramid to reach the bell. Timed event, starts at ref's 'Go!', ends when bell rings. Lots of tumbling around.

Tilt

- ◆ **A billy can half filled with water per team**
- ◆ **An aluminium foil cake container per team**
- ◆ **An Alka- Seltzer tablet per team**

For each patrol, put an Alka-Seltzer tablets in each foil cake dish and then float one cake dish in each patrol's billy can. The patrols must now transport the billycan through an obstacle course without the tablet getting wet or falling into the water. They are not allowed to touch the foil disk or the tablet. The patrols could either carry the billy cans by their handles, or if you are feeling very mean, you could get them to pick them up between two poles.

Other Games

Animal Snap

Several packs of animal snap type picture cards - Make sure you have the same number of each animal card

Distribute these cards one to each person but tell them not to look at the picture. On the command go they must look at their card and by making the noise of that animal they must find all the other people in the hall with that card. A very noisy game ideal as an ice breaker at mixed parties. Don't forget to get your cards back afterwards.

Balloon Baseball

- ◆ **Balloons**
- ◆ **Markers for bases**

Players are divided into two teams. Each team designates a pitcher who pitches to his own team. Each batter gets two pitches to hit a balloon with his fist. If the balloon is hit, the fielding team tries to blow the balloon to the ground before the batter runs around the bases. If they do not, a run is scored. Play continues until everyone on the batting team has been 'up to bat'. Then the inning is over and teams switch places. The game continues for a specified number of innings.

Blackout Musical Chairs

- ◆ **1 Tape recorder and music**
- ◆ **1 chair per player**

New twist to musical chairs. arrange the chairs in a circle facing outward with the players forming a circle around the outside of the chairs. The players must keep their hands behind their backs. The catch is that when the music is on, the lights are

out, and when the music is off the lights are on, otherwise; it is played like musical chairs. Can also divide the group into two, one going clockwise and the other going counterclockwise.

Blind Volleyball

- ◆ **1 blanket**
- ◆ **1 volleyball or beachball**
- ◆ **1 rope**

Have a blanket hung over a volleyball net or rope forming a solid divider. The players must sit on the floor or on chairs. Have the divider low enough so that they can't see under it. Play as in regular volleyball but use something like a big, light, plastic bag, balloon, or beach ball.

Boat or Car Race

- ◆ **A toy boat or car connected to a long length of string on a roller per team**

Boats or cars are attached to long lengths of twine which are wound around pieces of dowel or broom handle. Rotating the dowel winds on the twine and drags the toy car or boat along the floor. Split the group into two teams and sit each team on opposite sides of the hall. Choose the biggest person from each team, explaining to the children, that these people are going to try and win points for their team. My boats are red, blue, green and yellow. The first race we use the red and the blue boat. One team is told to shout for the red and the other team to shout for the blue. After the first race I change the boats for the other two boats. I tell the children that this is to ensure that there was no advantage, as perhaps the boats could have been different weights. I then run the new boats out and we have another race.

The children get very excited during this game, but you have complete control. You only have to direct the two children running the boats. The rest of the children are sitting at the sides cheering their boat in.

Bomball

- ◆ **One or two Soft foam balls at least 8 inches diameter**

Don't know the origin, but it is a firm favourite with Beavers, Cubs and Scouts in several Groups I have worked with.

Leaders (or older scouts) take balls, throwing them to hit the 'victims' who must sit down if hit. Throwers are not allowed to move once they are holding a ball.

If any victim already sitting is hit again, they shout ALL UP, and the throwers have to start again. When a number of victims have already sat down, having two balls is not the advantage it might seem.

Clothes-peg Pegging

- ◆ **2 Lengths of rope or clothes line**
- ◆ **Coloured plastic clothes pegs**

Have two small groups at the front. This time they have to peg clothes pegs on a length of line. The rest of the kids cheers their team on. Two people on each team hold an end of the line the third person dashes to pick up the pegs and put them on the line. You can make it more difficult by using coloured plastic pegs and getting them to peg them on in a certain order. The team with the most pegs on correctly in a given time are the winners points are deducted for every peg that is wrong.

Coloured Circles

- ◆ **5 different coloured pieces of chalk, Red, Blue, Green, Yellow and Brown.**

Split the troop or pack into equal teams and get them to number themselves off in their teams. Then draw a number of coloured circles on the floor, several of each colour. The leader now calls out an object and a number eg. "GRASS 2", the number two in each team now has to run and stand in a circle that matches the colour of the object. The first person standing in the correct coloured circle wins a point for his team.

Suggestions:

Red: Blood, Cherries, Ruby

Blue: Violet, Sapphire, Electric

Green: Grass, Emerald, Cucumber

Yellow: Lemon, Primrose, Sulphur

Brown: Earth, Potato, Leather

Please remember that some lads may have trouble with colours and so you may have to point out which circles are which.

Crocker

- ◆ **2 Stumps a yard apart for the wicket**
- ◆ **1 Stump for the bowler 8 yards in front of the wicket**
- ◆ **1 Stump 7 yards to the left of the wicket to run round**
- ◆ **1 Large ball such as a football**
- ◆ **1 Baseball bat or rounders bat**

The ball must be bowled under arm from the bowlers stump. The batsman must run round the running round stump, every time he hits the ball in front of the wicket. The bowler can bowl as soon as the ball is returned to him. The batsman is out if the ball passes between the wicket stumps, it hits his legs twice (leg before wicket) or if he is caught out, in front of or behind the wicket. To speed the game up, you could make the whole team out if someone is caught out.

Eating Race

- ◆ **Two double crackers per player**

Give each Cub Scout two double crackers. The Cub Scout who can eat them all and whistle, or blow up a balloon wins.

Farmyard Frolics

- ◆ **Pieces of paper with sets of different birds and animal names**

Each Cub Scout is handed a slip of paper bearing the name of a domestic animal or bird. On the signal to start, each begins to act the creature in dumb show, at the same time looking out for others of the same species. When three or more have been collected, they may begin to give voice. The first herd, covey or flock in full chorus is declared the winner.

Find the Bell

- ◆ **1 small bell that rings easily**

Have the group sit in a circle. Choose one person to sit in the centre of the circle. The leader gives the bell to one of the players, who begins to pass it around the circle. The object of the game is to pass the bell quietly so that the person in the middle cannot guess who is holding the bell. Players may not silence the bell by holding the clapper - they have to try to pass it carefully enough so that it does not ring.

First Person To Me

This game can be used with large numbers of children. It keeps them interested and can play for as long as you have questions. The object of the game is for a child to bring you an item that you ask for. The first child to you with that item gets the prize. Listed below are some examples.

A Loose tooth

A rose coloured shirt dress or blouse. (any colour will do)

A picture of the queen (a coin or banknote)

Three hands on one wrist (a watch with hands)

A pair of white socks

A hairclip

Tell the children to be very careful that they don't bump into anyone as they are running up to you. If you run out of ideas you can look to see what different people are wearing. You often find a child that won't join in with the games as they never win anything. Choose something that only they have, this will make them want to take part.

Variation:

Ask for any object starting with a certain letter, or, if playing in teams ask for several objects by saying using a word.

Floating Bomb

- ◆ Feather or balloon
- ◆ Chalk

Each six defends a quarter of the room and a feather is released at the centre by Akela. The Cubs have to blow to keep the feather or balloon in the air, but if it lands in their portion they have been hit.

French Cricket

- ◆ 1 Cricket bat or baseball bat
- ◆ 1 Tennis ball

All players form a circle and the batsman stands in the centre of the circle facing the player who has the ball first. The player with the ball can bowl under arm at the batsman's legs or pass the ball to another player around the circle to bowl. The object of the game is to hit the batsman's legs. The batsman must stay facing the man who first had the ball, but he is allowed to move the bat around him

he swaps places with the player who bowled the ball.

Hockey

- ◆ 6 hockey sticks and a block of sponge

The troop is split into two teams, and each team there are. One hockey stick is placed in each goal mouth, the other four are placed, two each side of sponge rubber block. A kitchen scourer pad is about ball for indoor use, it doesn't roll too far and doesn't the start of each game. No sticks may be raised any player doing so has committed a foul. The The first number called is the goalkeeper. The number called is the attacker. The scouts from each sticks and try to get the sponge into the opposite The goal keepers are not allowed out of their goal kick the ball. Any scouts committing a foul of any game continues until a goal is scored. The sticks

starting positions, and three new numbers are played in all three positions. We also play another game we have rush goalies, where the goalie can game. When we play this version we usually put call out the leaders number, as either the goal and a scout on each side.

Islands

- ◆ 4 Skittles or bean bags (different colours)
- ◆ 1 Small cloth bag to keep the balls in
siren whistle

will not realise this the way that it is played. Place playing area. Tell the lads that these are islands. outside of the four islands in a clockwise direction, run the other way round. When you blow the islands. You do this a couple of times with no with the coloured beads. You reach into the bag to that colour has to do ten press-ups. You then sort them all running again. This time all the lads who and have to sit in the middle (This keeps them out of the way). You then take away that skittle and it's lads on the chosen colour have to do a hand stand. The next time all the lads on the selected colour are selected skittle and it's matching coloured ball. So you are down to two skittles. By this time most of playing with the two skittles until you get to a final winning Cub Scout.

Mug Race

- ◆ Mug per team member

Fill one dixie with water and place the dixies at person. The team must transfer the water from one the next. Could be marked in several ways: Time to dropped, or volume of water moved in fixed time. Thread mug handles through a string and place This creates some bottlenecks which the team must

Refinement:

Give smaller mugs to people at the end of the line. Team must learn not to overflow mugs.

No Bowler Cricket

- ◆ 1 Cricket bat or baseball bat
- ◆ 1 Tennis ball

Set up as for any other cricket type of game, but in this variant there is no bowler. In this version the batsman has to balance the ball on his bat, flip the ball in the air and then hit it. The batsman must run if he hits the ball or not. Any fielding team player can stump the batsman if he is not at his wicket or catch him out. The batsman may also be out if he drops the ball onto his own wicket. When a batsman is out a new batsman, if one is available takes his place. When all batsmen are out then teams change over from fielders to batters.

Pass The Parcel (Updated)

- ◆ 1 Timer or alarm clock with a loud ring
- ◆ 1 Small Box (to put clock in)

Pass the parcel is a bit old hat but the lads will enjoy this updated version. A timing device with a loud alarm connected to it is passed in a box around the circle. The person holding the box when the alarm goes off is either out or has to do a forfeit. There was a toy put out on the market several years ago that did just this. It had some name such as 'Time Bomb' or 'Grenade' you may have seen it.

Richmond Hill Hand Ball

- ◆ 1 Soccer or volleyball

Divide the group into two equal teams. Find a suitable playing field about the size of a soccer field, with an area to be used as an end zone.

The play starts with a jump ball. The object is to move the ball down the field to score points. Players throw the ball to their team mates, or run with the ball. Players may not take more than five steps while carrying the ball. If they do, the ball is handed to the other team, who throws it in from the sidelines.

Points are scored when the ball is thrown to a team mate in the opposing team's end zone, and caught. The ball must be thrown from outside the end zone into the end zone and caught by a team mate. If the ball is missed or dropped, the opposing team gets a chance to move it out of their end zone. One point is scored for each catch.

The team with the most points after a given amount of time is declared the winner.

Sixteen Point Compass Game

- ◆ Sixteen cards with compass points marked

A circle is marked on the floor and sixteen cards are prepared each giving one of the sixteen compass points. These cards are placed face down on a table. Each of the sixteen players takes one of the cards at random. The umpire finds the player who has picked up the North card and places him

anywhere on the circle. On the words, "This is North - Fall in," the others take up their appropriate places in the circle. After the players have become thoroughly proficient the umpire should take any player (say ESE) place him anywhere in the circle and say. "This is ESE-Fall in."

Sound Effects

- ◆ 1 tape player
- ◆ 1 tape with sounds that you have recorded

This is another game that is good at the start of a show if not all the children have arrived. Borrow some sound effects records from your local library. The BBC do quite a large selection of these records. They are used by drama clubs and film makers. Record different sounds onto a tape leaving short breaks between each sound. Put in some easy ones such as a dog barking and chickens clucking, but put in some hard ones as well, such as submarine asdic noises and music boxes. Tell the children, that you are going to play them sounds from the television and the cinema. The first person with their hand up, will get the prize if they can say what the sound is. Tell them not to put their hand up until they are certain what the sound is. This game can be played by any age group. A variation on this is to use the first few notes of popular songs.

Stop

- ◆ 2 Large sets of cards, four cards in each set and the letters on the cards spell S T O P.

You get up eight people and stand four on each side of you facing the audience. Give each team member one of the cards from their set of STOP cards. To start with they should spell out STOP as viewed from the audience. The idea is that they have to rearrange themselves to spell out the word that you tell them. The first team to finish each word are the winners. The words you can have are STOP, TOPS, POST and SPOT. There is lots of room for fun here, try telling them to spell a word they are already lined up spelling and see what happens.

The Limbo

- ◆ 1 Tape recorder with recorded music
- ◆ 1 Dowel, flat on 1 side, to act as a bar
- ◆ 2 Large clothes pegs or bulldog clips to balance the bar on
- ◆ 2 Upright stands

These can be made from two pieces of dowel about one and a half metres high with a flat wooden base to make them stand upright. Place the two stands about four feet apart. Put one of the clothes pegs on each stand at about four feet from the ground. Balance the bar on the clothes pegs. If one clothes peg falls off then use two clothes pegs per stand. Mark out the hall with four chairs and tell the players that they must walk around the outside of all the chairs. This prevents them bunching up, you only

want one person at a time going under the bar. To begin you get all the players to stand in a single line at one side of the hall. You show them how to go under the bar, they must lean backwards and bend their knees to get under the bar. They must not touch the floor with their hands and they must not knock the bar off, anyone who does so is out. When everyone has been under the bar once it is lowered down a few inches and the process repeated Prizes are give to those who can get under the bar at the lowest setting. Ideal for all ages, girls or boys and can be played with any number. All you have to do is play the music and keep lowering the bar as they go around.

Three Ball Throw

- ◆ 3 tennis balls
- ◆ 1 box or bucket

Divide the Cubs into two teams. One team bats and the other fields. The first batter goes to the box and throws the three balls away. He then scores "runs" over a marked course while the three balls are

being returned to the box. The whole team has a bat, and the total runs are counted. Teams then change over, the second trying to beat the first's number of runs.

Two Ball Hockey Game

- ◆ 2 Hockey sticks
- ◆ 2 Balls or sponge pucks
- ◆ 4 Chairs
- ◆ 6 Skittles or liquid dishwashing soap squeeze bottles

Two equal sized numbered teams on each side of the hall. Two chairs each end for a goal, with a hockey stick and puck in each goal mouth. A line of skittles between each goal mouth. When a number is called, the two scouts with that number race to their goal mouth, pick up the stick and then dribble the puck between the skittles slalom fashion until they reach the end of the line where they can shoot at the opposing teams goal.

Pencil and Paper Games

Anagrams

- ◆ Cards with anagrams on pinned around the room
- ◆ Pen and paper player or per team

There are so many variations that you can try with this, for example books of the Bible, rivers, towns, famous people.

Cub 2000

- ◆ A sheet of paper fanfolded into 6 sections per team
- ◆ A pen or pencil per team

(Art Consequences)

The cubs sit in a circle in their six. The sixer is given the fan folded sheet of paper and a pen. The rest of the six close their eyes, this makes the final result more fun. The sixer then draws on the first section, a hat suitable to be worn by a scout in the 21st century. Paper is passed onto the next cub who draws the head on the second section. This is continued with the shoulders body legs and feet. Open out the paper at the end to see the strange 21st century cub that the six have drawn.

Pictionary

- ◆ Paper
- ◆ A pen or pencil per team

This is a game which has been commercialised in the UK. One member from each patrol comes up to the scout leader, who whispers a word or phrase to them. The patrol member then goes back to his patrol and attempts to draw on a sheet of paper, what the scout leader said. They are not allowed to give clues by actions, speech or writing. The first patrol to guess correctly win the point.

Time-Tables

- ◆ A set of time tables per team
- ◆ Paper and pens per team
- ◆ A prepared set of destinations and arrival times

If you go to a couple of your local travel agents, you should be able to pick up some airline flight time tables. If you have four patrols then you will need five copies all the same, one for the leader and one for each of the patrols. You have to make up a list of destinations and times that you would like to arrive there. Put in some interesting ones that will need flight changes and different airports. You could also throw in things like certain flights only going on certain days. You could if you prefer, use railway or bus time tables, but airlines will give you more exotic destinations. This is a good training game for teaching the youngsters how to read and use time tables.

Word Puzzle

- ◆ A pencil per player
- ◆ Paper per player

Each of the players is given a piece of paper on which he draws nine squares, 3 x 3. They take turns at calling out a letter, and each player must put the letter in any one of his nine squares. As the letter is called, it can be put down only once, but the same letter may be called more than once. The object of the game is to place the letters so they will make as many three-letter words vertically and horizontally as possible.

Memory Games

Battleship Kim's Game

- ◆ A table per team
- ◆ A piece of chalk per team
- ◆ Ten items per team

Each patrol gets a table set up on it's side in their corner as a barrier, so that the other patrols can't see behind it. On the floor they draw a 7x7 grid, and mark horizontal axis A to G and vertical axis 1 to 7. They then take ten items and place them at random on their grid. The patrols are now given five minutes to look at each others grids and try and memorise the locations of as many items as they can. After five minutes they each retire behind their barricades. Each patrol in turn fires three shots. For a shot they must say the name of the patrol they are firing at, the grid reference and what item is at that grid reference. If they are correct then they capture that item. Each patrol only gets 3 shots per round. After a set number of rounds, the patrol that has captured the most items are the winners. Please note that this is a memory game, no pencils and paper allowed.

Circle Line

- ◆ 6 cards with lists of railway stations on them in two columns
- ◆ Pen and paper for each player or 1 per team

In London there is a circular underground line called would you believe it "The Circle Line". The object of the game is for each player or team to make their way all the way round the circle line. You start each player or team off at a different station. They then have to look at all the cards until they find their station in the first column, they then have to move across horizontally on that list to the second column which is the destination station, this they write down on their paper. The new station is now the one they are looking for in all the lists in the first column. To prevent players from cheating you can put in a few red herrings ie stations that are not on that line and which will send them in the wrong direction if they do not play correctly.

Direction Finder

- ◆ Chalk
- ◆ A Blindfold

A "road" is chalked out on the floor with sharp bends and level-crossings. Each Cub is allowed to stand at the start and study the road before being blindfolded. He then walks blindfolded as far as he can between the lines, taking the corners correctly, and stepping over level crossings. When he makes a mistake he is stopped and his name chalked on the spot.

It's Under A Cup

- ◆ A number of plastic cups
- ◆ Objects to fit under cup (eg. a ball, a ring, a key etc.)

Two teams one each side of the hall. Each team is numbered 1 to N with Cub Scouts with the same number on each team of similar size. The object are placed in the centre of the hall in a row and the plastic cups placed over them. The leader now calls out an object and a number. The two Cub Scouts with that number have to rush to the row of plastic cups, find the correct cup and take the object to the leader. The lad who gets the object to the leader wins a point for his team.

Kim's Game

- ◆ A selection of objects
- ◆ A pen per player
- ◆ Paper per player

From> 'Scouting Games' by Sir Robert Baden-Powell

The Leader should collect on a tray a number of articles-knives, spoons, pencil, pen, stones, book and so on-not more than about fifteen for the first few games, and cover the whole over with a cloth. He then makes the others sit round, where they can see the tray, and uncovers it for one minute. Then each of them must make a list on a piece of paper of all the articles lie can remember-or the Leader can make a list of the things, with a column of names opposite the list, and lot the Cub Scouts come in turn and whisper to him, and he must mark off each of the things they remember. The one who remembers most wins the game.

Kim's Game (Variant)

- ◆ Two bowls or buckets on chairs per team
- ◆ 10 mixed items per team

Teams or patrols stand in single file facing the front of the hall. At the front of the hall facing each team is a bucket or bowl on a chair. In each bowl there are ten items (the same items for each team). At the back of the hall opposite each team is an empty bucket or bowl. The scout leader calls out an item and the first man in each team has to run to the front, get that item place it into the other bucket at the back of the hall and then run back to the back of his team. The first team with their man back get a point.

As you continue playing this the objects will be distributed between the front and the back buckets. If the scouts have good memories they will remember what items are in what buckets. This will save them time. If an object is called by the leader and it is in the back bucket then it has to be placed in the front bucket and vice versa. The reason for

the bucket being on a chair is so that the scouts can't look in to see what is in the bucket.

Memory Testing

Groups are lined up. The leader tells them they must not move until he says "Move." He then gives a number of orders, ie. left-turn, about-turn, right-turn, about-turn. This brings them back to the original front, but can be varied. He then gives the word "Move." Winning group is the one who has the most Cub Scouts facing in the right direction at the end of the turns.

Variation:

This can be varied by substituting the (?) paces forward and (?) paces backward.

Mimed Kim's Game

- ◆ A sheet of paper and a pen or pencil for each cub, or per six

The cubs sit in a circle with paper and pen in front of them on the floor or just in front of the sixer. Akela sits in the circle with the lads and takes imaginary objects out of a sack in front of him and mimes the object. Cubs can either write the objects down as they are mimed, or wait until the end and then write them all down.

Suggested items to mime: Hammer and nails, Necklace, Tea cup and saucer, Teapot, Telephone, Powder compact, Soap and flannel, Shoes, Watch, Hoola-hoop, Paper clip, Earrings, Hair spray.

Post Office

- ◆ 2 chairs per team
- ◆ Coins adding up to 50 cents per team

The Cub Scouts stand in their patrols or sixes, in straight lines across the middle of the hall. In front of each patrol is a chair, this chair is the post office. On this chair at the beginning of the game is an assortment of coins. We use coins that add up to 50 cents. Each teams post office has the same number and value of coins. Behind each patrol is placed another chair, this chair is the 'BUREAU DE CHANGE'. The leader calls out a sum of money, say 20 cents. The front man in each team then runs to the post office and has to leave 20 cents on the post office chair. Any extra coins must be taken and placed on the BUREAU DE CHANGE chair. On finishing his move the player runs back and joins the back of his team. The first man back gets a point for his team. If a value is called which is higher than the value on the post office chair, the Cub Scouts must run to the BUREAU DE CHANGE to

collect the coins they need. Great fun can be had by calling out 49, a lot of them will start counting the coins out, but the smart ones soon realise that they only have to leave one coin at the BUREAU DE CHANGE to get 49 at the post office. Calling out the value that is already at the post office also causes a laugh.

Ruba Dub Dub

- ◆ 24 x 35mm film canisters, these should be opaque and all look the same. Into twelve of these you place a marble, fishing bell or anything that will make a noise when the canister is shaken

The Cub Scouts sit in a circle and take it in turn to pick up two canisters at a time and give them a shake. If they both rattle then a prize or point is given to the Cub Scout who picked them. These canisters are then removed from the game and the next Cub Scout has his turn. If both canisters do not rattle then they are both replaced where they were picked up from and the game continues. The game gets more difficult as more are removed as there are then more empty ones left in the game than ones that rattle. You could make it more difficult by having a larger number of containers to begin with. You could also guild the lilly by putting numbers on the canisters but I have not found this to be necessary. You can use this as a team game, the winning team being the one with most points or as individuals against all the rest.

Silhouette Kim's Game

- ◆ About twelve different shaped items
- ◆ A sheet or back projection screen
- ◆ A slide projector or strong light (Note: clear bulbs are better than pearl)

A number of objects are held, one after the other, behind the screen, eg. scissors, bulldog clip, flower. After all the objects have been seen, a short time is given for the lads to write down or tell to the leader, the objects that they saw in the correct order of viewing.

Track Memory

A group sits with their feet up and other groups study them. After three minutes, one of the groups makes some footmarks in a good bit of ground. The other groups approach one at a time and try to decide who made it.

Wide Games

Black Spot

- ◆ Pen per leader
- ◆ Scrap of paper per player

The cubs are issued with scraps of paper which they must not lose. Leaders (bad pirates) will paint

a 'Long John Silver' style spot on their scrap of paper to curse the cub if they can catch and tag them. Any cub without a spot, or with the least spots, wins.

Brass Rubbing Race

- ◆ Heavy duty paper or brown wrapping paper
- ◆ A Thick wax crayon per team

On the command go, each patrol leaves the hut in search of road signs to rub. They have to make up the phrase "BE PREPARED" on the sheet of paper. They have to brass rub the letters onto the sheet of paper with the wax crayon, from the road signs. The first patrol back with the completed phrase are the winners. This is an excellent game as it makes the scouts think of all the road names in their locality that might contain the letters they need. You can of course use other phrases for repeated use. It is also a good idea to supply each patrol with a damp cloth, this is to clean the road sign of wax crayon should the paper split.

Capture The Flag

- ◆ 2 flags or
- ◆ For night play 2+ lanterns

First you pick out two even teams. Once you have the teams you set boundaries for the game. The boundaries can be wherever you want them. What you should end up with is a large rectangle or square. Once you have decided on the boundaries, you should draw a line through the middle of your playing zone. This line divides the two sides. Each team should be able to choose where they want their flag and jail but they have to show the other team where they are and both teams have to agree on the placement of the flags and jails.

Once this is done, each team goes to their own side of the playing field. Once the game begins, the teams are free to go at the others flag. If a team member is caught on the other teams side, (To be caught you must be "tagged" by a player on the opposite side on his own territory), he will be sent to jail. This player must sit in jail until either the game ends or he is freed by a member of his own team. To be freed, you have to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own, he may still be tagged and put in jail. To win the game you must capture the other teams flag and return it to your own side with out being captured.

It is up to the team on how they want to place their members. When we play, we usually have two players guard the flag and one player be the jail guard. Two or more players stick around and help provide the defence. The rest go for the flag.

Variation:

Our troop plays this on every overnight campout. For night play, we use 2 or 4 lanterns. Two are used to mark the centre line, while the other two can be used to show the 'approximate' area where the team's flag is. Our flag guards MUST remain at least 15 feet (5 meters) from their own flag unless chasing someone, and the flags must be completely exposed (no stuffing them into holes in the ground, or tying them to trees). When the teams are small,

we do away with the jail. Instead, we create 'Check Point Charlie' at the centreline. Captured prisoners can be exchanged for a point. In case of a tie (equal games won, or no winner at all), the team that earned the most points is declared the winner.

Variation:

This game, played at night, is a variant of Capture the Flag that we just call "The Candle Game". Two small pots are placed at opposite ends of a field (with trees or bush down the sides of the field) and lids for the pots are placed on the ground, just beside the pots; a small, lighted candle is placed in each pot. Each team tries to put out the other team's candle by sneaking up on their opponent's candle and putting the lid on the pot without being caught. The rest of the rules are pretty much the same as Capture the Flag.

Double Your Money

- ◆ Set of monopoly/trading post money

This is a game similar to 'Mixed Up Names' and 'Merchants'. Each player is given a \$1 note at the start of the game. The players must then find the very generous leader with the \$5 note who will swap a \$1 for \$5. The players can then go on to find and swap their currency with other generous leaders going from \$5 to \$10, \$50, \$100. \$500 up to about \$1000. You can award points to the first players with a \$1000 note, or total the money held by a team after a certain time limit.

It is easier to have one leader give one type of note but it is workable to have a leader give out 2 different notes as long as there is a few steps between them eg. \$5 and \$100, or \$50 and \$1000. It requires much agility from the leaders who need to deal with several handfuls of notes coming and going but it is well worth while. The cubs who have played this game really love it. The idea of being handed large sums of cash for nothing really got them running around, even when the money wasn't real. A few cubs asked 'Why don't you use real money?' - obvious really, you wouldn't see the leaders for dust.

Elephant Hunt

- ◆ Coloured wool to match up with six's colours
- ◆ 1 Tin Talcum powder
- ◆ Plastic plant identification labels

Tell story to the pack about the elephants who have escaped from the local circus, who have asked for the cubs help in getting the elephants back. The circus tell us that each elephant is wearing a coloured mat on it's back, each mat matches one of the sixes colours. So each six can look for the elephant wearing their sixes colour on it's back.

The cubs then follow a trail of wool, picking up their colours as they go. They must not pick up any other colours. You could tell them how many pieces they should find. The trail divides and finally the coloured wool disappears. All that can be seen is large (talcum powder) elephants footprints on the ground. These all lead to one place where the elephants

can clearly be seen, wearing tatty mats on their backs, (parents or leaders). But the elephants have been caught by a gang of thieves who will sell them back to the cubs for £200 no more, no less.

The cubs are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each six must only take labels to exactly £200 and pay the thieves for their elephant. They then take their elephant back to the circus where there is sure to be a reward.

Face Paint

◆ 1 Pack of face paints

The cubs are looking for a job in the circus, but the make-up artists have gone mad! The cubs must catch the mad artists (leaders) who will add a little face paint before running away to hide. At the end of the game you can hold an audition for the best face and clown. Ideal for a cub camp - you can tell from 100 ft which cubs haven't washed the next morning!

Game Of Life

I learned a game at national scout camp which I forget the name of, but basically goes like this. All the scouts save one (or a couple) start out side of the woods. They are considered the prey of the forest (deer, antelope, small game). In the forest you place a large number of objects (hats, chips, scarves, etc) which represent food. The prey must go into the forest and gather three items of food (and return them to the safety zone) or risk starvation during the winter.

The one scout who is not prey is considered a predator (wolf, grizzly, eagle, etc). The predators job is to capture the prey. he does this by simply touching the prey.

The prey has three methods of defence:

Run - Deer use it, (Be careful if you allow running at your camp.)

Freeze - A prey that is totally immobile is considered to be camouflaged, and cannot be touched until he moves (looks around, etc)

Hide - Touch a tree to symbolise hiding in the tree.

Each prey carries one object to symbolise themselves. If they are "eaten" by the predator, they must give their chip to the predator that got them. They then become a predator for the next year. If the predator doesn't get three prey, he starves for the winter. Any predator that starves becomes prey for the next year.

Note, you should start with only a small number of food in the forest the first year (maybe 2 x number of prey) (remember they need three to survive).

The game is fun and shows how there must be a balance between the prey and the predators. I'm sure you can adapt this game to many environments and change the rules where needed to make it more fun and or educational.

Haggis Hunt

◆ 200 Small coloured cards or similar

◆ 1 Big ball of aluminium foil

A few days ago the queen haggis came into season as she does every 5 years. Last night the queen haggis laid her first brood of eggs (the coloured cards) which are a delicacy akin to truffles and caviar. The teams must collect as many eggs from around the wide game area as possible before the wee haggis hatch (despite the better environmental instincts of cubs) for points! A special reward is made for the team who catches the queen haggis who looks uncannily like some crumpled aluminium foil!

Hunt & Chase

◆ Many different coloured 'flashes' or 'flags'

Divide into an 5 teams. All the members on each team have personal flags of the same colour they tuck into their belts. Each team can catch team members of one other team, and can be caught by the team members of a different team. When you are caught, you surrender your flag and are given the flag of the capturing team. There is no natural ending unless one team catches everyone else. We usually play it for an hour or so, and then see which team is the largest. For "flags" we use things like pieces of twine, clothesline, manilla rope, green garbage bags and brown garbage bags. Then the "twines" chase the "clotheslines," the "clotheslines" chase the "manilla ropes," the etc. Some teams usually try to get other teams to help them. For example, the manilla ropes could conspire with the twines to entrap the clotheslines. It is much more fun in that respect if you have 5 teams rather than 4 or fewer.

Jail Break

There are two "cops" and one "jailer". The rest of the people are "robbers". The number of "cops" and "jailers" can vary depending on the number of players. A fairly central location is designated as "jail", The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table).

All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop.

The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailer), stepping IN

the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailer must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game.

Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailer.

Kim's Wide Game

- ◆ Selection of common 'outdoor' objects

Before the game pick up a few 10+ objects which the players may find lying about in the area eg. beech nuts, holly leaves, berries, sweet wrappers and lay them out. The teams or individuals must find as close matches to the objects you have collected. You can either display or hide your collection so that the players can or cannot come back and refresh their memories. The team with the display best matching the original wins.

Lamp Chicane

- ◆ 4 Lamps such as hurricane lamps

The game is played in the dark between two teams. Two lamps are placed about 100 metres apart. These are the home bases. Another two lamps are placed about 40 metres apart, and at right angles to the first two lamps. They should be about halfway between the first two lamps. One team is split into two, one half going to each home base lamp. Their object is to get to the other home base lamp, without being caught. They must go between the other two lamps to get there. There is no restriction on how far out they go to either side to get to the other home lamp, but they must go between the two 40 metres apart lamps. For each member who reaches the other home base, their team wins a point.

Whispers

- ◆ Long message written on piece of paper per team

- ◆ Pen and paper per team

Distribute members of a patrol or six some distance away from one another. Give the patrol leader a scrap of paper with a message (around 30 words for Scouts). The PL must remember the message and relay it to his APL who in turn relays it down the line to the final scout. The final scout writes down the message when he returns back at the starting point. The team with the message most resembling the starting message wins. The longer the distance the more breathless (and less articulate) and more forgetful the scouts become.

Merchants

- ◆ 1 Bag pasta shapes or macaroni

- ◆ 1 Bag dried peas or soy beans

Split the pack or troop into 2 teams and give one team 6 macaroni (Gold) and the other team 6 dried peas (Silver). Explain that the teams should try to

make as much money as possible in the time available. They may do this by trading with the 2 merchants (leaders) who will be roaming around. One merchant will give you 2 gold for 1 silver, the other will give you 2 silver for every 1 gold. The team with the most money by the end of the game wins (count silver and gold as equal value).

Refinement:

The merchants may swap their bags to confuse the players

Refinement:

Player and/or other leaders may steal from other players using tagging or lives.

Refinement:

Introduce another trading stage and merchant (and possibly another team) eg. bronze or platinum. Merchants only trade bronze for silver, silver for gold, gold for bronze.

Mixed Up Names

- ◆ 1 Name card for each activity base leader and an activity for them to look after at that base

Each of the leaders or the people manning the bases is given a card similar to the ones described below:

1. You are 'Thunder Fist'.

Tell them they must find 'The Kraken'.

2. You are 'The Kraken'.

Tell them they must find 'Thorin'.

3. You are 'Thorin'.

Tell them they must find 'The Hulk'.

4. You are 'The Hulk'.

Tell them they must find 'Robin Hood'.

5. You are 'Robin Hood'.

Tell them they must find 'Thunder Fist'.

You can of course vary the number of bases that you have. Each person manning a base is also given an activity that the cubs or scouts have to complete at that base. The base men are sent out and hide within a given area. The patrols are then sent out, each having been given a different 'NAME' to find. When a baseman is found, the scouts or cubs have to ask him if he is the name they are looking for. If he is not then they have to keep looking. If he is then he asks them to complete a simple scouting exercise such as tying a bowline. He then gives them the name of the next person they have to find. A point is given for completion of an exercise to the satisfaction of the baseman. The winning patrol is the one that finds all the basemen and completes the most tasks.

Mr. Spongee man

- ◆ 2 sets of watercolour paint

- ◆ 2 sponges

This game is brilliant if played occasionally (like camp) The game consists of two leaders running into bushes and hiding, and two other leaders running as "Mr. Spongee Man" The cubs have to get about 8 colours and get back to an allocated base. The problem is they have to take it in turn to get the colours from the leaders, but Mr. Spongee

man is on the look out for people. Mr. Spongee man is to rub off ALL the colours that the cub/scout has! So this is tiring the minimum leaders needed is 4 but you can have more if you want. You can also increase the amount of colours of you have them!

Naval Combat

- ◆ Coloured wool for lives
- ◆ 6 Cards bearing the name "DESTROYER"
- ◆ 4 Cards bearing the name "SUBMARINE"
- ◆ 2 Cards bearing the name "BATTLESHIP"

(Nigel's Navy)

Instead of cards you could use coloured counters or plastic clothes pegs.

This is best played with three or more teams. Each team is given a base which is their naval shipyard. Each player is allowed to take one card from their shipyard to take part in the combat. When they take a card, they also take a length of their teams coloured wool to tie round one arm. A combat area is marked off in the centre of the field and combat may only take place within this area. Combat takes place in the following manner, a player will tag a player from an opposing team. Both players then compare their cards as follows:

A battleship takes a destroyer, a destroyer takes a submarine and a submarine takes a battleship. The losing Cub Scout hands over his piece of wool to the winner and returns to his shipyard for a new piece of wool. Combat can only take place between two players who are each wearing a piece of wool. If both players have craft of equal status such as two submarines then it is an even match and there is no victor, they then have to go and challenge somebody else. A Cub Scout can exchange ships only at his shipyard when he is getting a new piece of wool. The winning team is the one which has collected the most pieces of wool at the end of the game.

Postman Game

- ◆ 3 plastic bags
- ◆ 2 sets of differently coloured cards (2" squared is big enough)

Three leaders are required for this game. The first leader is the postbox, the other two give out the different postcards. The troop or pack is split into two teams. One team collects and posts one colour of card, the second team posts the other colour. Players can only hold one postcard at a time - they must post one card before collecting another. The postbox and distributors can roam and hide to evade the players. The team who has posted the most postcards wins.

Refinement:

Leaders can swap jobs so that players do not always know who to go to

Refinement:

Spare leaders can rob players of their cards

Rockets And Interceptors

- ◆ 1 Bucket or large tin
- ◆ Large number of coloured balls or plastic clothes pegs all the same colour
- ◆ Skittles or rope to mark off the target area

This is played by two teams. The attacking team are called the rockets and the defending team are called the interceptors. The target area is marked off and the bucket or large tin is placed in the centre. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads. Each rocket can carry only one warhead to the target area. If a rocket is tagged by an interceptor before going inside the target area, they must hand over their warhead and return to their base. 20 warhead unit.

Strategy Games

Mouse-Trap Attack

- ◆ 4 Spring loaded mouse traps
- ◆ An endless supply of rolled up paper balls

We will suppose that there are four teams or patrols of six Cub Scouts. They are spaced at equal distances down the length of the hall. Each team or patrol has it's mouse traps cocked at one side of the hall on the floor. At the other side of the hall opposite each group of mouse traps are three attacking Cub Scouts from each of the other patrols. These attacking Cub Scouts are armed with rolled up balls of paper. Each patrol is allowed up to three defenders for their mouse traps. These defenders must sit on the floor half way between their mouse traps and the defenders. The attackers must lob the paper balls over the heads of the defenders and set off the mouse traps. The winning patrol is the one that has the last loaded mouse trap.

Mouse-Trap Fishing Game

- ◆ 1 Spring loaded mouse trap
- ◆ 3 Bamboo canes
- ◆ 3 Lengths of string
- ◆ Some objects such as plastic bottles to be picked up, for each team

You will have to bore a hole or fit a screw eye in one end of each mouse trap so that it can be attached to a length of string. Each team stands at one side of the hall and the objects they have to collect such as plastic bottles are on the other side of the river (hall). The only way that they can get the objects, is to lash the three bamboo poles together to form a fishing pole and attach the string with the mouse trap attached to the end. You will have to show the scouts how to cock the mouse traps safely or you may have to do some first aid on bruised fingers.

Trader

- ◆ 4 Counters per person (red, blue green and yellow one of each colour.)

When the game starts the Cub Scouts are given a set time 5 to 10 minutes in which they are allowed to trade. They trade in the following manner. A Cub Scout approaches another Cub Scout with a counter in his left fist, he does not show the other Cub Scout what colour he is holding. If they agree to trade then they give each other a counter taking care that they do not show the colour they are swapping (All trades are final). Any Cub Scouts who do not wish to trade simply cross their arms, this indicates that they are not open for trading. After the trading period is ended you show the lads the stockmarket chart shown below and get the lads to add up their scores.

Stock Market Chart - Trading Chip Values

- 4 Red counters 100 points**
- 4 Blue counters 80 points**
- 4 Green counters 60 points**
- 4 Yellow counters 50 points**
- 3 of any colour 40 points**
- 2 of any colour 15 points**
- Single Red 1 point**
- Single Blue 2 points**
- Single Green 4 points**
- Single yellow 5 points**

After they have added up their scores and you have found out which scouts have the highest scores, collect the counters in and hand out one of each colour again to the scouts. Now play it again with the scouts knowing the values and see the difference in tactics. From time to time you could introduce jokers these are White counters. You place some of these on the table and the Cub Scouts are told they can take them if they wish. The value of these is unknown until they add up the scores. You then tell them that they either get 10 extra points for each White counter they have or minus 10 for each White counter they hold, much like Bulls and Bears in the stock market.

You can decide if it is going to be a plus or a minus by either tossing a coin or rolling a dice.

Variation:

Alternative points chart

- 1 Red Chip 20 points**
- 1 Green Chip 30 points**
- 1 Blue Chip 40 points**
- 1 Yellow Chip 30 points**
- 1 White Chip 20 points**
- 4 Red Chips 90 points**
- 4 Green Chips 80 points**
- 4 Blue Chips 50 points**
- 4 Yellow Chips 60 points**
- 2 White Chips 50 points**
- 3 Any Colour 40 points**
- 2 Any Colour 20 points**

Trading Post

- ◆ Sell Price list (1 per team + 1 per leader)
- ◆ Buy Price list (1 per team + 1 per leader)
- ◆ Raw materials
- ◆ Paper Currency

At the start of the game, each team is given the same amount of currency. They then have to decide what they are going to buy from you in order to make something to sell back to you for a profit. Most things that you buy back should result in a profit, but you should put in some items that produce no profit or even a loss.

For example the team should buy poles and a blanket to build a simple stretcher or pen, paper and compass to produce a map of the locality, triangular bandage to demonstrate an arm sling.

From experience, the best method to organise leaders is to allocate each leader a different theme such as pioneering, first aid, navigation, etc. These leaders can then award money, or even refuse the item, fairly depending on the quality.

Refinement:

Sell some items cheaply for a limited period, or buy back some items more expensively to encourage the teams in some areas.

Refinement:

Make the tasks fairly difficult and sell training to the teams. You could ask the PLs to do the training whilst the leaders ran the trading post and the APLs led the teams.

Refinement:

Some time back I helped organise a trading post in which we used a computer to act as a bank. The teams started by registering their company and getting a small loan to cover the registration fee and raw materials to start. The loan was charged a high rate of interest and so the teams had to repay it as quickly as possible. To prevent the teams spiralling into debt for ever we did advise them not to ask for too big a loan and we could reduce the amount of interest charged to help some teams catch up. Once the loan was paid off a team could invest the money with the bank and earn a small amount of interest on it.

The theme of running a company really helped the teams stay enthusiastic. Even if you don't have access to a computer you could do the registration and book keeping by hand and advertise a very small amount of interest (which will amount to nothing).

Refinement:

Instead of paper money we have used silver and gold wrapped sweets (silver worth 1 unit and gold worth 5). At the end of the game the six/pack gets to keep the sweets!