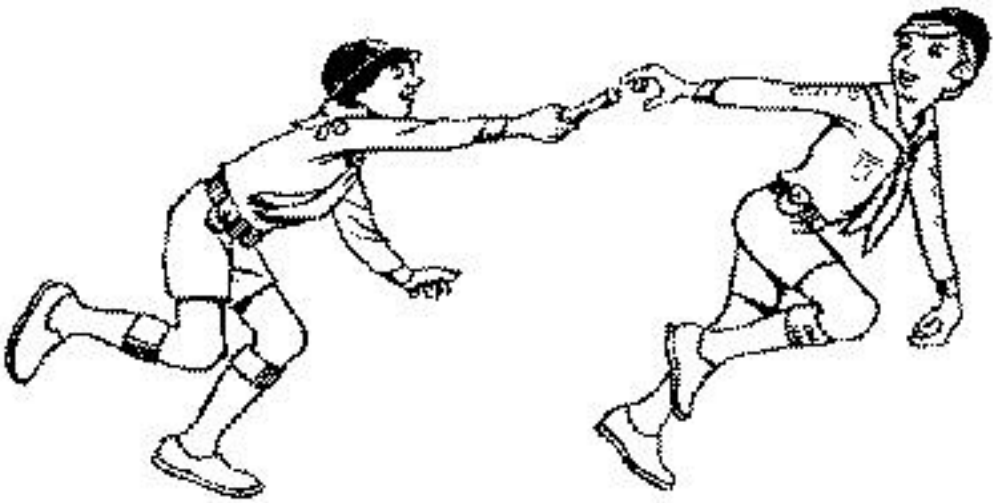
The MacScouter's Big Book of Games



Volume 1: Games for Younger Scouts

Compiled by Gary Hendra and Gary Yerkes
www.macScouter.com/Games

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Introduction

The MacScouter's Big Book of Games is intended to be used by Scouters and Guiders around the world to further your programs, and bring fun into your Dens and Packs. This **Volume 1: Games for Younger Scouts**, is intended for younger boys and girls, but it is impossible to draw a line and say you cannot use these games for boys and girls older than this. In fact, there is some overlap with **Volume 2: Games for Older Scouts.**

The material here has been gathered from many sources, most of which are Cub Scout, Beaver Scout or Boy Scout related, thus the language used within the games. I believe that most games are suitable for Girl Guides, Girl Scouts, Campfire Boys and Girls, and indeed any group of young people. There are over 650 games in the Big Book, divided into many different categories.

The MacScouter's Big Book of Games has been compiled from a wide variety of sources. It started with the Scouts-L Games FAQ. Then, we combined the Indian Nations 1994 Powwow Book games, with other Powwow Book games, games from Australia, and individual games from many people. Our sincere thanks to Jim Speirs, Merl Whitebook and a long cast of characters for contributing to this volume.

Please note that all of the material contained herein has been provided by others, or has been compiled from material on World Wide Web sites. It is not my intent to incorporate any copyrighted material in this document. It is brought to my attention that any material contained here is copyrighted, and that copyright states that the material is not to be reproduced, I will immediately remove it from the electronic document and from the WWW site.

If you have games that you do not see here, please send them to the MacScouter at gary@macScouter.com.

R. Gary Hendra, the MacScouter, January 1997

Organizing and Playing Games

Games Are --

- Lessons without teachers
- Body builders
- Mind stretchers
- Friend makers
- Building blocks
- Most of all games are fun

Through Games, A Scout

- Learns new skills
- Develops new interests
- Learns to follow the rules
- Learns fair play
- Learns to wait his or her turn
- Is taught respect for the rights of others

Scouts like games in which there is a sizable element of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games which restart almost automatically, so that everyone is given a new chance. Scouts like games whereby they gain the reassurance that comes with repetition.

Remember, the success of a game period depends greatly upon leadership. A leader can challenge and persuade the shy Scout and channel the energy of the "showoff", making meetings fun for all.

Choosing A Game:

- Know and understand the game.
- Be prepared to teach the game.
- Take into consideration:
  Physical arrangements
  Equipment needs
  Number involved
  Abilities of the participants

• **KISMIF** - **Keep it simple make it fun.** Give it full attention; practice to make it work; then evaluate to make sure it is right.

Suggestions For Conducting Games:

- Know the game well and the area needed before teaching it. Have all the necessary equipment on hand.
- Remove all possible hazards from the game area.
- Have the full attention of the group before trying to explain the rules of the game.
- To introduce the game, name it, demonstrate it, ask for questions, then start it.
- Always insist on fair play.
- If a game is going badly, stop it, explain it again, then try the game once more.
- Play, but don't overplay a game. A successful game will be more in demand if it is stopped while it is still being enjoyed.
- Be alert to overexertion.

Pack Games

The games picked for a pack meeting should be fun to play and fun to watch. They should promote good sportsmanship, and hopefully tie into the monthly theme.

A multi-station relay can easily accomplish all of these. For instance, if the theme were space, the stations could be... spin around Saturn... drink Tang from a big dipper... eat a cracker and whistle, "When You Wish Upon A Star"... shoot the moon, etc. In between stations, the participants could walk as if weightless. This type of relay can easily be adapted to any theme. Ride a broom horse between cowboy and Indian stations, or walk like Frankenstein between Halloween stations.

Games that are fun to play and fun for the pack to watch can be designed with just a little bit of innovation. Everyone should be able to participate. Don't just pick one or two boys from each den. Be sure to get parents involved. The Cubs will love watching their parents playing a game.

One of the most important aspects of keeping a pack healthy is to make the new families feel welcome. This is true in all packs, but it is especially true in large active packs. Often it is intimidating for new people to come into a group where everyone knows each other. There are many ways to make new families feel welcome and playing an icebreaker game is an especially good way. Icebreaker games are fun and a good way to get people to meet each other. Icebreakers can be found in "Group Meeting Sparklers" and the " How To Book" available at the Scout Shop; however, designing an icebreaker for a theme is easy. For example, if the theme were patriotic, choose four patriotic songs. Have a slip of paper with the name of one of the written on it for each person attending the pack meeting. Hand these slips of paper to each person as they walk in the door and have them find the others that have their matching song. As an opening, each group could sing their song. One person from each group could also introduce a person they didn't know before.

Den Games

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played by individual boys.

An active den game is a helpful start at den meeting to "get the kinks out". This is especially true for Den meetings that are held immediately after school. The boys have been cooped up for several hours and starting with an active den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities later in the meeting.

Choosing up sides among the boys is not always easy. If there is a problem boy who is not well liked by all members, drawing straws, going in alphabetical order, or selecting two captains to chose alternately may be fair ways to select teams.

Remember...games can be used to teach fair play, promote good sportsmanship and build character..., but most of all, they should be fun.

Types Of Games

There are many types of games. Games can be quiet or they can be active. They can depend on chance or they can take skill, speed or strength. There are games for one or two persons, and games for groups of any size. Some games provide for relaxation and amusement and some stimulation through physical or mental exercise.

Play is unrestricted but games have rules. In each game there is a contest.

Game Books

From: Danny Schwendener

The "BSA Cub Scout Leader How-To Book". It is built to help the cub Scout pack and den leaders running programs that kids enjoy A section of 50 pages is dedicated to games ISBN 0-8395-3831-6.

GSUSA publishes a book called "Games for Girl Scouts" which has helped me out in a pinch. The book is divided into sections such as "Travel Games", "Quiet Indoor Games", "Relays", etc. I believe it only costs 11 US dollars, and is available through the office of most Girl Scout councils. If anyone outside of the US is interested in getting copies of it, I'd be willing to act as a 3rd party. I don't know how easy it would be for someone in another country to get a GS council office to ship them a book! I wish I could give you more information on the book and some examples of games, but one of the girls in my troop borrowed it (that should tell you something--they love it!).

This book can be ordered directly from the National Equipment Service. The Address is:

Girl Scouts of the U.S.A.
National Equipment Service
830 Third Avenue
New York, NY 10022
Phone: 212-940-7655 (customer service only -- no orders)

The item number is: 20-902 Games for Girl Scouts. $6.00

Overseas delivery should include estimated shipping charges with payment. Remittance in US funds only, checks drawn on US banks only. Master Card or Visa. Prepayment required. No CODs.

Tips and Miscellaneous Items

From the Scouts-L Games FAQ

Sin Bin

It is often a problem in games where the people who are out lose interest in the game and start to mess about. The Sin Bin gets over this problem very nicely. Somewhere in the hall you put six chairs in a line, this is the Sin Bin. As each person is out they go and sit in the first vacant chair in the line. When the line of chairs is filled up, the next person out changes places with the first person who was out who then goes back into the game. This can be continued for as long as the games last and keeps the boys interested in the games.

How To Get Equal Size/ Weight Teams

In many games where there are two teams, it is a good idea if opponents are similar sizes. An easy way of achieving this is given below:

1. Get all the lads to line up at one side of the hall, tallest at the left shortest to the right.
2. Tell the lads to count off in twos down the line.
3. Get all the number two's to take two steps forward.
4. You now have two teams, get each team to count off left to right 1 to N.
5. Tell team 2 to walk in a line anti-clockwise around the hall until they are lined up along the opposite wall of the hall.

You will now have two teams of boys where each number on one team has an opponent on the other team of a similar size. Another advantage of this system is that if lads have to race to the center, they will have an equal distance to run.

Leaders Are Fragile

Please try not to get involved with actually playing the games. Although we as leaders are probably a lot bigger than the lads, we are also more fragile. By this I don't mean that we are all a load of old codgers, but we don't heal as quickly and our bones are more brittle. TAKE CARE!!!!!

Giving Out Instructions

You will find that prior to starting a game, it will help if you get the lads to sit down when giving the instructions on how the game is to be played. This ensures that they are not walking about or looking somewhere else, so they are more likely to be listening to what you are saying.

Emergency Games Box

Over the years this has proved to be a real blessing. My box is a small plastic toolbox. In this box I have an assortment of bits and pieces with which I can make up games and other activities at very short notice. Listed below is a list of items that you could put together to make a similar emergency games box.

A large bag of elastic bands (rubber bands).
Boxes of chalk, white and colored.
4 candles or night lights, 1 per patrol.
Boxes of safety matches.
A miniature cricket bat, wicket and small soft ball for indoor cricket.
Ball point pens.
Markers or felt tip pens.
Short lengths of soft white rope with the ends whipped for knotting games.
Round balloons.
Pipe cleaners.
A reel of cotton for making trip lines for minefields.
Roll of sticky tape.
Blu-Tak or similar for sticking things to walls.
A couple of large dice.
Blank cards or small sheets of paper for writing instructions.
Box of thumb tacks or drawing pins.
A small torch (flashlight) with spare bulb and rechargeable batteries.
4 small pairs of scissors.
A pack of playing cards.
A packet of Alka-Seltzer tablets or similar.
Various whistles and noise makers.
Paper clips
Safety pins
4 triangular bandages

Some of Mike Stolz's items include:

4 orange plastic 'Track cones' (highway departments also use these)
An assortment of balls (soccer, basket, Nerf football, etc)
Assorted balloons
Cloth strips in 3 colors -- 25 strips (each) are 3 inches wide and 18 inches long (great for arm bands or blindfolds). 5 strips are 6 inches wide, with an overhand knot in the middle (great for 'Bacon', or 'Capture' flags)

Motion Detectors

It is often useful to know when an object has been moved beyond a certain amount or with what severity it has been moved. There are many ways of doing this some of these are listed below:

1. An oblong tobacco tin with a layer of paper punch chads sprinkled in the bottom. A thin layer of something sticky such as syrup is smeared on the underside of the lid and the lid placed on the tin. If the tin is tipped over or subjected to violent movements, some of the bits of papers will stick to the lid. Penalty points may then be deducted for the number of chads that are stuck to the lid of the tin.
2. A mercury tilt switch can be connected in series with a small electro-magnetic relay and a battery. There should be a set of hold on contacts on the relay. These should be connected across the mercury switch, so that when there is even a brief connection of the mercury switch, the relay will hold itself on through it's hold on contacts. When the relay actuates it could also be wired to sound a buzzer or switch a light on. As an alternative to a mercury switch you could have a simple hanging metal rod or pendulum within a metal ring. Any severe movement would cause the pendulum to touch the metal ring and complete the circuit. There are available on the surplus market re-settable electro-magnetic counters, you could use one of these in place of your relay and it would count the number of times that the device had been moved.
3. A number of small ball bearings on a dish inside a box. Any slight movement will cause the balls to move. Severe movements will cause the balls to roll off the dish. Penalty points are taken off for every ball off the dish.
4. When laying out obstacle courses or minefields, it is nice to have trip lines that will operate switches to set off lamps, buzzers etc. A simple but effective switch for this can be made from a spring loaded wooden clothes peg. A metal drawing pin or thumb tack is pushed into the inside of each jaw and a wire is

connected to each one. The heads of the drawing pins are the switch contacts. A piece of card connected to your trip line is pushed between the contacts to open the switch. When a player snags your trip line, the card is pulled from the jaws of the clothes peg and the circuit is made. How you fix the clothes pegs is left for you to decide.

Pressure Pad

What devious people we leaders are, but isn't it fun. How about pressure pad switches to put on the floor which will switch on a circuit when stepped on. You can make these very easily and can throw them away when the game is finished. All you need is two sheets of aluminum foil about the size of a standard sheet of paper for each switch and some paper or plastic drinking straws. The aluminum foil should be as flat as possible. Connect a wire to each sheet using a small crocodile clip or paper clip. Lay one sheet on the ground where it is likely to be stepped on. On top of this lay some drinking straws, these are to keep the two sheets apart. Lay the second sheet on top of the straws. Wires can be taped to the floor or covered with carpet. [Connect the wires to a battery and small light bulb. when the sheets of aluminum foil touch each other, the bulb should light up.]

REMEMBER IN ANY GAME YOU PLAY,
KEEP IT SIMPLE, MAKE IT FUN AND MAKE IT SAFE.

Indoor Games

From Jim Speirs and others

St. George and the Dragon

Active, indoors.

Equipment: Per team: 1 easel; 1 piece of bristol board; 1 straight stick; 1 needle; pins;balloons; 1 set of cardboard armor (optional).

Formation: relay.

In preparation for the relay, a picture of a dragon is drawn on each piece of bristol board. Next, balloons are attached to the 'dragon'. The dragons are set up on easels, 6 feet apart, at a designated distance from the starting line. Finally, the needle is attached to the end of each stick, in order to create dragon-killing 'lances'.

Divide the players into two or more teams.

One boy acts as a horse, while another acts as the rider. On 'Go', one pair from each team rides to the starting line. The riders put on the armor, pick up the lance, and remount their horses. Then the charge begins !

Using the lance, the rider breaks one balloon on his team's dragon. He has only one try. When his attempt is over (whether successful or not) the 'horse' gallops back to the starting line, where the couple gives the props to the next pair from their team.

The relay continues until both dragons are 'dead' (balloon-less).

Ride 'Em Cowboy

Active, indoors.

Equipment: Per team: 1 ten gallon hat; 1 cowboy belt, holster and gun; 1 chair; 18inflated balloons.

Formation: relay.

Divide the group into teams of six. A chair is placed about fifteen to twenty feet in front of each team.

On 'Go', the first person on each team puts on the ten gallon hat, cowboy holster and gun and places a balloon between his knees. He proceeds in bowlegged fashion to the chair, where he places the balloon on the seat and rides the 'bronco' until it 'breaks'.

He returns to his line, passing his hat and belt to the next cowboy.

The game proceeds in this relay fashion until all broncos have been broken.

Consumer's Report

Semi-active, indoors

Equipment: Per team: 1 balloon; 1 bib; 1 bowl of soda crackers; 1 orange, peeled; 1bottle of pop; 1 bowl of peanuts; 1 straw per person; 1 long table.

Formation: Relay.

Divide the group into teams of six to eight. Line up each team at one end of the room and place each 'set' of food items and a bib on the table at the other end of the room. Blow up the balloons and place them on the table beside each team's goodies.

On 'Go', the first member of each team runs to the table, puts on the bib and does the following:

eats one cracker.
eats one section of the orange.
uses own straw to take one sip of the pop.
eats four peanuts

(Diet/allergy watch for this game, especially the peanuts. Substitute where necessary.)

When finished, he takes off the bib, runs back and tags the next player, who then runs up, puts on the bib and tastes the food.

The relay continues until all the food items for each team are gone. When the last mouthful is gone, that player pops the balloon to signal that his team has completed its taste test.

Popstick Slapshot

Active, indoors.

Equipment: Per team: 1 miniature hockey net or facsimile; 1 ping pong ball; 1 tongue depressor per player.

Formation: relay.

Divide the group into two teams. Place each net at the same end of the playing area. Each team lines up about six feet in front of its net. The first member of each team puts his tongue depressor in his mouth, gets down on his hands and knees and attempts to slap shoot the ball into the net, using the tongue depressor. When he has scored, he takes the ball back to the starting line, tags the next person, who proceeds to attempt to score.

The first team to complete the relay wins.

Balloon Balance

Active, outdoors/indoors

Equipment: Per team: 1 big balloon; 1 small balloon.

Formation: Relay.

Divide the group into teams of six to eight players. Each team is given one large and one small balloon.

The first player of each group, on the word 'Go', balances the smaller balloon on top of the larger one and races to the other end of the playing area. If the top balloon falls off, the player must return to the starting line and begin again.

When the 'run' (or walk) is complete, the player takes both balloons in his hands and runs back to the starting line, where the second player is waiting to race.

The first team finished, and sitting down, wins.

Hare Hop

Active, outdoors/indoors.

Equipment: Per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string;

1 chair for each team.

Formation: Relay.

Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area.

On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.

When both balloons have burst, he hops back to the team where he gives the ears to the second player.

The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.

Streaker

Active, outdoors/indoors.

Equipment: Per team: sweat pants; jacket; hockey mask; 2 garbage bags.

Formation: relay.

Divide the group into two or more teams. Line teams up at one end of the playing area, with 1) sweat pants and jacket in front of each team and 2) hockey mask and garbage bags at other end of the area, in front of each team.

On 'Go', the first player of each team puts on the sweat pants and jacket, and runs to the other end of the playing area. Here, he takes off the pants and jacket and puts on the mask and skates (the two garbage bags - one on each foot). He 'streaks' back to his team, where he hands over the mask and skates to the next player.

The second player puts on the masks and skates and 'streaks' to the clothes. Here he trades equipment for the clothes and runs back to the third member of the team.

The first team to complete the relay wins.

The Elephant Hunt

Equipment: soccer ball; chalk

Formation: scatter

Two chalk lines are drawn about three meters apart in the center of the room. This is elephant country. All the leaders are hunters and the Cubs are elephants. The hunters are ranged on either side of the lines and must not enter elephant country. The hunters catch the elephants by hitting them below the knees, with the soccer ball. Any Cubs who are caught become hunters until there is only one elephant left as the winner.

Submarine Dive

Equipment: Piece of chalk

Formation: Scatter

Draw a number of small chalk circles - submarines - around the room with one less than the number of Cubs in the Pack.

The Cubs hop, walk or run round the room according to the direction given by the leader. When he calls 'Submarine Dive!', each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually the submarines become occupied. The winner is the one who gains the last vacant submarine.

Rabbit Down a Hole

Equipment: None

Formation: Pairs, scattered

The Cubs stand in pairs facing each other and holding hands to make arches. The pairs are spaced at random around the room.

The Cubs are respectively 'rabbit and hunter'. The 'hunter' gives chase to the 'rabbit' who dodges around the trees, finally going down a hole, e.g., running into an arch and standing with his back to one of the Cubs making the arch. This Cub immediately breaks away and becomes a 'rabbit' and the 'ex-rabbit' becomes part of the arch. If the 'hunter' catches the 'rabbit', they exchange roles.

Dutch Football

Equipment: Piece of chalk; 4 balls

Formation: Teams

The room is divided into four sections with chalked lines.

The Pack is divided into four teams, one standing in each section with a ball. On the word 'GO', all the Cubs must hop on one leg and endeavor to keep the balls out of their section by kicking them with the foot they are hopping on. On the call 'PACK', they must all stop dead where they are and any section that has no balls gets a point. The leader should be quick to notice where the balls are when 'PACK' is called, as the balls may easily roll into another section. For this reason, sock balls are recommended instead of ordinary ones.

This is My House

Equipment: Chalk

Formation: Scatter

Draw a number of circles on the floor, just big enough for a Cub to stand in and two less than the Cubs in the Pack. These are houses.

One of the two extra Cubs is a 'rich man' and the other a 'policeman'. The 'rich man' goes around the country buying up houses without the owner's permission. He runs up to a house and says, 'This is my house!', whereupon the owner runs to another house and says the same thing, and so the game goes on.

Meanwhile the police are on the trail of all these people who remove without telling them, and the 'policeman' runs around trying to catch them changing houses. When he does catch an owner on the move, they change roles.

Express Post

Equipment: 1 bean bag; 2 boxes or chairs

Formation: Circle

List the names of some towns, one for each Cub in the circle.

The Pack stands in a circle, the leader gives each Cub the name of a town. The bean bag is placed in the center and the two boxes or chairs are positioned outside the circle as mail boxes.

One Cub is the 'postman', who call, 'I have a letter to deliver.' The players call out, 'Where from?' The 'postman' calls out the name of a town and runs away with the bean bag pursued by the Cub who represents that town. The 'postman' suddenly places the bean bag in one of the mailboxes and makes a dash for the place vacated by the pursuing Cub. That Cub picks up the bean bag and tries to touch the 'postman' before he can get in. If he succeeds, the 'postman' is sacked and the other player takes his place.

Mopping Him Up

Equipment: 1 dish mop; a pail or bucket

Formation: Circle

The Cubs stand in a large circle with the pail in the middle. They all hold out their hands. One Cub with the mop walks round the inside of the circle and taps someone on his hands. He then rushes to the pail, drops the mop in and tries to run back and take the other Cub's place. Meanwhile, the moment the Cub in the circle is tapped, he dashes to the center, picks up the mop and tries to touch the first Cub before he has taken his place.

If he is not successful, he becomes the Cub in the center.

Note: If the room is very long and narrow, the Cubs may be lined up at one end of it with the bucket at the other.

Variation:

Use rolled up newspaper and tied with string, with a chair placed in the center of the circle. One Cub goes around the inside and hits a Cub on the backside, runs to the center, places the news- paper on the chair and runs back to the vacant spot before the hit Cub can retrieve the newspaper and hit him back. If the newspaper

falls off the chair, the person hitting must pick it up and place it on the chair. Place in two or three rolls to really get the game going.

Tadpoles

Equipment: 1 ball; whistle

Formation: Teams

The Pack divides into two teams. Team A stands in a circle with one Cub in the center, holding the ball. Team B stands in line, like the tadpole's tail, coming from the middle.

When the leader calls 'GO', the Cub in the center of the circle starts to throw the ball to his team, one by one. Meantime, the Cubs in Team B in turn run around the circle and back to their places. When the last Cub in Team B is back in his place, the leader blows the whistle and Team A stops. Team A says how many throws the Cub in the center has made and when the teams change places, Team B tries to beat Team A's score.

Chair Pass Ball

Equipment: Soccer ball or volley ball; whistle

Formation: Teams

The Cubs form two teams. A firm chair is placed at either end of the room as a goal for each team. A Cub from each team stands on a chair as goalkeeper. The ball may only be passed from hand to hand. To score a goal, it must be thrown to the Cub on the chair and caught by him. There should be no running with the ball, or snatching from another player.

Note: The goalkeeper is changed after each goal.

Snatch the Bobbin

Equipment: 3 cotton reels (bobbins); chalk

Formation: Teams

Draw a chalk circle at either end of the room. Place the 3 cotton reels in the center of the room.

The Pack is divided into two teams and line up at either side of the room. The teams number off from opposite ends. When the leader calls a number, those Cubs run from their places and pick up a bobbin from the center to place in their goals. They then return to get the remaining bobbin. The Cub who is successful in getting this, and placing it in his goal, scores a point for his team.

Beating the Bounds

Equipment: 4 oil drums or metal pails or metal chairs; 2 large tent pegs or sticks

Formation: Teams

The Pack divides into two teams, each with a stick. When the leader calls 'GO', the first Cub in each team runs round the square, banging each drum as he goes. If he misses a drum, he must go round again. When he finishes the circuit, he runs to the back of his team and passes the stick to the front for the next Cub. The two teams make the circuit in opposite directions, one clockwise and the other counter-clockwise.

Filling Santa's Sack

Equipment: 1 balloon per Cub, with a few reserves; 1 sack per Six

Formation: Sixes

One Cub in each Six stands in his corner holding the sack. The leader spaces the rest of the Cubs out as far away from their Six corner as possible and gives each Cub a balloon. When their leader calls 'GO', all the Cubs pat their balloon towards their Six corners and endeavor to get the balloon in the sack. The balloons may not be held in the hand and must be patted.

The first Six to get all their balloons into their sack is the winner.

Note: It is advisable to have different colored balloons for each Six.

Balloon Football

Equipment: A supply of balloons

Formation: Teams

The Cubs form two teams and sit on the floor facing each other, their legs stretched out so that their feet almost touch those of the boy opposite. Two Cubs are chosen as goalkeepers and stand one behind each team. The leader throws a balloon into play and each team endeavors to pat the balloon over the heads of the opposing team. A goal is scored when the balloon touches the ground on the opponent's side. After a while the leader throws in a second balloon and then a third and the game becomes increasingly difficult. The team with the most goals is the winner.

Cat and Mouse

Equipment: Whistle

Formation: None

The Pack lines up in 4 or 5 lines, each line of Cubs joining hands across. One Cub is chosen as 'Cat' and another as 'Mouse', the 'Cat' chases the 'Mouse' up and down the lines.

When the leader blows the whistle, the Cubs turn at right angles and form lines going down, by holding hands with the members of their new line. When the leader blows the whistle again, the lines form across once more. When the 'Cat' has caught the 'Mouse' a new pair are chosen.

Balloon Battle Royal

Equipment: A supply of balloons; string

Formation: Scatter or circle

Arrange all the players in a large circle or scattered around the room, each with a balloon hanging from a string tied to his waist. On signal, have each player try to break all of the other balloons. When his is broken, he leaves the game. The game continues until only one player is left.

Variation: Give each Cub a new balloon if he correctly answers a question, about Scouting or whatever subject was taught during the stars that evening.

Balloon Basketball

Equipment: A small supply of balloons; 2 boxes or wastepaper baskets for goals

Formation: Teams

Use a balloon for the ball and boxes or wastepaper baskets for the goals. Score as in basketball, except that a broken balloon counts 5 points off for the offending side.

Balloon Crab Ball

Equipment: A supply of balloons

Formation: Teams

Establish two goal lines, 40' apart. Divide the players into two teams and have them sit on the goal lines facing each other with their arms extended backward to support their bodies off the floor. Place a balloon on the floor midway between the goals.

On signal, have both teams move toward the balloon, keeping the crab position described, and attempt to kick the balloon over the opposing goal. They may kick it with one foot or drop to a sitting position and use both feet. Players must not stand up and run or move in any other position than the one described. They are not to touch the balloon with their hands. Teams should keep some players back to defend their goal and send others forward to drive the balloon over their opponent's goal. When the balloon goes out of bounds, it is put in play by the referee at the point it went out. Touching the balloon with the hand, leaving the crab position and unnecessary roughness in kicking, striking, or shoving an opponent are fouls. The penalty is a free kick for the other side where the foul occurred. Have all opposing players 6' away at the time of the free kick. Score 1 point each time a team kicks the balloon over the goal. The first to score 10 points wins.

Balloon Push Ball

Equipment: Balloons

Formation: Teams

Divide the group into two teams and station them at opposite ends of the room. Toss a balloon up in the center of the room and have the teams rush for it. Each tries to bat it to the other team's wall. The first team to hit the balloon against the opposite wall wins. In case the balloon is broken, throw another in without allowing the play to lag.

Variation: Have a Cub from each team stand on a chair at opposite ends of the room, with a safety pin in his hand. Each team tries to pat the balloon to their own goalkeeper, who breaks it with the pin. A point is scored with each broken balloon.

Balloon Volleyball

Equipment: Balloons; rope to stretch across the room

Formation: Teams

Stretch a string across the room and divide the players into two teams, placing them on either side of the string. Throw a balloon into play. Have each side try to keep the balloon from touching the floor on their side. They knock it back and forth over the string with their hands. Game is to points.

Variation: Tell the boys not to use their hands - just their heads. Put a blanket over the string and play the game 'blind'. Throw in two or three balloons to make the game interesting.

Grab-it

Equipment: Balloons
Formation: Teams

Divide the group into two teams. Call one the 'destroyers' and the other the 'defenders'. Toss a balloon between them. The destroyers try to break the balloon by grabbing it, clapping their hands on it, or stepping on it; while the defenders try to protect it by batting it out of reach. Keep the time required by the destroyers to break the balloon. When the balloon is broken, the defenders become the destroyers.

Give each team three turns at destroying the balloon. Add the times of each team. The team with the smallest total wins.

Ball Over

Equipment: 1 soccer ball or volley ball
Formation: Teams

Draw a line to divide the area and have two teams take positions on either side. Players must not cross the line. Blindfold one Cub and provide him with a whistle. When the whistle sounds, put the ball in play. The object of the game is to keep the ball in the opposing team's territory. One point is counted against the side that has the ball whenever the whistle is blown. The blindfolded Cub can blow the whistle whenever he pleases. The lowest score wins. For variation, have four or five players touch the ball before it can be returned to the other side. Or create a 'no-man's land' along the dividing line. Teams, in getting the ball over, must bounce it into 'no-man's land'.

Cover the Chair

Equipment: 1 chair per Cub
Formation: Circle

Have the players seated in a circle and select one to be 'it'. He stands in the circle leaving his chair empty. When he commands, 'Shift to the right!', the person who has the empty chair on his right shifts to it, the next person shifts to the chair just vacated, and so on around the circle. 'It' tries to get a seat. If he succeeds, the person who should have shifted to that seat becomes 'it'. 'It' may suddenly call 'shift to the left', and in the confusion he stands a good chance of finding a place.

Witches' Wand

Equipment: 1 15' rope weighted at one end
Formation: Circle

Arrange the players in a circle 5-8' apart and give one a rope about 15' long weighted at one end. He stands in the center and swings the rope around the circle keeping it about a foot off the ground. As the object swings around, the players step in and jump over it each time it passes them. If a Cub gets hit, he changes places with the Cub in the center.

Cat's Tail

Equipment: A supply of colored yarn, 2 colors, one for each team
Formation: Teams

To get your Cubs in the Halloween mood, try this game. Hide several pieces of cloth or yarn - a different color for each team. One Cub on each team is a 'cat without a tail'. At the signal, all Cubs search for tails of their color. As a piece is found, it should be tied to the belt of the cat who ties others to it as they are found. The winner is the side whose cat has the longest tail at the end of five minutes.

Eat the Fishtail

Equipment: None
Formation: Single line

Have the Cubs line up in single file, holding each other around the waist. The first boy is the fish head; the last boy, the tail. On signal, the head tries to catch the tail while the tail tries to avoid being caught. All must continue to hold on to each other. The longer the fish, the better.

Chair Basketball

Equipment: 1 chair per person; 1 set of headbands for one team; inflated round balloons; 2 score cards
Formation: Circle-sitting on chairs- alternating teams

Divide the group into two teams. One team wears headbands. Teams sit in the pattern outlined above (chairs are a few feet apart).

The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to attempt to pass the balloon from one team

member to another to the end chair, where one member of their team is holding his arms in a circular fashion (similar to a basketball hoop). The team who scores the most hoops in a given period of time wins.

Blind Balloon Volleyball

Equipment: 1 volleyball net; 1 blanket to cover net; 1 referee per balloon

Formation: Teams

Teams of four or more people line up in volleyball fashion on either side of the net. The blanket is placed over the net so that neither team can see the other one.

The referee throws the first balloon in. Each team may hit the balloon as many times as they desire, as long as the balloon doesn't hit the ground. When they are ready, they send the balloon over to the other team.

As soon as one side puts the balloon out of bounds, or touches the ground with the balloon, the other team scores a point. The fun begins when extra balloons are added (up to a maximum of 6) to the game

What Am I?

Equipment: None

Formation: Circle

The Cubs sit in a circle. One Cub goes outside the room, while he is away the others decide what he should be when he comes back. If they decide on a policeman, for example, they call him back and he has to ask each Cub in turn what he has to buy for himself. One will say black boots, another a whistle, another a flashlight and so on. If the shopper goes right round the Pack without guessing what he is, he must go out again, and the Cubs will choose something else.

Who Is Missing?

Equipment: None

Formation: Circle

The Cubs walk round in a circle. When the leader gives a signal they all cover their eyes with their caps or their hands. The leader touches one of the Cubs on the shoulder and he leaves the room as quickly and as quietly as possible, while the others still walk with their eyes closed.

When the leader calls 'STOP!', the Cubs stop walking and uncover their eyes. The first one to give the name of the Cub who is missing, is the winner. Note: The Cubs should not walk round for too long a time, as they will become dizzy. Watch out for any Cubs who are cheating by peeping through their fingers!

Submarines

Equipment: A blindfold

Formation: Scatter

Two chairs are set up about three metros apart, this is the entrance to the 'harbor'. One boy is blindfolded and stands in the entrance to guard it. The rest of the Cubs are 'midget submarines', and try to get through the entrance without being caught by the guard. They have to do this quietly so that he does not hear them. The leader should control the number moving, otherwise there is a stampede and it is no longer a quiet game!

Step tag

Equipment: A blindfold

Formation: Scatter

This is a variation of Blindman's Bluff.

The Cubs take up positions anywhere in the room. One Cub is blindfolded and he moves around the room, attempting to catch the others. Anyone who is in danger of being caught may move on, two or three steps in any direction. Once a player has moved three steps, he must stand still and hope for the best. The skill of the game lies in not using a step until necessary, because once the three steps are gone, the player must remain stationary. He can, however, crouch down or sway his body provided he does not move his feet.

A.B.C. Ship

Equipment: 5 beans for each Cub

Formation: Circle

The Pack sits in a circle with the leader. Starting with the Cub on the leader's left each Cub has to say in turn...

1. The name of a ship - Arcadia;
2. The name of the Captain - Alexander;
3. The surname of the Captain - Anderson;
4. Sailing from Port - Aberdeen;

5. Sailing to Port - Alexandria;
6. With a cargo - Apples;

They follow on through the letters of the alphabet and Cubs who fail to respond lose a bean.

Note: This is a good game for the beginning of a parent's evening. The Cubs can join in the game as they arrive. An assistant can run the game and the Leader is free to welcome parents.

Animammal Conference

Equipment: Construction paper; scissors

Formation: Pairs

Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail). The group is them put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of their animammal (e.g. Giroosteraffe).

Pairs can then set out to try and guess the names of other animammals in the group.

Patriotic Colors

Equipment: None

Formation: Circle

The leader sits in the middle of the circle, points to a player and calls 'red'. The player has to name an object that is red (e.g. tomato, fire engine) before the leader can count to 10 out loud. The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places.

Use the patriotic colors 'red', 'white' and 'blue'.

Creating Critters

Equipment: Scissors; construction paper; glue

Formation: Small groups

Divide players into small groups. Give each group a pair of scissors, glue and a variety of colors of construction paper.

Within a time limit (15 minutes to have an hour) each group designs and constructs a new species of animal. They must decide on a name for their critter, tell where it lives and what it eats.

When all groups are finished, a spokesman for each group introduces their critter to everyone.

Let your imagination run free!

Gazelle Stalking

Equipment: 2 blindfolds; 1 chain of bells

Formation: Circle

All players form a circle. Two people are chosen to be the Gazelle and the Stalker. These two people go outside of the circle, where they are blindfolded; they are taken to different sides of the circle.

Those left in the circle are taught two sounds:

1. A clicking sound with the tongue, and
2. A blowing sound (like the howling wind).

The Stalker then tries to catch the Gazelle; to do so he must be careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Gazelle and by giving the blowing sound when he is getting near.

Spillikins

Equipment: Medicine bottle; 6 matches per Cub

Formation: Circle

The Pack sits in a circle with the medicine bottle in the center. Each Cub takes it in turns to place a match on top of the bottle, or on the matches already there. If a Cub knocks any off while putting his on, he must take back all those knocked off. The first Cub to get rid of all his matches is the winner.

Note: If the safety matches are given to the Cubs separately from the box, there should be no risk of fire.

Kim's Game

Equipment: 12 articles on a tray - ordinary items such as string, ink, rubber, calendar; piece of paper and pencil per Cub

Formation: Circle

The Cubs sit in a circle and the leader shows them the tray full of articles for a few minutes, before covering it over. The Cubs must write down the list of the articles from memory.

Kim Pairs

Equipment: 12 objects on a tray; pencil and paper per Cub

Formation: Circle

There are three versions of this game which can be taken in natural progression:

1. The Cubs sit in a circle and look at the objects on the tray. The leader then mentions an object which relates to something on the tray, e.g., the leader says 'letter' and there is a stamp on the tray. Then the Cubs must draw a stamp on their paper.

2. The same procedure is followed, but the tray is covered and the Cubs must draw the object from memory.

3. The leader now mentions an abstract idea related to one of the objects, e.g., the leader says 'open' and there is a key on the tray. So the Cubs must draw the key from memory.

Smelling Kim

Equipment: A collection of dried foodstuffs which have a distinctive smell, e.g., coffee; tea; sage; rosemary; etc. and each in an identical container or in a small square of muslin tied with cotton; paper and pencil per Cub

Formation: Circle

The Pack sits in a circle with the containers in the center, the leader identifies the foodstuffs. He then numbers each container and passes them around the circle. The Cubs must identify the foodstuffs by their smell and write the correct names against the numbers on their sheet of paper.

Balloon Bursting

Equipment: 1 balloon; uninflated, per Cub

Formation: Scatter

Give each Cub a balloon to blow up. The first one to break his balloon wins. Have them try this with no hands.

Balloon Darts

Equipment: A supply of balloons; darts; a backboard

Formation: Lines

Hang an inflated balloon in front of a backstop. See that the players take turns in throwing darts at it. Score 1 point when the balloon is popped. Give no credit for a hit that does not break the balloon. Use a small balloon and have the throwing distance rather long.

Back-to-Back Balloon Bursting

Equipment: A supply of balloons

Formation: Pairs

Pick teams of two parents or Cubs from each Six. Have the pairs stand in a line, back to back, with a balloon held between their backs. On signal, they should press together and try to burst the balloon. If the balloon falls before breaking, they drop out. The first team to pop its balloon wins.

Buzz-Bomb Balloon

Equipment: 1 uninflated balloon per Cub

Formation: Line

Have everyone inflate a balloon and release it in the direction of a target on the floor. Score 1 point for the closest balloon and 15 points for a direct hit.

Catch the Balloon

Equipment: 3 or 4 balloons

Formation: Circle

Arrange the players in a circle on the floor and have them number off. Put the highest number in the center to act as 'it'. He should hold a balloon and suddenly drop it as he calls out a number. The holder of that number then should try to catch the balloon before it touches the floor. If he succeeds, 'it' tries another number. If he fails, he becomes 'it'.

Blindman's Bluff

Equipment: 1 chair per person; 1 blindfold
Formation: Circle

'It' is blindfolded and stands in the center of a seated circle while the players change seats. 'It' now sits on a player's lap. No words are spoken. He must guess whose lap he is sitting on. If he's correct, the two change places.

Blow! Blow! Blow!

Equipment: 1 jack-o'-lantern; 1 candle; 2 blindfolds
Formation: Teams

Form two teams - the 'ghosts' and the 'witches'. Take a grinning jack-o'-lantern with a glowing candle and place it in the center of a table. Lead each ghost and witch to the jack-o'-lantern, one at a time. Blindfold him and turn him around three times, and tell him to blow out the candle. He may blow three times; and, if the candle goes out, he wins a point for his team.

The Guessing Blind Man

Equipment: 1 blindfold
Formation: Teams

Arrange players in a circle. Blindfold one player and turn him around three times. During this procedure, have all players change seats. The blind man should walk forward and touch someone in the circle with a wand, speaking the words 'can you guess?' The player touched must repeat the question three times, trying to disguise his voice. If the blind man succeeds in identifying the person, that person becomes the blind man. Otherwise, the blind man should continue until he is successful.

Good Morning, Mr. Jones

Equipment: 1 blindfold; 1 pointer
Formation: Circle

Have the Cubs move around in a circle in the center of which 'Mr. Brown' stands blindfolded. When Mr. Brown raps on the floor with his stick, all players stand still. He then points his stick in any direction saying 'Good morning, Mr. Jones'. The nearest one to the line of the pointer replies in his natural voice, 'Good morning, Mr. Brown'. If Mr. Brown identifies Mr. Jones, they change places; if not, the players move around as before. If Mr. Brown fails three times, nominate a new Mr. Brown.

Poor Pussy

Equipment: 1 blindfold
Formation: Circle

Arrange the group in a circle with a blindfolded player in the center. Then have the players move around the circle very quietly. The blindfolded player should approach the circle in any direction and secure a victim who, in a disguised voice, says 'poor pussy' and then imitates the 'meow' of a cat. If the blindfolded player fails to identify his prisoner, he releases him and the game continues. If he succeeds, the two change places.

Above and Below

Equipment: None
Formation: Circle

Arrange the players in a circle. Call out the names of things that are found above the ground or below. For example: Strawberries grow above the ground and potatoes grow below. When you call something that signifies above, the players stand; if below, they sit down. Failure to do this eliminates the players who miss. The list of things to be named should be carefully worked out in advance to keep the game going smoothly.

Find the Leader

Equipment: None
Formation: Circle

Have the Cubs sit in a circle. Select one to act as 'it' and have him leave the room. The Cubs choose a leader. 'It' is then called into the center of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. 'It' keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes 'it'.

Hats Away

Equipment: 1 hat per person
Formation: Circle
Have the players stand in a circle. Give each a hat to place on his head (the funnier the hat the better). Tell the players to place their left hands behind them. On the command 'ready, change!' each player grabs the hat from the one at his right (with his right hand, mind you) and places it on his own head. Repeat the command and just when the group gets fairly good at it, change hands, or have them take the hat from the player at the left or put the hat from their own head on the neighboring player's head.

Ha, Ha, Ha

Equipment: None
Formation: Circle
Arrange the players in a circle. Have the first say 'ha', the second in turn, 'ha, ha', the third, 'ha, ha, ha', and so on around the circle. The ha's must be said without laughing. Those laughing while uttering their ha, ha's are eliminated. The one staying in the longest wins.

Wake Up!

Arrange the Pack sitting in a circle, facing inward. Set an alarm clock and start it ringing. The boys must pass the clock rapidly around the circle with the alarm going full blast. When the alarm stops, the boy with the clock in his hands must drop out of the game. The last one left in the circle wins.

Variation:
Instead of having boys waiting for the game to finish, sitting on the sidelines, possibly disrupting the game, have the boy with the alarm answer a question about some star work he has just completed or about any topic that might prove interesting for the boys.

Who Has Gone From the Room?

Equipment: None
Formation: Circle
See that all are seated in a circle with the one who is 'it' closing his eyes while you have a Cub leave the room. After he leaves the room, 'it' opens his eyes and tries to guess who has gone. If he guesses correctly, that Cub is 'it' the next time. If he fails, he must be 'it' again.

Hidden Object

Equipment: 1 thimble, ring or coin
Formation: Scatter
Send boys out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the boys come in and look for it. When one of them sees it, he should quietly sit down without indicating to the others where it is. After awhile, if no one else has found it, have him point it out to the group to make sure he really saw it.

The Mystifying Reader

Equipment: Pencil and paper for each Cub
Formation: Circle
Give all the Cubs a slip of paper - each the same size and shape as the others. Then ask everyone to write a short sentence of four or five words. The words should be written plainly and should not be shown to any other person. Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'. No one, not even the guardian, should attempt to read the papers, still folded. As you gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and as who wrote it. One of the Cubs, who is an accomplice, and who did not write a sentence, admits authorship of the sentence. Then unfold the paper, apparently to verify his announcement (and read the sentence to yourself). Then place the paper in your left hand and ask the guardian for another. Repeat the same preliminaries and then call out the words written on the previous paper, which you have had the opportunity to read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence. Keep the performance up in this manner until all the player's slips of paper have been read. In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he has no include a sentence in the collection given to the guardian.

Famous Pairs

Equipment: Name tags
Formation: Scatter
As each person enters the room, he has a name tag pinned to his back.
The object of the game is to learn his identity. Each player is allowed to as one 'yes' or 'no' question of each other player. At the same time, the two people introduce themselves (their real names!) and shake hands. Once a person has learned his identity, he tries to find his partner, e.g., if he is Romeo, he looks for Juliet.
The name on the name tag will be one of a famous pair: e.g., Napoleon and Josephine Anthony and Cleopatra

That's My Name

Equipment: Paper; Magic Marker
Formation: Lines
Divide the players into teams.
On 'Go', the first player from each team runs to a table, grabs a magic marker and writes his name on a piece of paper. He runs back to his team and holds up the paper.
His team shouts out all the letters in his name, while the player jumps up for every consonant shouted, or squats for every vowel shouted.
The next player then performs the same routine.
End the relay by having everyone, at the same time, shout his name.

Indoor Track Meet

A good idea would be to run this track meet on a Six basis, with each Six sending forward its representative before the name of the contest is announced.

Bean Toss: Give each contestant 10 navy beans and have him try to throw them, one at a time, into a quart jar from a chalk line on the floor.

Foot Race: Have each Cub stand with his feet touching each other, heel to toe. The den with the greatest aggregate length wins.

30-inch Dash: Tack a 30 inch piece of string with a marshmallow at the end on the wall. The first Cub who chews the string and reaches the marshmallow wins.

Polo Pan: Number six 1" cubes on each side: 0-1-2-3-4-5; and use a six hole muffin pan. Let each person throw the cubes into the muffin pan from a distance of 6'. Add the top numbers of the cubes that land in the pan to determine a winner.

Bounce Ball: Use five different-sized rubber balls and a cardboard box. Have the players, in turn, bounce the balls in the box from 10'. Score 2 points for each ball that goes in.

Plumb Ball: Suspend a golf ball on a cord from the ceiling, using screw eyes. From broom handles, make a set of tenpins, 4" long. Have the players swing the ball and knock down the pins. Score 2 points for each pin knocked over and 10 extra points for a strike. Be sure to catch the ball on the rebound.

Hoop Stop: Lay an 18" hoop made from No. 9 wire on the floor. Use three balls (marble, golf, tennis). Score 5 points for each ball placed inside the hoop in any manner from a distance of 6'.

Running High Whistle: The boy who can hold a whistled not the longest with on breath wins the event.

Lightweight Race: Have the runners carry a lighted candle in one hand and a pail of water in the other. If water is slopped over or if the candle goes out, the contestant is out. The first to cross the finish line wins the race.

20 Yard Dash: Line up the dens for a relay race. Have the contestants carry an egg in a teaspoon held with the arm extended. The first in each line runs 20 yards and back to the next one in line.

100 Yard Dash: Tie a lump of sugar or a marshmallow on the end of 100" string. The contestants gather the sting and marshmallows into their mouths without using their hands. The first one to eat the marshmallow wins the race.

Obstacle Race: Place nickels in pans of white flour, or of whipping cream, to see who, with his hands behind him, can be the first to dig them out with his teeth.

Sharpshooters: Hold a contest to see who can throw the most pebbles into the mouth of a jug.

Endurance Race: See who can eat four soda crackers and be the first to whistle a tune.

Moving Target: Have the contestants throw beanbags, sticks, stones, anything for that matter, through a rolling hoop. Score 1 point for each hit.

Hobble Race: Conduct a 100' race with contestants who are bound loosely about the ankles.

Long Glum: The player who can keep from smiling longest, while all the others jeer and laugh, wins.

Slipper Throw: Have the contestants lie flat on their backs and throw slippers over their heads with both feet.

Second Obstacle Race: Make a large number of chalk marks on the floor at the end of the race course. Give each runner a damp rag with which to rub out the chalk marks. The first to clean his section on the floor and run back to the starting line, wins.

Swimming Relay: For this relay race, have each hop on one foot, carrying a glass of water.

20 Foot Dash: Have the relay runners roll lemons or hard-boiled eggs with a stick down the course and back and touch off the next player in line.

Bawl Game: See who can make the most noise for a given period of time.

Wide Stretch: Line up the Sixes with arms extended so that the players are touching, fingers to fingers. See which Six has the longest line.

Beans Relay: Have the relay runners carry beans, one at a time, between match sticks, toothpicks or on a knife.

Standing Broad Grin: The width of the grins measured by judges. The widest one wins this event.

Discus Throwers: Each contestant throws a paper pie plate from a chalk line. The plate must be held flat in the hand and not sailed with the thumb and fingers.

16 Pound Put: Have each contestant put an inflated bag for distance as though it were put from the shoulder.

Sponge Shot-Put: Use a small dry sponge for the shot. See who can put the shot the farthest.

Hammer Throw: Use blown-up paper bags attached to a yard of string. Give each Cub one turn to see who can throw the 'hammer' the farthest.

Bottle Roll: See who can roll a pop bottle from 6' and score a bull's-eye in a chalk ring on the floor. Draw several concentric circles to make targets of different value.

Working with Rainy Days

by David Goss, The Leader Magazine, May 1978

Few of us like to think that rain will spoil our troop or pack camping plans. However, if the weather I've experienced during camping programs is any indication of what's normal, I would have to conclude that a plan for rainy day activities should be included on every camp's program--somewhere near the top!

Unfortunately, most Scouters seem to feel it's a bad omen to plan for rain and wait until it's coming down in buckets before they try to find an alternate program to keep boys amused when confined to tents or dining shelters.

Perhaps the ideas that follow will help you at camp. If you don't use them at this summer's camp, don't be tempted to integrate them into your normal program, because the value in any good rainy day activity, which must be carried out in the confined space of a tent, lies in it being a new idea, or a new twist on an old idea.

My suggestion would be to gather together the materials you need to carry out the ideas you think will work with your boys, and place them in a cardboard box, wrap the box in plastic, and label it "Rainy Day Box". Take this to camp with your other provisions. Then, when you're faced with a real rainy day at camp, break open the box and begin with the ideas listed below, in whatever order seems appropriate.

Before I begin the suggestions, please don't misinterpret my intentions in respect to confining boys to their tents on a rainy day. To me, this is always a last resort, and only after all the possible outdoor activities in raincoats and boots are exhausted or when the boys are too wet or the rain too severe or too cold. As much as possible, the normal camp routine should continue, but when it can't, try:

Who is it?

Have cards containing the faces of a number of famous people for each patrol. Give the patrol a sheet of paper with numbers for each person on the sheets. Members of the patrol identify the people on their card, and then pass the cards to the next patrol. Later, pass the answers around.

Defacements

When the boys have finished identifying the people, have them alter each face by drawing in mustaches, beards, freckles, bumps, lumps, stitches, etc. Cross out the numbers with black pen and pass the cards again to see how many of the boys can still identify the famous folks.

Blindfolded

One Scout is blindfolded and is asked to perform some ordinary task; such things as sewing a button on a piece of cloth, lacing a shoe, tying a clove hitch, writing all the patrol members names on a sheet of paper, drawing the patrol tent, sorting a collection of nails and screws into piles, by size, etc. Fests

Have each patrol member, in turn, laugh until he can laugh no longer, or whistle, sing, smile, frown, talk, or (and perhaps this shouldn't even be suggested as it may be in the realm of the impossible) keep quiet as long as he possibly can. The winners in each patrol will play off at the campfire that evening.

Still Life

A short game. One patrol member is chosen to be "the artist". All the others assume a comfortable posing position and sit perfectly still while the artist moves about studying them for the painting he is going to create. Should the artist note the slightest movement on the part of his subject, he taps him on the forehead and eliminates him from the game.

Famous Couples

The patrol make a list of all the famous couples they can think of. For instance--Adam and Eve, Donnie and Marie, Romeo and Juliette, and on and on. The patrol with the longest list is the winner. It may be useful to limit the field for the older boys to specific categories, such as married couples, historical couples or biblical couples.

Code Work

A rainy day is a good time to practice the troop code. You don't have one? Well, one of the simplest is the S.A.C., or Sliding Alphabet Code, where "a" becomes the first letter of the day of the week. For example, pretend this is Thursday:

T U V W X Y Z A B C D E F G H I J K L M N O P Q R S

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Thus the sentence--"Scouting is fun" is written "L V H N M B G Z B L Y N G" However, to make it a bit more interesting, everything is grouped in five's, and the above message really appears as--L V H N M B G Z B L Y N G 6 5. The 6 and 5 are simply fill-ins to make the last group come out to an even five characters. And if a letter is repeated, you simply use the number 2. For example, the word "Booth" would be "U H 2 A 0".

This code is easily written, easily deciphered, yet adds so much to wide games, treasure hunts, or just troop room activities. A wet day at camp is an ideal time to teach and practice it.

Predicaments

Patrol "A" makes up a hypothetical predicament, writes it on a card and sends it to Patrol "B". Meanwhile "B" has done the same. For instance, basing the predicaments on home or camp emergencies, the following might be asked:

Your Scouter has developed sudden chest pains. They are very sharp, and have come after a big meal. What should you do?

Your little brother has just swallowed two dozen of your mother's iron pills. Is this dangerous? What would you do?

The farmer whose land we're camped on has given us permission to go to the well near the barn to get water.

One night you smell smoke and, as you enter the barn, you see that a fire has started. How would you get the horses out?

Of course the boys will dream up all sorts of better ones than these. The only condition you should place on the predicaments is that those dreaming them up must know the answers.

Camp Newspaper

Provide a sheet of newsprint, lots of black markers, rulers, glue, etc., and ask your lads to produce a camp newspaper, with many newsy items. The paper should include at least one interview with someone outside their tent, one cartoon, a crossword puzzle, an imagined interview with B.-P., or one of their favorite heroes, etc. If you provide a piece of lined paper for each boy, with a suggested topic, and the paper is ruled into three newspaper-like columns, you'll get a neater job and one in which all will participate. Simply glue the smaller pieces of paper to the large sheet of newsprint for your complete paper, and add weather reports, daily words of wisdom, jokes and other fillers, as needed. These make great souvenirs for a leader to keep.

Police Report

Challenge your patrols to produce an accurate description of the troop Scouter which would enable the local police to find him, if he were missing. At the same time the other patrols are doing one of the group committee chairman, the group chaplain, or other persons all the boys know well. Then, have these passed to the other patrols who, when they read the descriptions, try to identify the individuals being described.

Cooking

Provide the boys with tea biscuit mix, jam, milk, plastic containers for mixing, a can of Sterno and some foil. Challenge them to rig up an oven, mix up the tea biscuits, place a dot of jam in the center, wrap it in foil, and bake it in their makeshift oven over the Sterno. Leave the details to the boys as to how they rig up an oven. What they are baking is called jam fritters, and they are so good every boy will want one or two, so be prepared.

Camp Crest

A rainy afternoon might be a good chance to get the boys busy designing a camp crest. This will not take everyone's interest, so you might run it in conjunction with some of the other suggestions.

Crossword Puzzles, Mazes, Hidden Word Games

There are many books on the market with these diversions. Find a good one and buy a number of copies so that each group can work on the same puzzle. Toss one into each tent, along with a pencil, to see which patrol can finish the same puzzle first.

Skits

Wouldn't it be great if some troop invented a really new skit? Why not challenge your lads to do this?

Songs

Have the boys write new words to an old, well known tune. The theme should be suggested to them, perhaps a song about camp life, or about their city, town or province. Of course, it goes without saying that the boys will be expected to present their song at the first opportunity, preferably the next troop campfire.

Smallest Cup of Tea

Provide the boys with a thimble, a 50c piece, a box of wooden matches, a tea bag, a bit of powdered milk and a bit of sugar. Challenge them to fill the thimble with water, to light a fire on the 50c piece (which has been wrapped in tinfoil to avoid damage to the coin), burning only the box of matches. The object is to boil the water, add a few grains of tea, a bit of milk and sugar and call the Scouter when the tea is ready to serve, to act as official "taster".

A Crafty Idea

Give each tent a box of alphabet macaroni, some white glue and one or two popsicle sticks per boy. Have them do the following--(The popsicle sticks are dipped in glue and the glue is placed on the back of each letter to fasten it.) Write a message to another patrol using a firm sheet of cardboard on which to glue the letters. A short message is best, about 20 words. When the message is passed to the other patrol, they are blindfolded and try to decipher the message by touching the letters with the ends of their fingers only (like reading Braille.)

Other ideas you can try include making mementos of camp, with the camp and boy's name glued onto dry sticks, fungus, sawed circles from pine limbs, or heavy cardboard. Some boys might even undertake to write favorite poems, or make up a poem. Other ideas include making up motto cards, like "It ain't no use to grumble and complain, if the Lord sorts out the weather and sends rain, we want rain". The individual macaroni can easily be colored with felt pens and a picture in the background will complete a craft that will be a nice memento of your rainy day in camp.

And that's what these ideas have been all about. A rainy day in camp need not be the highlight of your program, but there's no need for it to be a disaster either.

Games Suitable for Outdoors or Indoors

Burst the Balloon

Equipment: 30-40 balloons; pencil and paper for the scorekeeper

Formation: Scatter

The balloons are blown up and scattered on the floor. Players stand in scatter formation.

On 'GO', the object is to break as many balloons as possible, by sitting on them! When a person breaks a balloon, he shouts 'I SCORE!' and must put his hand in the air.

The scorekeeper then runs up to the person whose hand is in the air, marks a point down on his tally sheet. The player then tries to break another balloon and earn more points.

When all balloons are broken, scores are added up and a winner is declared.

Variation: Break the balloons by putting them between the knees and squeezing them until they break.

Burst the balloons by jumping on them with both feet.

Burst the balloons by squeezing them between two people.

The Huron Hop

Equipment: 10 black headbands with one feather; 10 white headbands with one feather; 50 inflated balloons with pieces of string attached to each; tape or rope to mark circle on the ground.

Formation: teams

Divide the group into two teams; give each team headbands.

Draw a large circle on the floor and have 5-10 players from each team enter the circle. A balloon is tied to each player's left ankle.

The object of the game is to break your opponent's balloon while trying to avoid having your own broken. Once your balloon breaks, you leave the circle to join the audience.

The game is played for five minutes and the team with the largest number of braves and maidens still in the circle wins. Play the game several times with new braves and maidens each time.

While the game is going on, the audience shouts war whoops !

Whale Ahoy!

Equipment: 1 paper or sock ball or beanbag

Formation: Scatter

One boy is selected to be the 'whale', he may run freely about the room. The rest of the Cubs each choose a position and since they are 'rocks in the sea', they may not move. The aim is to 'harpoon' the 'whale' by hitting him with the ball. Whoever hits him takes his place as the next 'whale'.

The skill of the game lies in passing the 'harpoon' from 'rock to rock' in an endeavor to corner the 'whale', rather than the Cubs taking random shots. This is good training in playing for the game rather than for the individual.

Tail Tally

Equipment: 1 rope per Cub, color coded for each Six; 1 whistle

Formation: Scatter

One Cub from each Six is a 'catcher'. All the other Cubs have a 'tail', a length of rope which they tuck into their back pockets. The 'catchers' try to snatch as many tails as possible in a given time. A Cub who loses his tail goes to a 'pen' from which he may be released if the 'catcher' from his Six gives him a tail.

When the leader blows the whistle, the Sixes return to their corners and count their tails, including those that their 'catcher' has snatched.

Fill the Basket

Equipment: A pail or a large basket; as many balls as possible.

Formation: Scatter

The leader has the basket and endeavors to keep it empty, throwing the balls as far away as possible. The Cubs do their best to fill the basket. See who wins at the end of five minutes !

The Mystery Number

Equipment: A whistle

Formation: Circle

The Pack forms a circle with the Sixers in the middle. The Sixers choose a mystery number known only to themselves. The Cubs march round in a circle chanting the number of each step they take. When they reach the secret number, the Sixers chase them. After ten seconds, the leader blows the whistle and the chase ends. Any Cubs who have been caught go into the center and help the Sixers. The next number is decided upon and the game goes on until time is up and the Cubs who remain free are acclaimed as winners.

Note: As the chasers become more numerous, they must hold hands until the mystery number is reached. Set a limit to the mystery number. Anything over ten becomes tedious.

I'm a Great Big Whale

Equipment: Wool or some sort of flag to put into the back pocket.

Formation: Scatter

The Sixers stand in the middle of the room. They are the 'whales'. The rest of the Pack with a flag in their back pocket (sticking out), line up at either end of the room. They are little 'fishies'.

The 'whales' then chant, in deep whale-like voices, 'I'm a Great Big Whale at the bottom of the sea.'

The 'fishies' reply in high-pitched fish voices, 'And I'm a little fish and you can't catch me!'

The 'fishes' then race to the far end of the room and the 'whales' try to catch them by pulling the flag out of their pocket. Any who are caught become 'whales' and help to catch the rest of the 'fishes'. The game continues until one little 'fish' remains as the winner.

Clear the Deck

Equipment: None

Formation: Group

The four sides of the room are given names, i.e., 'Clear the deck!'; 'Man the boat!'; 'Shore leave!'; 'In the galley!'.

When the leader calls out any of those commands, the Cubs rush to that side of the room.

There are extra commands as well: 'Boom coming over!' - lie flat on the floor; 'Admiral coming!' - all stand and salute.

No one is ever out but the last Cub to obey the order loses a life and rolls down a sock or rolls up a sleeve.

Note: In the original version of the game the four sides of the room are Port, Starboard, Bow and Stern, although this is merely a matter of choice.

Doctor Who and the Daleks

Equipment: None

Formation: Scatter

Three 'Daleks' and three 'Doctor Who's' are suitable for a Pack of 24 boys. The 'Doctor Who's' turn their caps back to front for identification and the 'Daleks' wear their scarves back to front. At the word 'GO' from the leader, the 'Daleks' chase the rest of the Pack. If the 'Daleks' touch anyone, that Cub must freeze, until he is released by the touch of a 'Doctor Who'.

No one is out and no one ever really seems to be caught when the time is up, but it is a splendidly exhausting game!

The game should be played for roughly two minutes before the 'Doctor Who's' and the 'Daleks' are changed.

Ball Pass

Equipment: 1 ball

Formation: Circle

The Pack forms a circle and one Cub has the ball. He passes it to the neighbor on his left and immediately starts to run round the circle, his aim being to be back in his place to receive the ball when it has been passed right round the circle.

C.U.B.S.

Equipment: 1 beanbag

Formation: circle

The Cubs sit in a circle with the beanbag in the center and the leader gives them a letter in the order C.U.B.S. all the way round the circle. The leader calls out one of the letters and all the Cubs with that letter run right round the outside of the circle and back through their places into the center - where they try to snatch the beanbag. The Cub who get the bag is the inner.

Defending the Fort

Equipment: 1 soccer ball

Formation: Circle

The Cubs divide into two teams, the attackers and the defenders. The defenders form a circle holding hands and facing outwards; they choose their captain who stands in the center.

The attackers surround the fort and try to kick the soccer ball in. It may go through the legs of the defenders or over their heads; if it does the latter, the captain may catch it and throw it out again. But once the ball touches the ground inside the circle the fort is captured and the players change places.

In the Pond

Equipment: chalk

Formation: Circle

Draw a large circle in the center of the playing area.

The Cubs all stand round the circle just outside the chalk line. The leader stands in the center, and gives the following commands:

'In the Pond!' - all the Cubs jump into the circle, and

'On the Bank!' - all the Cubs jump out.

If an order is given for the Cubs to jump in the Pond, and they are already there, it should be ignored. Incorrect orders such as 'On the pond!' and 'In the Bank' should also be ignored.

Those Cubs who make two mistakes are out and the last remaining Cub is the winner

Earth, Water, Air and Fire

Equipment: 1 bean bag

Formation: circle

The Pack sit in a circle with one Cub in the center holding the bean bag. He throws the bag at someone and shouts 'Earth!', 'Water!', 'Air!' or 'Fire!'.

If it is 'Earth', the chosen Cub must reply with the name of the animal, before the center Cub counts to ten. If it is 'Water!', he must think of a fish, if 'Air!' - a bird and if 'Fire' - whistle for the Fire Engine.

Note: Once a creature has been named, it may not be called again. If the Cub cannot reply in time, he changes places with the thrower.

Come Along

Equipment: None

Formation: Circle

All the Cubs stand in a circle with their right arms outstretched with one Cub outside. He runs round the outside of the circle and grabs an arms of one of the other Cubs who follow him around. They go on collecting others, until there are six to eight running around. Then the first runner calls out 'Home', and they all dash to get in the circle. The Cub who is left out is the new runner.

Head It! Catch It!

Equipment: Soccer ball

Formation: Circle

The Pack form a circle and the leader stands in the center with the soccer ball. He throws it to a Cub calling 'Heading!' or 'Catching!' and the Cub responds accordingly and if he fails, he sits down.

The leader then complicates the game by shouting the same commands but expecting the Cubs to respond with the opposite action.

Steptoe and Son

Equipment: Ball

Formation: Circle

The Pack form a circle and two boys go into the center. They are 'Steptoe and Son'. 'Steptoe' guards his 'Son' as the Cubs in the circle try to hit him with the ball. The Cub who is successful in hitting 'Son' comes into the middle to be 'Steptoe' and chooses his own 'Son'.

Here I Am!

Equipment: 1 large ball per team

Formation: Teams

Divide the Pack into teams of eight to ten Cubs. Each team forms a circle with one Cub with a ball in the center. The Cubs number off round the circle and then the center Cub goes out of the room.

While he is away, the Cubs change places so that the numbers do not run consecutively. The center Cub returns and picks up his ball. When the leader calls 'GO', the center Cub calls 'Number 1!' and he answers 'Here I am!' The center Cub turns and throws the ball to him and he returns it. That number sits down. The center continues through the numbers until all the team is sitting down. The first team seated being the winners.

Guards and Guerrillas

Equipment: None

Formation: Teams

The Pack divides into two teams. One team stands in a line at the end of the room, facing the wall. They are the 'Guards'. The second team, who are the 'Guerrillas', form a line at the opposite end of the room.

They creep quietly up on the 'Guards'. When the leader of the 'Guerrillas' thinks that his team has crept as near as they dare, he gives a signal and all the team gives one loud clap and then turns and runs home. As soon as the 'Guards' hear the clap, they turn and chase the 'Guerrillas'. Any who are caught become 'Guards'. When there are not 'Guerrillas' left, the teams change roles.

Tunnels

Equipment: 2 soccer balls; 1 whistle

Formation: Teams

The Pack divides into two teams and line up about 3 metros apart facing each other. They stand, legs apart, with their feet touching those of their neighbors.

The leader throws a soccer ball down between the lines and each team tries to score a goal by sending the ball through the legs of the other team. The Cubs may only defend with their hands and must not move their feet. When the teams become adept at this, the leader can send in a second ball.

Warriors and Brigands

Equipment: None

Formation: Teams

The Pack is split into teams, one is the 'Brigands' and the other is the 'Warriors'. Each team has one end of the room as its base. The teams then line up facing each other and the leader gives various commands, e.g., 'Warriors two paces forward' or 'Brigands one step back'. This goes on with mounting suspense (although three or four times are usually enough) until the leader says, 'Warriors (or 'Brigands') attack!' Then the team ordered to attack gives chase as the others rush to their base. Any prisoners taken by the pursuing team immediately transfer to that team.

Deadly Circle

Equipment: Rope

Formation: Circle

Tie the ends of a long rope together in order to make a large circle. Mark off another circle about one-third the size of the rope circle. Have all players take hold of the rope with both hands, forming a ring around the marked circle. On signal, try to pull as many of the other players as possible into the circle while keeping out of it themselves. As soon as a player steps into the middle circle, he is out of the game. The game continues until only one player remains.

Brothers

Equipment: None

Formation: Two circles, one inside the other

Divide the Cubs into groups. Group A forms the inner circle facing outward and group b the outer circle facing inward. Have the players facing each other hold hands to pair off like 'brothers!' They drop hands and on signal, the circles march in opposite directions. When you shout 'BROTHERS!', the pairs find each other, link arms together backwards, and sit down. The last pair to sit down drops out of the game. Continue until two brothers are left.

Jack Sprat

Equipment: None

Formation: Circle, in pairs

Have all the players except 'Jack Sprat' form pairs and stand in a circle. When Jack Sprat says, 'face to face', the partners face each other. When he says 'back to back', or 'side to side', his directions must be followed. If he says 'Jack Sprat', everyone, including himself tries for a new partner. The one left becomes Jack Sprat and the game continues.

Pass-Change-Hit

Equipment: 1 ball or rolled up newspaper

Formation: Circle

Arrange the players in a circle, have them number off, and select a player to be 'it'. He stands in the center of the circle with a ball or rolled up newspaper. When he calls out two to five numbers, these players should exchange places in the circle. After calling one to three numbers, 'it' passes the ball to any member of the circle, who in turn passes it back to 'it' who then tries to hit one of the players exchanging places.

Pass the Bag

Equipment: 2 beanbags

Formation: Circle

Form a circle with an even number of players. Every other person is on the same team. Give one beanbag to a player on one side of the circle and a second beanbag to a player on the other side on the opposite side of the circle. On signal, the bags should be passed from one team member to the next in the same direction around the circle. The first team to have its bag overtake the other wins the game. (This is a good pack game. Use parents on one team and Cubs on the other.)

Squirrel in the Tree

Equipment: None

Formation: Small circles of 3-4 boys

Form small circles of three or four Cubs. They hold hands to form 'trees with hollow trunks'. A Cub representing a squirrel stands in each tree. Have one more squirrel than there are trees. On signal, the squirrels must change trees. The one left out becomes 'it' for the next game.

Follow the Leader

Equipment: None

Formation: Single line

Choose a Sixer or Cub who is especially resourceful to be the leader. Have the others form single file behind him and imitate anything that he does. The leader keeps the line moving and performs stunts for the others to copy. He gradually does more difficult tasks such as climbing or vaulting over obstacles; jumping certain distances; taking a hop, skip and jump; walking backward; turning around while walking; and walking or running with a book on his head. Anyone failing to perform the required feat drops out of the game. The last one to follow the leader is the winner.

Bat Ball

Equipment: Soccer or volleyball

Formation: Teams

Any outdoor area or gymnasium will do. Mark a home base in the middle of a 40 - 50' end line. Then mark a far base about 80' from home base.

The batter himself tosses up the ball and hits it with his hand or fist. After hitting the ball, he must run around the far base and return home before being hit by the ball, thrown at him by the defensive team. If he does not hit the ball over the 20' line, he gets another try. If he fails the second time, he is out. Members of the team in the field have no definite positions but scatter about the space beyond the 20' line. They try to put out the batter either by catching a fly ball or by hitting or tagging the batter with the ball. The fielders may not take more than one step while holding the ball or hold the ball for more than three seconds. They may pass it to another fielder closer to the runner. The batter may not run wider than the extent of the end line. Three outs retire the side. Any predetermine number of innings may be played.

Every time a home run is made, score 1 for the team at bat.

Gun Ball

Equipment: Soccer or volleyball

Formation: Teams

Divide the players into two teams. Locate the pitcher's box 20' in front of home base. Mark a far base about 80' from home in the normal direction of first base. The pitcher rolls the ball on the ground to the first batter, who kicks the ball. As the ball is kicked, all the players on the batter's team must run to the far base and return home. The fielders try to hit the runners below the waist with the ball. All players getting back home safely scores runs for their team. After three kicks the teams exchange places. If hit, the runners stay on the sidelines until their team becomes fielders.

Mowgli and the Red Flower

Equipment: 1 red scarf or beanbag

Formation: Circle

Pick one player as Mowgli. He hides his eyes. Pick another player as 'it', without letting Mowgli know who 'it' is. Mowgli then comes into the village (circle) and tries to get the Red Flower (fire). The player who is 'it' tries to catch Mowgli before he can leave the village with the Red Flower. 'It' cannot move until Mowgli touches the Red Flower. Mowgli must enter and leave at the same point in the circle. The two boys he enters between can put up their arms to signify a gate, so Mowgli will remember where to leave. If Mowgli is caught by the villager before he leaves the village, the villager becomes Mowgli and a new villager is chosen. If Mowgli leaves the village before he is caught, he gets to try again with a new villager. Have the boys in the circle lunge in a couple of times to confuse Mowgli so he doesn't know who the villager is.

Empty Pockets

Equipment: Prize

Formation: Straight line

Without telling anyone in advance, offer a prize to the one who can produce the largest number of articles from his pockets. Ask each one to spread the articles on the table in front of him and have two or three judges look over the collections and make a list of the articles produced by the prize winner. Read the list to the group.

Commando Course

Equipment: Per team: 1 6' pole; 1 small bike tire; 1 bowling pin; 2 balloons per team member; 2 chairs; rope to tie ankles.

Formation: relay.

Divide the group into teams of six. Line up each team at the start of each obstacle course.

On 'Go', the first member of each team ties his ankles together. He crawls on his stomach under the poles, (which are set up like jump poles, about 1 *' off the ground, supported by the chairs). He wiggles through the tire, knocks over the bowling pin with his nose and bursts two balloons (the explosions). Players then crawl back to the start, where the second member of their 'combat team' is ready to begin.

Bricklayer's Relay

Equipment: Per team: 1 hard hat; 1 dustpan; 1 flag; 3 or more 'bricks' - stones, pieces of Styrofoam, blocks of wood.

Formation: Relay.

Divide the group into teams. Have them stand in parallel straight lines at one end of the playing area.

The leader shouts 'BUILD'. The first member of each team dons the hard hat, places a brick in the dustpan and runs down to the other end of the playing area. He places the brick on the ground and runs back to the starting line. Each team member in turn, races down to build up the wall. The race continues until all bricks on each team are used up.

If the wall falls down while the race is on, all bricks must return to the starting line, so the relay can begin again. Therefore, allow the teams time to plan a building strategy, so they will know how and where to place the bricks to avoid a collapse.

When the wall is complete, the last member of each team races down with the flag, and plants it on top of the wall.

Afterward, see what kind of super structure can be built. Have the teams work together to build one giant wall, or building, or structure of some kind.

Putt It There

Equipment per team: 1 golf umbrella; 1 golf sweater; 1 golf hat; 1 golf glove; 1 golf putter; 1 golf ball; 1 putting cup.

Formation: Relay.

Divide the group into teams of six. One player from each team is selected to be the model. The teams are lined up at one end with the models in the middle of the playing area and the putting cup at the far end.

On 'Go', the first player from each team runs to the model, carrying the sweater. He puts the sweater on the model, and runs back. THE MODEL MAY NOT HELP ANY OF HIS TEAMMATES IN ANY WAY. The second member puts on the hat, et., until the model has on all of the above pieces of equipment.

Using the putter, the model then putts the golf ball into the putting cup. The first team whose golfer sinks the putt is the winner.

Pack 'Em In

Equipment: per team: suitcase; umbrella; hat; coat; gloves; scarf (it is ideal if the clothing is oversized).

Formation: relay.

Divide the group into even teams and line up each team in relay formation. Place the suitcase, filled with the clothing, in front of the first player on each team.

On 'Go', the first player opens the suitcase, puts on all the clothing and runs down to the other end of the playing area and back. Here, they remove all the clothing and put it back inside the suitcase, shut the suitcase and tag the next player in line. That player opens the suitcase and gets dressed and runs down the playing area and back.

The relay continues until all players have had the chance to get dressed, travel and unpack.

Provide additional articles of clothing or accessories, to make the outfit even funnier.

Outdoor Games

Run Around the Town

Outdoors
Equipment: Bat; soccer or volleyball.
Formation: Teams

Divide the group into two teams. Line up the outfield team as you would for a game of baseball. Line the infield in a straight line about 15' behind home plate.

The pitcher pitches the ball to the first player, who hits it with the bat. As the ball rolls to the outfield, the batter runs around his team as many times as possible. Meanwhile, the players in the field line up behind the player who catches the ball. They all stand one behind the other with their legs apart. The player who caught the ball rolls it between his legs and between the legs of his teammates. When the last player in line gets the ball, he yells 'STOP'.

At his cry the batter stops running.

The infield scores one point for every three times the batter circled his team.

After three batters, teams switch positions. Play continues for as many innings as time permits.

On the Journey

Outdoors
Equipment: Pencil and paper for each Six
Formation: Sixes

The Cubs try to spot something beginning with each letter of the alphabet. These must be written down in alphabetical order and nothing beginning with B may be spotted until A has been noted.

This can be played for general interest in one group, or competitively by a number of groups.

Note: One adult in each Six could do the job of writing.

Nature Alphabet

Outdoors
Equipment: 1 large paper bag per Six
Formation: Sixes

Each Six has to find a nature specimen for each letter of the alphabet. The leader should set a time limit.

Airlift

Outdoors
Equipment: A supply of apples
Formation: Teams

Divide the group into two equal teams. In a yard or park, mark out a large rectangular area. One end of the area is home base, the other end is the outpost, and in between is enemy territory. The job of the airlift team is to carry supplies (apples) from home base to the outpost without getting 'shot down' (tagged three times) by the enemy team. The airlift team may carry one apple each or may let one or two boys carry several while the other protect them as they race from home base to the outpost. Boys who are tagged three times while carrying apples are out, and the enemy gets their apples. Those of the airlift team who are not carrying apples may run freely without fear of being tagged. The team that has the most apples at end of game wins.

You can then have an apple feast, with the enemy and the airlift team joining forces (as in peacetime).

Kick, Hide, and Seek

Outdoors
Equipment: Soccer ball
Formation: Scatter

Mark a goal 3' in circumference and place a soccer ball in it. Have one of the players kick the ball as far as possible. While the others run and hide, 'it' runs to recover it and replaces the ball in the circle before going in search of the players. When he sees one he calls, 'I spy.....' and both run for the ball. The one who reaches it first kicks it and runs for a hiding place. The other player is 'it' and must return the ball and search.

1-Foot Square

Outdoors
Equipment: Per Six: 1 magnifying glass; pencil; paper; rope
Formation: Sixes

Put the group into their Sixes. Place a box or object over a piece of ground approximately 1 foot square. Give each group five minutes to write down as may living things as they see in that square.

Bicycle Polo

Use croquet mallets and balls. If on paved area, use chair legs as hoops; set up larger than usual croquet course. Divide boys into groups of four to six for this game so there is not too much waiting for a turn.

Farmyard Frolics

Each boy 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.

Smile Tag

A quickie, for a break; allow about five minutes. Players form two equal lines facing each other and about 3' apart. One is "Heads " the other "Tails." The leader tosses a coin and calls out the side turned up. If it is Heads, the Heads laugh and smile while the Tails must remain solemn. The Heads try to make the Tails laugh. Those who laugh have to join the Heads' side. The coin is tossed again and, if it comes up Tails, the Tails have to try to make the Heads smile. In five to seven minutes the line with the greatest number of players is the winner.

Lighthouse

One of the players is the lighthouse, parked at one end of the hall. Half the group are rocks and they are spaced around the floor, with a gap between each of them. The rest of the group are ships who have to make their way, blindfolded, through the rock to the lighthouse.

On "Go," the lighthouse goes "Woo-Woo" to guide the ships. The rocks go "Swish-Swish," very gently, to warn the approaching ships of danger, and the ships are supposed to sail between the rocks to the lighthouse beyond. If a ship hits a rock it sinks and stays where it is. When all the ships arrive at the lighthouse, the two halves of the group swap sides: the rocks become ships and the ships become rocks and they have a replay.

La Palma (Bolivian Indian)

The Indians of Bolivia used the tail bones of a donkey or llama (you can use a stick) for this game. Set the stick up on end in a hole in the ground. Now draw a straight line away from the stick. Measure out a distance of 3' from the stick. Drive in a peg. Do this so that the pegs are all 3' apart and in line. You will need about six pegs, also a supply of tennis balls. The boys then take turns in trying to hit the stick from the first peg. Those who do, move on to the next peg. Those who don't, stay at one peg until they hit the stick. Boys must throw in their correct order throughout the game. The first boy to complete the six throws from the pegs wins. This can also be done on a best time basis.

Pony Express

One of the players tells the story of the Pony Express, and how the messenger-riders had so little time that they never touched the ground when changing horses but jumped from on horse to the other. "Horses" are spaced out over the course the smallest player in each group is the messenger. Any messenger touching the ground on the change-over from one player; to another must start over. First player finished is the winner.

Variation--Change Horses
Pair off the horse and rider teams. On command, all riders change horses without touching the ground.

Indian Lance Throwing

Turn slender saplings, about 4' long, into lances with feathers for steering. Boys line up, throw lances for distance.

Indian Hoop Roll

Make hoop out of a slender branch, about 1' diameter, by tying ends together. Weave string-work in the hoop leaving a 6" bull's eye in the center. Boys line up, hoop is rolled down before the line. Object is to send lance through bull's eye in center of string-work.

British Bull dog

One or two of the bigger players take position in center of room, facing group. At "Go," the entire group charges and tries to reach the other side of the room or a given area, without being caught. To catch someone, the "bull dogs" in the center must lift player off the floor long enough to yell "1-2-3 British Bull Dog." When a player is caught, he becomes a "bull dog" for the next charge. Not more than three "bull dogs" can tackle a single player. If a struggling player is not lifted completely off the floor, while the group slowly counts to ten, he is declared free for another charge. Game is run until everyone has been caught. Play safe and have players take off watches, glasses and other breakables. Last man charging the line without being caught is the winner.

Unbraid Race

Attach two or more 3' lengths of stout cord or lightweight rope to a wall or chair. At a given signal the boys start to unbraid the rope. Fastest boy or team wins.

The Frog Hop

Draw a finish line about 25' from the start and line the players up about 3' apart. At "Go" they race by jumping first to the right, then to the left, then straight ahead. This procedure is followed until someone crosses the finish line.

Camp Golf

Groundsheets folded to about 3' square represent holes and tin plates represent balls. Lay out the golf course as desired to include hedges and streams as obstacles. If a plate falls in one of these hazards it must be retrieved and carried behind the obstacle and one throw added to the player's score. Arrange the holes some distance apart so that players do not come in contact with a skimming plate.

Scavenger Hunt Games

Scouting Scavenger Hunt

Each patrol has 10 minutes to solve the riddles and find the corresponding Scouting or nature objects. They must give the correct numbers for each item:

1. You use this to find NEWS.
2. This silver life saver can be used on anything from tents to camera cases.
3. When the wind blows and the snow comes down I'll still be around.
4. Flash this for someone and they may just come to the rescue.
5. It's always greener on the other side of the road.
6. Sounds like something that would help an orchestra.
7. I'm created by rivers and streams and thousands of years.
8. It can help you on hot days, cold days, and while you sleep.
9. Be sure to take this if you want to pack light.
10. Keeps you from wearing embarrassing garbage bags.
11. If you're falling off a cliff, it's good to be able to do this.
12. You don't have to be a Star Scout to wear one of these.
13. If you served in the military in Geneva, you might be issued one of these.
14. It's whipped but it's not cream.
15. You see me in red superimposed on red and white stripes sometimes.
16. With these you can do something you also do in baseball and bowling.
17. It's pretty much isosceles in shape.
18. It's the opposite of "can oot"
19. Useful for ticks every time.

Scouting Scavenger Hunt Answers

Each patrol has 10 minutes to solve the riddles and find the corresponding Scouting or nature objects. They must give the correct numbers for each item:

1. You use this to find NEWS. Compass
2. This silver life saver can be used on anything from tents to camera cases. Duct Tape
3. When the wind blows and the snow comes down I'll still be around. Pine Needles/Branch
4. Flash this for someone and they may just come to the rescue. Signal Mirror
5. It's always greener on the other side of the road. Grass
6. Sounds like something that would help an orchestra. Band Aid
7. I'm created by rivers and streams and thousands of years. Sedimentary Rock
8. It can help you on hot days, cold days, and while you sleep. Hat
9. Be sure to take this if you want to pack light. Flashlight
10. Keeps you from wearing embarrassing garbage bags. Poncho
11. If you're falling off a cliff, it's good to be able to do this. Tie one-handed bowline
12. You don't have to be a Star Scout to wear one of these. Service star (or Baden-Powell Star)
13. If you served in the military in Geneva, you might be issued one of these. Swiss Army Knife
14. It's whipped but it's not cream. Whipped Rope
15. You see me in red superimposed on red and white stripes sometimes. Maple Leaf
16. With these you can do something you also do in baseball and bowling. Matches
17. It's pretty much isosceles in shape. Triangle Bandage or neckerchief
18. It's the opposite of "can oot" Canteen (can't iin)
19. Useful for ticks every time. Watch

Demonstrations

Akela has invited one patrol to work with the Cub pack next week. To help the Court of Honor decide which patrol will best represent the troop, here is a test for your patrol. By no later than...., bring back the necessary ingredients for staging successful demonstrations of:

1. a left-handed non-Scout
2. a left-handed cat
3. how to separate a mixture of salt and pepper
4. how to determine which is more dense: apple or carrot
5. what happens when you add two spoonfuls of vinegar to one spoonful of dish washing liquid and mix in one big spoonful of baking soda

6. a southbound footprint

Scouter's Notes

2. I'm not sure there is any such creature, but a Scout once assured me that his cat was left-handed. Another Scout brought in a cat and left it to me to prove it wasn't left-handed.

3. Pour mixture into a glass of water. Salt sinks; pepper floats.

4. Again water. Carrot sinks and apple floats, ergo carrot is denser.

6. Perhaps a compass set alongside the footprint or a photograph of a footprint relative to an object that has a definite direction.

Space Age Technology

Space invaders have demanded that you produce evidence of the earth's current level of technology by no later than.... You must collect samples that demonstrate our society's use of: transistors; incandescence; fluorescence; luminosity; polystyrene; polypropylene; polyester; acrylic; latex; nylon; laser; liquid crystal display (LCD); light emitting diode (LED); magnetic diskettes; magnetic recording tape; electricity (plug in); electricity (battery power); stainless steel; molded plastic; sheet plastic; laminated plastic; metal alloy.

Scouter's Note: Relate to the Engineering and Science Challenge badges.

Machines

Mr. Wizard blew up his laboratory. He needs your help to replace some parts of his physics experiments. By no later than...., bring in as many examples as you can of the six basic machines: screw; wedge; inclined plane; lever; pulley; wheel & axle.

Camera

With your Polaroid camera, take one photograph of each of the following situations. You have film for 20 attempts. Don't let any other patrol photograph a member of your patrol. No later than..... deliver photographs of: the whole patrol inside a telephone booth; a Scout at least 5 m up a tree; three Scouts blowing bubble gum; all the members of the households of two Scouts; the Canadian flag; a woman on a bicycle; a Scout in the back seat of a bus; two Scouts in a police cell; three Scouts on the back of a fire truck; a suspicious-looking character often seen walking near the troop's meeting place about 30 minutes after the meeting starts (don't let this person see you take the photo); a Scout from another patrol; a Scout beside a statue; a Scout holding a chicken.

Scouter's Notes: You have to provide your own suspicious-looking character. Relate to the Photography Challenge badge.

One is One

In the words of the song, "One is one and all alone and ever more shall be so." Some things are found only as solitary items. Other things occur only in groups of two, three, four, or more.

By no later than...., bring back one sample item from each of these groups: one; two; three; four; five; six; seven; eight; nine; ten; eleven; twelve; twenty; twenty-five; fifty; one hundred.

Sensational

We have received a message from the planet Graidot in the Garbajio Galaxy. Their environmental pollution is so bad that their world is slowly becoming a colorless, featureless gob of gray goo. Unless they install some sensory organisms soon, they will lose touch with reality. We have agreed to help.

By no later than...., bring back one each of something: hot; frozen; sweet; sour; sticky; rough; smooth; slippery; squishy; rubbery; wobbly; perfumed; stinking; salty; bitter; cheesy; prickly; corrugated; colorful; pure.

One Square

The television game show, Scouting Squares, is offering a grand prize of one trillion dollars. How to win? Examine a 2.5 cm square of an object and, from that, identify the whole object then bring in an example. The patrol with the largest collection of objects wins.

Scouter's Notes: You need to assemble a series of 2.5 cm squares of different items. To avoid cutting an object of value, make a template with a 2.5 cm square hole in it. The template must be large enough to cover the object, except for the critical 2.5 cm square. Invite patrols to challenge each other by producing their own series of samples.

Tape Recorder

The National Center for the Visually Impaired is compiling a library of sounds to use in their training programs. By no later than...., use your tape recorder to record 5-10 seconds each of: cash register operating; telephone ringing; book pages flipping; washing machine agitating; backpack zipper opening or closing; typewriter pounding; Scout belt buckling; cloth ripping; group committee chairperson singing O Canada; Scout with mouthful of crackers whistling; your PL at the other end of a telephone call; piano playing; brass wind instrument blowing; Scout playing Happy Birthday on paper and comb; shoes being brushed; newspaper tearing; bell ringing; Scout blowing over the mouth of an empty bottle; three hole punch punching; cellophane paper crackling; deck of cards riffling; coffee pot percolating; popcorn popper popping; television commercial blaring; paper bag bursting; magic marker squeaking; car starting; referee whistle whistling; dog barking; three adult non-Scouts responding to your polite request for their opinion of Scouting.

Earn bonus points by recording a sound that no other patrol can identify.

Spud Games

That's a potato, folks!

From Scott Sinclair, The Leader, December 1993

Potatoes (spuds) offer amazing program possibilities. For those long, cold winter evenings that beg excitement, why not try a spud theme night?!

Decorate your meeting area with farm pictures; leaders could dress in country clothes and work boots. Set the mood for your Beavers, Cubs or Scouts by playing stompin' Tom Connors' song "Bud The Spud" in the background.

Ask every Beaver, Cub or Scout to bring a 4 kilogram (kg) bag of potatoes. (Leaders should have an additional 10 kg of potatoes available for those who forget to bring their spuds.)

Adapt the theme to fit your own program needs. Some groups may want to try the idea using different stations with Scouts spending five to ten minutes at each event spud pyramid, bowling, sack races. It's bound to be a hit!

Bowling for Spuds

Set up bowling pins, using colorful balloons taped to paper cups. Mark off bowling lanes with tape or chalk, then use the potatoes as bowling balls. Any "balls" rolling outside the lane are disqualified.

Driving the Spuds to Market

Each person must sweep five potatoes from one end of the room to the other using only a household broom. Mark racing lanes on the floor to make this more challenging.

Potato Wheel-barrow Race

Organize a wheel-barrow race with a team of two children--one on the floor walking on hands and the other holding up his/her feet Put a potato on the back of each 'wheel barrow'. Listen to the shrieks of glee! If the spud falls off, the team must return to the starting line.

Spud of the Nile (Potato Pyramids)

Put a large collection of potatoes on a table. Try to build the tallest pyramid possible. (A great team event.)

Chip Taste Test

Number five bowls of potato chips and record which flavor is in each bowl. Keep this information secret. Tape the five potato chip bags to the wall behind the table. The fun begins when people start to match the taste with the bag. Yum!

Speed Spud

Set up a ramp to roll potatoes down. Use a long stacking table with the legs of one end collapsed, or a household, hollow-core door. Let everyone choose a potato. Set these up at the start line at the top of the ramp. At a signal from the referee, the racers let their spuds go. The first one over the finish line wins.

Improvise different rules: the straightest rolling spud wins; the fastest wins; the one that rolls the farthest wins; the funniest roll wins.

Potato Stuffing

Weigh all group members. Let them stuff as many potatoes as possible into their pockets and clothing, then weigh everyone again fully stuffed. Record the difference.

Mr. and Mrs. Potato Head

Collect a variety of items to decorate the spuds. Include vegetables (broccoli, cauliflower, radishes, carrots) and non-food items like construction paper, beads, ribbon, string. Let the Cubs and Scouts use toothpicks to stick things to the potatoes. Allow group members about 15 minutes to make their own personalized creation.

Marble spud

All children love playing marbles. Why not try it with potatoes?! Their irregular shape makes them roll an unpredictable, outrageous path.

With chalk, draw a circle on the floor. Players have to roll their potato 'marble' into the circle and bump another players marble to win it.

Notes:

Use your creativity to dream up other games; the possibilities are endless.

Use the event to tell your Scouts about the food value in potatoes. Did you know the lowly spud holds almost all the minerals and vitamins a person needs to survive, including vitamin A, B, C, and D?

Make a list of all the ways we eat potatoes: baked, scalloped, mashed, fried, stuffed, boiled, potato chips. Talk briefly about the need for good eating habits and nutrition.

When your night finishes, donate undamaged potatoes to the local food bank, then start making plans for a gourd night.

What a great event for a winter camp, Cuboree, or just to recharge your program during mid-winter blahs. Your kids will love the unexpected, comical twist.

-- Thanks to Scott Sinclair, who serves as manager: programs and communications at Crieff Hills Community, Puslinch, Ont.

Circle Games

From 'Games Galore', BSC publication.

Three Deep

Players form a circle, two deep, facing center. Two players on the outside of the circle, and at some distance from each other, begin the game as runner and chaser. The runner may save himself from being tagged by stepping in front of one of the pairs of players, thus making the circle, at that point, three deep, Immediately, the outside player must leave or be tagged. If a player is tagged, he becomes the chaser. A runner may run in any direction, to right or left or across the circle or around the outside.

When a player finds himself the third or last player in a line, he must run or be tagged. He tries not to be tagged and, for safety, may stop in front of any line of two. Set a time limit of fifteen minutes.

Capture The Fort

Divide players into two sides: Attackers and Defenders.

Defenders form a circle, holding hands and facing outward, with their captain in the center.

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.

Japanese Balloon Game

The group stands in a circle. The leader has half a dozen balloons. Into each a message has been inserted before the balloon was blown up. One at a time, a balloon is passed from player to player around the circle, until the leader blows a whistle. The player holding the balloon when the whistle blows must go to the center of the circle. He must sit on the balloon until it bursts, then read the note, and perform the action or answer the question contained in the message.

Multiples Or "Buzz" (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 boys 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.

Poison

Draw 10' circle on ground. Players on outside of circle facing inward, join hands. Then on signal, circle rotates. Ground inside circle is poison. Object is to force others to touch poison without touching it yourself.

Those who touch poison are out. Game continues until players are unable to reach around the circle.

Variation--Poison Indian Club

As above but without circle drawn on ground. In center, place plastic bottles or other easily knocked over objects. Object of the game is to force others to knock over one of the bottles while avoiding doing so yourself.

Variation--Circle Pull

Divide group into two equal teams. Draw a circle on the floor with a piece of chalk. One team of players is stationed within the circle. The other team is scattered outside the circle. At signal, the players who are stationed outside the circle try to pull the players who are stationed inside the circle so their feet are outside of the circle. At the same time, the players inside the circle try to pull their opponents stationed outside of the circle so their feet are inside the circle. Once a player is pulled in or out of the circle, depending on which side he is on, he becomes a prisoner and is out of the game. Continue the game for two minutes and count the prisoners of both sides. Next, change sides and play a second round. The team with the most prisoners wins.

Variation--Poison Circle

The players form a circle as large as the joining of hands will permit. When the circle is completed, all drop hands and each one takes the longest step possible towards the center. Then with his toe if outdoors, or with chalk, if indoors, each player marks on the ground a section of the so called Poison Circle. After completing the Poison Circle, the players step back to the original circle and again join hands. A ball is placed in the center and the preparation is complete. At the starting signal, the players, still holding hands, move around the circle to the

right. Then, without warning, the leader calls "change" or blows his whistle. At this signal everybody moves in the opposite direction and the Players try to force one another into the Poison Circle. When a player is drawn into the circle every one calls "poison" and runs from him, while he, in the meantime, gets the ball and tries to hit one of them. If two or more players are drawn into the circle at the same time, any one of them may get the ball and try to hit one of the others. After the one who throws either hits or misses, the circle is reformed and the game continues.

Jack's Alive

Push a dry stick into the fire until the tip glows. Leader picks up stick, blows ember, gives stick to boy, saying "Jack's alive." Boy blows on ember, sends stick around circle. Boy holding stick when ember goes out ("Jack's dead") gets charcoal mark on face or performs a solo stunt.

Ankle Grasp

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.

Smile Toss

Seat the boys in a circle. Warn them to maintain a serious expression. The leader, standing in the center of the circle smiles, then wipes the smile from his face and tosses it to another boy in the circle, calling the boy's name as he does so. The "smile" catcher must put on the smile, wear it for a moment, then "wipe" it off and pass it to another boy. The boy who does not wipe the smile completely off, or smiles out of turn, must stand up. Since smiling is contagious, the entire group will soon be standing... as well as smiling.

Bird Or Animal

The chief imitates the sound of a bird or animal and the players, standing in a circle, try to guess what the sound is. The brave who guesses correctly is praised by the chief and given the chance to make the next bird or animal sound.

Who Is Going To Be The Redskin Chief?

One of the players is to be chosen as Indian Chief and he has got to be very nippy and fast. The group forms a big circle. In the middle there are placed five plastic bottles. The Chief goes into the middle and his job is to keep the bottles standing upright while the other players try to knock them over by throwing a football at them. Whoever manages to keep the bottles standing for a given time is quick enough to be "Indian Chief."

Variation: Try this game using other kinds of balls, (tennis, basket ball, etc.).

Zip! Zap!

Form a circle with the leader in the center. When he points to someone and says "zip!" the player must give the name of the person on his right before the leader counts to ten. If the leader says "zap!" the player must name the person on his left. Anyone who gives the wrong name or is too slow drops out or may become the leader.

Shopping

Group sits in a circle. One player is sent out of the room and the others take counsel and decide what this player must be when he comes back. They decide, for example, that he shall be a policeman. When he comes in he asks each of the players in turn what he can buy for himself. In this case he can buy a pair of black boots, whistle, a flashlight, and so on. When he has gone round the circle he is given two chances to guess what he is and if he does not know he loses a point.

Variation: As above, but group decides who the person sent out of room will be. (Famous athlete, politician, musician, movie star, etc.) Person sent out of room tries to determine who he is by elimination: Am I living? Am I Canadian? Am I in sports? etc. Set a time limit of ten minutes.

Postman

Group sits in a circle on the floor. Every player is given the name of a town. One player with his scarf in his hand, stands in the middle. At two different places a letter box is chalked on the floor. The Postman calls out, "I have a letter to post." The players cry out, "Where does it come from?" The Postman gives the name of a town and runs away followed by the player to whom the name of this town has been given. The Postman suddenly puts his letter (scarf) in the letter box and runs back to the open space in the center of the ring. The player picks up the scarf and tries to hit the Postman with it. If he succeeds in doing this the Postman goes and stands in the circle and the other player becomes Postman.

The Treasure of the White Cobra

Group in a circle. One player (the White Cobra) sits blindfolded in the middle guarding the treasure of the Gold Lairs (some object which is lying between his outstretched legs). Leader points to one of the players who creeps up to the White Cobra and tries to rob him of the treasure. When the Cobra hears a sound he points with his forked tongue in the direction of the noise. If he is right then this player must go back and another has a turn. If a player succeeds in stealing the treasure then he becomes the White Cobra.

Variation--Sleeping Pirate

Blindfolded player becomes the sleeping pirate and sits on a chair in the middle of the room, with "treasure" (blocks of wood) which he is defending, at his feet. Players line up at one end of room. On signal "Go," players stalk in an attempt to pick up treasure without being caught. Sleeping pirate catches players who have made noise by pointing at them. A player pointed to must retire and start from beginning. Two tries for each player. Only one block can be captured at a time.

Ten points are given for each block or box successfully captured.

Variation; Use two pirates seated back to back, and more blocks if group is large.

Dodgeball

Divide boys into two groups. One group forms a large circle; the others scatter inside the circle. The circle players throw a volleyball or other ball at the inside players. The center players dodge but cannot leave the circle. When hit by the ball they join the players in the circle. The winner is the last man in the center.

Centre Catch

Players form a circle with arm's-length spacing. "It" stands inside the circle. The players pass a basketball, play ball or football from one to the other. "It" attempts to touch it or catch it. If "It" touches or catches the ball, the last player who touched it is "It." The ball may be passed across the circle at random or to the next player in either direction.

In The Pond

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.

Swat To The Gap

Group is in a circle, facing in, with hands behind their backs, eyes closed. Leader walks quietly around circle and places the rolled up newspaper secretly in the hands of one of the group. The player starts hitting the player on his right with the swatter. He continues swatting while the victim runs around the outside of the circle and back to his place in the ring. Player with swatter now goes around the circle and hands swatter to another player. A knotted neckerchief can be used instead of a newspaper.

Variation--Fill The Gap

One player walks around outside the circle, taps another player on the back. Both race around the circle in opposite directions. The player that fails to "fill" the gap continues the game.

Kill The Rattlesnake

The group stands in a big circle. In the center are two boys blindfolded. One, the Hunter, has an old sock stuffed with Paper. The other, the Rattlesnake, has a tin (old shoe polish tins are ideal) with a lid on -- containing small pebbles. The Hunter starts the game by shouting "Rattlesnake!" The Rattlesnake "freezes" on the spot, and shakes his tin of pebbles. The Hunter rushes to where he thinks the sound comes from and takes a swipe at the Rattlesnake. If he misses, the Rattlesnake then moves silently away, and again the Hunter calls "Rattlesnake!" This continues until the Hunter hits the Rattlesnake -- with a time limit of two minutes. When the Hunter is successful, the two change places. After two minutes, the next two players in the circle have their turn.

Australian Circle Game

A player stands in the center 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 boy to another.

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

Masks

Players in circle; each player in turn goes into the center and "registers" an emotion by facial expression. First player to guess the emotion portrayed correctly scores; each player has only one guess. Best total wins.

Lifeboat

Group walks around in a circle singing. When leader signals they must jump into the "lifeboats." Leader puts up any number of fingers and whoever is not in a "boat" with the same number of passengers must drop out.

I've Lost My Dog

Players stand in a ring facing inwards. The leader stands in the center. He addresses one of the players, saying, "I've lost my dog." The player asks, "What is it like?"

The leader describes any other person in the ring--trying a so to make the description fit a dog. When the questioner guesses the identity of the person described, the one described leaves his place and is followed round the circle by the questioner. Both race in the same direction, each returning to his place. The last to get back becomes the one to whom the leader will speak when the game begins again.

Who's The Best Indian

Players sit in a circle. Each takes his turn telling something he can see, hear, feel or smell from where he sits. No repetition is allowed and if a player repeats what another says, or cannot think of something, he is out. The game continues until only one is left.

Red Indian

A blindfolded boy stands in the center of a large circle. Beside him is a log or some other solid object.

Other boys are given a piece of sticky paper in the color of their group. These boys circle on hands and knees trying to crawl up silently and place their stickers on the log.

If the boy in the center hears a sound he calls "Wolf" and points In the direction of the noise. The boy caught must start over again. Points are given to the group which places the most stickers on the log. A time limit should be set.

Nature Games

From: Jim Speirs

You Can't See Me !

Nature game, outdoors
Equipment: A nature trail.
Formation: Scatter

The object of this game is to allow the players the opportunity to pretend they are animals, trying to hide from Man.

The group walks a given distance down a nature trail, while the leader explains the rules:

Each player is given time to hide along the trail. They may travel no more than 15 feet from either side of the trail, and may use anything in the natural environment to provide camouflage.

The leader waits about five minutes until all players are hidden. He walks the distance of the trail ONCE ONLY, and tries to find as many players as possible. After his walk, he calls out, and watches to see where all the successful 'animals' hid.

This game can be repeated many times, with different players taking the role of the searcher.

It is fun to talk about the hiding places that were the most successful, and how animals might protect themselves from predators.

The Stalker

Nature game, outdoors.
Equipment: Blindfolds, stones.
Formation: scatter.

Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their fee, but not touching them.

The other half of the group (the ones that can see) begin to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions.

Stalkers try to collect as many stones as possible without being caught.

The Stalker (Variation)

Nature game, indoors
Equipment: blindfolds, flashlight.
Formation: scatter.

This is a terrific evening program variation to the original Stalker game. The players protecting the stone between their feet are given flashlights. When they think they know the location of a stalker, instead of pointing to him, they flash the light in the direction from where they hear the noise. Each player is given three separate 'flashes' of light before losing his stone to the nearest stalker

Swamp

Nature game, outdoors.
Equipment: pen and paper.
Formation: small groups.

Divide the group into teams of 4 to 6. Give each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

S Stars
W Weather
A Animals
M Minerals
P Plants

On 'Go', each team writes down as many words as it can think of that relate to the words STARS. The only stipulation is this: They must be able to SEE what they write down from where they are sitting (e.g., sky is where stars are seen; clouds cover stars on a dull night). Each team has five minutes to write down as many words as possible.

The next five minutes are devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time.

At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes, and the most vivid imagination (some teams may have to explain their rationale behind writing down certain words - the leader may not understand how they relate to the 'master' word).

You'll be amazed at the boy's imagination.

Meet My Friend

Nature game, outdoors
Equipment: None
Formation: Group

The object of this game is to discover a friend in nature, without harming any living thing that might be found in the out- of-doors.

Players are taken on a short hike during which time each player collects something from the natural environment (nothing may be broken or picked from any living thing - the item has to be either lying on the ground or resting on another object (e.g. stump or log)). Everyone keeps his object hidden from all players.

Following the hike, each player is given the opportunity to build a small home for his 'friend'. He is also asked to give his friend a name, and to think of one way in which he could take care of his friend, if it was still out of it's natural environment.

When all in the group is ready, everyone tours the small homes that have been created, and meets each special friend.

E.g.: 'This is my friend Twiggy. He is a small branch that I found lying on the ground. I've built him a house from soft leaves and moss that I found on the ground. If he was still on a tree, I could take care of him by protecting him from the wind. I could build him a fence so the wind wouldn't snap him off his tree. I could also make sure he doesn't catch diseases - I could check for termites and insects that might harm him."

The friends that are made are refreshing to everyone.

Switch

Nature game, outdoors.
Equipment: None.
Formation: scatter, in a wooded area with several varieties of trees.

Players are divided into three or four groups such as Sugar Maple, Beeches, Yellow birches, ironwoods. In an appropriate and defined area, players stand touching their trees - only one per tree. 'It' stands at the center spot and calls the name of a group.. 'Beeches' for example. At this signal, the designated group changes place with on another, running from one beech tree to another. 'It' tries to claim a tree of his own during the interchange. If 'It' is successful in claiming a tree, the player who is left without a tree becomes the new 'It'. If 'it' calls 'FOREST', everyone is required to change to another tree of his team's name.

To end the game, it is fun to have 'it be it' for four or five rounds of the game calling 'FOREST' every time. As 'it' beats a player to a tree, that player is eliminated. In this way, some trees may be altogether wiped out from the forest, as could happen in our natural environment.

Silly Symphony

Nature game, outdoors.
Equipment: The Outdoors.
Formation: semi-circle.

The purpose of this game is to discover the beautiful sounds that can be created by the natural objects in our environment.

Each player is given 10 - 15 minutes to find objects in nature that make a noise when banged together, or blown on, or rubbed together. Players bring back their 'instruments' and a conductor is chosen, who organizes the group into a semi-circular orchestra.

Each musician is allowed to 'tune' is instrument, so the rest of the group can hear the different sounds. If a player can play more than one instrument at the same time, he is welcome to do so.

The conductor can then choose a familiar tune with an easy rhythm, and lead his orchestra in song. Let the players make requests for songs they would like to play; give musicians the opportunity to work on 'solos' that they can perform for everyone.

North by Northeast

Nature game, outdoors/indoors
Equipment: 1 compass
Formation: scatter

The leader gathers the group together. Using the compass, they all learn how to determine which direction is north. Someone from the group is asked to select an object that lies directly north, (e.g., a tree, or a doorstep, or a post). Then the group decides on an object that lies directly south, one that lies directly east, and one that lies directly west.

Everyone assembles in the center of the playing area. The leader calls out one of 'North', 'South', 'East' or 'West', and everyone runs to touch the object that lies in that direction. The last one to touch the object is eliminated.

After a new rounds of the game, play can stop, and objects for the intercardinal points (Northeast, Northwest, Southeast and Southwest) can be added. Everyone can begin the game again, as all eight points are used.

A great game to introduce the skill of orienteering !

Water Games

From: Jim Speirs

A Little Inconvenience

Water game, outdoors.
Equipment: 1 soccer ball; 2 inner tubes; 1 water ball; 2 water basketball hoops; blindfolds; string.
Formation: teams.

The object of this game is to allow players to experience the sensation of having a disability.
Divide the players into four teams, and set up a rotation so that each team takes part in each of the following activities:

1. Sensitivity walk,
2. Obstacle course in water, using inner tubes.
3. dodge ball, and
4. water basketball.

Each activity is performed with a specific handicap:

1) When a team goes on the sensitivity hike, all participants are blindfolded. They simply go on a short hike, and experience it without sight.
2) In a short obstacle course in shallow water (through an inner tube, crawl on the bottom then through a second inner tube) players must not use their arms.
3) In the dame of dodge ball in shallow water, each player's ankles are tied together. (One player in the center of the circle tries to hit another player with the soccer ball.
4) In a game of water basketball, players may not speak.

Following ten minute rotations of each event, the group can discuss the sensations experienced by being temporarily handicapped.
We can soon learn it is not what you cannot do -- it is what you can do !

Slash hike

Water game, outdoors.
Equipment: None
Formation: group

This is a super small group game. Ask everyone to wear bathing suits and an old pair of shoes (a pair they can get wet). The game takes place in a stream or along the shallow shoreline of a lake or river.
The leader steps into the water, and instructs the group to 'follow the leader'. Everything the leader does is copied by the followers. After a few minutes of hiking, the leader falls to the back of the line to let a new leader take over. The hike can be as long or as short as time allows - it is fun to walk back to home base in the water, rather than by land; see if the group can hike backwards for some of the return distance.
Some 'follow the leader' ideas:
Sit down on a stone; hop on one foot; play leap frog; skip a flat stone out to sea; jump from one stone to another; build a small castle on the shore; climb a tree; stop, take off one shoe, empty water from it, and put it on again; crouch so that all of you is under water; sing a song about the sea; try to catch a frog.

Monster Relay

Water game, outdoors.
Equipment: none.
Formation: teams

Divide the group into teams of 8-10 players.
Set up a 'monster' relay where every player has a role. Some swim through shallow water, some through deep water. Have some do cartwheels through shallow areas, while other swim with one hand in the air.
The design of the relay depends on your waterfront set-up and the abilities of your swimmers.
End the relay by having one player piggyback a teammate across a finish line, located in shallow water.

Save the Insulin

Place the insulin (a plastic bleach bottle) in the lake or river about 20 feet from shore. Patrols equipped with a pike pole, two 8 ft. planks and some rope must try to retrieve the insulin needed by a dying man. The water is full of man-eating sharks which will instantly attack anyone who steps or falls into it.

Marathon Obstacle Race

Of course, this must be set up according to the location and equipment available, but here are some examples. Make it a timed relay in which one boy from each patrol starts off. He swims to a raft or dock, enters a canoe or rowboat, paddles it in a certain manner, jumps out or capsizes it and stays underneath to sing for 10 seconds, pushes or tows the craft back to the dock. Or, he picks up a passenger from dock or raft, paddles around a buoy, jumps out into the water and climbs back in, etc., etc.

Punctured Drum

Although this challenge doesn't happen in the water, it should be done near the water. Provide plastic detergent bottles or other convenient containers for transferring water, and patrols must try to use them to fill a drum in which you've banged as many holes as possible. The only things boys can use to plug the holes are parts of their bodies. Fifty holes will occupy all of the fingers of five boys.

Floating Fire Bombardment

For this effective night activity, you need wooden logs for raft-building; lashing twine; matches and fire-lighting materials; and a source of small rocks for ammunition. Each patrol constructs a small lashed raft and arranges fire materials on it. They tow each raft to an equal distance off shore and light the fires. Patrols then line up on shore (make sure boys stay in line to prevent injuries) and, on signal, start bombarding their rafts. A "direct hit" which splashes water onto a burning raft counts 10 points. The first raft to be extinguished wins. Alternately, you can use just one raft and judge the direct hits.

Mystery Meal

Here's a traditional challenge that means buying enough tins of food to provide six tins for each patrol. You can keep down the cost by buying from "bash and dent" bins, but make sure the cans aren't damaged enough to be leaking or bulging. Mix it up so that you have soups, vegetables, fruits, stews, spaghetti, puddings, etc. Peel off all the labels, load the cans into a boat and dump them at a marked spot in the river, lake or pond. Avoid muddy bottoms and strong currents.

One boy from each patrol dives for the cans. He must bring up only one at a time and toss it to other members of his patrol who are on shore, on a dock, or in a boat. When he has retrieved six cans, the patrol must leave the area. Back on shore they open the cans and decide how to prepare a meal from the offerings. Swapping between patrols is not allowed and, in order to win the challenge, every member of the patrol must eat and all food must be consumed.

Operation Neptune

Operation Neptune pulls together a series of aquatic challenges for a summer camp "funoree", a swim meet at the "Y", a camporee or jamboree, or a pool party.

Have each patrol adopt an aquatic name (Barracudas, Sharks, Porpoises, Fin-Busters, etc.) and make themselves an identification poster for the operation. Encourage the boys to prepare and practice special patrol cheers to add spirit to the event. You may want to design a "Neptune Scroll" to award the winning team when scores from all events have been tallied.

Plan the program to make participation possible for every boy in the troop--not just the good swimmers. To keep things moving along, arrange for a megaphone so that you can announce each event and have contestants assemble in a special staging area.

If you use a blackboard to display up-to-the minute scores, you'll keep spirit high with spectators cheering for their teams. You'll need extra help on hand to keep spectators under control, and you can recruit parents as timers and judges.

Success depends upon preparation. All necessary equipment must be ready and lifeguards in attendance. In all events, water safety regulations must be observed. For an outdoor meet, the boys should each keep a towel and sweater handy.

You can choose from an infinite list of possible events. Mix up skill and fun challenges to make a well-rounded meet in which every boy can take part.

Diving:

Devise contests for the best straight dive, the best fancy dive, the best crazy dive, or the biggest splash.

Races:

Try a dog-paddle race in which the boys must bark while swimming; lifejacket race; dead man's float glide; free-style underwater distance swim; free style leaders vs boys relay; front and back crawl race; side or breast stroke race; towing rescue where a boy must tow a buddy for a certain distance; team relay.

Operation Neptune Novelty Races

Pyjama Relay

Each team has one pair of pajamas. The first boy must put on the pajamas, swim across a given area, take off the pj's and hand them to the second boy, who puts them on, swims, removes them and hands them to the next, and so on.

Candle Race

One boy per patrol must swim a certain distance with a lighted candle. To prevent hot wax from dripping onto the swimmer's skin, push the candle through a hole in the center of a foil plate. The plate will act as a hand guard.

Spoon Race

One boy per patrol swims a certain distance holding an apple, potato or rock-filled spoon in his mouth (sideways works best). If he drops the object, he must dive to retrieve it.

Newspaper Race

One boy per patrol swims a certain distance on his back carrying a newspaper. He must hand the paper to a judge at the finish line. The judge decides the winner on the basis of whose newspaper remained the driest.

Blow Ping Pong

One boy per patrol blows a ping-pong ball ahead of him as he swims a given distance. He cannot touch the ball with his body.

Underwater Knotting

One boy per patrol must submerge and tie a given knot underwater; a round turn or a clove hitch around his leg, for example. You can do this in shallow water for junior boys.

Match Race

One boy per patrol swims a given distance with a match. The object is to keep the match dry because he must strike it for the judges at the finish line. The winner is the first to light his match after the swim.

Obstacle Relay

Four boys in a team. The first boy dives through the legs of a partner who is standing in a shallow area. The partner then must swim to a finish line while carrying a ball between his legs, after which the third boy picks up an object (puck, rock, ring) from the bottom of the pool or lake. When this is accomplished. the fourth boy swims a given distance with a Frisbee on his head and finishes by tossing the Frisbee to the judges. Winner is the first patrol to complete the series.

Operation Neptune Fun Events

Human Chain

Members of a patrol sit in a line on the edge of a dock or pool and link arms. On signal, the boy at the starting end lets himself drop into the water. Each successive boy in the chain must be pulled into the water by the boy who precedes him. They cannot help things along by jumping in. First chain to slide off the deck is the winner.

Mounted Wrestling

Hold this in shallow water and supervise closely. Each patrol is represented by either one or several teams of "horse and rider". On signal, riders engage other riders in an attempt to pull them from their horses. When a rider is down, the team must immediately leave the playing area. Last horse and rider standing is the winner.

Greased Watermelon

Two teams, each defending a goal line. The object is to get the watermelon to touch the enemy's goal line. The melon cannot be carried.

Water Tug 'o War

Hold in shallow water. Each patrol competes against all others, then winners against winners and losers against losers.

Candy Dive

Each patrol is given three minutes to dive for candies you've thrown in the water. Wrapped caramels work well. Boys who retrieve the largest number of sweets are the winners.

Jaws

This is a water version of British Bulldog. Choose one or more of the good swimmers to stay in the middle as "Jaws". On signal, each patrol tries to swim from one side of the circle to the other without being touched by Jaws. When caught, a boy joins Jaws. Continue crossings until time is called. The patrol with the largest number of boys to escape Jaws is the winner.

Carnival Day at Camp

Bud Jacobi, The Leader, May 1983

A Carnival Day special event theme adds novelty and excitement to the regular routine at Cub or Scout camp. You might invite parents or another troop or pack to join the festivities.

With just a little preparation and expense, Scouters can spice up the program and enrich it with customary carnival activities like special events and challenges; a parade; "games-of-skill" concessions; rides; a "House of Horrors" and a fortune teller. Adapt the suggested activities to your particular circumstances and needs.

Take the required materials to camp ahead of time and tell the boys to bring suitable costumes. Preparing for the big day is part of the fun.

The day before the event, set various tent-groups to work on the concessions. This means staking out areas with posts and string or rope, setting up the activities, and arranging duty rosters so that the boys in each group take turns operating their concession.

Some boys make posters, streamers and tickets. Based on good turns, which include cleaning up the campsite, give each boy a certain number of tickets to use at the concessions. Keep tickets circulating by using them as prizes on that day.

Special Events:

Possible special events include a grand opening during which a VIP cuts the ribbon; a beauty contest to choose "Miss Carnival" and a judged costume parade. Use inexpensive party favors from novelty stores as prizes.

Some boys may like to form a wandering clown band, complete with crazy hats, crazy faces and "pots and pans" instruments.

A water-filled balloon fight between two teams of campers lined up in rows opposite each other is a lot of fun, and a good cooler.

Challenge Events:

Challenges can take the form of "camper records". Time boys as they knock a nail into a board with a hammer or mallet; saw through a board or chop through a log; run up and down a nearby hill or climb a pole or tree. If water is handy, time boys in speed swimming or canoe racing.

Build an obstacle course from fences, tree trunks, tables, tires, ropes and a large canvas, and have teams race through it.

Other ideas are: Who can drink the most water in a given time? Who can stay on stilts the longest? Who can blow up the largest balloon without bursting it? Who can turn the largest number of somersaults or spin hula hoops the longest?

You might hold a tug o' war where the loser ends up in the creek. Mounted (piggy back) wrestling; hand, arm and leg wrestling; and rooster fights are also good challenge events.

Rules:

Simulate carnival rides. Boys swing across a creek or another safe area on ropes attached to trees; balance on a rolling barrel or on a barrel slung on ropes between two trees (bucking bronco); swing from a rope around a pole (a merry-go-round); bounce on a teeter-totter. Scouts might put pioneering skills to work to rig up a runway or a boson's chair.

Concessions:

There are a number of popular games of skill possible for the concessions. You can give tickets, smarties, suckers or wrapped caramels for prizes.

Sponge Toss

Set up a large piece of cardboard on which is painted head and body. Leave a hole for the face. A boy stands behind the cardboard and pokes his head through the hole as a target. You can use a decorated balloon instead, but it isn't as much fun. Players toss wet sponges at the target; three tosses per ticket.

Darts

Boys toss darts to burst balloons mounted on a board. Observe safety rules.

Penny Toss

Players try to toss coins into cereal bowls floating in a tub (or dishpan) of water.

Knock 'Em Over

Place large juice cans or milk cartons in a cluster. Campers have three shots per ticket to upset them with a tennis or rubber ball tossed from a distance.

Douse the Candle

Players squirt water from a water pistol, or through a drinking straw, in an attempt to put out the flame of a safely mounted candle.

Fish Pond

Fill a large box or barrel with paper fish onto which are attached large safety pins. Campers try to hook fish with a fishing pole. Not all fish are worth a prize. Print the value of prize winners on them.

Guess How Many

Campers write their estimates of the number of beans in a jar on a slip of paper and include their names. Award prizes to winners at the end of the day.

Fortune Teller

A female leader or a member of the kitchen staff will make an ideal "Fatima -- the fabulous fortune teller". Station her in a booth or behind some trees surrounded by blankets. Illuminate the crystal ball on the table in front of her with a candle.

Fatima "reads" boys' palms and gazes into the crystal ball to predict weird and wonderful things. Avoid dire predictions of frightening things because some of the campers may be very impressionable. Stick to standbys like, "I see you holding a report card filled with "A's"! It's your next report card!; You will become rich and famous; You will marry a beautiful girl; You will have seven children (that's not frightening?); You will travel around the world; You will travel into outer space on a rocket and meet E.T."

House of Horrors

Set older boys to work on a Haunted House or Ghostwalk, which is always the most popular event. It can be any small building; a shed, shack, barn or garage. If there isn't a building available, use part of the dining hall or a large tent.

Hang blankets over the windows to darken the room and hang a sheet or blanket just inside the doorway to keep things secret from the boys lined up outside. You can use flashlights or lanterns to light up parts of the room, but avoid candles because they are a fire hazard.

Have campers strip to swim trunks (no shirts or shoes), blindfold them, and let them enter one at a time.

Doubtless, the boys who prepare the "house" will have lots of gruesome ideas, but here are a few to set imaginations rolling.

Hang a web made from string and cotton batten from the ceiling. As "victims" pass through it, the older boys in charge add scary sound effects by banging on pots and pans, drums or gongs; giving loud yells, whistles, shrieks and moans; playing a record of eerie music; blowing along the top of a pop bottle; or shaking and rattling a large sheet of tin. To add further to the terror, flash lights on and off.

Hang water-filled balloons from the ceiling, just high enough that they will touch the victims' faces as they pass by.

Force each victim to stand on a large board, door or plank while two strong boys or leaders lift it. The blindfolded victim puts his arms on the shoulders of the lifters. Although the lifters only raise the board about a foot from the ground, they wiggle it and lower themselves as they do, so that they give the victim the sensation of being lifted high. Then they order him to jump off. To avoid possible bruises, you can place a gym mat or mattress under the board.

Keep cubes of ice in a freezer and use as needed. "Brand" blindfolded victims with "hot coals" by rubbing ice across their backs and chest. Have victims crawl through overturned chairs or barrels, over mattresses, bedsprings or sponge-rubber mats, and finally step into a pan of ice water.

You may "force" blindfolded victims to touch a "vampire" constructed from articles like a kitchen mop (hair), onions (eyes), chalk pieces (teeth), and feathers (body). Have them walk through hanging plastic bats or spiders and plunge hands into a "pail of worms" (cooked spaghetti and porridge in a bucket).

Later, remove the victim's blindfold. Shine a flashlight into the mouth of a leader dressed in a white sheet who utters moans and ghostly laughs and serves a "magic brew" of fruit drink mixed with baking soda.

Just before he exits, the victim watches a "guillotine blade" chop a paper mashie head off a hanging skeleton. Then, douse the victim with water and swear him to secrecy so that he won't reveal anything to those who still wait. If possible, have him leave by a back door.

End a busy day with a "monk's meal" during which anyone who talks or laughs loses one utensil. Those who break the silence too often will find themselves on their knees, eating with no hands from a plate on the ground.

Mushy meals like sloppy joes, spaghetti and meatballs, or pork and beans are excellent for this purpose. Watermelon makes a good dessert and gives everyone ammunition for the grand finale--the watermelon yell!

You can expect silence to descend over the tents very shortly after clean-up and lights out!

Evening Games and Wide Games

Capture the Flag

Evening game, outdoors
Equipment: 2 handmade flags on staffs 2' long; 2 different colored sets of arm or headbands made of crepe paper.
Formation: teams.

Divide the group into two teams. Identify each by a set of arm or headbands.

Set up a jail area (3-4 square yards) and a separate hiding spot for each flag. Jails are set up at opposite ends of a 5-20 acre area.

The object of the game is to penetrate the other team's area and capture their flag. A flag is 'captured' after it has been returned to the captor's jail area.

Prisoners are taken by having their arm or headbands removed by an opponent. Prisoners are taken to the jail of their captor's; then they wait there quietly until they are released. Prisoners can only be released when a member of their team (with arm or headband intact) runs through the jail in which they are being held captive. After their release, prisoners are given free escort back to a central spot near their end of the area. Here, they are issued a new arm or headband.

The game continues until a flag is captured, or time is up.

Note: Supervision at the jails and 'new arm or headband area' is important. Encourage teams to plan elaborate strategies of defense and offense.

Variation: try playing the game with three or four teams, each with its own jail area and hiding spot for their flag.

Another Description:

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 is 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 defense. The rest go for the flag.

Variation From Mike Stolz:

Our troop plays this on every overnight campout. For night play, we use 2 or 4 lanterns. Two are used to mark the center 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 centerline. 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:

From Doug: 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.

Smugglers and Spies

Evening game, outdoors
Equipment: Tiny pieces of paper with the following smuggled items and point values written on each:
Chocolate - 50 points. Quantity: 10
Sugar - 75 points. Quantity: 8
Animal pelts - 100 points. Quantity: 8
Gunpowder - 150 points. Quantity: 6
Designs for new secret weapon - 300 points. Quantity: 3
Map to buried treasure - 500 points. Quantity: 1
Formation: teams

Divide the group into two teams. Have each team put on its armbands. One team becomes the smugglers - the other the spies. After the rules of the game are given, each team retreats to separate ends of the playing area (3-20 acres with open woods is ideal for the game.)

The smugglers each receive the tiny pieces of paper, which they are going to try to carry into enemy (spy) headquarters. The spies set up their headquarters inside a 10' by 10' square area that has its definite boundaries. The scorekeeper sits inside spy headquarters.

After each team has been given the opportunity to devise a strategy, play begins. The spies fan out away from their headquarters and try to intercept smugglers as they attempt to take their goods inside.

When a smuggler gets caught (tagged), he must stand still and permit a one minute search of his person by the spy who caught him. If the spy cannot find the piece of paper within one minute (paper has to be hidden in external clothing layers), the smuggler is free to try to advance again into the headquarters. If the spy does find the 'loot', he takes the piece of paper into spy headquarters and gives it to the scorekeeper, while the smuggler returns to his headquarters to receive another piece of paper.

If a smuggler penetrates inside the spy headquarters, he gives his goods to the scorekeeper, and is escorted back to his own headquarters by a staff person or leader supervising the game.

The game continues for a set period of time. When it ends, goods (points) are totaled, and a winner is declared.

Whistle tag

Evening game, outdoors
Equipment: one whistle for each 'hunted' leader or staff member.
Formation: teams.

The group is divided into teams of 6-8 players. The leaders or staff members who are to be 'hunted' are given a two-minute head start into the playing area (5 acre wooded area is ideal).

Teams have to stay together during the entire game. Each team begins to 'hunt' the staff members, who are required to blow their whistles at one minute intervals (or variations which you may want to work out). Leaders may remain mobile, or seek a hiding place.

Teams try to touch as many staff members as possible within the time limit of the game. Captured staff are immediately freed to run and whistle again.

The team who tags the most wins.

Variation: as a night game, using flashlights instead of whistles. Same rules apply.

Light - No light

Evening game, outdoors
Equipment: flashlight
Formation: scatter

The game is best in a large open wooded area.

Players line up at one end of the playing area, while one player, holding a flashlight, stands at the other end.

The object of the game is to move from one end of the playing area to the other, past the person holding the flashlight.

The player with the flashlight stands with his back to the other players. Every five seconds, he turns around, turns on the light and scans the area for three seconds. If a moving player gets caught by the flashlight beam, he has to return to the starting end. Stationary players may remain where they are.

The first person to successfully move past the 'flasher' becomes the light for the next round.

Variation: The player with the flashlight keeps the flashlight on, and continuously scans the playing area. Stalking players dress in dark clothes. If stalking players are caught, they must return to the starting end.

Find the Bell

Evening game, outdoors/indoors.
Equipment: a little bell that rings easily.
Formation: circle.

Have the group sit in a circle. Choose one person to sit in the center 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.

Triad

Evening game, outdoors.
Equipment: 3 soccer balls painted white; 6 markers with reflectors attached (to make 3 goals).
Formation: teams.

Divide the players into three teams. On the playing field, set up three goals in the shape of a triangle.
The game begins with a jump ball in the center of the field. All three balls are put into circulation at once and players try to move the ball through either of their opponents goals.
The balls may be rolled, kicked or thrown to teammates. No player may hold a ball longer than five seconds.
Teams devise strategies to protect their own goal, while trying to advance to score goals.

Frontiers Game

Our troop often plays a game similar to Stratego called Frontiers.
You divide the boys into teams. Each team is given a small "home base". In the "home base" each team is given 10 - 15 tokens (flags).
The playing field is divided in to parts with a home base on each. (The game is best played in a area with trees and bushes).
The goal of the game is to sneak into the other teams area and capture a token. If someone from the other team is being able to tag you on their side of the field you are taken as a prisoner to their "home base".
Now when a member of your own team reaches the "homes base" he is able to free you instead of taking a token.
If you have a token or a "free" prisoner you are free to go back to your own home base.
The game last for a specified time and the team with the most tokens wins.
I hope this description is understandable, if not feel free to mail me any questions.
-- Thanks to Carl Persson, Troop Leader, SKOGSLOPARNA Utby NSF Gothenburg Sweden.

Brass Rubbing Race

Materials: Heavy duty paper or brown wrapping paper, and 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.

Double Your Money

Materials: 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 e.g. $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

Materials: Colored wool to match up with six's colors, 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 colored mat on it's back, each mat matches one of the sixes colors. So each six can look for the elephant wearing their sixes color on it's back. The cubs then follow a trail of wool, picking up their colors as they go. They must not pick up any other colors. You could tell them how many pieces they should find. The trail divides and finally the colored 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 ú200 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 ú200 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

Materials: 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 100ft which cubs haven't washed the next morning!

Game Of Life

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 defense.

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

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

Hide: Touch a tree to symbolize hiding in the tree.

Each prey carries one object to symbolize 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

Materials: 200 Small colored cards or similar, 1 Big ball of aluminum 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 colored 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 scrumpled aluminum foil!

Hunt & Chase

Materials: Many different colored 'flashes' or 'flags'

We play a game called Hunt and Chase. We divide into an 5 teams. All the members on each team have personal flags of the same color 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 teach 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, manila rope, green garbage bags and brown garbage bags. Then the "twines" chase the "clotheslines," the "clotheslines" chase the "manila ropes," the etc. Some teams usually try to get other teams to

help them. For example, the manila 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

Materials: Selection of common 'outdoor' objects

Before the game pick up a few 10+ objects which the players may find lying about in the area e.g. 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

Materials: 4 Lamps such as hurricane lamps

The game is played in the dark between two teams. Two lamps are placed about 100 meters apart. These are the home bases. Another two lamps are placed about 40 meters 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 meters apart lamps. For each member who reaches the other home base, their team wins a point.

Long Distance Chinese Whispers

Materials: 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

Materials: 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) e.g. bronze or platinum. Merchants only trade bronze for silver, silver for gold, gold for bronze.

Mixed Up Names

Materials: 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.

Naval Battle

Nigel's Navy

Materials: Colored wool for lives, 6 Cards bearing the name "DESTROYER", 4 Cards bearing the name "SUBMARINE", 2 Cards bearing the name "BATTLESHIP"

Instead of cards you could use colored 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 colored wool to tie round one arm. A combat area is marked off in the center 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 boy 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 boy 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

Materials: 3 plastic bags, 2 sets of differently colored 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 color of card, the second team posts the other color. 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

Materials: 1 Bucket or large tin, Large number of colored balls or plastic clothes pegs all the same color, 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 center. 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 units in the bucket or tin destroy the interceptor target area. All the colored balls count for 1 warhead unit. The five white balls are special multi warheads and count as 5 warhead units for each white ball. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending. This game is best played where there is a bit of cover for hiding and creeping up on the target, or at night when visibility is reduced.

Scout-Staff Treasure Hunt

A wide game that is popular in our Scouts is to distribute various items of a Trangia around our local village, on the Scout Leaders doorstep, and the Exec.'s etc., and send the Scouts off on a kind of a treasure hunt, with the aim to make a cup of tea for the S.L. and the A.S.L. at the end. The hunt started with a note telling them where to find the next item of the Trangia, and then the next note was on the next item, etc. It also helped the Scouts to learn who their Exec. were, as the notes told them it was in the Secretary's garden, and it helped immensely if they knew who the secretary was...

Trangia: Swedish outdoor cooker, I'm not at all sure if it's known at all in the US, but it is very popular over here. It's light weight, and uses methane to run, but Butane attachments are available now. Mine splits up into several pieces, and so was ideal for this exercise.

Relay Games

From: Jim Speirs

St. George and the Dragon

Active, indoors.
Equipment: Per team: 1 easel; 1 piece of bristol board; 1 straight stick; 1 needle; pins; balloons; 1 set of cardboard armor (optional).
Formation: relay.

In preparation for the relay, a picture of a dragon is drawn on each piece of bristol board. Next, balloons are attached to the 'dragon'. The dragons are set up on easels, 6 feet apart, at a designated distance from the starting line. Finally, the needle is attached to the end of each stick, in order to create dragon- killing 'lances'.

Divide the players into two or more teams.

One boy acts as a horse, while another acts as the rider. On 'Go', one pair from each team rides to the starting line. The riders put on the armor, pick up the lance, and remount their horses. Then the charge begins !

Using the lance, the rider breaks one balloon on his team's dragon. He has only one try. When his attempt is over (whether successful or not) the 'horse' gallops back to the starting line, where the couple gives the props to the next pair from their team.

The relay continues until both dragons are 'dead' (balloon-less).

Ride 'Em Cowboy

Active, indoors.
Equipment: Per team: 1 ten gallon hat; 1 cowboy belt, holster and gun; 1 chair; 18 inflated balloons.
Formation: relay.

Divide the group into teams of six. A chair is placed about fifteen to twenty feet in front of each team.

On 'Go', the first person on each team puts on the ten gallon hat, cowboy holster and gun and places a balloon between his knees. He proceeds in bowlegged fashion to the chair, where he places the balloon on the seat and rides the 'bronco' until it 'breaks'.

He returns to his line, passing his hat and belt to the next cowboy.

The game proceeds in this relay fashion until all broncos have been broken.

Consumer's Report

Semi-active, indoors
Equipment: Per team: 1 balloon; 1 bib; 1 bowl of soda crackers; 1 orange, peeled; 1 bottle of pop; 1 bowl of peanuts; 1 straw per person; 1 long table.
Formation: Relay.

Divide the group into teams of six to eight. Line up each team at one end of the room and place each 'set' of food items and a bib on the table at the other end of the room. Blow up the balloons and place them on the table beside each team's goodies.

On 'Go', the first member of each team runs to the table, puts on the bib and does he following:

- eats one cracker.
- eats one section of the orange.
- uses own straw to take one sip of the pop.
- eats four peanuts

(Diet/allergy watch for this game, especially the peanuts. Substitute where necessary.)

When finished, he takes off the bib, runs back and tags the next player, who then runs up, puts on the bib and tastes the food.

The relay continues until all the food items for each team are gone. When the last mouthful is gone, that player pops the balloon to signal that his team has completed its taste test.

Popstick Slapshot

Active, indoors.
Equipment: Per team: 1 miniature hockey net or facsimile; 1 ping pong ball; 1 tongue depressor per player.
Formation: relay.

Divide the group into two teams. Place each net at the same end of the playing area. Each team lines up about six feet in front of its net. The first member of each team puts his tongue depressor in his mouth, gets down on his hands and knees and attempts to slap shoot the ball into the net, using the tongue depressor. When he has scored, he takes the ball back to the starting line, tags the next person, who proceeds to attempt to score.

The first team to complete the relay wins.

Commando Course

Active, indoors/outdoors
Equipment: Per team: 1 6' pole; 1 small bike tire; 1 bowling pin; 2 balloons per team member; 2 chairs; rope to tie ankles.
Formation: relay.

Divide the group into teams of six. Line up each team at the start of each obstacle course.

On 'Go', the first member of each team ties his ankles together. He crawls on his stomach under the poles, (which are set up like jump poles, about 1 1/2' off the ground, supported by the chairs). He wiggles through the tire, knocks over the bowling pin with his nose and bursts two balloons (the explosions). Players then crawl back to the start, where the second member of their 'combat team' is ready to begin.

Bricklayer's Relay

Active, outdoors/indoors
Equipment: Per team: 1 hard hat; 1 dustpan; 1 flag; 3 or more 'bricks' - stones, pieces of Styrofoam, blocks of wood.
Formation: Relay.

Divide the group into teams. Have them stand in parallel straight lines at one end of the playing area.

The leader shouts 'BUILD'. The first member of each team dons the hard hat, places a brick in the dustpan and runs down to the other end of the playing area. He places the brick on the ground and runs back to the starting line. Each team member in turn, races down to build up the wall. The race continues until all bricks on each team are used up.

If the wall falls down while the race is on, all bricks must return to the starting line, so the relay can begin again. Therefore, allow the teams time to plan a building strategy, so they will know how and where to place the bricks to avoid a collapse.

When the wall is complete, the last member of each team races down with the flag, and plants it on top of the wall.

Afterward, see what kind of super structure can be built. Have the teams work together to build one giant wall, or building, or structure of some kind.

Putt It There

Active, outdoors/indoors
Equipment: per team: 1 golf umbrella; 1 golf sweater; 1 golf hat; 1 golf glove; 1 golf putter; 1 golf ball; 1 putting cup.
Formation: Relay.

Divide the group into teams of six. One player from each team is selected to be the model. The teams are lined up at one end with the models in the middle of the playing area and the putting cup at the far end.

On 'Go', the first player from each team runs to the model, carrying the sweater. He puts the sweater on the model, and runs back. THE MODEL MAY NOT HELP ANY OF HIS TEAMMATES IN ANY WAY.

The second member puts on the hat, et., until the model has on all of the above pieces of equipment.

Using the putter, the model then putts the golf ball into the putting cup. The first team whose golfer sinks the putt is the winner.

Pack 'Em In

Active, outdoors/indoors
Equipment: per team: suitcase; umbrella; hat; coat; gloves; scarf (it is ideal if the clothing is oversized).
Formation: relay.

Divide the group into even teams and line up each team in relay formation. Place the suitcase, filled with the clothing, in front of the first player on each team.

On 'Go', the first player opens the suitcase, puts on all the clothing and runs down to the other end of the playing area and back. Here, they remove all the clothing and put it back inside the suitcase, shut the suitcase and tag the next player in line. That player opens the suitcase and gets dressed and runs down the playing area and back.

The relay continues until all players have had the chance to get dressed, travel and unpack.

Provide additional articles of clothing or accessories, to make the outfit even funnier.

Balloon Balance

Active, outdoors/indoors
Equipment: Per team: 1 big balloon; 1 small balloon.
Formation: Relay.

Divide the group into teams of six to eight players. Each team is given one large and one small balloon.

The first player of each group, on the word 'Go', balances the smaller balloon on top of the larger one and races to the other end of the playing area. If the top balloon falls off, the player must return to the starting line and begin again.

When the 'run' (or walk) is complete, the player takes both balloons in his hands and runs back to the starting line, where the second player is waiting to race.

The first team finished, and sitting down, wins.

Hare Hop

Active, outdoors/indoors.
Equipment: Per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string; 1 chair for each team.
Formation: Relay.

Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area.

On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.

When both balloons have burst, he hops back to the team where he gives the ears to the second player.

The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.

Streaker

Active, outdoors/indoors.
Equipment: Per team: sweatpants; jacket; hockey mask; 2 garbage bags.
Formation: relay.

Divide the group into two or more teams. Line teams up at one end of the playing area, with 1) sweatpants and jacket in front of each team and 2) hockey mask and garbage bags at other end of the area, in front of each team.

On 'Go', the first player of each team puts on the sweatpants and jacket, and runs to the other end of the playing area. Here, he takes off the pants and jacket and puts on the mask and skates (the two garbage bags - one on each foot). He 'streaks' back to his team, where he hands over the mask and skates to the next player.

The second player puts on the masks and skates and 'streaks' to the clothes. Here he trades equipment for the clothes and runs back to the third member of the team.

The first team to complete the relay wins.

Sweep 'N' Scrub

Active, outdoors/indoors
Equipment: Per team: apron; towel, broom, dustpan, bucket filled with water,
2 dishes, garbage can.
Formation: relay

Divide the group into two or more teams, and line them up in straight lines at one end of the playing area. Give the broom and the apron to the first player on each team; at the other end of the playing area, place the dustpan, the bucket, the dishes and the towel. The garbage can is put between the buckets.

On 'Go', the first player puts on the apron and sweeps the floor to where the dustpan lies. He scoops the dirt into the dustpan and dumps it into the garbage can. The player then washes and dries the two dishes and races to the start carrying the apron and broom.

The house is clean when all players have swept the floor and dried the dishes.

Stock-car Racing

Active, outdoors/indoors
Equipment: none
Formation: relay

The Sixes line up in files. Each Cub is given the name of a car and when that car is called, he travels to the end of the area and back in the manner described, e.g.,:

1) Rolls-Royce: this never goes wrong - the Cub runs.
2) Austin: has a flat tire - the Cub hops.
3) Morris: is stuck in reverse - the Cub runs backwards.
4) Ford: very old model, can only go slowly - the Cub walks.
5) Mini: only small - the Cub runs, crouched down.
6) Humbler: Pulls caravan - the Cub tows his Sixer behind.
7) Stock-car: everyone runs.

Kangaroo Hop

Active, outdoors/indoors
Equipment: 1 tennis ball per team
Formation: relay.

The Sixes line up in files, a chair in front of each. The first Cub grips the ball between his knees and hops round the chair and back to his place. He hands over the ball to the next Cub, who does the same. The first Six to finish is the winner.

Radar

Semi-active, indoors/outdoors
Equipment: none.
Formation: relay.

The Sixes line up in files with their Sixers about 10 meters ahead of them. The first Cub in each Six is blindfolded. The Sixers then change places and proceed to call the blindfolded Cubs by their Six name, that is, bringing them in by radar. The first Cub - 'airplane' - to 'fly' home scores four points, the second three points and so on. The next Cub is blindfolded, the Sixers change again and the game proceeds until all the 'airplanes' are safely home.

Whirling Wheels

Active, indoors/outdoors
Equipment: 1 beanbag per Six.
Formation: Relay, like the spokes of a wheel, facing in a clockwise direction
with the Sixers in the center.

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 center. This continues until all the Cubs have had a turn.

Round the Moon

Active, indoors/outdoors
Equipment: 1 chair per six.
Formation: relay.

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.

Rocket Relay

Active, outdoors/indoors.
Equipment: 1 chair per Six.
Formation: Relay.

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.

Bat the Balloon

Semi-active, indoors.
Equipment: Balloons.
Formation: Relay.

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.

Variation: add more than one balloon per line, going in both directions.

Art Consequences

Semi-active, indoors
Equipment: Per six: 1 piece of paper, 1 pencil.
Formation: Relay.

The first player in each group walks to the end of the playing area, picks up the pencil and draws the head of a man, woman or child. After he draws the head, he folds the paper so that only the neck shows. He then walks back to his Six and tags the second player in line.

The second player walks down and draws the shoulders, folds the paper, walks back and tags the third player.

The relay continues on down until the figure is complete with waist, hips, legs and feet.

The fun of this relay is opening up the piece of paper and passing around each 'creature' that each Six has created.

Bean and Straw Relay

Semi-active, indoors.
Equipment: Per Six: 15 beans, 2 containers, 1 straw per boy.
Formation: Relay.

Have the first player in each line pick up a bean with a soda straw, carry it across the room and deposit it in a container. The first team to have all its beans deposited, wins.

Bucket Relay

Active, outdoors
Equipment: Per Six: 1 bucket half-filled with water; 1 empty bucket.
Formation: relay.

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.

Feather on a Yardstick

Active, indoors.
Equipment: Per six: 1 yardstick; 1 feather.
Formation: relay.

Give the first in each line a yardstick and a feather. On signal, he places the feather on one end of the yardstick, and holds the other end at arm's length while proceeding to the goal line and back. If the feather falls off the yardstick, the player must put it back on the yardstick before continuing. The first team finished wins. To speed up the game and for variation, use paper plates instead of yardsticks. You could even try to balance paper plates on the end of the yardsticks.

Banana Relay

Semi-active, indoors/outdoors.
Equipment: 1 banana per boy.
Formation: relay.

Line up the boys in relay formation, facing each other, and give each boy a banana. He must keep his right hand behind him while he eats the banana, which he must peel with his teeth. On the signal, the first boy peels and eats his banana. When he is able to whistle, the next boy may begin. The first team to finish wins.

Dizzy Izzy

Active, indoors/outdoors
Equipment: none.
Formation: Relay.

Line up the Sixes for a relay race. Have the first player in each line run up to a given point, place one finger on the floor, revolve around his finger seven times, and run back to tag the next player in line. Repeat until all have had a turn. Keep the runners away from the walls and other obstacles.

Variation: Give each Six a baseball bat or equivalent. Have the boys run up, put the bat against their forehead, the other end of the bat on the floor and revolve around the bat three or four times.

Gum-Glove Relay

Semi-active, indoors/outdoors
Equipment: Per team: 1 pair of gloves; 1 paper bag; 1 stick of gum per player.
Formation: Relay.

Hand a closed paper bag to the first player on each team. The paper bag contains one pair of gloves and the gum.

The first player on each team opens the bag, puts on the gloves, digs down into the bag for the gum, pulls it out, unwraps it and begins to chew it. He then replaces the gloves in the bag, closes it and hands it to the next person in line, who repeats the procedure. The first team to be chewing all the gum in the bag wins.

Fumble Fingers Relay

Materials: 2 jars with screw lids, 10 toothpicks, 2 pair large mittens

Each team has a pair of large mittens. At a goal line is a jar, one for each team, containing five toothpicks. On signal, the first person from each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks and puts them back in the jar and screws on the lid. He takes off the mittens and races back to hand them to the next player, who repeats the action.

Candle Carry

The object of this game is to carry a lit candle through an obstacle course. Make sure the base of the candle has a holder so the hot wax won't drip on the boys' hands. The candle must be passed from boy to boy through the course. Each boy will have a section of the course to cover, with an assigned method to cross their section. One might have to be riding a bicycle, another on a skateboard, another might have to jot, or walk backwards, or on a tricycle, etc. Too swift a pace might put out the candle. Completing the course with the candle lit is the object of the game.

Birds on a Telephone Line

Divide the group into two relay teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the clothesline. *(The pins are the birds and the clothesline is the telephone line)* On signal, the first person in each team runs to the line, removes a pin with his teeth *(no hands!)*, brings it back to his team and drops it into a sack. The first team finished wins.

Seed Planting Relay

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 he reaches the end, he runs back and taps the next boy on the team.

Potato Race

(Note: Spelling, No "E", Mr. Quayle ---- Hee, Hee!)

Two teams. Give each starting player a fork and a potato. He tosses the potato into the air and catches it on the fork, takes it off and hands them to the next player. First team through wins.

Cone Race

String paper cones on cords stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next boy does the same. First team finished wins.

Driving The Pig

Two teams; each team has a 3" long stick and a 1/2 gallon milk bottle (add a little water to the bottles). The players use the stick to push the bottle (pig) to the fair.

Towel Roll Roll

Using a broomstick and a paper towel cardboard tube, each team member uses the stick to roll the tube to one end of the room and them back. He then hands the broomstick to the next boy. (I have seen this one done -- it's harder than it sounds!)

Turkey Feather Relay

Divide into relay teams. First player holds a long turkey feather. At the word "Go" each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player.

Candle And Straw Relay Race

You will need: 1 candle and a box of matches per team and 1 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.

Checker Relay

You will need:

6 wooden checkers playing pieces per patrol

We often get these given to us at rummage sales

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.

Cubs Across The River

You will need:

4 card or carpet tile stepping stones three awkward pieces of equipment such as a rucksack, a football and a hoop, for each six

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.

Dribble Ball

You will need:

1 ball and several skittles per team or six

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.

Stacking The Cans

You will need:

6 tin cans or drinking chocolate tins with lids 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. You could add a variation to the game by playing two teams at a time and have the other teams at the sides throwing bean bags or dusters at the piles of cans. If you played this variation then you would play against the clock to see which was the fastest team.

Tunnel Ball

You will need:

A ball or balloon for each team

The teams stand at attention in lines, the front player in each team has the ball. On the command 'GO' they spring their legs apart. The player at the front passes the ball between their legs. The ball must go between each players legs until it is picked up by the player at the back. The back player then runs to the front and continues the process until the original font player is back at the front. The winning team is the one with all players standing at attention with the ball at the front. If a ball breaks out from the line it must start its journey through the tunnel again from the front. As an alternative pass the ball from the back player through the tunnel to the front.

Wheelbarrow Race

Teams stand in lines at one end of the hall. On the command 'GO', the front player gets down on his hands. The second player stands between his legs and lifts his legs up to waist level. They now have to go as fast as possible to the other end of the hall with the front player walking with his hands and the rear player holding him up like a wheelbarrow. When they reach the end of the hall the front player stands up and the rear player runs back to the front of his team and then becomes the front man of the new wheelbarrow. This process is continued until the whole team are at the far end of the hall.

Highwayman

You will need:

A short length of lashing rope and a chair for each 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.

Fireman, Save My Child

You will need:

A drinking straw for each player

A simple paper cutout of a child, this should be about 1 1/2 to 2 inches tall. The arms and legs should be about 1/2 an inch wide on the figure

The game goes like this: The players are divided into two teams and are formed into two lines. 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 then run to their respective pail and deposit their figure in the pail. If they drop the figure en route, they must stop and pick up their child again, by getting down on the floor and sucking it up with their straw. After putting their child in the pail, they run back to the starting line, and the next player picks up his child and repeats the process. The first team to save all their children is the winner. Have enough figures so each player gets at least two turns.

Layered Clothes

From: Deborah Maraziti

My Girl Scout troop really liked a game I threw together to teach them about layered clothing. Gather a pile of assorted clothing, including socks, shoes, hats, etc. Divide the clothing "evenly" into piles (i.e. pair of pants in each pile, mittens in each pile, etc). Make sure the clothes are large enough that the outer layers can fit over the other layers. Divide the group into teams. Divide the teams in half and place one half near the pile of clothes, the other about 50 feet away. At a signal, the first member of each team "dresses" in the clothing of the pile and gallops the 50 feet to the other side, "undresses" and another team member puts on the clothes. As long as there are no rocks in the way, this game can be really fun to play (and watch!).

Strategy Games

From the Scouts-L Games FAQ

Mouse Trap Attack

You will need:
4 spring loaded mouse traps per team
An endless supply of rolled up paper balls

We will suppose that there are four teams or patrols of six boys. 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 boys from each of the other patrols. These attacking boys 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

You will need:
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.

Submarines And Minefields

You will need:
Blindfolds 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, (i.e. 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.

Trader

You will need:
4 counters for each boy, red, blue green and yellow one of each color.

When the game starts the boys are given a set time 5 to 10 minutes in which they are allowed to trade. They trade in the following manner. A boy approaches another boy with a counter in his left fist , he does not show the other boy what color he is holding. If they agree to trade then they give each other a counter taking care that they do not show the color they are swapping. Any boys 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 stock market chart shown below and get the lads to add up their scores.

Print out the following table and make copies.

4 Red counters 100 points	4 Blue counters 80 points
4 Green counters 60 points	4 Yellow counters 50 points
3 of any color 40 points	2 of any color 15
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 color 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 boys 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.

The Trader Game - Altered Slightly

By Mike Stolz

Equipment:
4 chips for each boy, all of different colors (red, green, blue, yellow)
1 chip for each adult - white
(I made my chips by cutting 1 inch squares from colored cardboard)
Rules:

The boys are given a chip of each color. the adults each have one white chip. The boys get 7 to 10 minutes to 'trade' chips with each other or an adult. To trade, each boy holds a chip HIDDEN in one hand. When they agree on the trade, the chips are exchanged. ALL TRADES ARE FINAL! Boys who do not wish to trade should fold their arms to signal that they don't wish to trade. All trades are 1 chip at a time. Boys can also trade with adults if they want to. After the trading is over, show the boys the stock market list below and have them add up their scores.

Now that they know the value of the chips, let the boys play the game again. Collect and redistribute the chips, and see how trading tactics change. After the second trading period is over, add up the scores again and see how the boys did this time.

Stock Market Chart - Trading Chip Values

4 RED -	90 POINTS	1 (SINGLE) BLUE -	40 POINTS
4 GREEN -	0 POINTS	1 (SINGLE) YELLOW -	30 POINTS
4 YELLOW -	60 POINTS	1 (SINGLE) GREEN -	30 POINTS
4 BLUE -	50 POINTS	1 (SINGLE) RED -	20 POINTS
2 WHITE -	50 POINTS	1 (SINGLE) WHITE -	20 POINTS
3 OF ANY COLOR -	40 POINTS	2 OF ANY COLOR -	20 POINTS

Trading Post

You will need:
Two price lists, one of things that you are selling and one of things that you are prepared to buy back.
Various things for the teams to buy
You will also need some form of currency such as colored cards, paper or even beads.

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. As an example of the sort of things on your to buy list would be a cup of hot tea for the Scout leaders. To do this they will have to purchase from you matches, tea bags, milk and sugar, a cooking stove, fuel for the cooking stove, water pot and water.

Lighthouse

From: Lynne Axel Fitzsimmons

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

You will need:
Enough blindfolds for half your group, and a reasonably large room.

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 minimize 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.

Games Needing Little Or No Equipment

From the Scouts-L Games FAQ

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.

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.

>From Mike Stolz: We played this with our Boy Scouts - they loved it. A likable 8th grade 'motor mouth' won easily, his only competition was our Jr. Asst. Scoutmaster, who was quoting plays, the Gettysburg address, etc, but eventually ran out of material. We 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 boy out for repetition. This is a great 'I need it in a hurry' game!

Coloured Circles

You will need: 5 different colored 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 colored circles on the floor, several of each color.

The leader now calls out an object and a number e.g. "GRASS 2", the number two in each team now has to run and stand in a circle that matches the color of the object. The first person standing in the correct colored circle wins a point for his team.

Suggestions:

RED = Blood, Cherries, Ruby
BLUE = Violet, Sapphire, Electric
GREEN = Grass, Emerald, Cucumber
YELLOW = Lemon, Primrose, Sulfur
BROWN = Earth, Potato, Leather

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

Car Team Race

Sixes stand in teams and are numbered. Each number is given the name of a car. When the number OR the name of the car is called out, they have to race to the end of the hall and back to their place, using the method they have been told. e.g.

1. Mini-crawl
2. Volkswagen - hop
3. Jaguar-run
4. Jensen - pigeon steps
5. Skoda - walk sideways
6. Cavalier - skip

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 boys. Split them into two teams, in two lines across the hall. There should be a gap of about ten feet between them. Near each end of the hall should be a home line for each team. Don't make it too close to the wall or they will run into it. One team are the crows, the other team are 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. CRRRRRRRRABS, CRRRRRRROWS, CRRRRRRANES.

Snake Dodge

You will need: A ball

This is a continuous game with no winners or losers. Five or six players stand in a line, in the center of the 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.

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 boy 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.

Tail Grab

You will need: 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.

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.

Signals

You will need: 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.

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 honor 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 the 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.

-- Thanks to John Holeman

Submarines

A troop 53 favorite. 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 Scoutmaster'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!)

-- Thanks to Travis Lauricella

Sardines (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 Scoutmaster.

-- Thanks to Travis Lauricella

Spud

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.

-- Thanks to Travis Lauricella

Whomp 'em

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 he chooses, he puts the newspaper into the hands of a Scout, who then proceeds to "whomp" the Scout to his right. The Scout being "whomped" runs as fast as he can (unless he enjoys 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.

Memory Games

From the Scouts-L Archives

Silhouette Kim's Game

You will need:

About twelve different shaped items, a sheet or back projection screen and 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, e.g. 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.

Battleship Kim's Game

You will need: (for each six or patrol) A table, a piece of chalk and ten items

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 747 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 memorize 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.

Kims Game Variant

You will need: (for each six or patrol)

Two bowls or buckets on chairs

Ten mixed items

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.

Patience

You will need: (for each six or patrol) A suit of cards Ace to ten (one pack of cards will supply four teams)

The ten cards for each team are laid out at random, face down on a table in front of them. One at a time the boys 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 at the front of the table. The next card needed is the two and so on. Play continues until one team has all its cards turned face up in the correct order.

Compass Skills Patience

You will need: Sets of cards having the compass points printed on them

This game is played the same way as the previous game, but this time the boys 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

It's Under A Cup

You will need: A number of plastic cups and objects to fit under them (e.g. a ball, a ring, a key etc.)

Two teams one each side of the hall. Each team is numbered 1 to N with boys with the same number on each team of similar size. The object are placed in the center 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 boys 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.

Ruba Dub Dub

You will need: Twenty four 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 boys 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 boy who picked them. These canisters are then removed from the game and the next boy 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.

Post Office

You will need: (for each six or patrol)

2 chairs

Coins adding up to 50 pence

The boys 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 pence. 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 pence. The front man in each team then runs to the post office and has to leave 20 pence 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 boys 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 realize 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.

Obstacle Course In The Dark

You will need:

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.

Pencil and Paper Games

From the Scouts-L Games FAQ

Cub 2000

You will need: (for each Sixer or patrol): A sheet of paper fan folded into 6 sections, pen or pencil

The cubs or beavers 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.

Mime And/Or Kim's Game

You will need:

A sheet of paper and a pen or pencil for each cub, or for Sixers only if you do not have enough equipment.

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 and many more, limited only by your ingenuity.

Pictionary

You will need: (for each six or patrol), sheets of paper and a pen or pencil

This is a game which has been commercialized in England. 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

You will need: (for each six or patrol): A set of time tables, paper and pens, 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.

Anagrams

You will need: Cards with anagrams on pinned around the room pen and paper for each player or 1 per team

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

Circle Line

You will need: 6 cards with lists of railway stations on them in two columns, pen and paper for each player or 1 per team

In England 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 i.e. stations that are not on that line and which will send them in the wrong direction if they do not play correctly.

Fishing Games

There are an infinite variety of games that can be made from a hook, a line and a pole that will leave the contestants as breathless and open-mouthed as a fisherman's true story.

Fashion the hooks from coat-hanger wire, paper clips and open safety pins. Make the fish from cloth, inner tubes, cardboard, balloons, or wood. Use a cardboard carton, nail keg, barrel, or dart board for the ocean bottom or trout stream. The players can catch the "fish" by hooking them, lifting them, trapping them, or spearing them (with darts). They score by standing in the center of a circle and casting into several different ponds, by standing on boxes or stools and trapping the fish, or by just catching as many as they can out of one "lake." Each "fish" could contain a message describing some task that a player has to perform before he can return to fish again. Or each fish could have a point value written on it; winner could be either the group or the individual player with the largest score at the end of a given period of time.

Fish And Net

Have three to five players join hands to catch "fish" by surrounding individual players. Those who are caught become a part of the "net." The last five fish caught make up the net for the new game.

The Christmas Card Game

Take a set of old Christmas cards (about three times as many cards as there are players) and cut each card into two pieces, making two sets of half-cards so that each half-card in one set has its counterpart in the other. Some of the cards should be cut so that the halves are easy to spot as belonging to each other (e.g., by cutting vertically down the middle of a colored picture of a vase of flowers), and others should be made difficult to spot (e.g., by cutting along the horizon of a seascape). Distribute one set of half-cards all over the room (they should be visible but not necessarily obvious). Give one half-card from the other set to each player and keep the "pool" in your hand. On the word "Go" all the players try to find the other half of the piece that you have given them and bring it to you. Every player finding a pair that match is given a fresh half-card from the "pool" until there are none left. When all have finished, the group with the largest number of paired pieces wins.

A Christmas Telegram

Have everyone write down the word Christmas leaving a space after each letter. Then allow ten minutes for all players to compose a telegram, the first word beginning with C, the next with H, the third with R and so on. The first word should be the name of the person to whom the telegram is sent, the last word the name of the sender. The players then read out their own attempts in turn, the winner being the one who has composed the most original.

Variation--Christmas Dinner

Give each group a piece of paper with CHRISTMAS written vertically down the side and tell them that after each letter they must write the name of some article that could be found on the table at Christmas dinner--and both run for the ball. The one reaching it first kicks it and runs for a hiding place. The other player is "It" and must return the ball and search.

Bowling On The Green

Play this game on a smooth, close-cut lawn. Croquet balls or wooden balls made especially for this game may be used. Each player has two of these balls, called "bowls." A smaller ball is called the "jack." The first player bowls the jack out on the lawn and the bowls are bowled at it in turn. The jack and the bowls may be moved by being hit in play. A bowl touching the jack scores three points. The nearest bowl to the jack scores one point. If two bowls bowled by the same player are nearest the jack, two points are scored.

Every Man In His Own Corner

Everybody selects a corner. If there are not enough corners or trees, players can make corners by drawing two lines at right angles on the ground or floor. Any player may start the game by leaving his corner. A second player chases him and a third may chase them both and a fourth may chase the three, etc. In other words, a player may tag any one who preceded him in leaving a corner, but cannot tag a play who left after he did.

When a player is caught his "captor" leads him by the arm to the "Captor's Corner," and while doing so he is not subject to capture. When the two players reach the corner they become team- mates and work together to capture others. At the end of the game, the player who has the greatest number of captives is the winner.

Ring The Bottle

Place a number of bottles on the floor and let several boys play at one time. Each boy has a "fishing-rod" consisting of a cane or pole and string; on the end of the string is a brass curtain ring. The first one to get his ring over the neck of a bottle wins.

Long Games

These games all take a bit of preparation, and, generally, need a lot of time to play

Space Archery

In space, everything floats. As a construction mechanic, the only way to keep your space station parts from floating away is to rope them together. Your problem is that YOU are anchored to the main space station, while the new parts are slowly drifting away. So how do you get a rope on those parts? Why with your trusty bow and arrow. Each new part comes with its own target. Each mechanic gets 10 arrows. Hit the target with the arrow that has a string attached, and double your total points.

Robot Arm

You're the operator of the space shuttle's robot arm. The arm will do everything you tell it, but it can't see or think for itself. Your job, pick up the three space disks and return them to your position. Use voice commands like 'forward, left, right, and down' to direct the robot arm. Keep the tether rope tight to prevent the robot arm from overshooting the targets. This is a timed event.

Space Construction

Your team of construction mechanics are on the moon. You need to build the tallest radio tower you can, using the standard space-blocks. The structure must be free-standing and self-supporting. DO NOT DAMAGE THE BUILDING MATERIALS while constructing your tower!

Space Exploration

Space explorers need to be highly trained observers. In this training exercise, you need to scour the marked-off section of rough terrain, and discover the interesting samples. There will be bonus points for discovering samples whose color is different from your assigned color.

Shuttle Flight-Check

All shuttle crews need to check out their craft before take-off. Every crew has memorized the list of instructions. Lets see how good your crew is at remembering instructions. You will get two minutes to study and discuss the list of instructions and their order. Then, without looking, your team must write them down in the correct order. If you're quick, you will have time to play this one twice.

player name	arch	arm	const	explo	check
			(den scores here)		
			circle the 1 best den		
			score for each game		
put the single best den score here ->					

Game Leader Instructions

Bring spray paint (white) to draw lines on the grass. Also packing tape and duct tape. If games are held indoors, use masking tape for your lines.

Make sure all game leaders understand that the rules may need to be modified, but if they are, ALL GROUPS must have the same chances. The most important thing is to make sure that all rules are applied consistently for every group participating. All games were designed to be played outdoors, but most could easily be done indoors if the activity room was large.

At the end of the competition, all score sheets will be collected from Den leaders. Compare the single 'best' score for each game and den. Award 1st through 5th place (we have 5 dens) in each event. The den with the LOWEST total score for the 5 events will get 1st place.

Space Archery

GAME PARTS

3 targets with stands, 30+ arrows, 3 bows, ball of string, 3 stakes.

Set up targets, with 3 shooting stations about 20 feet (7 meters) away. Put 10 arrows at each station. Measure 30 feet (10 meters) of string for each station. Tie one end of string to a stake at the station, and tie/tape the other end to one of the arrows. This should be the last arrow shot by each Cub, and can double their target score. Score target rings at 1 (target) ,2, 3, 5 (bulls eye on our targets).

***Be very alert to safety. Make sure ALL ARCHERS understand that arrows are not to be knocked while anyone is 'even close' to the shooting range area!

Robot Arm

GAME PARTS - Long rope, 3 Frisbees, blindfold, 2 paper grocery bags.

Draw a ring for the 'operator' to stand in. Paint 3 spots at different points outside the ring, ranging from 15 to 30 feet (5 to 10 meters). The spots mark the pick-up spots for the 3 Frisbees. Tie rope around waist of the cub acting as 'robot hand' (use a bowline!). Blindfold the 'hand', then place grocery bag over his head - the 'hand' should be unable to see. The operator now steps into the ring, and takes hold of the rope. At "GO", the 'hand' walks out to get the Frisbees. The operator lets out the rope until the 'hand' is out far enough, and uses voice commands (left, right, down, out) to direct the 'hand' to each Frisbee. Make sure the operator knows that he should keep tension on the rope - this is one of his main methods of guidance and control. After the 'hand' has all 3 Frisbees, the operator has to reel him back into the operator's circle. MAKE SURE THE 'HAND' IS UNABLE TO SEE! This is a timed event - the boys may run through this as often as they want in the allotted time. Keep the best time.

Space Construction

GAME PARTS - 16 cardboard boxes all the same size, 6 large coffee cans, 3 thin strips of plywood, 2 poles with nails through the ends, several smaller dowels, tape measure.

The object is to build as tall a tower as possible with the material supplied. The tower must be free-standing and self-supporting, and stay up for at least 1 minute. DO NOT LET THE CREW DAMAGE OR MODIFY THE SUPPLIED MATERIALS! Measure the tower to the nearest inch. The crew can try several different configurations.

***WARNING! Wind and uneven terrain can dramatically affect this game. Try to locate it in a sheltered area with fairly even ground. It could also be done inside if the room has a tall ceiling.

Space Exploration

GAMES PARTS - individually wrapped candy in different colors, colored tape or marker cones to mark off the search area.

Game leader will hide 10 candies of the same color in search area, plus 1 of a different color. Cubs need to search the area to find all 'samples'. After they are turned in and counted, they may each have 1 to keep. The colored candy counts as 3 points, all others are 1 point. Be alert to 'missed' candies from previous groups.

Parachute Games

The Swamp

Players sit in a circle on the floor holding a parachute with the edge drawn up under their chins and their legs stretched out straight in front of them. As they sit, each boy says the name of his favorite vegetable. The resulting "noise" sounds like a swamp at night. One boy slips under the parachute to become the swamp monster. The monster gently pulls the ankles of another player who slips under the parachute to become part of the monster. The game ends when all of the boys are under the parachute.

The Canopy

Grasp the edge of the parachute with an overhand grip, and squat down so the parachute is flat on the ground. On the count of three, stand up and stretch arms above head creating a canopy.

Ball Toss

Put a ball into the center of the parachute. Raise and lower the parachute to throw and catch the ball. When the Beavers are skilled at this, try adding a second ball.

Exchange

Hold the parachute in overhand grip, and inflate the parachute. Leader calls two names (or a month of the year, an age, a lodge. Appropriate players let go and exchange places by moving under the canopy to an empty spot.

The Cave

Grasp the edge of the parachute with an overhand grip, and inflate. Take a few steps toward the center while the parachute is inflated. Release one hand from the parachute. Pull the parachute down behind the head and back with remaining hand. Kneel down holding the edge against the ground. Stay inside the parachute until it starts to deflate. Hold up the parachute, stand up and duck under to the outside.

Under Cover

Hold onto the edges and inflate the chute. Still holding on, walk under the parachute to the center and then back to original position. Or, meet in the center and then all let go so that the parachute gently floats down to cover everyone.

Fun Under the Chute

Grasp the edge of the parachute with an overhand grip and inflate. Bean bags, skipping ropes, balls, etc. have been placed under the parachute. Participants are numbered. Leader calls out a number and those participants run under the parachute and perform before the parachute deflates.

The Mushroom

Grasp the edge of the parachute with an overhand grip and inflate. Pull edge of parachute to the ground, trapping air inside and creating a mushroom.

Flying Saucer

Grasp the edge of the parachute with an overhand grip and inflate. Take one step forward once the chute is inflated. When the command "let go" is given, everyone release the parachute. Parachute should remain suspended in the air for a few seconds before it floats to the ground like a flying saucer.

Ball Slide

Grasp the edge of the parachute with an overhand grip. Place one ball on the parachute. Make the ball slide around the chute by slowly raising the chute up and down. Keep the ball rolling so that it does not go off the edge.

Toad In The Hole

Grasp the edge of the parachute with an overhand grip. Place two different colored, small, rubber balls on the parachute. Divide the group into two teams (each team has one of the colored balls. One team is on one side of the chute and the other team on the opposite side.) Each team tries to shake its ball into the center hole before the other team. A point is scored each time a team's ball goes through the hole.

Birthday Exchange

Grasp the edge of the parachute with an overhand grip, and inflate. Leader calls out a month of the year. Those Beavers born in that month let go of the edge and exchange places by moving under the parachute to an empty spot. This game can also take place by giving everyone a number from 1 to 8 or by calling out a color that the Beavers are wearing

Bird and worm

In a kneeling position, grasp the edge of the parachute with an overhand grip. One or two Beavers are chosen to be worms. They go under the chute on hands and knees. Another Beaver is chosen to be the bird. The bird crawls on top of the parachute on hands and knees and tries to catch the moving worms. To make it more difficult for the bird, the Beavers around the outside edge are waving the parachute up and down. Therefore the bird has difficulty seeing the worms, but the worms can see the bird's shadow from underneath. When the bird does catch the worms, a new bird and new worms are chosen.

Party Games

From the Scouts-L Games FAQ

Pirate's Treasure Map

You will need:

A map drawn on a large sheet of paper

small sticky labels and a pen to write names on the labels

Often you will find that at the beginning of a party where you are running the games, not all the children have arrived when you start. To overcome this a game was needed that could be played by the children as they arrived. I drew a pirate's treasure map on a sheet of paper that I stuck to a board. On top of this I stuck a sheet of clear adhesive film 'FABLON'. Between each game I ask a few children up and ask them their names. I write their names onto small sticky labels about the size of a thumb nail. The children then stick these onto the map where they think that the treasure is buried. At the end of the games session I turn the map around and show that I had stuck a label on the back of the map to mark where the treasure was buried. The closest person to this wins the prize. If you need to pad it out a little, you can tell a short story about the pirate coming ashore with his treasure chest, and deciding on the different places that he might bury his treasure. This game can be used with any age group. Because the map is covered in plastic film you can easily peel the labels off, you can then use the map for repeat shows.

Sound Effects

You will need:

A tape player and a 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 B.B.C. has 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.

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 colored shirt dress or blouse. (any color will do)

A picture of the queen (a coin or bank note)

Three hands on one wrist (a watch with hands)

A pair of white socks

A hair clip

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.

Boat Or Car Race

You will need: (for each six or patrol)

A toy boat or car connected to a long length of string on a roller

This is an oldie but very good when you have a large group to keep amused and interested. You will need four toy boats or cars. These 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.

Islands

You will need:

our different colored skittles or bean bags
Four colored beads or balls to match the color of the skittles
A small cloth bag to keep the balls in
A whistle or other noise maker, I use a siren whistle

This is a variation on musical chairs, but the kids will not realize this the way that it is played. Place the four colored skittles at the four corners of your playing area. Tell the lads that these are islands. When you say "GO" they must run around the outside of the four islands in a clockwise direction, when you shout "CHANGE DIRECTION" they must run the other way round. When you blow the whistle, they must go and stand next to one of the islands. You do this a couple of times with no forfeits and nobody out, then you introduce the bag with the colored beads. You reach into the bag and take one out, all the boys standing next to that color has to do ten press-ups. You then sort them all running again. This time all the lads who land on the color you pick out of the bag are out and have to sit in the middle (This keeps them out of the way). You then take away that skittle and it's matching colored ball. The next time round all the lads on the chosen color have to do a hand stand. The next time all the lads on the selected color are out and sit in the middle. You again remove the selected skittle and it's matching colored ball. So you are down to two skittles. By this time most of the boys will be out and you just keep playing with the two skittles until you get to a final winning boy.

Pass The Parcel Updated

You will need:

A timer or alarm clock with a loud ring - this should be in a small box

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.

The Limbo

You will need:

A tape recorder with recorded music
A 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 meters 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.

Animal Snap

You will need:

Get 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.

There are quite a few spectator games where only a few take part but the rest cheer the others on. Listed below are a few of these.

Stop

You will need:

2 sets of large cards - there are 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.

Cub Scout Games from Australia

From: Alastair Honeybun

These are games for Boys and Girls. The language is Australian, the program is not BSA, but these are really fun! When you see "Six", read that as Den or Patrol.

Balloon Stampede

Type: Pack Game
Equipment: Balloon for each player

Each player has a balloon tied to his ankle. The object is to tread on and burst the other players' balloons, while trying to keep his own intact.

Tramp's Tea-Party

Type: Circle
Equipment: Knife, fork, scarf, gloves, old hat, dice, parcel wrapped in newspaper, cake of chocolate in the parcel.

Cubs sit in a circle with the parcel, clothes, knife and fork in the center. Each cub throws the dice in turn. When a six is thrown the thrower goes to the parcel, puts on the clothes, and begins undoing the parcel, using the knife and fork. As soon as another player throws a six, he takes the clothes off the first player, and proceeds to put them on himself and continues undoing the parcel. The dice is meanwhile being thrown, and the center player is constantly changing. When the chocolate is unwrapped the player may eat it using the knife and fork.

Indian File Dodge Ball

Type: Circle
Equipment: Large ball

The players are in a circle, with one Six in the center. The Six in the center is in file formation, grasping each other round the waist or on the shoulders. The whole file is free to move in any direction, but the grip must not be broken. The players in the circle endeavor to hit with the ball the back player of the file below knee height. The ball should be passed around or across the circle to the player best suited to throw, and not just thrown haphazardly by anyone. The person scoring a hit goes to the front of the file and the hit one takes his place in the circle.

Catch It

Type: Arrow Activity
Equipment: Three or Four Balls

Cubs in a large circle with three or four in the center with a ball each. Ones in the center throw the balls to any Cub in the circle. If a Cub misses his catch once, he kneels, twice, he sits, three misses and he lies down and the next time he is out. If he catches the ball any time he is in one of the above positions he comes back to the position before.

Shunting Tag

Type: Pack
Equipment: Nil

Players in files of threes, gripping the waist of the one in front, forming a train with engine in front, tender and wagon behind., there is also one loose wagon to approx. each three trains. The object is for the unattached wagon to hitch on at the back of a train, the engine then becoming a loose wagon and the tender becomes the engine. Trains may twist and turn to prevent the loose wagon hitching on. If it drags, reduce playing area or increase the ratio of loose wagons.

Dodge Ball

Type: Team game
Equipment: Two or more large balls.

The aim is to dismiss as many of the opposing team as possible within a given time. The time can vary, but each game takes from about 10 to 15 minutes. About 15 on each side is ideal.

Rules:
1. Players have allocated areas, indicated by rope or chalk lines. They must not go outside these areas.
2. Two players from each team stand in tram lines behind the opposing team (see diagram).
3. Two balls are thrown into the main area. The players throw over the heads of their opponents to those of their number behind the line.
4. The two try to hit their opponents below the knee.
5. If hit below the knee, players join their team mates behind the line, and try to get their opponents out.
6. Balls may be interrupted as they are thrown over the opposing team.
7. If any player crosses a line unlawfully a free pass is awarded to the other team.
8. The game may continue until everyone is out, on one side or the other.

Dog And Possum

Type: Circle Game
Equipment: Two 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.

Stiff Candles

Type: Pack
Equipment: Nil

Appoint 3 boys to go "HE". They chase the rest of the Pack around trying to tag them. If tagged then a boy 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 number playing.

Newspaper Grab

Type: Pack Game
Equipment: Newspaper

The Cubs run around the edge of the room and a sheet of newspaper lies in the center. On a signal from Akela the cubs scramble for the paper to see who can grab the biggest piece.

Keep The Basket Full

Type: Pack Game
Equipment: 15 to 20 tennis balls and a small box

One person has the box in which the balls are placed. As quickly as possible he picks up one ball at a time and rolls it across the ground. The rest of the players race after the balls, retrieve them and return them to the box. The aim is never to let the box become empty.

Pirates (3 Coins At The Fountain)

Type: Six
Equipment: Seven stones, or other objects

The Cubs are divided into four equal groups, with one group sitting in each corner. The seven stones are put in the center, with a square drawn round them, and a small square in front of each team. Each Cub in the team is given a number, from 1 onwards. The Leader then calls out a number, say, number 2. The four number 2's run to the center and pick up a stone, and bring it to their own square. Only one stone may be picked up at a time, and it must be placed in the square, not thrown. They then return to the center and pick up another stone. Then they

may also take from their opponents squares. The continues until one group has three stones in their square. A point is scored, and the game commences again with a new number.

Hunter And His Dogs

(A Very Boisterous Game)

Type: Pack
Equipment: Nil

All players against a wall except one who is chosen to be the Hunter. A signal is given and players must change ends, with the Hunter trying to tag as many as possible. Those tagged become the Hunter's Dogs and as such may help the Hunter with his hunting but only the Hunter can do the tagging. The Dogs can catch and hang on to a boy until the Hunter can tag him. One dog to hold one boy at a time. Akela keeps giving the signal for the boys to change ends. This is a very boisterous game but just loved by Cubs.

Slip Ring

Type: Circle Game
Equipment: Cord, large curtain ring

A piece of cord in a circle with a ring on it, players holding the cord. One in the center tries to catch the ring which is passed to and fro about the circle. The player on whose hands the ring is caught goes to the center.

Over The Line

Type: TEAM Game
Equipment: Nil

The Cubs are divided into two teams which stand on either side of a line drawn through the center of the playing area. When the game starts, the players reach across the line and try to grab a person on the other side. The object is to pull as many players across the line as possible. All players on a side may help their teammate pull a player from the other side and members of the other team may hold a player to prevent his being pulled across the line. Whenever a Cub is pulled over the line he joins the other team.

Wheel Relay

Type: Relay
Equipment: Small ball or bean bag per team

Teams in file formation, the last player having the ball. On the starting signal the bass is passed along the line to number 1, who then races to the back of the line and passes the ball forwards. When the person at the head of the line receives the ball he races to the back and passes it forwards. Continue until number 1 is back to his place. First team finished is the winner.

Row Ball

Type: Team Game
Equipment: 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.

Collection Relay

Type: Relay
Equipment: Nil

The course is marked out as shown in the diagram above. The leader runs from the start line over the line AB. He then runs back and grasps the hand of number two. They both run over the line AB, and then go back to pick up the third man. This is repeated all the way through the team. When all at the other end, the process is repeated, but this time with the last person starting first. The race is complete when all the team is back to the original position.

Camel Race

Type: Contest Agility
Equipment: Nil

Groups of three Cubs. One is the head, another makes the back and holds the waist of the 'head', the third is the rider, who is seated. Race over a given distance. This can be played with the `head' blindfolded being steered by the rider.

Marauders

Type: Team game
Equipment: A small object for each member of one team

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 Cubs 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.

Fire On The Mountain

Type: Circle Game
Equipment: Nil

All Cubs stand in couples in a circle with two or four paces between each couple. One odd Cub stands in the center and says, "The mountain is on fire, run run run." At the last word Cubs in the other circle turn left and run round the outside till the center Cub says, "The fire is out", when they have to find their partner, the odd Cub trying to get a partner also.. Cubs are not allowed to cross the circle to their partner, but must continue round. Cubs in the inner circle now change places with their partners in the outer circle, and the game proceeds as before.

Cleanliness Tag

Type: Boomerang
Equipment: Nil

Four boys from the Pack are chosen to be 'It'. One is called a Toothbrush, another Nailbrush, the third Hairbrush and the last Shoe Brush. These four chase the rest of the Pack. When a Cub is caught he has to imitate the action of that particular brush. If he is unable to do so he must report to a Leader and answer a simple question before continuing.

Rats And Rabbits

Type: Team Game
Equipment: Nil

Divide the Pack into teams, which assemble in two straight lines, about six fee apart facing the Leader. One team is named Rats and the other Rabbits. If the call is Rats, the Rats race for their wall with the Rabbits in pursuit, and vice versa. If tagged the player joins the opposing team. The calls are varied by rolling the R. or calling Rice, rhubarb, etc when no-one moves.
Variation: This game is also known as Crusts and Crumbs, Crow and Cranes.

Ride Him, Cowboy

Type: Six
Equipment: Nil

All the Six get in a line, except one. Each boy puts his arms around the waist of the boy in front. This line is called a bronco. The remaining Cub, called the Cowboy, is not in line. He tries to ride the bronco. He does this by trying to grab the waist if the last Cub in the bronco. This is hard to do, because the bronco switches and jerks about to keep the cowboy from holding on. If the cowboy can hang on for five seconds he has won. Then change cowboys.

Keep Away

Type: Coming in game
Equipment: A rubber ball

If there are a large number of players, they should form a circle. For a small group, have the players, spread out and form a square or five-sided figure. One player is chosen to be "it" and he stands in the center.

The other players bounce or throw the ball around or across the circle or square. They try to keep the ball away from "it" while he, of course tries to get his hands on it. When "it" catches the ball, he changes places with the last player who threw it and the game continues.

Tin Scuttle

Type: Pack game
Equipment: 4 tins, chalk

An area is chalked off in each six corner and inside it stands a tin guarded by the Sixer. Other players must keep to the center of the floor and they pass around one or more handballs and try to hit the tin in someone else's corner to score a goal.

Balloon Battle

Type: Team game
Equipment: Balloon

Divide the Pack into three teams. Mark three bases on the floor. The balloon is hit by hand, and when it is hit into a base that team scores a point. The balloon is then started off in the center again. If a Cub drops the balloon or lets it fall to the floor his team loses a point.

Floating Bomb

Type: Pack
Equipment: Feather or balloon, chalk

Each six defends a quarter of the room and a feather is released at the center 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.

Defender Of The Castle

Type: Circle Game
Equipment: Three balls, three tins

Pack in a large circle. Stand the three tins in the center of the circle. One of the players stands in the center and stands up the tins as they are knocked down by the circle of Cubs with the balls. When all three tins are knocked over at the same time the Cub who knocked over the third tin changes places with the one in the center.

Spin The Plate

Type: Relay
Equipment: Plate for each team, chalk

Each Sixer has a plate (paper). Halfway down the room a small circle is chalked for each Six. Each runner in turn carries the plate and starts it spinning in the circle, runs on to touch the front wall and on the way back retrieves the plate to hand it to the next runner.

Pile The Reels

Type: Relay
Equipment: Many cotton reels

Sixes stand in line as for a race. At the other end of the hall is a pile of cotton reels of different shapes and sizes for each Six. In turn Cubs run up and add one cotton reel to the tower started by number 1. If it falls over the tower has to be rebuilt. First Six with a standing tower is the winner.

Quick Six

Type: Circle Game
Equipment: Tennis ball

One Six in the large circle made by the rest of Pack. A tennis ball is thrown at the Six in the center, endeavoring to hit them. As soon as one is hit he leaves the circle. A catch by any Cub in the center recalls one of his Six already out. Each Six can take a turn of being in the center and are timed to see which Six stays in the longest.

Catch Ball

Type: Pack game
Equipment: Large ball

Each Sixer has to stay within his own six corner and the others pass a ball about. No one may run with the ball it can only be thrown. The cubs try to pass the ball to their own Sixer and if he takes it with a clean catch they score a point for their six.

Circular Pillar Ball

Type: Team
Equipment: Two balls

The game caters for a large crown in a reasonably small space. The players arrange themselves as shown in the diagram. The attackers, stationed around the circle, endeavor to hit the post; the defenders try to prevent the post being hit. The ball must be passed by hand and not held for more than two seconds. Each group of defenders when in possession of the ball, should endeavor to pass it to their own attackers in the opposite half of the circle, but all groups are restricted to their own playing area. Two balls can be used if desired. Each hit on the target scores two points. If a defender should accidentally knock down the post, the opposing side is given one point.

Toss The Bag

Type: Relay
Equipment: Bean bag for each Six

Sixes line up and in front of each about six feet away is a small chalked circle. The Sixer has the bean bag, and on the word "Go" he throws it into the circle. When successful he runs to the back of his Six. Then number 2 has a go. First six complete is the winner.

In The Pond

Type: Water
Equipment: Nil

Line the Cubs along the edge of a small stream or pond. When the command 'In the pond' or "On the bank' is given, Cubs act accordingly. If a mis-command 'On the pond' or "In the Bank" or a repeat of where they are, anyone who moves is out. This game may also be played on dry land, using a line for the bank.

Hot Potato

Type: Circle Game
Equipment: Tennis Ball or Bean bag

Players in circle, one in center tries to intercepts a ball thrown across the circle, one to another. Thrower of an intercepted pass changes places with the player in the center. Throwing should be fast and not above shoulder height.

Post Office

Type: Circle Game
Equipment: Nil

Players in a large circle round room, each having the name of a town. One Player in the center. Leaders calls out two towns and "Letter", "Parcel", or "Telegram". The towns mentioned change places and the one in the center tries to occupy one of the vacant seats. "letters" means walk; "parcel" is hop; "telegrams" is run, includes the one in the center.

Space Ships

Type: Pack Game
Equipment: Chalk

Mark out a large area as shown below. The Nose-cone is out of bounds, and anyone who touches it is eliminated, as is anyone who steps outside the space ship. The leader shouts out a section of the space ship. Players must get there as fast as possible, the last few being eliminated. Other special commands can be `Emergency' when players sit down with heads between knees;

`Prepare for Take-off;' when players lie face downwards facing the nose-cone;

'Prepare for landing'; when they lie down facing the stern.

Get-It

Type: Circle Game
Equipment: Beanbag

Cubs in a double circle so that every boy has a partner. A bean bag is put in the center. At the word "Go" the outer circle runs clockwise round the inner circle, and when a boy comes to his own partner he has to enter the ring by an agreed method, try to get the beanbag and throw it to his partner. A boy can enter the ring by various ways, e.g. through his partners; legs, leap-frogging his partner, running round his partner so many times. Other ways can be devised. Circles change places so the active partner becomes the passive.

What Will I Do

Type: Relay
Equipment: Cards with feats on for each Six.

Prepare six cards for each Six of some methods of moving i.e. walking backwards, forwards somersaults, grasping ankles, crab-walking etc. Mix the cards well for each Six and then place in separate piles in the center of the den. Cubs in relay formation in turn race up, grab a card from their pile,. perform the action to the end of the den and back again, and touch off the next Cub. The first back is the winning Six.

Individual Tails

Type: Pack game
Equipment: Tail for each Cub, tucked in belt and dragging on ground.

Cubs try to capture each others tails by treading on them. When captured a Cub must surrender any other tails he has captured. He can go to the Leader and get a new tail.

Matchstick Patterns

Type: Sixes training
Equipment: Match sticks

A simple pattern using 8 matches is shown. Each six has to reproduce the pattern from memory, taking care to place the match heads in their original positions in the design.

Can You See Them?

Type: Pack
Equipment: Twenty small objects, and lists of them for all players

The objects should be placed in a room so that they are in full view, but difficult to see. E.G. piece of black wool tied round the poker; a red stamp on red curtains; cellophane on glass. A list should be kept of where the objects are hidden. Each player is given a list of the objects he has to find, with space opposite so that he can

write down where he has seen them. None of the "hidden" objects must be removed, and it should be stressed that there is no need to move anything, as all objects are in full view. About 20 minutes can be allowed for the search.

Stamp It Out

Type: Team Game
Equipment: Balloons, Blindfold

Players of team in turn see a small balloon on the floor, are then blindfolded and walk to where they think the balloon is, and may then - without feeling - make three stamps to try and burst the balloon. Team bursting most balloons wins.

Direction Finder

Type: Pack
Equipment: Chalk, 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.

Book Quiz

Type: Sixes Circle
Equipment: A book, pencil and paper for each Six.

Have the Cubs in their Sixes in a circle. Pass the book round the circle and tell the Cubs to look at it.`
Cubs now in Sixes corners with pencil and paper, and answers these questions:

What is the weight of the book?
What is its length?
How broad is it?
How many colors are on the cover?
What are the colors?
How many words on the cover?
Who wrote the book?
What is the title?
About how many pages are in the book?
etc etc

Sniffers

Type: Sixes
Equipment: Small boxes with perforated lids. Each box has something with a distinctive smell in it. Onion, soap, coffee, sage, tomato sauce, toothpaste, show polish, nail varnish, paint etc.
Cubs in Sixes. Hand around the boxes giving time for every Cub to smell the contents. A time limit is given to write down what was in the boxes.

Creeping Past

Type: Pack
Equipment: Blindfold

One player is blindfolded near one end of the room, the rest, one at a time try to come from the other end as quietly as they can.. When all have passed, the listener states how many he thinks have passed. The number should be varied each time, and be unknown to the listener.

Marauders

Type: Team game
Equipment: A small object for each member of one team

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 Cubs 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.

Disguises

Type: Pack
Equipment: Fancy dress or disguise for a Six

One Six is told to bring fancy dress or anything for a disguise. They must wear masks. They are sent out of the room to get dressed. They then re-enter the room and walk about for a couple of minutes. They must answer any questions put them but may disguise their voice or walk etc. After they leave the room the other Sixes write out, who was who and what they were wearing.

Stranger

Type: Pack
Equipment: Suitcase of samples

A "stranger" arrives at Pack Meeting with a suitcase of samples. He tries to persuade the Leaders to buy. The Cubs gather round and listen. After he has been sent away the Pack is asked to make lists of the articles offered, the prices, and the arguments in favor of each put by the salesman.

Flint And Monty

Type: Circle
Equipment: Two blindfolds

Cubs in large circle. Two Cubs in center blindfolded. One is named Flint, the other Monty. Flint asks "Where are you Monty". Monty replies, "I'm here Flint". Flint tries to touch Monty. When he does two other Cubs have a turn.

Observation Change

Type: Pack (Quiet)
Equipment: Nil

Pack is in two lines. Lines are back to back and one line alters something on their uniform. The opposite side guess what is different and then have their turn.

Bagged Heads

Type: Pack
Equipment: Bell for each Six or stones in tins. Paper bag for each Cub or can use scarf for blindfold.

Cubs sit together with bags over their heads. Sixers stand some distance away ringing their bells which should all sound different. Cubs follow the sound to their Sixer. First Six together wins.

Ruffians

Type: Pack
Equipment: Two people in disguise

During the meeting, without warning, two "ruffians" in heavy disguise rush in and either kidnap or attach a Leader, then rapidly escape. Each Six then furnishes a report of the event and a description of the wanted men.

Dampeners

Type: Pack
Equipment: Two wet sponges or rages

Two Cubs sit about 2 feet apart on chairs in the center of the den. They are blindfolded, face each other and each hold a wet sponge. The rest of the Pack must creep up, as directed by a Leader and pass between the seated Cubs. The seated Cubs can say "freeze" at any time (within reason) and dab down with the sponge between the chairs. If hit places are changed. This can also be played outdoors on a fine day, using larger quantities of water, or water pistols.

Find The Route

Type: Pack
Equipment: Supply of local bus and railway timetables

Sort out beforehand half a dozen difficult, but not impossible journeys, including plenty of changing and plenty of possible alternatives. Divide the players into groups and give each group the timetables, and their instructions: e.g. The first team to find a way from Little End to Newton in less than two hours after lunch on a Saturday.

Bicycle Relay

Type: Pack
Equipment: Nil

Pack in spoke formation in Sixes. The Leader tells a story about a Cub going of somewhere on a bicycle. Every time there is something wrong e.g. no bell, no brakes, wrong signal etc, the outside boy from each Six has to race round the outside and back to the inside of his Six. First Cub back gets a point.

Neat Circle

Type: Pack Circle
Equipment: Nil

The Cubs sit in the pack circle and in each six every cub is allotted a particular item from cleanliness rules. Akela tells a story involving the actions concerned, and when these are mentioned the respective cubs run round the outside of the circle and back to their places. The first one home scores a point for his six, but only if he can demonstrate the item concerned to Akela's satisfaction.

1. Breathing through the nose
2. Cleaning shoes
3. Washing feet and knees
4. Brushing teeth
5. Cleaning and cutting nails
6. Washing hands

Can be varied - Fetches coal (wash hands) muddy path (wash knees) has dinner (brush teeth) open window (deep breathing) etc. Cubs act this inspection test.

Semaphore Relay

Type: Sixes
Equipment: Nil

Cubs in Sixes and numbered. The Leader signals a letter and then calls a number. The boys with that number have to get to the other end and back again. First to do so wins point. R means run, W means walk, C means crawl, S means skip etc.

Signalling Pairs

Type: Relay Formation
Equipment: Two sets of cards: one of the alphabet, and the other with Morse or semaphore symbols on them
Cubs in relay formation and at the other end are the cards face up. On "go" the first in each Six runs up, takes one card, either alphabet or symbol and pairs it. As soon as he gets it right he takes the pair back and then the second Cub goes. Keep going until there are no more cards. Six with the greatest number of pairs wins.

Hop Knot

Type: Circle
Equipment: 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.

Semaphore Drawing

Type: Sixes
Equipment: Each Cub, paper and crayons (Semaphore Chart)

Sixes in corners. One Cub in each Six must know semaphore (or Morse). Other Cubs have paper and crayons. Akela signals a word in semaphore. They tell their Six what it is. Cubs then draw the object while the Sixer returns to read the next word. The Six with the most correct objects wins.

Note: This game is useful to single-handed Akelas as it keeps other Cubs occupied whilst he practices semaphore with older ones. The words can be made up of letters from first circle to begin with. There should be a clear semaphore chart nearby.

Pavement Artist

Type: Semi circle
Equipment: Large number of sheets of brown paper, crayons, 3 or 4 beans per Cub.

One Cub, the Pavement Artist, sits on the floor with an upturned cap in front of him, and proceeds to draw anything he likes.

Meanwhile, other Cubs, who are sitting some distance away in a semi-circle round him, try to throw their beans, one at a time, and in turn, into his cap. The first who succeeds changes places with him, and he starts to draw a picture. On ceasing to become the Pavement Artist, the Cub initials his attempt, whether finished or not, and places it on exhibition. If he gets another turn he may either start another drawing or complete and improve his old one.

Every picture counts a point to him, but at the end of the game, the artists' efforts are judged on their merits, so that a Cub with one good drawing may beat others with several poor or mediocre attempts.

Word Puzzle

Type: Pack
Equipment: Pencil, paper

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.

Draw A Face

Type: Circle
Equipment: Nil

Players in circle. Cub Leader draws a face in the air. First the outline, clockwise, then right eye, then left eye; nose downward; mouth right to left, all with the LEFT index finger. Each Cub tries to draw the face in exactly the same order and in the same way.

Kingfisher Race

Type: Water game
Equipment: Corks and string

For this game tie the corks to small rocks, using short piece of string. The Cubs are in Sixes. On "go" the first Cub in each races into each about 2 feet of water where the corks are sunk, dives under, picks up a cork in his teeth, and runs back. First Six complete wins.

Wet Trail

Type: Pack
Equipment: Squeezy bottles

Half the Cubs set off laying a trail equipped with squeezy bottles filled with water, which the other Cubs follow after a time lag. (Ordinary trail signs). The first team prepare an ambush. On being ambushed the teams have a free-for-all with the squeezy bottles. The wettest team are the losers.

Watering The Horses

Type: Relay
Equipment: Paper cup half filled with water for each Cub.

Cubs are in sixes, and each Cub is given a paper cup half filled with water. In turn they race to a turning point about 10 yards away taking their cup with them. When there they turn round, kneel, put the cups between their teeth, and with their hands behind their backs drink the water. As soon as the cup is empty they get up and race back to their six, and the next Cub goes.

Sardines

Type: Pack
Equipment: Nil

One Cub goes off and hides within a given area. As the others find him they squeeze in beside him, and all keep hidden until the last one finds them.

Swim Chase

Type: Water game
Equipment: Nil

The object is to get possession of a spring-type clothes peg which each Cub has attached to the back of his togs. As he loses his peg he may get another and continue rather than be out.

Smugglers' Treasure

Type: Pack
Equipment: Counters (or similar) to represent treasure

Divide the Pack into three teams: Smugglers, peddlers, and police. The smugglers are trying to dispose of the treasure to the peddlers, while the police are trying to prevent them. The smugglers and peddlers start at positions about a quarter of a mile apart, and work towards each other. The police start from a position about half-way between the two, and try to prevent the exchange from taking place. If a smuggler or peddler is caught with a counter he must surrender it to the police, but he is still in the game. The peddlers may take their counters to a base for safety, or risk being caught with several. The smuggler may return to his base for another. At the end count the treasure of the peddlers and police. The treasure in possession of the smugglers does not count.

Torch And Whistle

Type: Pack
Equipment: Powerful torch and whistle

Two Cubs with the torch and the whistle are given a few minutes start from a clearing. The rest then set off to capture them. The fugitives must blow their whistle and flash the torch at least once every minute.

Three Ball Throw

Type: Team Game
Equipment: 3 tennis balls and a 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.

Blind Tag

Type: Circle Game
Equipment: Nil

Form a large circle, facing inwards, and have two Cubs blindfolded. These two are started from opposite sides of the circle, on the inside, and the second one tries to catch the first. Neither must wander round the ring, but must remain in touch with one of the boys forming the circle. Things are made harder for the fugitive by the fact that every third person in the ring is a foe, and if at any time he chances to halt in front of one of them the foe will immediately cry out "He's here". This gives the chaser a chance. The rest of the Pack must remain silent.

Trails And Treasure Hunts

Type: Pack
Equipment: as required

There are numerous methods of setting trails and treasure hunts. But make the clues simple and the rails obvious. If this is not done the Cubs lose interest.

Suggestions: Natural trail of woodcraft signs. Whiffle-poof - wood spikes with four inch nails dragged to leave a trail. Power paint - red for trail of blood. Written clues and secret codes.

Duck In Water

Type: Water
Equipment: Large rubber ball

Cubs in a circle in water at least waist-deep. Three or four in the center. The rest try to hit the Cubs in the center who avoid being hit by ducking under. When hit they change places with the thrower.

Number Catch

Type: Pack
Equipment: Large ball

One player is chosen to be pitcher and all the others count off starting with one to ten etc. The pitcher throw the ball as high in the air as he can while he calls one of the numbers. The cub whose number is called runs to get the ball. The pitcher and all the others race to get as far away as possible. When the player gets the ball in his hands he yells "STOP", and all stop running. The cub tries to hit one of the players with the ball. If he succeeds, the player who was hit is pitcher for the next game, but if he misses, he himself is the pitcher.

Crooks

Type: Pack
Equipment: Nil

Each Leader is a crook with a funny name. They are spread out over a wide area, and each team of cubs is given a different name to ask for first. When they find the leader who responds to this name, he gives them another name, until they have completed the full circle and returned to the starting point.

Whistling Hares And Hounds

Type: Pack
Equipment: Loud whistle for the hares

Scrub covered land is needed for this game. Two Cubs and a Leader are the hares. They set off with a whistle, and after five minutes start must blow it every 30 seconds. The hounds try to find them. Hares must keep moving, and can usually avoid capture by listening for the rest of the Pack, and making their moves accordingly.

Fill The Bottle

Type: Relay
Equipment: Bucket of water, cups, bottles

Each team is provided with a pop bottle and a paper cup. The players stand behind the starting line and put the bottles at their feet.

At the signal, they race to the bucket which is at least twenty-five feet away.

They fill their cups with water and race back to pour the water in the bottle.

Each Cub in the team has a turn.
The cups may be held with only one hand. The first player to fill the bottle with water is the winner.

Rockets And Interceptors

Type: Pack
Equipment: Some colored bands, six tins, number of bottle-tops or dried peas.

For this game the area needs to be partly open, and partly of the kind where Cubs can hide themselves :i.e. with scrub lupines and little hillocks etc. The Cubs are divided into two teams, Rockets and Interceptors, each with their own colored bands. They change sides at half time.

About six targets are laid out in the playing area as wide apart as possible. They should be about 10 inches diameter each, and have a Leader as umpire at or near each end, and a tin in the middle. Only the Rockets are allowed in the target areas, and no more than four Interceptors are allowed to hover around each target area. Each Rocket is given five warheads (bottle tops). If so desired special war-heads can be issued worth five bottle tops each. Five of these should be issued and these Rockets should have no ordinary war-heads worth one bottle-top each.

The aim of the Rockets is to destroy the target areas by landing a fixed number of warheads in them, say, 25 for each target area. A bonus of 10 war-heads can be given for each target area wholly destroyed. The rockets have to run into the target areas without being touched by an Interceptor. If they are tagged they must give up one of their war-heads. The special warhead must be given up in total. Winner is the side with most war-heads at the end. (after two halves)

Guarding The Lighthouse

Type: Pack
Equipment: Powerful torch, and an easily climbed tree

The torch is suspended in the tree and switched on. The game is then a question of attack and defense, with the defenders stationed at a reasonable distance from the tree. It must be played in silence, for stalking, and so a reasonable amount of cover is desirable. Alternatively the rules can be modified and a straight out attack and defense free-for-all can develop.

Gold Rush

Type: Six Game
Equipment: "Gold" nugget for each Six

Each Sixer quietly hides his "gold" nugget sometime earlier when he can do it unobserved. On a given signal from the Leader the Sixers shout directions as to its whereabouts, without actually giving away the exact location. All Sixers are shouting directions at once, and it is a race to see which Six can find their respective "gold" first.

Nigel's Navy

Type: Pack
Equipment: Four small balls of different colored wool, and some white cards

Divide the Cubs into three or four fleets. Each has an adult Leader as an Admiral and Quartermaster. Each also has a base in which the Admiral/Quartermaster sits. There are three types of ships; battleships, submarines and destroyers. There should be three destroyers to every two submarines and to every one battleship. Each Cub should be given a small piece of card with the letter D, S, or B, to show which ship they represent. Each fleet has its own color wool, and each Cub in that fleet has a piece of that color wool ties round his arm. During the battle a battleship takes a destroyer; a destroyer takes a submarine, and a submarine takes a battleship. The facts should be made very clear. At a given signal the fleets are released from their bases to the central fighting area, where every member challenges any other member of another fleet by tagging them. Each then says what ship he represents. Nothing happens if they are the same, but when different the loser must give up his piece of wool to the other, and return to base for a new piece of wool from the Quartermaster. He may not continue fighting without a piece of wool his own color. The side collecting the most wool of the other colors wins. It is advisable to have intervals in order for the Cubs in the fleet to change ships, by swapping cards.

One of the battleships is given an extra card, which signifies the flat it carries, for he is the flagship. This flag must be made the decisive factor, and so, depending on the number in each fleet, is worth at least 50 to 150 pieces of wool. If this battleship is attacked by a submarine, it must surrender its flag as well, which the submarine at once returns to his Admiral, who at once gives it to his own flagship, who thus becomes doubly valuable. This flagship, if attacked, loses both its flags at the same time. Clearly it is wise for this flagship to play a defensive role and to be helped out by defending submarines and destroyers of his own fleet. The flagship can only be changed

once in the game. The game may be played for up to thirty minutes. Count wool as it is handed in to the Quartermasters.

Kick Tin

Type: Pack
Equipment: An old beer can (or similar). Area with cover.

Akela is the "Guardian of the Tin", which is placed in a circle about two feet across. The Cubs all stand round the circle and one of them kicks the tin out. Everybody then runs and hides except the Guardian who runs and puts the tin back. Then the Guardian goes to look for the Cubs and whenever he sees one, he calls his name and they both race for the tin. If the Guardian reaches it first and kicks it, the Cub is a prisoner, but if the Cub reaches it first and kicks, he may go away and hide again. The prisoners stand near the circle, and when the Guardian is not looking, call "Rescue". Anybody who is hiding may then run out, and try, unseen by the Guardian, to kick the tin, and rescue one prisoner, and then they both run and hide again. Prisoners, must be released in the order they were captured. Only the Guardian may replace the tin after a kick, and no kick counts unless the tin is in the circle. The Guardian must go and look for those in hiding, and not stand near the circle all the time.

Zulu Boy

Type: Pack
Equipment: Hat

(See the Wolf Cub's Handbook page 16 for background story).
One Cub is the Zulu boy who, instead of being painted white, wears a white-cocked hat made from paper, which he must not remove during the game. He is sent out to hide himself. The territory is the country or streets for about 600 yards in any direction from a well marked central spot. He is given ten minutes start in which time to get away and hide himself. The tribe (or Pack) are divided off into pairs, and let loose in different directions to hunt him. They can track him, ask passers-by, or if they find him they can chase him until they capture the hat. But the pair of hunters must be together to make the catch. He cannot be captured by a single Cub. The Zulu must not hide in any inhabited buildings, but he may ride in a vehicle, and he must keep his hat on all the time. If he succeeds in keeping his hat uncaptured for an hour he wins the game.

Team Games

From: Jim Speirs

Richmond Hill Hand Ball

Active, outdoors
Equipment: soccer or volleyball.
Formation: teams.

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 teammates, 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 teammate 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 teammate. 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.

Metro Medley

Active, outdoors/indoors
Equipment: Per team: 1 conductor hat; 1 whistle
Formation: shuttle

Divide the group into two or more teams; line them up in shuttle formation, with half the team at one end of the playing area and the other half at the other end. The first member of each team is the conductor.

On 'Go', the conductor dons the hat, hangs the whistle around his neck and runs to the far end of the playing area, where one half of his team waits. Here, he picks up his first 'car' by bending down and placing his right hand between his legs, to join the left hand of the next player. Having attached the first car, the conductor blows his whistle and the two players run to the other end to pick up another car.

The relay continues until all players on the team are part of the 'metro'. The conductor signifies a complete train by blowing his whistle four times.

Tight Rope Walk

Semi-active, outdoors/indoors
Equipment: Per team: 20' rope, sweatpants, long underwear or large tights,
mustache, derby hat, stool, 6' stick.
Formation: shuttle.

Line up the teams in shuttle formation at either end of their 20' rope. The first player on each team, on 'Go', puts on the mustache, tights and hat, picks up his balancing pole and walks along the rope.

Halfway across, he meets a stool; the player climbs over the stool and continues on his way to the other end of the rope where he exchanges his outfit with the next player.

The relay ends when all players have completed the walk TWICE - once walking forward and the second time backward.

Balloon Baseball

Active, outdoors/indoors.
Equipment: Balloons, balloon baseball markers.
Formation: teams.

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.

Note: Depending on the age of the players, the distance between the bases may be altered.

Hoot Hoot Hoot

This is not so much a Camporee competitive event, although this game could be used as a fun side-activity. It is, however, an excellent game that is much enjoyed by both Cub and Scout age kids. Maybe we could all put our heads together and come up with some more games we have seen in one place or another, eh?

Let's toss this Czech game into the equation today...

For lack of a better name, the Czechs call this one "Hoot, Hoot, Hoot". The reason for this will become clear shortly.

This can either be an indoor or outdoor game, though it's better for outside, since some tackling can be involved on occasion, unless specifically prohibited. I suppose that you could term this an active, but very quiet game (except for the cheers that can be generated as a result of a "catch").

You need a well-marked playing field, divided into two sections, about 50 meters deep (smaller sizes OK if you are indoors, but the playing size should equate to at least a basketball court sized area, with well-defined playing area borders, since stepping out-of-bounds means being called "out").

The two teams assemble in their respective ends of the play area. Teams choose which side is going to go first. One member of the selected team takes the deepest breath possible, and ventures into the other team's territory. If this player runs out of air while in the other team's territory, the player is "out" and has to sit out the rest of the game.

Since breath-holding is a quiet endeavor, it would be far to easy to "make a mistake" unless there were some way of telling whether a player remains on just one breath while in "enemy territory". So, just to avoid confusion, the player has to continuously say, "Hoot, hoot, hoot...." rapidly and without pause the entire time he or she is in the opposition's side of the play area. The "H" sound takes more air than most, and so limits the time available quite dramatically. Any pause indicates the player is taking another breath. If this happens, he or she is "out". Since you lose less air when you are doing this quietly, everyone else has to be absolutely silent. If the player's team makes noise in order to cover for the player, both the player and the noise-makers are "out".

Stepping out-of-bounds at any time is another way to be called "out". People who are "out" have to observe the remainder of the go from the sidelines.

"It" attempts to tag as many of the opposition's players as possible. All who are tagged by "It" are "out" UNLESS "It" runs out of air before crossing to his or her own territory.

There is a very slight possibility that "It" will run out of air through poor planning. However, the best way of ensuring "It" runs out of air on the wrong side of the line is for "It" to be prevented from returning. Therefore, the side being invaded needs to capture "It" for long enough to ensure he or she runs out of air. (Tackling "It" to the ground and knocking the breath out of "It" is not encouraged.)

Capturing "It" is not, however, risk-free. If "It" cannot be held until running out of air, and he or she manages to get back across to home side, every player who touched "It" in the failed capture effort is "out". A wee but squirmy "It" can take out several of the opposition's Mooses this way...

Team strategy is fairly important in this game, since you want to preserve a few of your stronger and fleeter players till the end, if at all possible. Everyone has to take a turn at being "It" - no exceptions allowed. Each player takes this in turn until the entire team has gone across and returned (or been captured). After everyone has had a turn, the team circulates the responsibility again. You do not have to use the same sequence each time, however, so you can "target" opponents you need to get "out" as quickly as possible, using specific players from your side.

The team that runs out of players is NOT the winning. team. After a team wins, the game can be played again.

So, give this one a try to see how it plays with the Scouts where you are, and let me know how it goes.

Games for Beavers

From the Australian Scout Association

Squirrel and Fox

Pick one fox and one squirrel. The rest of the Beavers pair off and become trees by facing each other, holding hands and putting their arms in the air. The fox chases the squirrel, who is holding a 'nut' in his hands, in and out of the trees. The squirrel is safe when he stands inside a tree. The squirrel passes the 'nut' to half of the tree, who becomes the squirrel, and the squirrel becomes half of the tree. The fox continues to chase the squirrel. If touched by the fox, the fox and the squirrel may change places or they may choose two new Beavers.

Tail

Each Beaver receives a 'tail', and puts it UNTIED in the back of his pants. Spread the Beavers out and say go. Beavers run around trying to grab and keep the other tails, but at the same time try to keep their own tail. If the Beaver loses his tail, he may continue to collect other tails. "Winner" is either the Beaver who is the only one with his tail, or the Beaver who has collected the most tails.

Mousetrap

Two Beavers make a mousetrap by joining hands. Beavers go through the trap. When the Leader calls out 'Mousetrap', anyone inside the trap becomes part of the trap. Eventually, you will have a large circle mousetrap, and only a couple of Beavers running through.

Balloon Game

Everyone blows up a balloon, ties a string around the balloon and his ankle leaving about a foot or so of string between his ankle and the balloon. When everyone is ready, Beavers try to break each other's balloons, but also try to keep from losing their balloon - if their balloon breaks, they may try to break other Beavers - but the "winner" is the one who has his balloon unbroken.

Sew the Seams

Beavers form a circle. One Beaver is the tailor, and another Beaver is 'It'. 'It' tries to catch the tailor before he can sew all the seams. To sew the seams, the tailor runs between the Beavers, who then join hands - the seam is then sewn. 'It' can only run around the outside of the circle while the tailor can run in and out.

Weasel

All Beavers face inward in a circle, hands behind back, eyes closed. The Beaver with the 'weasel' walks around circle and places it in another Beaver's hands quietly. The Beaver receiving the weasel bops the Beaver on his right with the 'weasel'. The Beaver being bopped runs around the outside of the circle while being bopped with the 'weasel' till he gets back to where he started. The Beaver that was bopped now gets a turn to place the weasel into another Beavers hands.

Super Beaver

You need lots of inflated balloons plus several sets of men's long underwear (one per lodge). Have one Beaver put on the long underwear. The other Beavers stuff balloons into the long underwear, trying to see how big they can make their beaver. They can change "wearers" and see if they can beat their own record. Why not add a tail, also ? (The Leader, May 1986)

Beaver, Beaver, Come Out and Be Fed

Beavers form a dam and face inwards. The leader breaks the circle and starts walking inside the circle, slowly while chanting the verse below. The leader, with the Beavers following keeps walking in circles towards the center. Once they reach the middle, they change direction and begin to weave back out. When finished, everyone is in a large circle facing outwards. How did that happen ?

Chant:

Beaver, Beaver, come out and be fed,
First your tail and then your head.
Bring your Mama and your Papa,
We'll feed you fried bacon.

Beaver Colony

A leader calls out the words and the Beavers do the appropriate action or activity.

Riverbanks - form river banks
Build the Dam - dam formation
Tail slap - sit on the floor and slap floor with hand.
Lodges - form a group with your lodge
Tails - form a group with your tail level
Salute your Friends - make Beaver sign
Chop, Chop - take chopping position
Mend the front/back/side of the lodge - run to the appropriate wall.
Danger ! - lie down flat in a tight bunch in the center of the room

* NOTE: To prepare for this you might want to have symbols/pictures for the tail groups and lodges. Hand signals can reinforce other directions i.e., front/right, etc.

Pieces of Santa

(or anything else for that matter)

Draw two identical outlines. Tape one to the floor. Fill the other in and cut up into pieces (one per Beaver). Each Beaver places his piece in the appropriate spot.

Balloon Badminton

Seat Beavers in two lines facing each other. Put lots of balloons into play. The Beavers must stay seated as they try to get the balloon over the heads of the opposite line. Multiple balloons eliminate any hope of keeping score. Change positions within the lines to equalize participation.

Scramble

Mark four areas on the floor and give each a name. Play music as Beavers move around. When music stops, call a name of one of the areas and have all of the Beavers try to get within it. If possible, make it smaller next go around. Carpet scraps or samples are possible markers. The game ends when the Beavers no longer fit into any area.

Snake tag

The Beavers form two teams in two lines, with the Beavers holding onto the waist of the Beaver in front. The Beaver at the front of each team tries to tag the last Beaver on the other team. When caught, the Beaver joins the other 'snake'. The game ends when there is only one snake, or....

Musical Groups

Play music while the Beavers skip or hop around. When the music stops, the leader calls a number. The Beavers form groups of that size. Make sure other leaders are available to help complete groups if needed.

Leap Frog

The Beavers form a (several) line(s) and squat down to make themselves as small as possible. The last Beaver in each line jumps over his squatting friends until he reaches the front. Then he squats and yells "Go". This helps the Beavers get from Point A to Point B, i.e., circle to lodge.

Back to Back Run

The Beavers find partners, stand back to back and link elbows. Their challenge is to run to a spot and back, one front wards, the other backwards. To return to the start point after reaching the given spot, they don't turn around but merely switch roles.

Ground Walk

Sit down, grab right ankle with left hand and left ankle with the right hand. Then, without letting go of ankles, the Beaver tries to move from one point to another.

Falling snowflakes

The Beavers sit in small tight circles with elbows touching. Hold a balloon over the center of the circle, and let it go. The Beavers try to keep the 'snowflake' up in the air as long as possible without touching it. They could blow or flap their arms to keep the air moving.

Centipedes

Play in lodges. Beavers get down on hands and knees and grab the ankles of the Beaver ahead. Try to move to a given spot without breaking hold.

Clap-a-name

The Beavers stand in a circle and one by one clap the syllables of their first names. Once Beavers are secure with the rhythm of their own names, they can clap their names all at the same time. They then locate others who are clapping a similar pattern and form groups.

Clap-and Slap-along

This game allows the Beavers to become familiar with each other, and builds a ritualistic group rhythm. Beavers should sit in a circle or in a random formation. The leader establishes a rhythm. For example, the Beavers can slap their thighs twice, clap twice, and snap their fingers on one hand and then the other. Once the rhythm has been established, one Beaver is chosen to begin. This Beaver calls his own first name on the first snap of the fingers and another Beaver's name on the second snap. That Beaver continues the pattern. Each Beaver joins in as his name is called.

Shake Hands With a Friend

This game is a quick way to introduce Beavers to each other in a safe and unthreatening manner. The leader counts off the Beavers by ones, twos, or threes. Everyone then walks around the room shaking hands with each other. A Beaver whose number is one, shakes the other Beaver's hand once. If the number is two, the Beaver shakes a hand twice. If the number is three, the Beaver shakes three times. One Beaver will have to stop shaking while the other Beaver continues because each Beaver shakes a different number of times. Beavers with identical numbers form a group looking for other Beavers with the same number.

Fruit Basket

The Beavers sit in a circle with one less chair (or space) than there are Beavers. The leader goes around the circle and whispers the name of a different fruit to each Beaver. One of the Beavers is chosen to stand in the center, and calls the names of two fruits. The two Beavers immediately change places. The Beaver standing in the center tries to get one of their places, and the one left without a chair goes to the center. At any time the Beaver in the center may say, "The fruit basket is upset." Then all Beavers change places. This gives the Beaver in the center a better chance to find one of the places.

What Comes Next?

A leader starts this counting game by having the first Beaver say one. The next Beaver says two, and then, three, and so on. When a Beaver comes to five or a number with five in it, he says, buzz. When a Beaver comes to seven or a number with seven in it, he says, fizz. For example, 57 would be buzz-fizz. When a Beaver who misses drops out and the next one starts over with one.

Red Handed

The Beavers form a circle, and one Beaver, chosen as 'It', stands in the center. While 'It' closes his eyes, the other Beavers pass a small object (like a marble or a stone) from Beaver to Beaver. 'It' gives a signal and opens his eyes and decides who has the object. 'It' walks up and taps one fist of the Beaver 'It' feels has the object. Meanwhile everyone has been passing the object around. Fake passes by Beavers who don't have the object are allowed as decoys.

Pipe Cleaner Zoo

Each Beaver is given two pipe cleaners and five minutes in which animals, or any living creature, can be made from these.

Have You Seen My Sheep ?

The Beavers stand in a circle. One Beaver runs around the outside and stands behind any Beaver saying, "Have you seen my sheep ?" That Beaver asks, "What does it look like ?" The first Beaver describes any one of the Beavers who, as soon as he recognizes himself as the Beaver described, tries to tag the describer before he can run around the outside of the circle and get back to his own place in the circle. If 'It' is tagged he is 'It' again; if not, the tagger becomes 'It'.

Alligator

Two teams line up on opposite sides of a large open space called the river. The Beaver playing the alligator points or calls to a Beaver on one side to cross the river. This Beaver calls or points to a Beaver on the opposite side. They try to cross the river and change places without being tagged by the alligator. If a Beaver is caught he becomes the new alligator.

Squirrel in the Tree

The leader divides the group into threes. In each group of three, two Beavers join hands and form a tree for the third Beaver (the squirrel), who will stand between them. The leader calls, "Squirrels change trees." Then all the trees raise their arms while the squirrels run to find a new tree. If there are extra squirrels the challenge is to get to a free tree.

Partner Tag

All of the Beavers, except two, hook arms as partners. Of the two who are separate, one is 'It'; the other Beaver is the runner. The runner may save himself by locking arms with either member of any team he chooses. When the runner has chosen a partner the third member becomes the new runner and the game carries on. For large groups have more than one runner and chaser.

Hug Tag

The only way to be safe in this game of tag is to be hugging someone else. Beavers can try hugging two, three, or more Beavers. It this gets too much for the Beaver who is 'It', a few other Beavers can be 'It' too.

Wink

An uneven number of Beavers is required for the game. For example, there may be 21 Beavers. Eleven chairs are placed in a circle with 11 Beavers standing behind as guards. Ten Beavers are seated in the chairs. The object of the game is to avoid being the guard of an empty chair. All the seated Beavers look toward the Beaver who is guarding the empty chair. He winks at someone who is seated. At once, that Beaver jumps up and runs across to fill the empty chair. He may not escape if his guard lays his hands upon the Beaver's shoulders. Each guard must keep his hands at his sides and must not touch the shoulders of the Beaver he is guarding until the Beaver is winked at.

Oranges Under The Chin

Two teams line up with their hands behind their backs. An orange is placed between the chin and shoulder of the first person in each team. At the word 'Go' the oranges are passed without using hands to the next person in the line. If the orange drops, it has to go back to the beginning of the line.

Rainstorm

Everyone sits quietly in a circle, with their eyes closed, waiting for the leader's first movement. The rain slowly starts as the leader rubs his palms together. When the Beaver on the leader's left hears this sound, he makes it, too, and each Beaver starts upon hearing the Beaver to the right. Once everyone is rubbing palms, the leader increases the sound of the rain by snapping fingers, and that sound in turn is passed around the circle. Then the leader claps both hands together, and that sound is passed around the circle. The leader then switches to thigh slapping, and the storm comes with feet stomping as the rain becomes a hurricane. To indicate the storm will start to subside, the leader reverses the order, beginning with thigh slapping, then hand clapping, finger snapping, palm rubbing, and finally passes around silence as the storm dies away. During the game, Beavers have their eyes closed.

Touch One, Touch All

Like touch tag, when 'It' touches someone, that one joins 'It', then two try to touch others, until all are caught and there is nobody left to chase. The first one touched becomes 'It' for the next game.

Ball Tag

'It' must throw the ball to hit one of the runners. If no one is hit, 'It' must run after the ball while the others get as far away as possible.

Dragon tag

Four Beavers link their arms together, forming a chain. They are the Dragon and must remain linked at all times, even when running. The aim of the game is for the Dragon to run and catch as many Beavers as possible by forming a circle around them. A Beaver who is captured must link arms with the others forming the Dragon and help to capture the remaining Beavers. The game goes until everyone has been tagged and is part of one long Dragon.

Hit the Penny

This is a game for two Beavers. They stand facing each other about five feet apart. In the middle a penny is placed on the ground. The Beavers take turns throwing a ball at the penny. A hit counts one point; if the penny is turned over (heads becomes tails or vice versa), score two points. The penny stays wherever the ball moves it throughout the game. Eleven points wins.

Follow chase

The Beavers stand in a circle with arms extended sideways, resting on each other's shoulders. The runner starts in one of the spaces between Beavers; the chaser does likewise, but on the opposite side of the circle. At a given signal they both start, the runner weaving in, out, and across, and the chaser trying to catch him. The chaser must follow the route set by the runner. If a runner is caught, he joins the circle, the chaser takes his place, and a new chaser is chosen. If the chase becomes too long, you can set a time limit, after which a new runner and chaser are chosen.

Knee-bend race

Each Beaver crouches in a knee-bend position, with hands on hips, and jumps or walks along.

Hot Potato

The Beavers stand in a circle and pass around a ball or some other suitable object. One Beaver stands outside and faces away from the circle. Suddenly he cries 'Stop !', and whoever has the ball may not pass it. The idea, of course, is not to be caught with the hot potato when the passing stops. Each time the passing stops, whoever is caught is out and must step out of the circle. Last one in becomes the caller for the next game.

Cat and Mouse

The Beavers join hands to form a circle. One Beaver inside the circle is the mouse; one Beaver outside is the cat. At a given signal the cat tries to catch the mouse by getting into the circle, but the Beavers should help the mouse by raising their hands to let him under, and by trying to prevent the cat from getting through. When the mouse is caught, he becomes part of the circle, the cat becomes the mouse, and a new cat is chosen.

Nut race

This is a relay race in which the Beavers must transfer nuts (in shells) from one bowl to another by carrying them on the back of the hand. Only one hand may be used. Each Beaver, in turn, scoops up - on the back of his hand - as many nuts as he thinks he can safely carry, runs to the far bowl and deposits the nuts. Any nuts dropped or thrown outside the bowl my not be retrieved; they are lost. Each returning Beaver taps the next Beaver in line to start him off. As soon as the first team is finished, the game ends, and the team with the most nuts deposited in the bowl wins.

Horse's Tail

Beavers line up in threes, the two rear Beavers in each line holding on to the Beaver in front. One Beaver is chosen to be the chaser. The object of the game is for the chaser to try to attach himself to the rear of any line - thereby becoming a new 'tail' for the various lines - or 'horses' - to prevent the chase from doing this by dodging and turning so as to keep him in front of them. If the chaser succeeds in becoming a new tail, the head of the line he has attached himself to becomes the new chaser.

Spot tag

The Beaver who is 'It' tries to tag one of the others, the Beaver tagged then becoming 'It'. This new chaser, however, must place either hand on the spot where he was tagged and must do all his running and chasing in that position until he has tagged someone else with his free hand. This game is a lot of fun, especially when 'It' aims for a spot that will be particularly awkward for the new chaser (the foot, for example).

Bell Catch

All the Beavers are blindfolded except one, who carries a bell so that it will ring on every step. The others try to catch him, and the first one to do so changes places with him, giving up the blindfold and taking the bell.

Blast Off

Have Beavers in a squatting position. Begin by counting with ten down to one, then 'Blast Off'.

Four-way pull

Four ropes are tied together at one end. Each Beaver takes one end. About two feet behind each Beaver is an Indian club or similar object. The idea is to pull the other three Beavers in your direction, enabling you to pick up your club. First one to pick up his club, of course, wins. This game may be played with any number, provided each Beaver has a rope.

Tug of war

Each team takes hold of one end of a sturdy rope. A line is drawn in between them and at a given signal each team tries to pull the other over the line. You can rule that a team must pull the entire opposing team over the line to win, or you can mark the middle of the rope (with paint or a rag tied around it), set a time limit on the pulling (one minute, for example), and the rule that the team with the middle of the rope on its side of the line when the pulling stops is the winner.

Animal Blindfold

One Beaver is blindfolded and given a stick. The others move around, staying fairly close to him, until he taps the stick three times on the ground. Everyone then stops moving, and the blindfolded Beaver points his stick. The Beaver pointed at must take the other end of the stick and imitate, with sounds, an animal specified by the blindfolded Beaver. The latter then tries to guess who is making the noise. If he is right they change place; if wrong, the game starts again with the same Beaver wearing the blindfold.

Follow the Leader

One Beaver is the leader. The others must follow him wherever he goes and do everything he does. If he hops on his left foot, all must hop on the left foot. If he hits a tree with his hand, every other Beaver must do likewise when passing the tree. Any one failing to follow exactly is out.

Hand Slap

Two Beavers stand facing each other. One Beaver puts their open hands under the hands of the opposite Beaver. The Beaver with their hands on the bottom then tries to slap the hands of the other Beaver. If the other Beaver is able to move their hands before they can be slapped, then they will take up the position on the bottom. If the bottom Beaver manages to slap the other Beaver's hand before he can remove them, then the slapper will continue in the bottom position.

Triangle Tag

To start the game, have three of the Beavers join hands forming a triangle. One Beaver on the triangle is then chosen to be the chasee and faces into the middle of the triangle. The other two Beavers will face outwards and use their bodies as a shield to protect the chasee from the fourth Beaver, the chaser. When the chaser tags the chasee, then the chaser will join the triangle and the chasee will become the chaser. Another Beaver on the triangle is chosen to be the chasee and the game continues until the four Beavers decide to end it.

Bum push

To start, the Beavers get into partner groups and stand back to back. The partners should be approximately the same height and weight for the best results. On the count of three both Beavers try to push each other off balance by only using their bum. The first Beaver to move his feet loses. The loser can challenge the winner again, or find another partner if he wishes to continue with this game.

Broken Telephone

Played in a circle. It starts by having one Beaver whisper a message to the Beaver next to him. The message must be whispered and only said once. The message is passed from Beaver to Beaver until it comes to the last Beaver. The last Beaver then says out loud what he has heard. The first Beaver says what he started with. It is always fun to see how mixed up the message can get by the time it is received by the last Beaver.

Hot Potato Gift (Variation of Hot Potato)

The game starts with everyone sitting or standing in a circle. The wrapped present is then given to one individual in the group.

The leader starts a rhythm by either clapping hands or by singing a simple short song. The present is then passed around the circle as one might pass a hot potato. When the rhythm or song stops (whenever the leader chooses) the Beaver who ends up with the parcel at that moment must take off one layer of wrapping. That individual then leaves the game to join the leader in keeping up the rhythm and the game starts up again. This goes on until there is only one Beaver left to unwrap the present.

Tic Tic BOOM

This game is started with everyone standing in a circle. One Beaver is then chosen to go around the circle tapping Beavers as they go, saying tic, tic, tic, etc. When the chosen Beaver decides he/she yells Boom ! He/she runs off in one direction around the circle and the Beaver who was tapped runs in the other direction. The two race each other back to the original starting point on the circle. The first one back joins the circle. The last one back becomes the Beaver to go around the circle saying tic, tic, tic, etc. Also known under a number of other names, such as Duck Duck Goose.

Circle of Good Cheer

The game starts with everyone sitting in a circle. One Beaver is then chosen to go into the middle and do some-thing silly. Everyone sitting around the circle gives that Beaver a huge round of applause after they have finished doing their silly act. The act itself should only take two or three seconds. Once that Beaver has sat down the Beaver to his left gets up and does his/her sill act, and the game continues until everyone has had a turn.

Gluepots

A game for as many Beavers as possible. One Beaver is chosen to be 'it' and has to chase the other Beavers. Before the games starts, 'it' picks a number of special places to put the people he catches. These are the Beavers gluepots and any Beaver who is put there cannot move. They can be released, however, only if a free player touches their hand - but if the free player makes a mistake and puts a foot into the gluepot, then he is stuck there also.

Elbow Tag

All of the participants, except for one chaser and chasee, are arranged in groups with their elbows locked together and their free arms on their hips. The chasee can join any of these pairs at any time by linking their arm, at the elbow, with he free arm of a partner group. On having joined a pair of Beavers, the Beaver on the opposite side of the partner pair must leave and become the new chasee. If the chaser tags the chasee, then the two change roles and the old chaser can link on to a partner group. This game ends when you, as the play leader, decide to end it.

The Secret Handshake

The Beavers are divided into groups of three or four and asked to make up their own version of a secret handshake. Once each group has chosen their signal for handshake and can recognize it with their eyes closed, they will be ready to begin. The groups are intermingled and everyone closes their eyes. Without talking, each group will now intermingle in an attempt to find their group members. The first group to find all its members, by using the secret handshake, will have won the game. The winners must be together and sitting on the ground.

Skin the Snake

Beavers are divided into two lines, with about ten Beavers to a line. Everyone spreads their legs and passes one hand through their legs to the Beaver behind them. Each Beaver then grabs hold of the hand in front of them and the hand behind them. When everyone has joined their hands in their fashion only the front and last Beavers will have a free hand. The two snakes are now ready to be skinned. To skin the snake, the back Beaver starts the process by sitting down. The whole line of Beavers then shuffles backwards. The back Beaver lies right down as the group continues to move over top of him. As the line moves backwards, each Beaver in turn will sit down and

then lie down, spreading their legs to either side of the Beaver lying in front of them. The line keeps moving backwards until everyone is lying down. The snake is now ready to grow a new skin. To grow the skin back, the last Beaver to lie down will stand back up. Once standing. this Beaver then shuffles forward over the other Beavers pulling up others as he moves. Everyone will now rise in turn, as the line moves forward overhead. When everyone has risen and is back in their original places, the activity ends. The first group to complete this task without letting go of any hands, wins the game.

Shoe Mixup

The Beavers are divided into two equal teams. The team members will take off one of their shoes and put them into a pile; with one pile per team. The Beavers will stand about eight feet from their pile waiting for the leader to give the signal to start. On the word 'go', team Beavers will put on a shoe that belongs to another team member. Once the shoes are on, the Beavers must then match up their left and right feet with the other team members wearing similar shoes. The feet of each Beaver must be pressed against the same shoe to be matched. The first team to match all of their feet wins the game.

Animal Walks

Beavers imitate animal walks around the Meeting Place. A Beaver can be leader and pick the animals (giraffe, elephant, caterpillar, etc.)

Zero gravity

Select one Beaver to be the earthbound mortal who cannot fly into space. Other Beavers, with their magic zero gravity shoes, are safe as long as they can balance on a stone, hang from a tree, hug a lighthouse - anything to stay off the ground. The earthbound 'It' may guard closely any Beaver who is losing his grip and is soon to fall back to earth. Anyone tagged while on the ground loses his magic shoes and becomes 'It'.

Racket Squad

Mark start and finish lines about 10 yards apart. Each Beaver takes a balloon, blows it up, and ties a knot in it. Beavers line up at the start line with balloons balanced on their wire rackets. When the leader says 'Go', Beavers begin to walk quickly toward the finish line, balancing their balloons without letting them blow off. Beavers may not use hands to touch balloons; however, if a balloon falls off, the Beaver stops, picks up the balloon, counts to three, and continues.

Overall Understanding

Beavers are divided into two teams. Teams line up in parallel rows with Beavers standing behind one another. The first Beaver on each team is given a basketball, beach ball or balloon. When the leader says 'Go', the first Beaver on each line passes the ball backward over his head to the second Beaver. The second Beaver passes the ball under his legs to the next Beaver behind, and so forth. The ball continues to be passed backward down the line, alternately over and under, until it reaches the last Beaver. The last Beaver, receiving the ball, runs to the front of his line and begins to pass the ball backward again. This continues until every Beaver on the line has a chance to be at the beginning. The team whose first Beaver gets to the front of the line again first is the winner.

Overall Understanding Variation

At one end of the Meeting Place, form a single line with the entire Colony. Four or five balls or balloons will be needed to play. One by one, the first Beaver takes each ball or balloon and passes it backward overhead to the next Beaver. The next Beaver passes it under his legs to the next Beaver, and this continues alternately down the line. When the last Beaver receives a ball, he runs to the front of the line and starts again. With four or five balls moving down the line, and Beavers running to the front of the line, the line will move slowly across the Meeting Place.

Line switch (Outside Game)

Divide the Colony into two teams. On a sidewalk or paved area, draw a line of squares with a piece of chalk. Allow one space for each Beaver. Leave an empty square in the center between the two teams. The object of the game is for all the Beavers on one side of the blank space to switch places with the Beavers on the other side. Have Beavers stand in the squares. One team will be on one side of the empty square, one team on the other. To begin, the leader yells 'Line Switch'. One at a time, Beavers may move forward into the free spot or jump over an occupied space to a free one. Only one Beaver is allowed per space. When both teams have successfully maneuvered to the opposite side of the empty center square, everyone wins.

Lean In, Lean Out

All Beavers join hands and form a circle. The circle must be large enough so that everyone can hold their arms at shoulder height. It is also important that everyone is around the same height and weight for best results. Before starting, each Beaver is given either the number one or two. As the leader, either include or exclude yourself so that there is an even number of Beavers in the circle. You are now ready to begin. On the count of three all the number ones will lean in and all the number twos will lean out. It is important to encourage the Beavers to move slowly, so that their weight is evenly distributed at a constant rate. Ask the Beavers to speak up if they need the participants on either side of them to either increase, or decrease their weight by moving their bodies accordingly. It will most likely take a few practice trials before Beavers will feel comfortable trusting the others. With encouragement and co-operation they will soon be able to master the techniques. Once the Beavers feel comfortable with this exercise, see how many times the ones and twos can switch positions without letting go of each other. Help the Beavers change positions by orally guiding them through the switch.

Smiling Faces

This game is most successful when played with small groups of 15 Beavers or less. Have everyone form a close circle, sitting on the ground. On the count of three, Beavers put on their most serious faces and stare into the eyes of the others, trying not to be the first Beaver to laugh or smile. The first Beaver to break the spell goes into the middle of the circle and lies on his back. The others gather round, and on the word 'go', tickle the Beaver until he yells 'Stop !'. After being tickled the Beaver joins the circle once again, but now tries to make the other laugh, doing anything except touching them. Continue until everyone has been tickled.

Food for Thought

The game begins with a statement such as 'I saw a candy bar; I one it.' In turn, Beavers reply 'I two it,' 'I three it', 'I four it,' etc., until one Beaver says "I eight it.' Older Beavers may want to use such objects as rocks, dead horses, skunks, etc., but perhaps it is best to use more desirable objects with younger Beavers.

Laughing

All Beavers except one who is 'It' form a circle. 'It' stands inside the circle and tosses a handkerchief into the air. Everyone, including 'It' must laugh until the handkerchief touches the floor. Then there must be perfect silence. Anyone laughing after the handkerchief touches the floor becomes 'It', and the previous 'It' joins the circle.

Pass it On

Beavers line up in two equal teams. One filled container is placed at the front end of each team and an empty container at the back. At a signal, the first Beaver takes one object at a time out of the front container and passes them down the line to be deposited into the empty container at the back of the line. If an item is dropped, it must be passed back to the head of the line and started again. The first team to transfer all the items wins.

Poor Pussy

One Beaver is the pussy. The other Beavers form a circle, sitting around pussy. Pussy moves on hands and knees to a Beaver who must pet Pussy's head three times and say "poor Pussy, poor Pussy, poor Pussy' without smiling. Pussy meows and tries to make the Beaver smile. If pussy is successful, the Beaver must take Pussy's place.

Shoe Scramble

Each Beaver removes shoes and places in a pile. The Beavers move to a starting line 10 to 15 feet away, and at the signal the Beavers try to retrieve and put on their own shoes (not necessary to tie or buckle. The first Beaver back to the starting line wins. What animal Am I ? Wrap as many different animal crackers as there are Beavers; place in bowl. Beavers for a circle. Each Beaver selects one wrapped animal cracker and unwraps the animal cracker but does not let the other Beavers see it. Beavers take turns standing inside the circle, acting like the animal on the Beaver's cracker. The other Beavers then try to guess which animal is being imitated.

Squat tag

One Beaver is designated 'It'; the other Beavers scatter over the game area. The only way to avoid being tagged is to squat down and call out 'Squat'. "It" tries to tag one of the Beavers in order to exchange places.

Coin Drop

Preparation: Large wide-mouth container full of water with a small jar or glass sunk in the middle; five small coins for each Beaver; a few additional coins for play-offs. How: The container is set on the floor, and one at a time the Beavers try to drop their coins from a standing position into the sunken jar or glass. Each Beaver's score is kept, and a tie for first is decided with a sudden death play-off. The winner keeps the coins outside the small jar or glass; the runner-up gets to keep the coins in the small jar or glass.

Colors

One Beaver is selected to start the game. The Beaver says "I am thinking of something that is in this room that is (names the color of the object.)" The rest of the Beavers try to guess the correct object. The first Beaver to guess correctly becomes the new selector of the object to be guessed.

Fishing for paper clips

Preparation: Empty a box of paper clips into a cardboard box with high sides; a magnet on a string. How: the cardboard box of paper clips is placed in the center of a table. The first Beaver is given the magnet on the string and tries to get as may paper clips as he can.

Peanut butter and jelly

All of the Beavers stand in a circle. Beavers pass one of the balls, "Peanut Butter," around the circle. To make things sticky, the second ball, "Jelly," is tossed from Beaver to Beaver in any direction. Beavers must keep both balls moving without stopping. The object of the game is for the Jelly to catch up with the Peanut Butter. When one Beaver catches both balls, everyone shouts "Peanut butter and jelly!" Then everyone starts again.

Airplane race

Preparation: One cone-shaped paper cup with a hole cut in the bottom and 15 feet of string or twine for each team. Pass the string through the hole in the cup. How: Beavers are divided into teams of three. Two Beavers on each team hold either end of the twine and line up side-by-side with the other teams. The third member of each team stands at one end of the twine with the paper cup and, at a given signal, blows into the cup to move it the length of the twine. The first team to get the cup moved the length of the twine wins the game.

Bang relay

A pile of paper bags for each team should be on chairs at the end of the room. Every team member, in turn, races up to this pile; inflates and bursts a bag; runs back and touches off the next Beaver.

Thirsty Race

Requires jugs of water, tumblers and straws. Each runner pours out a tumbler full of water and drinks it through a straw, before returning to the starting point.

Pea Relay

Each Beaver carries a pea in a teaspoon from one point to another. Place an equal number of peas in a container for each lodge, and an empty container in another point in the room.

William Tell race

Each Beaver runs with an apple (or other object) balanced on his head. The event may be either for individuals or relay teams.

Balloon Overhead

All Beavers stand for this, the teams being in two straight lines, facing inwards. The end Beaver of each line holds a balloon, and at the starting signal they pat them over their heads to their neighbors. The second Beavers pass similarly to the third, and so the balloons travel down the lines. The first to reach the end marks the winning team.

Floor balloon

Played with all Beavers sitting on the floor, in two straight lines. Each Beaver should sit with legs straight forward, so that his feet are pressed against the feet of the opposite opponent. Then the balloon is patted by hand, and a goal scored each time it is made to fall to the floor behind the back of either team.

Balloon football

Two teams line up facing each other. A string down the middle marks the line each team may not cross. Each team has a balloon. It is important that two balloons are in play all the time, as this makes the game more exciting. At the word 'Go', each team has to try to get their balloon over the heads of the other team, and onto the floor behind them. Each time they do this, they score a goal. The teams must not divide into front and back rows for attack and defense.

Fly swat

One Beaver is blindfolded, and stands at the middle of the room. He holds a baton of rolled-up newspaper. Whenever he hears a buzz at his ear he swipes at the one who is making the sound. He must never swipe except when there is a buzzing. No Beaver should buzz except by the ear of the blindfolded one.

Wool Gathering

Scatter about the meeting place 3" lengths of colored wool, and allow your Beavers to collect them. You can either assign a point value to each individual color and the team with the most points wins.

Checker golf

A smooth floor is needed for this. Mark chalk rings for 'holes' at convenient points, numbering them from 1 to 9 in proper golf fashion. The balls are checkers or wood circles instead of golf balls, and are driven along by being flicked by finger and thumb.

Musical Bumps

Everyone jumps up and down in time to the music. Each time it stops, they all sit down. Pick out the last one to sit down, but don't make them sit out for the rest of the game. The winners can be the ones who have never been last.

Perpetual Motion

Beavers sit in a circle on the floor and count off so that each Beaver has a number. Place a Frisbee or a metal plate on the floor in the center of the circle. The first Beaver gets up, turns the disc on edge and spins it as you would a coin. As the Beaver sits down, he calls out the number of another Beaver. The Beaver whose number is called jumps up, gets the disc before it stops, give it another spin, and calls out another Beaver's number before sitting down. Beavers continue calling each other's numbers and keeping the disc spinning. If the disc completely stops spinning, a Beaver starts it again. The object of the game is to co-operate in keeping the disc spinning, not to trick other Beavers.

Kangaroo relay

Divide the group into two teams and have Beavers line up, one behind the other. Place a chair about ten feet in front of each team. The first Beavers place a ball between their knees, hop around the chair, and return to tag the next Beavers in line. Beavers may touch the ball with their hands to pass it to the next Beaver or to pick it up when dropped, but they cannot move while touching the ball with their hands. The first team to send every member around the chair and back is the winner.

Water Brigade (Outside game)

Divide the Beavers into two teams. Teams stand in two parallel lines. Place a bucket at either end of each team. Fill the buckets at one end of each team with water while the buckets on the opposite end remain empty. Give each Beaver a disposable cup. The object of the game is for each team to transfer the water from the filled bucket - cup by cup - to the empty buckets. When the leader says "go", the first Beavers on each team dip their cups into their buckets. The water is passed from Beaver to Beaver on each team by pouring it into the next cup. The last Beavers pour their cups into the empty bucket.

Stringing along

Cut 75 to 100 pieces of string of varying lengths - from 2 inches to several feet. Hide each piece of string someplace in the room before Beavers arrive. Have Beavers stand in the middle of the room. Divide the groups into two teams and explain that you've hidden pieces of string, pointing out the more obvious ones. The object of the game is for each team to find and tie together as many strings as possible. Since the strings are not the same length, the winning team will not necessarily be the one with the largest number of strings, but the one with the

longest line. When it seems that most strings have been found and tied, have teams stretch their lines of string next to each other to compare. The team with the longest string is the winner.

Icicle Tag

Choose one Beaver to be the 'sun', the rest of the Beavers are 'icicles'. The sun must run around and touch as many icicles as possible. When an icicle is touched, he must 'melt' and fall down. This continues until all the icicles are melted.

Pencil Game

A pencil is passed around to each Beaver, who is to mime an action with it, e.g., eating a cob of corn, hitting a ball, etc. The other Beavers have to guess what the action the Beaver is doing.

Feather Puff

The Beavers sit in a ring, which should not be too large. One of them throws up a small feather, and immediately all begin to blow it. No one must move any part of his body but the head. Should the feather fall on any Beaver that one is out of the game - thus the aim of each is to make the feather touch someone else, and to protect oneself. As fewer Beavers remain, they should draw into a smaller ring.

Handkerchief Tag

The amount of running about in this game can be determined by the number of Beavers and the size of the room. It does not even matter if most of those taking part stand still all through. One Beaver is 'It', and remains so until he succeeds in tagging, or touching, some other Beaver. But the others toss a handkerchief about between them, and 'It' can only touch another Beaver who is holding the handkerchief.

Bean-bag Golf

The holes can be tins or boxes, scattered about the floor, and numbered so that they can be played in proper order. No clubs or balls are needed. Instead, each Beaver has a bean-bag which he tosses into the hole. When a bean-bag falls on the floor, outside a hole, it must be tossed again from the point where it is picked up.

Charades

A casual game where Beavers are asked to act out certain actions for other Beavers to guess. They can think them up on their own, or the leaders can give ideas, e.g., doing dishes, cutting the hedge, going to the store, driving a bus, etc.

Lemon Golf

This is played as nearly as possible in the manner of ordinary golf - but with lemons and walking-sticks. For holes you may have chalked rings on the floor, or circular pieces of paper, cloth or cardboard, laid about. Until you have tried to knock a lemon about the floor, and make it go in a straight course, you have no idea of what an awkward fruit it can be.

Simon Says

One Beaver is Simon. He stands facing the others and shouts out instructions, such as 'Simon says, "touch your toes". Everyone has to obey. But if he leaves out the 'Simon says', anyone who obeys the instruction is 'out'.

Squeak, piggy, squeak

Everyone sits on the floor except for one Beaver, who is blindfolded. He tries to catch hold of the others. Each time he does, he says "Squeak, piggy, squeak" and the Beaver has to squeak. If he guesses who it is, the squeaker is blindfolded.

Sneaky Peter

One Beaver is blindfolded and sits on a chair with a teddy underneath it. The others try to sneak the teddy away without him catching hold of them. When someone is caught, he becomes 'It'.

Pipe Line

Give each Beaver a piece of construction paper and two paper clips. Have Beavers roll their papers into 12-inch cylinders with a 1-inch overlap. Fasten ends with paper clips. Separate the group into two teams and have them stand in two parallel lines. Tell teams to hold their paper cylinders end to end to create a long pipe. Crush two pieces of paper into balls small enough to fit through the cylinders. Say 'go' and drop the paper balls into the ends of the first two cylinders. Team members must jiggle the paper balls from one cylinder to the next. If a paper ball drops on the floor, the last Beaver must pick it up and try again. Passes can only be made from cylinder to cylinder. When the paper ball gets to the last Beaver's cylinder, teams must reverse the passing. The first team to get the paper ball back to the beginning is the winner.

Hot Stuff

Gather everyone in a circle. Leader starts as the Caller, selecting a number from 1 to 50 (or less). As the Beavers stand in the circle, passing the ball from Beaver to Beaver, the caller counts aloud to the pre-selected number, then yells 'Hot Stuff'. Meanwhile, the Beavers in the circle must keep the ball moving from Beaver to Beaver. When the Caller yells 'Hot stuff', the Beaver with the ball, (or if the ball is between Beavers, the Beaver just about to catch the ball) leaves the circle and joins the Caller. As more and more Beavers leave the circle, the Caller group becomes larger and larger, and the counting becomes louder and louder. The original Caller tells the new Callers the number to which the group will count. As the game dwindles to two Beavers passing the ball back and forth, the last Beaver left without the ball when the callers yell 'Hot Stuff' will be the winner.

Partner Pull-up

Partners sit down facing each other with the soles of their feet on the floor, toes touching. Partners reach forward, bending their knees if they must, and grasp hands. By pulling together, both come up to a stand and then try to return to a sitting position.

Partner Back-up

Two Beavers sit back to back, knees bent. From this position they try to stand up by pushing against each other's backs without moving their feet. Sitting down again can also be attempted. If the Beavers are successful, propose that from a halfway position they try to move like a spider. . .

Mile of Yarn

This is an interesting way to knit Beavers together. One Beaver starts with a bright ball of thick yarn, or a strip of material, wraps the end of the yarn around his waist, and passes the ball to another Beaver. He wraps it around his waist, and passes it to another child, and so on. Once the whole group has been intertwined in yarn, the whole process is reversed. The last Beaver begins to rewind the ball, passes it to the next Beaver, and so on until the fully wound ball reaches the first Beaver.

Shoe twister

Each Beaver removes one shoe and places it in a pile. Everyone then picks up someone else's shoe, and while holding the shoe (method left up to Beaver's ingenuity) everyone joins hands, forming a large circle. Each Beaver then locates the owner of the shoe that he is holding, and all Beavers exchange shoes without breaking their joined hands. Once all shoes have been returned to their owners, the circle is reformed and Beavers make another pile of shoes to start the game again.

Sticky Popcorn

The Beavers begin this game by 'popping' - jumping or hopping -about the Meeting Place as individual pieces of sticky popcorn, searching for other pieces of popcorn. When one piece of popcorn comes into contact with another piece, they stick together. Once stuck, they continue to pop around together, sticking to other pieces, until they all end up in a big popcorn ball.

Fish Gobbler

Select a caller, known as the Fish Gobbler. The caller shouts 'ship', and all of the Beavers run toward the wall to which he points. On the shout 'shore' they quickly change directions and run toward the opposite wall. On the signal 'Fish Gobbler', the Beavers quickly drop to the floor on their stomachs and link arms, legs, or bodies together with one or more friends.

The Fish

Gobbler moves around the room with arms outstretched like a big bird swimming toward the other Beavers but not touching any of them. The Beavers are all 'safe' as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal 'Rescue' is called. At his moment all the Beavers jump to their feet, join hands, and yell 'Yah', raising their joined hands over their heads. Various other calls could be added, such as 'Sardines' -everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a massive standing hug; 'Fishermen All' - everyone sits on someone else's knee or knees; 'Crabs' - everyone backs up to a partner, bends over, and reaches under their own legs to hold hands.

Toesies

Partners simply lie stretched out on the floor, feet to feet, and attempt to roll across the floor keeping their toes touching throughout. Toesies can also be attempted with only the toes of the right feet connected, with legs crisscrossed, or in a sitting position, rolling toe to toe.

Group pull-ups

Group pull-ups add fun to exercise and introduce an element of creative challenge. Players begin in a seated circle of four. Grasping hands or arms, they try pulling up to stand as a unit. If successful, they can try a circle of six or eight Beavers. The more Beavers added, the more difficult the challenge becomes. Group members can experiment and discover workable ways to get up.

Jiggle and Swiggle

A stick about 24 inches long and 1 inch thick is held parallel to the ground, supported between the waist of two partners. A string about 24 inches long hangs down from the center of the stick, with a small rubber ball at the loose end. Adjust the length of the string so that the ball hangs free a few inches above the ground. The two Beavers work in unison to wind the string and ball around the stick and then to unwind it.

Rump Bump

Partners stand back to back, bend down, and place their hands on the floor in front of them, with or without bending their knees. They then place a balloon (or ball) between their behinds and try to move around without dropping it. To end the game with a bang, the partners can press their behinds together until the balloon pops.

Touch Blue

The game begins with six to eight Beavers standing in a circle. A leader calls out instructions: First, all Beavers must use their right hand to touch something that is blue on another Beaver, and hold on. It could be a bit of blue trim on a shoe or blue jeans or a blue shirt. Next, the left hand has to touch something yellow and hold on. Have the left foot touch something black and the right foot something brown, the head can touch something red, and if the group hasn't fallen into a crumpled mass, the shoulder can touch something green.

Rubber Band Toss

Each Beaver begins with a wristful of rubber bands. One Beaver tosses or shoots a rubber band onto the ground, and the Beavers then take turns throwing one rubber band at a time, trying to make it hit any other rubber band on the ground. If a Beaver is successful, he immediately picks up all the rubber bands on the ground and redistributes them among all the players. They then begin tossing again, with the winner each time being given the privilege of redistributing the rubber bands for the next game.

Crab Race

The Beavers crawl on all fours backward to a goal.

Tightrope walking

Use existing lines on the floor of the Meeting Place, or use a clothesline stretched along the ground. To walk the 'tightrope', place the heel of one foot on the start line and begin to walk - placing the heel of one foot directly to the toe of the other foot - all the way to the finish line. Divide the Colony into two teams. When the leader says "Go", members of each team begin on their tightropes. Each Beaver waits until the Beaver ahead is finished 'walking the rope' before beginning.

Rope Ring

You will need approximately 50 feet of clothesline rope with the ends tied together to make a circle. Beavers stand outside the rope in a circle, holding it with both hands. One Beaver is selected to be the Ringmaster and to stand in the middle. The Ringmaster tries to tap the hand of a ringside Beaver holding the rope. Beavers can drop the rope to avoid being tapped. The Ringmaster may try to trick Beavers by pretending to tap one Beaver and then tap another. When a Beaver is tapped while holding the rope, he becomes the next Ringmaster, and the thrills and chills continue.

Dangling Doughnut Eating contest

Ensure that you have enough doughnuts for each Beaver. Powdered sugar doughnuts are fun because the Beavers get white noses. Tie a rope, one for each Beaver, to the branches of a tree or jungle gym. Keep ropes long enough so that they are only 2 or 3 feet off the ground. Slip the other end of the rope through the doughnut hole and knot it so that the doughnut doesn't slip off. The object of the game is to be the first Beaver to eat an entire doughnut without using any hands. Beavers stand next to their doughnuts with their hands behind their backs. When the leader says "Go", Beavers begin to gobble.

Laughing matter

A single Beaver is selected to be the Laugh Igniter. He lies down on the grass. The rest of the Colony is divided into two groups. A Beaver from each lodge lies down on either side of the Laugh Igniter with his head on the Laugh Igniter's stomach. One by one Beavers lie down, placing their heads on the stomach of the last Beaver. This makes two branches of Beavers with the Laugh Igniter at the center connecting them both. This is useful when shy boys prefer separate groups. After everyone is arranged, the Laugh Igniter takes a deep breath and yells "Ha!" The two Beavers resting on his stomach yell "Ha! Ha!" The Beavers resting on their stomachs yell "Ha ha ha" and so forth. The idea, of course, is that each Beaver adds to the number of "ha's" at each turn.

Yellow Jell-O

Gather Beavers into a close group. Tell them that they have been changed into a bowl of banana Jell-O (or any flavor you like). Pretend you are shaking the bowl. Begin slowly waving your hands as if you were conducting an orchestra. Jiggle quickly and vibrate the Jell-O more. Beavers are encouraged to act exactly the way Jell-O would. Stop shaking the Jell-O. Usually Jell-O will shake for awhile until it slows down to a stop. Naturally, if you leave your Jell-O out in the sun, it will begin to melt away all over the ground.

Paper Pat-a-cake

To add an interesting variation and challenge to Pat-a-cake, two Beavers can attempt to support a sheet of paper between their two hands as they go through the clapping actions. Each Beaver extends one hand and the sheet of paper is slipped between them; they then try to separate their hands and connect them again without dropping the sheet of paper. If successful, they can switch hands or go through a variety of other Pat-a-cake hand sequences.

Little Beavers

In groups of three or four, they are asked to make the letters of "Sharing" with their bodies. Each group works together to make an S; then after a suitable time for the leaders to view the S and praise their efforts, they make an H, and so on.

Toesie Roll with Control

Partners lie stretched out on the floor feet to feet with soles touching. Once you decide in which direction you would like to roll, hook your foot on your rolling side over your partner's foot. The top of your toes on that foot will be hooked over the top of your partner's toes. Roll in one direction and then try reversing the direction of your roll, but first unhook your toes on one side and hook them on the other side.

Dog Bone

Beavers remain seated except for one Beaver selected to be the dog. The Dog sits with eyes closed, facing away from the group. A "bone" is placed behind the Dog and in front of the group. Select one Beaver at a time to try to slip up quietly and get the bone. If the Dog hears a sound, he barks like a dog and the would-be bone thief returns to his seat. If a Beaver is able to take the bone without being heard, the Beaver returns to his seat and hides it. The rest of the group then chants "Dog, Dog, where's your bone." The Dog then turns around and has three chances to guess who has the bone. If the Dog guesses incorrectly, the group says 'No !' If the guess is correct, the group applauds. In both cases, the one who stole the bone becomes the next Dog.

Balloon Soccer

All players sit in rows evenly spaced throughout the room. Two goalies sit at opposite corners of the room. Both goalies have pushpins, safety pins, or other instruments that will break balloons. The rest of the group is divided into two teams by counting off. To begin, the leader drops an inflated balloon in the center of the room. Each team tries to hit the balloon to its goalie, who remains in a corner. The goalie who gets the balloon and pops it scores a point for the team. This game is also fun without keeping score.

Who's There ?

One Beaver is chosen to be 'It'. He covers his eyes or is blindfolded. The other Beavers tiptoe around him and one of them taps the chair. 'It' calls "Who's there ?". The Beaver who tapped then replies with some Mother Goose character trying to disguise his voice, then 'It' tries to guess who tapped and the game continues.

Newspaper relay

Divide the group into two teams. Fold several sheets of newspaper into quarters to create a solid pad on which to step. Each team will need two pads. Give the first Beaver on each team two folded newspaper pads. Define the starting line behind which teams must stand, and select a goal across the room. When the leader signals, the first player on each team must put down a newspaper pad and step on it, then put down the other newspaper pad and step on that one, then pick up the first and put it farther ahead to step on, and so on, until the player reaches the goal. The process is repeated while returning. On returning, the first player touches the next player in line. The next player continues in the same fashion.

Last Detail

Place several simple objects in a box. Let the Beavers study the box for several minutes. Turn away and remove an object, then see who can guess what is missing.

Tails

Beavers are divided into groups of 5 or 6 and form lines holding on to the waists of the Beavers in front of them. The last Beaver has a cloth or paper 'tail' tucked on the back. The object of the game is to travel as a group and try to get the other group's tail before they get yours.

Chain Tag

Like tag, a chaser tries to catch others. Once he has touched somebody, they join hands and become the chasers linked together. Each Beaver touched joins the chasers, taking the hand of the Beaver who touched him so that there is a long 'chain' of chasers.

Farmer, Farmer, May We Cross Your Golden River ?

One Beaver is named the farmer and stands at some distance away from the lined-up Beavers. The lined-up Beavers call out "Farmer, Farmer, may we cross your golden river?' and choosing a color, the farmer replies, "you may cross if you are wearing (color)." The Beavers who have this color on can cross without being harmed, but the others have to dash across without being caught by the farmer. If a Beaver is caught, he helps the farmer catch the rest of the Beavers. This is usually repeated several times with different colors.

Letters

A Beaver is chosen to stand in front and he then calls out a letter from the alphabet. The lined-up Beavers then jump forward according to the number of times that the letter is in their name. Sometimes the Beaver in the front turns his back to the rest and when he thinks that another Beaver is nearby, he screams out a certain word and the dash for the starting line.

Co-operative Tale

The leader begins the first line of a story, e.g., 'Once upon a time, there was a giant frog,". The next Beaver is to continue the story, then it is the next Beaver's turn and so on until the story is finished or when you would like to finish it.

Numbers Change

The Beavers are seated in a circle and each Beaver is given a number. One Beaver stands in the center. He calls two or three numbers. The Beavers whose numbers are called must change places quickly while the Beaver in the center must try to get one of their seats. Whoever is left without a seat must stand in the center and be 'It' for the next round.

Bean Bag

The Beavers form a line with the Leader a short distance away facing the line. The Leader then throws the bean bag to each Beaver in the line who, in turn, throws it back to the Leader. Any Beaver failing to catch the bag goes to the end of the line. If the Leader misses, he/she goes to the foot and the first Beaver in line becomes the Leader. The distance of the Leader from the line may be varied as the game progresses.

Blind Cat

The Beavers form a circle with one blindfolded Beaver, The Cat, standing or sitting in the center. The Beavers circle around to music and as the music stops, The Cat points to any part of the circle. The Beaver pointed to must meow like a cat. If The Cat guesses correctly who is making the sound, that Beaver becomes The Cat.

Catch the Handkerchief

The Beavers stand in a circle with each Beaver having been given a number. (The Beavers' names could be used instead of numbers.) The Beaver who is 'It' stands in the center holding a large handkerchief. As he throws it into the air, he calls a number. The Beaver whose number is called must catch the handkerchief before it falls to the ground. If he fails to catch it, he becomes 'It'.

Green

The Beavers form a circle. One holds a utility ball. As the ball is tossed to someone else in the circle, the thrower calls out a color such as sky blue or fire engine red. The receiver must catch the ball and then take a turn calling out a color and throwing the ball to another Beaver. However, if the color is green, the receiver must be careful not to catch the ball but let it fall to the ground. If he does catch the ball when green was called, they must run twice around the outside circle before being allowed to participate again.

Keep It Out

The Beavers stand in a circle with legs apart so that a utility ball could fit through. One Beaver outside the circle runs around with the utility ball and tries to surprise the Beavers by tossing it through their legs. The Beaver in the circle may not kneel down etc., but can stop it with their hands. The ball can only be tossed between the legs. When one gets a ball through, he changes with the one who let it through.

Sun and Moon

Two Beavers are chosen to be the sun and the moon. The other Beavers bend over and make an arch. The sun must pass under all the arches but when he has been through an arch that Beaver can run off within the agreed boundaries. The Moon has to try and catch them. When the Sun has passed under every arch, the Moon tries to catch the Sun. The game ends when everyone is caught. The two last Beaver caught get to be the Moon and the Sun next time.

Vegetable Soup (Fruit Basket)

Everyone is seated in a large circle and given a name of a vegetable (or fruit). Other Beavers will also have this same name. When their vegetable name is called, they must switch places with someone of their own kind. The last one to be seated is out and can help call the names. When you call 'vegetable soup', everyone must get up and switch seats with someone.

P.I.G. Game

Get two objects that are the same (two for each Beaver, i.e., baby food jar lids, painting the inside of the lid). Have the Beavers it in a circle and handout the lids to the Beavers (two each). When you say 'go', they pass their one lid to the Beaver on the left until a Beaver gets a pair of colors that match. The Beaver then puts finger on their nose and the rest of the Beaver will do the same. The last Beaver will get a 'P' until it spells P.I.G. and they are out of the game.

Mr. Muffet and The Spider

One Beaver is chosen to be Mr. Muffet. He sits in the center on a low bench while the other Beavers stand in a circle around him. Mr. Muffet covers his eyes and another Beaver is chosen to be the spider. The spider creeps up towards Mr. Muffet. When Mr. Muffet hears the spider, he chases him away. If he can catch him before he reaches his place in the circle, he must become the new Mr. Muffet and he joins the circle but if he cannot catch him, he must return to his bench and try to catch the next spider.

Wet Sponge Relay

Two or more teams are needed with at least four members (the longer the better). The first Beaver sticks a sponge in a pail of water and soaks the sponge. When they say 'go', the first Beaver passes the sponge over her head to the second Beaver in the row. The second Beaver passes the wet sponge through their legs to the third Beaver and so on alternating the passing over and under. The last Beaver runs to the front and drops the sponge in the pail and they all sit down.

Fruity-Tooty Game

Have each Beaver pick a fruit, only one per Beaver. One Beaver it 'It' or stands in the middle of the circle with a magazine or something soft to hold on to. One Beaver starts by calling out their fruit first, and another fruit from the circle, i.e., apple then orange. The 'It' will try to touch that Beaver whose fruit was called before that Beaver calls out another fruit.

Frozen Bean Bag

All Beavers move around at their own pace with a bean bag on their head. The leader can instruct them to skip, hop, go slower or faster, etc. If the bean bag falls off a Beaver's head, he is frozen. Another Beaver must then pick up the bean bag and place it back on the frozen Beaver's head to free him without losing his own bean bag.

Reverse Hide 'n' Seek

One Beaver hides while all the others close their eyes. Everybody looks for the one Beaver that is hiding and when someone finds the one hiding, he hides with him. Eventually, all the Beavers are hiding together in the same spot.

Big Snake

The Beavers stretch out on their stomachs and hold the ankles of the Beaver in front of them to make a two-Beaver snake. They soon connect for a four-Beaver snake, and eight-Beaver snake, etc. The Beavers can try making the snake roll over, go over the 'mountain', through 'holes' or curl up and go to sleep.

Chinese Wall

Two parallel lines are drawn about a yard apart. One or two Beavers stand between the lines and can't go beyond the lines. The others try to run from one line to the other line without being touched by Beavers in the middle. If they are touched, they join the Beaver in the middle. It continues until everyone has been caught. A leader calls out when Beavers should try to cross from side to side.

Aunts and Uncles

One Beaver stands alone on one side of the Meeting Place. The rest line up facing him on the other side to try and get across. The Beaver on his own calls out an aunt or uncle name e.g., Uncle Henry, and any Beaver who has an Uncle by that name moves a step forward. The same applies for aunts. If you have two uncles by that name, then you move two steps forward. You can include mothers and fathers, grandparents, etc. The game continues until someone passes the one Beaver.

Frozen Tag

One or two Beavers are 'It' and run around touching others. Once a Beaver is touched, they are frozen and can't move until someone goes under their legs or arms. The game goes on until the Beavers grow tired.

The Train Name Game

All the Beavers should be standing in a circle. Five Beavers make a train, and they move around the circle. Each train should approach a Beaver and say, 'Do you want to be part of my train?' Once the Beaver says 'yes', you then ask their name. Once you know their name, you repeat it five times jumping right to left, swinging their arms and legs in a jumping jack fashion. After yelling their name five times, you yell reverse and you turn around so the Beaver can grab on. Once you've found someone, you move on to the next Beaver and repeat the procedure.

Red Light, Green Light

Green means Go and red means Stop. One Beaver at one end with the others at the other end. The one Beaver faces away from the other Beavers. He yells green light and the other Beavers start moving up until the Beaver yells red light and turns around. The other Beavers have to immediately stop and stay still. The Beaver turning around checks to see if he can see anyone moving. If he does, he can tell that Beaver to go back to the start. The game continues until someone crosses past the one Beaver. The Beaver at the head can turn around yelling red light as many times as he wants.

Breakaway

Beavers form tight circles in groups of eight to ten. One Beaver is designated at 'It' and stands alone in the center. On a signal, 'It' tries to escape from the circle in any way they can, such as jumping over, crawling under, pushing through, etc. When he breaks out, the circle disperses and 'It' must tag a new 'It'.

Shoes (hoops are needed)

One hoop in the center and one hoop for each of the teams. Several shoes should be piled in the center hoop. Teams sit in single file behind their team hoop. On a given signal, the first Beaver in line steals a shoe from the center and puts it in the team hoop. The next in line steals a shoe from the center hoop or the other team's hoops. The game continues until one team collects three shoes in their hoop.

Circle Game

"I sent a letter to my love and on the way I dropped it.'- Beaver stands up and walks around the circle. "A little doggie picked it up and put it in his pocket."- walks around until he finds someone to give the letter to while this is sung: "Now I won't stop here, and I won't stop here (sung three times) but I will stop here." Each Beaver (letter bearer and receiver) runs around the circle to race for the spot. The winner sits down and the other repeats the game.

Balloon Duo

Divide Beavers into pairs. Give each pair a balloon to inflate and tie. Mark start and finish lines about 30 or 40 feet apart. Partners stand side to side at the start line, linking their inside arms and holding the balloon in their free hands. When the leader says "Go" partners work together hitting their balloon to keep it in the air and making their way their way across the playing field. If a balloon lands on the ground, partners may stop and pick it up but may not unlink arms.

Passing the Bean Bag

With the Beavers in a circle, you start to pass one bean bag around. After a couple of rounds, you add another and then another until you have all the bean bags in the circle. The more that are in the circle, the faster they go and the more Beavers will love it. They love to see all the confusion with the bean bags.

The A.B.C. Game

A Beaver is chosen to start. He must name a letter of the alphabet. The next Beaver must think of a word beginning with that letter within 15 seconds (or any time period). The above steps are continued until each Beaver has a turn, then a new Beaver is chosen to start the game. If a Beaver can't think of something, then he's out. The last remaining is the winner. No Beaver can use the same word twice. Variations: Not only could they think of a word beginning with that letter but also it must be a city, or an animal or something relating to the theme of the week.

Spud

Assign each Beaver a number that he is to remember. Gather in a circle with one Beaver in the middle with a ball. (A leader should start the game.) The Beaver in the middle is to shout out a number as he bounces the ball once on the ground. While this is happening, all the Beavers are supposed to run away from the circle, but the one whose number is called must run to catch the ball. Once he has it, no Beaver can move. If the ball holder sees anyone moving, he takes two giant steps toward them. The object of the game is to get close enough to a Beaver so that the ball holder can roll the ball toward a Beaver so he can be tagged by it. If the Beaver is tagged, then he is to call the next number and the game continues. If a Beaver is not tagged, then the ball holder must continue to try to tag someone else.

Bear Watch

Explain to all the Beavers that you are going on a bear hunt. Tell them there is one thing they should do if they should meet a bear, and that is to pretend you are dead. You have to be as still as you can, and not move a muscle because if the bear thinks you are dead, he cannot capture you. Appoint someone to be a bear who will hide (e.g., behind a tree) and when the bear jumps out, everyone plays dead. The last one left lying without moving will become the next bear to watch and look for any movements in Beavers lying down.

The Chocolate Game

You will need: a large bar of chocolate, a plate, a knife, a fork, gloves, hat scarf, a dice. All the Beavers sit in a circle. Put the knife and fork, hat, gloves, scarf, and the chocolate on the plate in the middle of the circle. Dice and shaker are passed round. Each Beaver throws the dice in turn. When a Beaver throws a six, he goes into the middle of the circle and puts on the hat, scarf and gloves. He then starts to eat the chocolate using the knife and fork. He is not allowed to touch the chocolate with his hands, or put his face down to the plate. Meanwhile, the other Beavers go on passing and throwing the dice. Whoever throws the next six goes into the middle of the circle and the first Beaver goes out, after handing over the hat, scarf, gloves, knife and fork. Some Beavers will have time to eat several squares of chocolate, others may only have time to put on the hat and scarf before another Beaver throws a six and they have to leave the middle of the circle. The game continues until the bar of chocolate is finished.

Button, Button

Have all the Beavers sit in a circle, except one Beaver who is 'It'. Have 'It' sit in the center of the circle. The Beavers in the circle have a button, which they keep passing from hand to hand. They keep their hands in constant motion so that it looks as if they all are passing the button at the same time. The Beaver in the center tries to guess who has the button. When he guesses correctly, that Beaver trades places with him and guesses who has the button.

Copy Cat

Beavers stand in a circle. Without letting anyone else know, every Beaver secretly picks another Beaver to watch. Each Beaver copies the movements of the watched Beaver, exaggerating them very slightly. If no one seems to be moving, have Beavers spin around once. While the group is still moving a bit, Beavers should begin to mimic. The movements of the group will eventually become larger and larger and usually everyone will end up doing the same thing without ever knowing who started it.

Passed Over

Beavers form two lines about four feet apart and face each other. The Beaver at the start of one line tosses a ball across to the Beaver at the start of the other line. After the Beaver tosses the ball, he runs to the end of the opposite line. The Beaver catches the ball, throws it to the next Beaver on the other line, then runs to the end of the opposite line. This continues until the Beavers on both lines are reversed. The game may continue with both lines taking a giant step backward to increase the space between them.

Row Race

Divide Beavers into pairs. Mark a short course with the start and finish lines about 15 or 20 feet apart. Pairs line up. Partner A sits on the starting line with knees together and legs extended straight out. Partner B sits facing Partner A with soles of shoes together, knees bent, and hands clasped. To move, Partner B pulls Partner A into a bent-knee position. Partner B then pushes back to straighten his legs. Next, Partner A straightens his legs and pushes Partner B's legs into a bent position. This pushing and pulling motion resembles rowing and moves Beavers along at about a yard at a time.

Just In Passing

Have Beavers stand in a circle. Begin by passing a ball around the circle in one direction. Try passing the ball overhead, through legs, and around backs. Get a rhythm going. Beavers may want to chant "Pass, pass, pass" so that the ball keeps moving as fast as possible. As Beavers master a one-way pass, heighten the challenge by passing another ball in the opposite direction. This will cause some silly confusion but insist that balls keep moving no matter what. You can also yell "Switch!" and have Beavers reverse the directions in which they are passing the two balls. To keep things exciting, keep adding more balls so that Beavers haven't time to think. Eventually, the game will end in one free-for-all ball