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| 481. | Road Map Alphabet | 531. | Snow Shoe Relay |
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| 484. | Rope The Steer | 534. | Snowball Fight |
| 485. | Rope Walking | 535. | Snowball Fight II |
| 486. | Roping Steers | 536. | Snowball Race |
| 487. | Roundup | 537. | Snowball Relay |
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| 495. | Santa's Bag | 545. | Song Stumpers |
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| 581. | Swat The Mosquito | 629. | Traveling Salesman |
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| 600. | The Witch's Cat | 648. | Underwater Race |
| 601. | This Is My House | 649. | Underwater Relay Race |
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| 603. | Three Grounders Or A Fly | 651. | United States |
| 604. | Tin Can Alley | 652. | Unpacking The Present |
| 605. | Tin Can Golf | 653. | Upset The Jungle Animal |
| 606. | Tin Can Shuffle | 654. | Vampire |
| 607. | Toesack Race | 655. | Vegetable Soup |
| 608. | Tombola | 656. | Visit To The Farm |
| 609. | Tool Charades | 657. | Vivoe Ebuma |
| 610. | Tool Identification | 658. | Walk The Tight Rope |
| 611. | Tool Relay #1 | 659. | Wary Watchdog |
| 612. | Tools Box Sort Out | 660. | Water Bag Tennis |
| 613. | Tooth Pick Pickup | 661. | Water Balloon Bombardment |

662. Water Balloon Bounce
663. Water Balloon Catch
664. Water Balloon Race
665. Water Balloon Volleyball
666. Water Baseball
667. Water Basketball
668. Water Boat Safety
669. Water Bomb Pitch
670. Water Brigade
671. Water Dodge Ball
672. Water Drinking Relay
673. Water Gun Soccer
674. Water Kickball
675. Water Leap Frog
676. Water Olympics
677. Water Poison
678. Water Polo
679. Water Relay
680. Water Saver
681. Water Spud
682. Water Squirting
683. Water Steal The Bacon
684. Water Toss
685. Watering The Deer

686. Watermelon Scramble
687. Wet And Wild Volleyball
688. Wet Paper Race
689. Wet Sponge Toss
690. Wet T-Shirt Relay
691. What Animal Am I
692. What Animal Am I? II
693. What Does The Snowman Say?
694. What's In Santa's Pack
695. What's The Direction?
696. What's Wrong With Christmas
697. Wheelbarrow
698. Where's The Fire Alarm
699. Which Pet Am I?
700. Whistle, Whistle
701. Whistling Contest
702. Who Am I Charades
703. Wicket Bowling
704. Witch's Brew Relay
705. Witch's Hunt
706. Witches Relay
707. Wooden Shoe Relay
708. Zoo

A CLAM DIG

A person from each beach. A box of sand will be necessary. Hide ten peanuts in the sand for each team. Give each one a spoon and a bowl. At a signal to go, they run across the field to the sand pile, dig out the peanuts, put them in their bowl, and return.

A FISHY GAME

You guess how many little “fish” (Fish crackers.) were “swallowed” by the big “fish” (Clear jar with paper fins.) The winner is the person whose answer is closest to the actual number.

A GHASTLY

Sit in a circle. Ask your guests to close their eyes, or give them blindfolds. Pass these objects as they are called for in the story: dried apricots; skinned grapes; cold, long pieces of carrot; corn silk or cooked spinach; cooked rice; cooked wet spaghetti; kernels of dry corn; banana, cut in half, then cut lengthwise.

Now begin your story: There was a monster who lived in a rotting, crumbling, haunted house. He ate frogs for dinner. One Halloween, he was out at a monster party. On his way home, he was crossing a swamp when a huge storm came up. The monster drowned. Since then, parts of the monster's body have floated on top of the swamp each eerie Halloween. We are going to pass them to you!

This huge monster once could hear.

Now he no longer has an ear.

(Pass apricots)

All the frogs had a surprise,

When they bobbed past the monster's eyes.

(Pass grapes)

None of the frogs dared to linger ,

When they saw the monster's floating finger.

(Pass carrot)

Through the swamp without a care,

Drifted the monster's slimy hair.

(Pass corn silk or spinach)

When the monster took his swim,

All these maggots jumped from him.

(Pass rice)

The swamp was filled with the monster's veins. They rise to the surface when it rains.

(Pass spaghetti)

When into the swamp the monster was flung,

His teeth clamped down and he bit his tongue.

(Pass banana)

A HAUNTING WE WILL GO

Beforehand hide an equal number of black and white slips of paper. Divide den into two teams, Witches and Ghosts. On signal, the Witches start looking for the black slips and the Ghosts for the white pieces. At the end of a given time, the winner is the team with the most slips.

A TRIP THROUGH THE FOREST

Equipment: 3 by 5 index cards with names and pictures of trees, plants, and other items found in the forest.

Note: Have the Dens or Boys in the Den make these during a prior meeting, gather up the cards and save them for this game, or use them like flash cards.

Planning a trip through the forest: Prior to the arrival of the guest, place cards throughout the “woods”. (Either where the pack meets, in your home, or outside in the yard.) Write instructions as to where items can be discovered, such as four steps south of the north corner in the kitchen you will find something that gives you shade, go east from the south most tree and find wild flowers, etc. Have three or more for each team to follow. Divide up into as many groups/teams as you have trails to follow. For a small group you can use only one set of instructions and give each player a different item to discover. To extend the fun have one group hide for another.

A VAGABOND TRAIL

Each child brings his own nosebag lunch, which he ties in a large, bright bandanna. For a vagabond effect it may be suspended from a stick carried over the shoulder. Each group is given a sketch map to be followed to the goal of the hike. As a first experience in cooking out-of-doors, one group brings the ingredients for cocoa and a large kettle. At the end of trail, the group may learn the procedure of finding a site for a fireplace, clearing the space, gathering fuel, and building a quick, hot fire over which the cocoa is made.

A WHAT?

Use as many players as can sit in circle. Give two small objects such as a spoon and a fork to the starter. The starting person passes spoon to the right saying, “This is a Bagel.” The next boy says, “A what?” and the first boy answers, “A Bagel.” Then he passes spoon to that person and he ask the next Cub Scout same question. This keeps going around the circle. At the same time the spoon is started to the right, the fork is started to the left and the boy says, “This is a Doughnut.” Next Cub Scout says, “A what?” and the first boy says, “A Doughnut.” The fork then goes around the circle going to the right. Confusion starts, when the two meet. Keep going until they get back to starters. Vary the game by leader changing starting point or having two circles compete to get Bagel and Doughnut around circle.

A,B,C SHIP

Equipment: Five beans per boy.

The Pack sits in a circle with the leader. Starting with the boy on the leader’s left, each boy has to say in turn

1. The name of a ship - Arcadia
2. The name of a Captain - Alexander
3. The surname of a Captain - Anderson
4. Sailing from Port - Aberdeen
5. Sailing to Port - Alexandria
6. With a cargo of - Apples

They follow on through the alphabet. Boys who fail to respond lose a bean. The winner is the one left with the most beans.

ABC MAP HUNT

Give each team an identical map of a state; remove any alphabetical listings of cities from the side. Ask each team to look for a town, a river, a state park, or other marked site that begins with each letter of the alphabet. Write down each site, with a map location code (e.g., A-4) beside it for verification. See who can find the most ABCs in a given amount of time.

ACHIEVEMENT BALL TOSS

Nail 4 different sized cans to a wooden board. You may paint cans if desired or use stickers on the outside of the cans for Wolf, Bear, Webelos and Arrow of Light in that order. Lean board against a wall for support. Toss a ball or beanbag from a line about 5 feet away. Wolf counts 1 point, Bear 5 points, Webelos 10 points, and Arrow of Light 10 points. To make the game harder, try to hit the cans in order of the achievement trail. Wolf, Bear, Webelos to Arrow of Light.

ADVERTISE

Have the boys create an advertisement for their favorite book, restaurant, T.V. show, toy, etc. Give them 2 minutes each to persuade the other boys why they should try it. It would be wise to ask for subjects beforehand so nothing offensive would be presented.

ADVERTISEMENT HUNT

Give each Cub Scout seated at a table a popular magazine, containing a large number of advertisements. Have in mind several products that are advertised in these magazines such as toothpaste, cars, soap, motor oil, etc. Start the game by calling out the name of the product. The Cub Scout who first finds the proper ad, tears it out of the magazine and holds it up. If it is the right one, have him sit on it, and continue the game by calling for another. After about a dozen or so calls, find out who is sitting on the most ads.

AKELA, LEADER OF THE WOLVES

Make a four-foot-diameter circle on the ground or floor. Akela stands in the center and, one by one, the “wolves”—all the Cub Scouts—try to push or pull him completely out of the ring. The first Wolf who succeeds becomes the new Akela.

ALIEN COMMUNICATIONS

Have boys pretend they meet an alien. Have them try to communicate with the alien by 1) sign language 2) verbal language 3) written language. Have several questions that they must get answered such as 1) what is your name? 2) where do you live? 3) what do you eat? 4) how did you get here?

ALL ABOARD

The goal is to get a group of twelve to sixteen people on a two-foot square platform without anyone touching the ground. Rules:

1. Each person must have both feet off the ground.
2. Everyone in the group must remain on the platform for at least 10 seconds.
3. Participants can not lay on top of each other, forming a dog pile, as a solution to this activity.

ALLIGATOR

Teams line up on opposite sides of a large open space called the river. The player who is chosen to be the alligator points or calls to a player on one side to cross the “river.” This player also points to another player on the opposite side. They try to cross the “river” and change places without being tagged by the alligator. If one is caught, he becomes the new alligator.

ALPHABET AND NUMBER CARTOON

Give each boy a paper with a number or a letter of the alphabet drawn on it. Each boy needs to make a cartoon head using that number or letter as part of the face. The most unusual or funniest drawing, wins.

ALPHABET NATURE VIEW

Give each boy a sheet of paper with the alphabet letters printed on it from top to bottom and a pencil. Have each boy find something that starts with each letter. Scout with the most answers, wins.

ALPHABET SCAVENGER HUNT

Each Den on its own tries to collect the most “junk” in a stated period of time. Each item must start with a different letter of the alphabet. Example: A-Apple, B-ball, etc. This game may be made more difficult if they have to do them in alphabetical order.

ALPHABET TEST

The first boy is to start by saying a word that begins with A. Each boy in turn is to say a word beginning with A. If he can’t, after a given time, he drops out of the game. The next time the letter B is used, and so on.

ALPHABET TRAVELS

Seat boys in a circle either on floor or in chairs. The object of the game is to go through the entire alphabet, each boy making a sentence using as many words as possible with a particular letter. It is helpful to give each boy a letter (or more) beforehand so everyone has time to prepare. For fairness, leave out the letter X. Each sentence must start with “I am going to... and then a place and the reason. For example:

“I am going to Alabama to avoid angry alligators.”

“I am going to Brazil to balance bright blue bananas.”

“I am going to Canada to cook colossal cucumbers.”

“I am going to Detroit to demand delicious dinners.”

This is a game used purely for pleasure. There are no winners or losers.

AMBULANCE RELAY

Use Boy Scout manual for directions to make stretchers from brooms and blankets or use stretchers, Adults form teams to carry boys to “hospital” one by one. Each boy is carried, left and the ambulance team runs back for the next boy. First Den with all boys in the “hospital” wins. For Den relays, use toothpick and napkin stretchers and carry peanuts to the “hospital.”

AMERICAN ABC'S

Make two columns. On the left are the letters A through M; on the right, N through Z. Use the first letter in each column. Decide which letter will be used to spell a state name. Then using a road atlas, find a city or town in that state that begins with the letter in the other column. For example, the columns would have A and N as the top letters; a correct answer would be Asheboro, North Carolina.

AMERICAN BIRDS FLY

Played like “Simon Says,” this game tests the Cub Scouts to see how alert they are. A leader may say “Birds Fly” and flap his arms. If the thing the leader names is a flying creature, the Cub Scouts also must make the flapping motion with their arms. The leader may name birds, flying insects, or even say airplanes or clouds fly. Anytime the leader names something that does not fly he also flaps his arms and tries to trick the Cub Scouts into doing the same. The game continues as long as one person has not been fooled.

AMERICAN HERITAGE

Make posters of well-known buildings or symbols and put them up around the room. Number each poster. Give each person a piece of paper which is also numbered. Ask them to identify the posters and write the proper name by its corresponding number on the sheet of paper. Suggestions are: American flag, White House, Lincoln Memorial, Eagle, Presidential Seal, Uncle Sam, Statue of Liberty, etc.

AMERICAN HISTORY MURAL

You will need a 25-foot roll of butcher paper, paints, brushes, sponges, markers, crayons and some old history books.

Mark the paper off in 20 year increments, starting at the year 1500 (1492) to the present date, keeping 12-inches between increments.

From memory, as much as possible, have participants create a mural of American history to be displayed at the next pack meeting. Use the books when they start running out of ideas.

ANIMAL ALPHABET

Sides are chosen and the two captains sit about four feet apart, facing each other. The other players get as close to their captains as possible. One captain mentions an animal whose name starts with the letter “A” and then counts to 10. Before he reaches 10, the other captain must name another animal beginning with the same letter. This continues until neither can think of any more animals beginning with that letter, then they go on to “B”. The other players, on each team, help their captains think of names. When a team fails to give a word before the count of 10, or if they repeat a word already given, the opposing captain chooses a player from that side to join his team.

ANIMAL CHARADES

Write names of animals on slips of paper. Have boys take turns acting out the animal they choose for the other boys.

ANIMAL FARM

1. Animal Farm is an excellent game to help people learn each others' names. First, seat people in a circle.
2. State your first name and the name of an animal that begins with the same letter as the first letter of your last name.
3. Have the next person repeat what you said and add his own first name and a (Different animal that begins with the same letter as the first letter of his own last name.
4. Go around the circle, each person stating the names and animals of the people before him, then adding his own name and animal.
5. The challenge is to see who can remember everyone's name and animal.

ANIMAL LAUGHTER

Cut a number of tigers and lions from tissue paper. Each animal should be about three inches square. All the players but one, who is the hunter, holds their animal on a soda straw by sucking from the straw. The hunter tries to make the players laugh, so that they will drop their animal. The hunter may not touch the others. The first to laugh becomes the hunter.

ANIMAL MEMORY

Boys can play this game in teams or individually. Need 10 or more (The more you have, the more fun!) pictures of wild animals cut out and pasted to index cards. Lay the pictures out on a table ahead of time and cover with a towel. Uncover pictures and have boys look at the pictures for a set amount of time. Cover pictures again. Each boy needs to write down as many animals as he can remember. The boy with the most correct names, wins. OR Divide the boys into teams. Go from one team to another asking the team to give one team animal answer. If correct, their team stays in the game. If incorrect, they are out of the game. Keep going around to all the teams until only one team remains.

ANIMAL RACES

A variation of the relay race, this can be done by everyone walking like an animal. Hop like rabbits, gallop like horses, waddle like ducks—establish the type of animal before the race begins.

ANIMAL SCRAMBLE

When everyone comes into Pack Meeting, give each person one name of a variety of five different kinds of animals. Instruct them to keep it a secret. Then have everyone scatter and start making the noise of their animal, in the attempt of attracting the others of their kind. When you find others of your species, take their hands. Continue to make the noise until everyone is gathered together.

ANIMAL TAG

Have Cub Scouts in scattered formation. Select an "It". "It" names an animal and all the Cub Scouts assume the identity of the animal as they move about. "It" also assumes the identity and tries to tag one Cub Scout who then becomes "It". For example: "It" calls "kangaroo" and everyone must hop like a kangaroo until one is tagged and a new animal is called.

ANIMALS ON THE LOOSE

Make up several index cards with the name of one jungle animal on each. Designate one boy as the game warden. All other boys are given one card. Make 2 parallel lines with string or chalk 20 feet apart. The warden stays in the middle with all animals behind one line. The warden patrols the line shouting out any animal names that he can think of. If a boy hears his animal name, he must run across the line to the other side without being tagged. If tagged, he must freeze. Other boys run around him when their animal name is called. If a boy makes it to the other side, give him a new animal card. Play continues until all boys are frozen. Last animal frozen is the new warden. If desired, warden can “lock” up the animal in a designated pen where the boys must act like their animal until the game is over.

ANIMATED NUMBERS

You will need to make up two sets of numbers from 0 through 9. Print them on a sheet of heavy paper or poster board, which is about five inches square. This game works best with ten on a team; one number for each boy. If there are more, add more numbers, the same ones per team. The teams are sent, as a group, to opposite ends of the room. The game leader stands in the middle of the room and calls out a number, “268”. Each group then sends out the boys with those numbers and they stand before the leader in that order. The first team that successfully completes the number wins a point. If you had to add numbers to accommodate extra boys, you will need to call out some numbers that use a number twice, like 911.

ANTS AT WORK

Equipment: Straws, six beans, and four cups.

For each team set up two paper cups, one containing three beans. (These can be placed on a chair or on the ground.) The first player runs to the cup and using his straw and “Hoover suction method” transfers the three beans to the empty cup. He then runs back to his team and pats the last player on the back who passes the “pat” to the next player and so on until it reaches the first one in line. He then runs to the goal and using his straw transfers the beans back into the first cup. Play continues until one team finishes.

ART CONSEQUENCES

Give each boy a pencil and paper and have him draw the head of a man, woman, or child. After he draws the head, he folds the paper so that only the neck shows. Each paper is then passed on to the next person, who draws the shoulders, folds the paper, and passes it on. The others follow, adding the waist, hips, legs, and feet. All of which is, of course, preliminary to opening the completed drawings and passing them around.

ASTRAGALI

(Knucklebones) This game was originally played with small animal bones, but today we use small pebbles or other objects. Using one hand only, each player throws five pebbles into the air and tries to catch them on the back of his hand. If he drops any pebbles, he has to pick them up without losing those already on the back of his hand. This is trickier than it sounds!

AUSTRALIAN CIRCLE

A Cub Scout stands in the center of the circle, holding a tennis ball. The object is to throw this ball to someone in the circle who will drop it. Another ball is started around the circle from boy to boy. The boy in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball, which is being passed around the circle. If either one of the balls is dropped, the boy in the center changes places with the boy who dropped it.

AUTOGRAPH HOUND

Equipment: A piece of paper and a pencil or pen for each player.

Since backyard fun means having new friends over to join in, try this to help break the ice. As guests arrive give each a pencil and paper and instructions to collect as many autographs as they can. The winner is the one who can collect the most.

Variation: The winner is the one who can match the most signatures with their owners.

AUTOMOBILE RELAY

Divide the den into two teams. Establish a starting line and a turning line about thirty feet away. There are eight legs in the relay, so in half-den teams some boys will run twice. Each Cub Scout is told which legs he will run and how. At the command "Go!" the Cub Scout who is Car 1 hops to the turning line, comes back, tags Car 2, and so on, until each team has run all eight legs. The legs are as follows:

Car 1 has a flat right tire, so he hops on his left foot.

Car 2 has a flat left tire, so he hops on the right foot.

Car 3 can go only in reverse, so he runs backward.

Car 4 has water in his fuel line, so he chugs two steps forward, then one step backward.

Car 5 must be cranked every fourth step, so he stops and "cranks" his engine.

Car 6 won't go at all, so Car 7 pushes him.

Car 8 runs fine.

The first team finished wins.

AVALANCHE

Everyone holds hands and forms a circle. Place 4 large, empty cans stacked on top of each other in the center of the circle. The object of the game is to knock the cans over by trying to pull the other players into the cans. If a player touches the cans or knocks them over, he is eliminated. The game continues until only one player is left. Re-stack the cans as needed and remember, you must keep hold of hands.

BACKPACK GUESSING

This activity can introduce what to pack for your den hike. Blindfold each boy in turn and give him 30 seconds to feel items that are packed in a backpack. Include items that should and should not be taken on a den hike. The boy says nothing aloud, but after his 30 seconds, writes down quickly what he thinks he felt. Give a cheer to the boy who was able to list the most correct items. Use the opportunity to discuss which items would be appropriate to bring on the den hike you have planned.

BACKWARDS NIGHT

Invite the Cub Scouts to come to Den or Pack meeting dressed backwards. Make name tags with their names spelled backwards. Have a backwards writing contest. Play softball (Use a nerf ball if indoors) by running from home to third, then second, then first. Serve pineapple upside down cake or a scoop of ice cream with a cone on top. Do everything backwards.

BACKYARD BUBBLEMANIA

For a real treat, fill your wading pool with bubble solution (6 cups of liquid dishwashing soap, 8 gallons of water, and 1 cup of glycerin); let it sit for several hours, and then enjoy an afternoon of bubbles.

Next, challenge your Cub Scouts to create bubbles of all sizes. For miniature versions, have them dip plastic straws into the solution and gently blow. You can use just one straw or, for connected bubbles, tape half a dozen together and blow through them all at once. For special shapes, dip in bubble pipes, cookie cutters, berry baskets, plastic connectors from six-pack sodas, and plastic bracelets.

BACKYARD HOCKEY

Lay out the rink as shown with tape or chalk on grass or a driveway. The player's sticks are three-foot lengths of broomstick or sticks of similar size. The puck is a tennis or rubber ball. Play fathers against sons, or divide Den into equal teams. Each team stays outside the rink and along its own sideline. The goal it is defending is on its right. The game starts with the ball being dropped between the opposing centers in the middle of the rink. Players try to hit and sweep the puck past their opponents' goal line. No player may step onto the rink or swing his stick above knee-height. When the puck goes out of bounds, have a face-off near that point between two opposing players who were nearest to it.

BADEN-POWELL

How many words of three or more letters can be made from: BADEN-POWELL. Set time limit of 3-5 minutes.

BAGGAGE CAR RELAY

Divide the den into two teams and give each team a suitcase filled with old clothing—an old hat, trousers, shirt, and jacket or overcoat. On a signal, the first player on each team runs to the center of the room, puts on the clothing, and races back to his team with the suitcase. He takes off the clothing and repack it in the suitcase. The next player then repeats the performance, and so on until all have raced. First team finished wins.

BALL TAG

Play in waist-deep water. "It" tries to tag other players by hitting them with a soft rubber ball. If "It" misses, the player he threw at tosses the ball back to him. Establish boundaries so that distances will not be great.

BALLOON GOAL BALL

May be played outdoors or in a room with no furniture. In each corner of the room or playing area, there is a goal made by stretching a 10-foot string or rope across the corner at a height of about five feet. You need two balloons, one red and one blue (Have spares.) Divide den into two teams. Assign two goals, diagonally across from each other, to each team. Start play by tossing up both balloons in the center of the area. Balloons may only be batted with hands. Each team tries to bat its balloon into either of its two goals. When a goal is scored, stop play and resume by again tossing up both balloons into the center.

BALLOON RACE

Form two-boy teams. One boy on each team stands opposite the other on the sides of the pool. All boys on one side of the pool are given an inflated balloon. On a signal, they jump into the pool and try to blow their balloon ahead of them across the pool. They may not touch the balloon with their hands. When the balloon touches the wall, the partner jumps in and blows the balloon back to the opposite side.

BALLOON-PUSHING RELAY

Divide boys into two equal teams and have them stand about 30 feet apart in chest-deep water. Give an inflated balloon to the lead Cub Scout in each group. On a signal, he begins pushing the balloon in front of him with hands, arms, and head toward the other group. He may not hold the balloon. When he gets to the other group, the lead Cub Scout there pushes it back. Continue until all have had a turn.

BANANA RELAY

Divide group into equal teams. Give each player an unpeeled banana. On signal, the first player on each team puts his right hand behind his back, holds the banana with his left hand, and peels it with his teeth. He then eats all the banana and tries to whistle. His whistle is the signal for the next player on his team to start peeling.

BAREFOOT MARBLE RELAY

Divide Den into two teams. Give each team two marbles. The boys remove their shoes and socks. On signal, the first player on each team grasps a marble with the toes of each foot and walks to the turning line. When he gets there, he picks up the marbles and runs back to give them to the next player, who repeats the action. Continue until a have run; first team finished wins.

BARNYARD DIN

Hide small candies around the room. Have boys form teams of farm animals, like pigs, dogs, cats, turkeys, cows, chickens, etc. When the signal is given, each Scout begins to look for the candy, but only the leader may do the retrieving. When an animal finds a candy, he makes the sound of that animal (Cats “meow”, dogs “bark”, turkeys “gobble”, etc.) to attract the attention of the leader of his team. The team recovering the most objects, wins.

BARREL RACKING

Equipment: boxes or large cones, stick ponies. Form two teams with an equal number of boys on each team. Place the boxes or cones 5 feet apart or whatever length works best for your area. Have a starting point. On signal, the boys race to ponies weaving in and out of the barrels to the end and back. On returning he gives the pony to the next rider. The team who finishes first is the winner or you could time the event and take off points for any knocked over barrels.

BASEBALL 500

Use baseball or softball, bat, and gloves. Batter tosses the ball up and hits it toward the other players. A fielder scores 100 points for catching a fly, 75 for catching the ball on one bounce, 50 for two bounces, and 25 for a grounder. When a fielder reaches 500 points, he becomes the new batter and scoring starts all over. A fumbled ball reduces a player's score by the number of points he would have scored if he had caught it.

BASKETBALL

Play one-on-one, two-on-two, etc., using only one basket. After a score, the other team gets the ball behind the key.

BASKETBALL SHOOT

Draw a line 20 feet from a basketball backboard. All throwing must start behind this line. The first player throws for the basket and follows up with a short shot. If he scores with a basket, the long shot counts 2 points and the short shot 1 point. Players take turns and the one making 21 first wins.

BAT THE TRASH

Draw a circle on the floor, 6 feet in diameter. Place a box or trash can in the center. Divide boys into two groups. Team 1 lies down with heads against the center container. Team 2 tries to throw newspaper balls into the container, while Team 1 tries to hit the balls away with newspaper bats. (Made by rolling newspapers up and securing with tape.) Time it, and then have teams switch places.

BEAN BAG BASEBALL

Mark target as shown on the ground or floor. Divide players into two teams. One team goes to bat first. In turn, the team players toss bean bags at the target from a distance of about nine feet. Each player remains at bat until he has reached base or made an out. A beanbag that lands on a line or outside the target is an automatic out. When three outs have been made, the other team comes to bat. Have a den chief umpire and keep score.

BEAT THE RAP

Items needed: a leader, a timer, a score keeper, a gavel, 12 thumbnail sized rocks

The contestants, one at a time, pick up as many of the dozen rocks that have been placed on the floor as he can in 10 seconds. He may use only one hand, and the rocks must stay in that hand. The timer calls "go" to start and "stop" at the end of 10 seconds. The scorekeeper keeps a record of the rocks picked up and held at the end of that time. Winner is the one that held the most rocks.

BEAVER

Have the Cub Scouts sit on the floor in a circle. A Cub Scout begins a story and, while the story is being told, any Cub Scout may yell “beaver” and then carry on with the same story. If he finishes the story, he scores a point. If he goes wrong, anyone, including the original player, may yell “wrong” and finish the story to win the point. If a Cub Scout starts out and finishes a story without being challenged, he scores 2 points. Another Cub Scout then begins a new story to continue the game.

BEETLE

You need one die, and paper and pencil for each player. Each player throws the die and must throw a six before starting the game. Then each player again throws the die, and draws the part of the beetle which his die number allows. Go on throwing until one player has drawn a whole beetle. He is the winner.

Rules: Throw a 6 to start the game. Then 6—body, 5—head, 4—arms and legs, 3—feet and hands, 2—eyes, 1—nose and mouth.

BETCHA CAN’T REMEMBER

Read the following verse to your Den and ask boys to give the answers aloud or write them on a card.

The lion roared; the hippo snored;

The monkey swished its tail.

The elephant rumbled; the rhino grumbled,

And their keeper fell into a pail.

Now tell what the following did:

The lion

The hippo

The monkey

The elephant

The rhino

The keeper

Now uncover the verse. How well did you remember?

BIG GAME HUNT

Animal crackers are hidden in the room or house. Ask the boys to find as many as possible, but as he finds each he must make the sound of that animal. The boy who finds the largest number wins, or the crackers may be numbers and the numbers added to determine the winner.

BIRD HUNT

Give each player a pencil and paper and have them stand in a circle facing inward. Pin a slip of paper with the name of a bird on each player’s back. On signal, all players try to write down the bird names of all other players while trying not to let others see their own bird name. After two or three minutes, end the game. The winner is the player with the most bird names on his or her paper.

BIRD OR ANIMAL

The leader imitates the sound of any bird or animal, and the players, who are standing in a circle, try to guess what it is. The player who first makes the correct guess is praised and becomes the new leader.

BIRDS AND WORMS

Divide Cub Scouts into 4 groups. Props: 50 toothpicks of each color: blue, red, green, and natural wood. Find a grassy area and mark off a section 3 feet by 9 feet with some string. Scatter the toothpicks (Worms) in this area. The Cub Scouts are a flock of birds following their leader in search of lunch. On signal they try to catch as many worms as they can within 15 seconds. When the time is up each team puts their worms in color piles and count the number in each pile. What color would they like to be if they were worms?

BIRDS FLY

All players stand with their hands on their hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the players make flapping motions with their “wings.” If a player flaps for an animal that doesn’t fly, he is eliminated for that round. The leader may try to confuse the players by flapping his own “wings” every time he calls a name. (Examples of calls: “Robins fly!” “Pigs fly!” “Ducks fly!” “Squirrels fly!” (Flying squirrels do a flying glide, so count them as fliers.)

BIRDS, BEAST, OR FISH

All players sit in a circle except one who is “It.” “It” throws a knotted handkerchief to any player in the circle and, calls out “bird,” “beast,” or “fish.” He then quickly counts to ten. If the player with the handkerchief has not named a bird, beast, or fish as commanded within that time, he becomes the new “It.” No player may use the name of any bird, beast or fish that has already been called until there is a new “It.”

BIRTHDAY CUPCAKE GOBBLE

Each boy gets one decorated cupcake. On signal, each boy locks his hands behind his back and eats his cupcake using only his mouth. The boy finishing first, wins. (Use smaller cupcakes. Have glasses of water ready if needed. Play game in an area that is easy to clean up.) Lots of frosting makes the game messier and more fun!

Possible prizes for the games could be fortune cookies, almond cookies, or a bird’s nest snack (Chocolate covered chow mein noodles that can be made or a snack.)

BIVOE EBWNA

(Clap Ball) Cameroon, Africa

Divide Den into two teams. Teams line up parallel and facing each other six feet on either side of a center line. The two toss a small rubber ball back and forth. No player may step across the center line. When the ball is caught, the catcher must clap his hands and stamp his feet once. If a player forgets to clap and stamp, a point is scored against his team. Keep the ball moving fast

BLIND AS A BAT

A player is blindfolded. One end of a string is tied while the other is held in the hand of his keeper. Several teams do this at a time! Each team has 10 minutes to walk around and touch things. As he identifies an object, he tells his keeper what he has found. The longest correct list wins the game for the team. The keeper may not talk to his charge, but may lead him with the string.

BLIND FEEDING THE BLIND

Divide the den into pairs. Each boy is given a spoon and a small dish of popcorn. They are then blindfolded. They are then to feed each other popcorn. Everyone is a winner because each boy has had a treat.

BLIND HORSE TURNABOUT

Here's a chance for mom to do some necessary backseat driving. Dad, the "blind horse", puts a paper bag over his head. The horses and riders (mothers) line up at the starting line about 50 feet from the finish. On signal, they start moving. Mom directs her blind horse, with verbal signals—"Bear right," "Go Left," and so on. She may not touch the blind horse during the race.

BLINDFOLD TREASURE HUNT

Players get on hands and knees at the starting line, A paper bag is placed over their heads as a blindfold. Place a piece of wrapped candy for each player somewhere between the starting and finishing lines. On signal, the players crawl toward the finish, groping with their hands to find their piece of candy and crawl with it over the finish line.

BLINDMAN NATURE

Blindfold the Cub Scouts and have a tray with about 10 items on it. Use items such as: pine cones, acorns, moss, shells, feathers, milkweed pod, or other things that are found in nature around the area where the Pack Meeting is held.. See how many items from Nature the Cub Scouts know. Have them feel each object and, after everyone has finished, try to identify each object.

BLINDMAN'S BUFF

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

BLUE AND GOLD BANQUET GOURMETS

Divide the boys into two or more teams. 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 balloons and place them on the table beside each team's goodies. On signal, the first boy of each team runs to the table, puts on the bib and does the following:

Eats one cracker

Eats one section of an orange

Uses a straw to take one sip of pop

Eats four peanuts

When finished, he runs back to his team, and the second boy dons the bib and tastes the food. The relay continues until all food items for each team are gone. When the last mouthful is gone, that boy pops the balloon to signal that his team has completed its taste test.

BLUE AND GOLD TOSS

Use blue and yellow M & M's or jelly beans. Each boy gets 5 pieces and tries to throw them one by one into a Scout hat placed about 5 feet away. The boy with the most in the hat wins the remaining pieces of candy.

BLUE AND YELLOW

Give each person or group a pencil and a sheet of blue or yellow paper. They should write down as many things as they can think of that are blue (sky, flowers, sapphires, Cub Scout uniforms, etc.) or yellow (crayons, cars, hair, etc.). Prizes can be given for the longest lists or the most unusual items on the list.

BLUES AND GOLDS

Divide the Den into two teams, the Blues and the Golds. Number the players on each team from 1 through the number of members on the team. In turn, the players are asked questions about Cub Scouting. The first question is asked of player 1 on the Blues team.

If he cannot answer, player 1 on the Golds gets a chance. If he fails, then player 2 on the Blues tries, then player 2 on the Golds, etc. The second question goes to player 2 on the Golds, then player 2 on the Blues, etc. Here are sample questions:

What's the Cub Scout motto? (Do your best.)

How many boys are in our pack? (If the answer is within three of being correct, give credit.)

What is Cub Scouting's highest award? (Arrow of Light.)

How many achievements are there for the Wolf rank? (Twelve.)

How many for the Bear rank? (Twenty-four, but you only do twelve.)

What does the word Webelos stand for? (We'll be loyal Scouts.)

Who is Akela? (A good leader; Akela might be a parent, another adult relative, a teacher, or a Cub Scout leader.)

How many dens are there in our pack?

What do the two fingers stand for in the Cub Scout sign?

(The two parts of the Cub Scout Promise—"to help other people" and "to obey.")

BOAT RACE

You need two sticks or dowels and two hard-to-control objects like oatmeal boxes, balls, or balloons. Divide the den into two teams and give each team a stick and object. On signal, the first player on each team pushes the object around a marker about 20 feet away and back to his team. The next player takes over, and so on until all have raced.

BOBBING FOR APPLES WITHOUT GETTING WET

Fill a large, low tub or cardboard box with styrofoam packing pieces, often called squiggles or peanuts. Gently lay a few apples at a time on the styrofoam. With hands behind his back, each boy kneels and “bobs” for apples.

BOOGIE MAN

One player is “it” or the “boogie man”. All others line up against the wall. The boogie man usually stands in the center of the space. The object of the game is to cross from wall to wall (or base to base) without being tagged. To start the game the boogie man says, “What do you do when the boogie man comes?” The answer is “We run right through like we always do.” All must start the run at the same time. All who are tagged must help the boogie man on the next trip across.

BOW WOW MEOW MEOW

This game works best with a great number of people, but will work with as few as ten. (The person starting the game will be called Bob for simplicity.) Players assemble into a large circle standing close enough to each other to talk comfortably. Bob has two objects ... stuffed dog and cat are perfect, but you can use anything, even a rock. Bob turns to the boy on his left, hands him the dog (or object) and says, “This is a dog.” The boy responds by saying, “How’s it go?” Bob replies, “Bow-wow.” The boy then turns to the one on his left and says what Bob said, only when he is asked “How’s it go?” He immediately turns and asks the one on his right (in this case, Bob) “How’s it go?” When Bob replies, “Bow-wow” the boy immediately turns to his left and tells him “Bow-wow”. This continues around the circle. Meanwhile, Bob has started the same thing to his right only it is a cat and goes “meow-meow.” It takes all of this a while to get started but once they get the hang of it, it’s a riot. The hard part is when the dog meets the cat on the way around. The game ends when the dog and cat meet up at their start, with Bob.

BRANDING CONTEST

Divide the pack into two equal parts. Everyone in one group ties a balloon to one ankle while the other group, on signal tries to see how many balloons they can burst in a given time by stomping on them. A burst balloon is a branded critter. Then reverse groups.

BROOMSTICK RELAY

Each team is furnished with a broom and each member is furnished with a blown up balloon. At the signal, they begin sweeping their balloons to the finish line. Each team member will run back to his team, hand the broomstick to the next person, who then repeats the process. First team to finish wins the race.

BUCKET BRIDGADE RELAY

Play outdoors. Divide den into two teams. Give each team two pails, one filled with water and one empty. Place the empty bucket some distance from each team. On signal, the first Cub Scout in each team carries the full pail to the empty one and pours the water into it, and then returns to the next person in line with the full pail. The next boy repeats the same actions, and so on until all have carried the water. This is not a speed contest. The winning team is the one which has the most water in one pail when all the members have finished.

BUCKETBALL

Place two bushel baskets or large metal buckets 50 to 60 feet apart. Establish sidelines 30 to 40 feet apart. Use a basketball or other ball about that size. Play regular basketball rules, but with any number of players on a side. No score is made if the ball bounces out of the bucket or knocks it over.

BUGS-N-THINGS

Go on a treasure hunt in a park or your backyard—find Bugs-n-Things that begin with each letter in the words C U B S C O U T. Then sit and discuss with the boys, all the beauty in nature and how special we are in the world of nature. (How they would miss seeing this if they use drugs—if you wish you could incorporate conservation in this.

BUILD A CUB

Need: One square block of wood or foam rubber with a letter drawn on each side: A - arms, B - body, L - legs (need two), H - head, E - eyes (need two), M - Mouth, and a pencil and piece of paper for each boy. The first boy rolls the die and draws that part of the body. Play continues until all boys have one turn. The first boy rolls the die the second time. If he rolls a new body part, he adds it to his picture. If he rolls something that has already been completed, he loses his turn. Play continues until a boy completely builds his Cub Scout on paper.

BUILD A SANTA

Need one wooden cube of any size. With a marker write or draw one of the following on each side: Head, Body, Arm, Leg, Hat, Beard. Each boy needs a piece of paper. Going around in a circle, each boy rolls the cube once and draws the part of Santa's body shown on the cube. Then the next boy rolls continuing on and on. For "arm" and "leg", he draws only one arm or leg. So, he must roll "arm" and "leg" two different turns. If he rolls a part of the body he already has, he must wait for his next turn to try to draw a body part. The first boy to complete his Santa, wins.

BUMBLEBEE

One boy leaves the room. While he is away, the rest of the boys hide a small, fake bumblebee (made from pompoms). When the out boy reenters he must find the hidden bumblebee. -He moves around only one step at a time in any direction. In the meantime, the other boys start buzzing softly like bumblebees. If the boy takes a step toward the bumblebee, they buzz louder. If he takes a step away from the bumblebee, they buzz softer. Play continues until the boy finds the bumblebee.

BUSINESS CARD

Bend a business card down at right angles about half an inch from each end to form a bridge. Lay it down on the table on the two bent edges and try to blow it over on its back. The secret is to hold your hand upright on the table in back of it and blow on the table about 8 to 10 inches in front of the card.

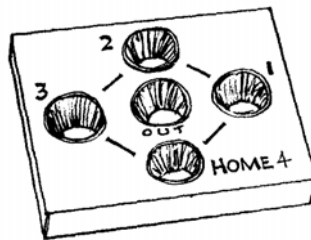
BUTTERFINGERS

Materials: Pair of heavy work gloves for each team, bag of gum or wrapped candy for each member of the team.

Divide the players into teams. Give each team a pair of gloves and a bag of gum or wrapped candy. On signal, the first player puts on the gloves, takes out a piece of gum or wrapped candy, unwraps it and puts it in his mouth. Then he puts the wrapper and then gloves into the sack and passes the sack to the next player. Continue until all the team members are chewing and the gloves and all the wrappers are in the sack. Team finished first wins.

BUTTON BASEBALL

Find a box lid that measures about twelve by ten inches. Draw a baseball diamond on top of the lid. Cut out circles as shown so that small nut, cups or paper muffin-pan liners will fit in them. Each player has three buttons for each turn "at bat." Standing about six feet away, he tosses them at the holes. If he misses all the holes, it is a strike. If the game is played as a team game, "base runners" advance the appropriate number of bases for each hit. If the game is played by individuals, a player scores 1 for a single, 2 for a double, 3 for a triple, and 4 for a home run.



BUZZ BUZZ

(Any number - indoors or outdoors - equipment: 2 old hats and 2 blindfolds) Blindfold two players, give them old hats to wear and stand them at arms' length apart. Neither must move away from this position, but they can duck down at any time. One player says "Buzz" and the second player must immediately answer with another "Buzz." Each player must try to knock the hat off the head of his opponent by a sweeping motion with the flat of his hand. This game is as much fun to watch as to play, but everyone should get a turn.

C, B, A RELAY

Equipment: Two pieces of paper and two pencils.

Place the pieces of paper and pencils at one end of the room. Divide the boys into teams. The first boy on each team runs from the opposite end of the room and prints the last letter of the alphabet. The next boy runs up and prints the next letter. Play continues until one team has completed writing the alphabet backwards.

CALF ROPING

Two Dens compete at a time. Half of each Den's members are Calves, the other half Cowboys. Each Cowboy has a six-foot length of 1/4-inch rope with a wrist-size loop on one end. "The Trail Boss" (Leader) calls, "Den 1's Calf and Den 2's Cowboy, ready!" When he calls "Go!" the Calf runs into the circle on hands and knees. The Cowboy pursues and tries to upset the Calf. When the Calf is down, the Cowboy ties his hands and feet together. The Calf must not resist; he must put hands and feet together and allow himself to be tied. Time each Cowboy from "Go!" until the Calf is trussed. Continue until each Calf and Cowboy have competed. The Den's score is the total time its Cowboys used. The Den with the shortest total time wins the event.

CALF-ROPING CONTEST

Cut six steer heads from cardboard. Use crayon or magic markers for features. Cover empty frozen fruit cans with yellow tape. Paste a steer head to each can. Fill the cans with stones or sand so that they will not topple over. Bend 27 inch pieces of wire into circles and cover with yellow tape. Make an arrangement of the steer heads on a card table then let the boys take turns trying to "lasso" the steer heads by tossing the rings.

CAMBIO DE INSTRUMENTOS

(Change Instruments.) "It" leaves the room, and the other boys form a circle. Each of the circle players is given the name of a musical instrument. "It" is called back into the room, and all circle players make the motions required for playing their instrument. One player gives a secret signal to all the others to change to some other instrument. He may change as often as he likes. When "It" catches the player who is giving the signal, he joins the circle and the signaler becomes the new "It".

CAN YOUR PARENTS PASS THE WOLF ACHIEVEMENTS?

This is an unusual family participation stunt. Cub Scouts guide either parent to each “achievement” (station) just as their parents guide their sons through Cub Scouting. The stations are “manned” by the other parent or Den Leader to symbolize the support and structure they give the program. When the parent with the Cub Scout has toured each station, they are given their Wolf badge a cardboard Wolf head to pin to their lapel.

STATION 1—Feats of Skill: Have a 2 inches x 4 inches board 12 feet long. The parent must walk it back and forth without falling off.

STATION 2—Flag: The parent should demonstrate Cub Scout salute and recite the Pledge of Allegiance.

STATION 3—Keeping Healthy: Parent should demonstrate how to take care of a small cut on their own finger.

STATION 4—Your Home and Community: Parent demonstrates how to use a broom and dustpan.

STATION 5—Tools: Parent must try to use a hammer to drive a nail without hitting their thumb.

STATION 6—Collections: Parent empties their pockets on the ground or floor. They then close their eyes and name the objects.

STATION 7—Conservation: Have a display of several objects from nature. Parent must identify three of them.

STATION 8—Tying Things: With their eyes shut, parent must tie their shoes correctly or tie a square knot.

STATION 9—Home Safety: Parent must list five fire hazards to look for in any home and tell how to eliminate them.

STATION 10—Family Fun: A ring game is set up. Parent must get one hoop in three on a stick.

STATION 11—Religious Activities: Parent must tell some ideas about how you can show your religious beliefs.

STATION 12—Books: Parent has two minutes to tell why they like some book they read when they were little.

STATION 13—Award Ceremony: Your parent has probably had a rough time on the Wolf trail. Give them their Wolf badge with a handshake and a salute.

CANDY BAR

As our families run here and there, little time is spent together. This game gives your family an opportunity to gather together and have FUN!

Objective: Each person tries to get as many candy bars as they can.

Materials:

Candy bars for each player or couple

1 brown lunch sack for each player or couple

Timer

Wood die

Bowl

Good Attitude

Timer: Set timer in another room, so no one can watch to see how much time is left. A stop timer is perfect. Most families play for about a half-hour. After playing a few times, you will know how much time needs to be adjusted. It's fun to vary the time from each game to keep them off guard.

Preparation: If using this game for a party, assign each person to bring two candy bars. Take the candy when they arrive.

One person (mother, father, or party leader) places two candy bars in a brown sack. Fold down the top of each sack the same. If there are extra bars, place them in a bowl. Place a mark, (x) on the bottom of one of the bags.

Starting the game:

1. Everyone gather in a circle.
2. Bowl is placed inside the circle.
3. Each person or couple picks a sack out of the center.
4. Explain that each sack contains two candy bars, and no one is to look until directed to do so.
5. Each person looks into their own sack but does not tell what kind of bars they have.
6. Everyone closes their bag.
7. Players may look inside any sack that is their own during the game.
8. Who goes first? The player with the mark on the bottom of their sack. That player rolls first then follows to the left.

Roll Die: A player has to follow what has been rolled.

1. Take the Bowl: If rolled the player takes all the bars.
2. Trade sacks: Player picks another player to trade sacks with. Remember you want the most candy.
3. Lose a turn: Lose next turn.

CANDY HUNT

As the climax to the water fun, scattered foil-wrapped hard candy on the bottom of the pool. On signal, all children jump in and gather as much as they can.

CANDY QUICK

The group is seated in a circle. You need two pie tins. One to throw a pair of dice. The other has a piece of taffy. Whoever has the plate of taffy tries to open the taffy with a table knife and fork. The person with the plate of dice rolls them once. If he gets 7, 11, or any doubles, he takes the plate of candy immediately and continues trying to open the candy. Once the candy is open, it is to be eaten. Another candy is put in the plate, and the play continues.

CAP AND CAN

Materials: Four clean, empty 16-ounce soup cans; four clean, empty 6-ounce tomato paste cans; four rubber bands; several bottle caps.

Put two rubber bands around two large soup cans to hold them together. Pull out a part of the rubber bands and add the third large can. Pull out a part of the rubber bands on the opposite side of the third can and add the fourth can. Arrange the cans so that there is an even space in the middle. Pull out the top rubber band so that you can fit a small can in the corner of two large cans. Pull out the second rubber band and push the smaller can under it.

Use the same method to add the three other small cans. Add one or two more rubber bands. Place the cans on the floor. Stand 6 feet away from the cans and try to throw the bottle caps into them. Score 5 points for each cap that lands in a large can, 20 points for the small cans, and 30 for the space in the middle.

CAPTAIN, MAY I?

This is similar to Red Light. There is a goal line and a starting line, and the player who is “Captain” stands at the goal line. The “Captain” addresses one player at a time to “Take one giant step” or “Take 5 baby steps” or “Skip three steps”, etc. That player must remember to say “Captain, May I?”, and wait for permission before he can advance. If the player forgets to ask permission first, he must return to the starting line. The Captain then addresses another player on the line and continues until one player finally reaches the goal line. That player then becomes the “Captain.”

CAR AND DRIVER

Divide the group into pairs. One boy stands directly behind his partner (the car) with his hands placed on his partner's shoulders. After trying with eyes open, the "cars" close their eyes and the drivers direct, stopping, turning, and starting the cars with only their hands through touch signals. Cars can begin slowly, building up to the point where they can maneuver through obstacles and crisscross one another's paths. For more cooperation, make buses, which are longer than cars and thus require more boys. The signals could be passed from the last person to the first for changes in action or direction. Eyes can be open or closed.

CARAMEL CHEW RELAY

Divide the group into two relay teams. Place caramels on a plate in front of each team. The first boy runs up to the plate, chews a caramel, and when he is finished returns to his team so the next boy can do the same.

CAREER RELAY

Each member of the team must go to the turning line and back by a different method. The method chosen is based on the career chosen. For instance, a freighter might have to carry a baby (doll); a veterinarian might have to travel like one of the animals a veterinarian would treat; a paramedic might have to carry a first-aid kit and sound an ambulance siren all the way, etc.

CARTOON CHARADES

Have the boys act out a cartoon character. (Words or sounds can not be used.) The boy who guesses correctly is the next one to act out a character.

CASEY JONES TRAIN RELAY

Divide into teams (Dens, if played at pack meeting.) Line the teams up for a relay race. Have each team member lock arms around the player ahead of him. On signal, the teams race ahead in a joined line. If a line ("train") breaks, it must reform before proceeding. When a team returns to its starting position, the head of the line (engine) leaves the line and joins the end of the line as the number 2 player becomes the engine and leads the train for another sprint. This continues until the original engine is at the front of the line again. The first team to finish wins.

CAT AND MICE

All players sit or kneel on the ground around a small pile of objects-rubber bugs, Ping-Pong balls, trading cards. One player is the Cat, who sits nearest the pile. The others are Mice, who try to snatch one of the objects and toss it over their shoulder before the Cat can tag them. When a Mouse is tagged, he becomes the Cat.

CAT AND MOUSE

The boys form a circle and select one boy to be the "mouse" and another to be the "cat." The mouse is inside the circle and the cat outside the circle. The object of the game is for the cat to catch the mouse. The boys forming the circle can assist the mouse by letting it out or into the circle at any time. The cat should be hindered. The introduction of another cat makes it more interesting. When a mouse is caught, he becomes the cat, and chooses another mouse.

CAT AND RAT

A cat and rat are chosen. The rest of the boys form a large circle holding hands. The rat is on the inside of the circle and the cat on the outside. The cat attempts to break through the circle to catch the rat. The circle tries to protect the rat. Should the cat break into the circle, the circle will quickly let the rat out and keep the cat in. When the rat is finally caught by the cat, it joins the circle and the cat chooses another rat.

CAT TAIL SWING

Each boy is given a tennis ball inside the toe portion of one leg of a nylon. Tuck, tie or pin nylon to the waistband of his pants so that the ball touches the ground but does not drag. Boy must maneuver to “swing his tail” so that it hits another tennis ball across a given line. Give each boy 3-5 tries.

CATCH, THROW, AND SIT

Line each team along the walls of the gymnasium or room or, if outdoors, form them in a hollow square, facing in. Station the captain of each team 15 feet in front of his team and give him a ball. Make a 3 foot circle in which each captain must keep one foot. On signal, each captain throws his ball to the first player to the right of his line, who catches it, throws it back, and then sits down. The captain then throws to the second player, and so on until all players are seated. If any player or captain fails to catch the ball, he must recover it and return to his position before throwing it. The team who has all their players seated first is the winning team.

CATCHING A LENDU

Pygmy children of the Congo counted this game among their favorites because it imitated the hunting of adults. Almost any animal can be used, but a popular one was the lendu, a small antelope with two sharp horns.

Equipment:

Branches with leaves (or substitute)

Sheet or net

One player is selected to be the Lendu. Two players choose a spot to stand holding the sheet. (Or it can be hung from a tree.) The other players hold the leaves and branches.

When the Lendu enters the “clearing” (With two extended fingers to simulate horns.), the players shake the leaves and branches at it, but don’t touch the Lendu. In fact, the Lendu is supposed to avoid being touched.

The object is to maneuver the Lendu toward the sheet or net where it is caught. The Lendu tries to main free for a designated period of time—say, 30 seconds. If it is successful, it can choose to go again or play one of the other roles.

CATTLE AND HORSE ROUND-UP

Equipment: Paper horses and cows, as many as you decide upon (Enlarge these pictures.), small box for corral. Set up: Hide the horses and cows before the boys come.

Divide the boys into equal teams with one as foreman/captain of each team. One team hunts for the horses while the other teams hunts for the cows. On signal, the boys are to look for their animals. When a boy finds one, he is to moo or whinny and the foreman comes and puts the animal in the corral. Set a time limit and the team with the most animals rounded up wins. Instruct boys not to tell the other team where their animals are, if they find one.

CHANGE CARS

Prepare for the game by fastening a picture of different types of railroad cars (Such as a refrigerator, stock, gondola, or tank car; caboose; tender; or locomotive.) to the back of each chair. Have each Cub Scout check the name of the car on his chair and sit down. Choose one boy to be “it” and have him stand in the center of the circle of chairs. When the names of two cars are called, the boys in these chairs must exchange seats while “it” tries to gain possession of one for himself. The boy left without a chair becomes “it.”

CHARADES

May be played by individuals or Den teams. The object is to guess a word or phrase being acted out by one or more players. To play as a team game, give a piece of paper with a word or phrase written on it to one team. Ask them to leave the room for a few minutes to plan how they will present the charade. After a quick rehearsal, the team returns and presents its act, with each member acting out one syllable or word. Each member of the other team gets a chance to guess what is being acted out. In the beginning, use simple words and phrases, such as “air gun,” “cattail,” “football,” and “fire eater.” When teams get the idea, try more complex charades, using movie and book titles, TV shows, and places.

CHERRY PITS

You will need 6 cherry or plum pits cleaned and dried. (Small rocks will do if no pits.) Paint one side of each pit black, and the other side white. Decide how many points will make a game. Take turns with your friends to see who can reach game score first. Put the pits in a bowl or box and shake them around. Set the bowl down. If all the stones show the same color, give yourself 5 points. If five out of six show the same color, give yourself one point. No points are given for less than five of a color.

CHEWING GUM CONTEST

Tie a stick of gum to the middle of a piece of string. Each of a pair of contestants puts an end of the string in his mouth and, at a given signal, begins to chew. The one who gets at the gum first wins it.

CHEWING RELAY

Equipment: Two packs of gum (with enough sticks for one per player) and two pairs of canvas work gloves.

The first person on each team puts on the gloves, unwraps a stick of gum, and puts it in his mouth and starts chewing. Then, he takes off the gloves and hands them along with the pack of gum to the next person in line. The actions are repeated. The first team to finish wins.

CHICKEN FIGHT

Two players stand in a circle drawn about 8 feet in diameter. They stoop and grasp their own ankles. Players try to push each other out of the circle or off balance. The player who leaves the circle, releases either hand, or touches the ground with any part of his body other than his feet loses the contest.

CHIEF MANDA

(The Chief Orders). From Brazil. The Chief stands in front of the other players and gives orders which they must follow if he first says, “The Chief orders” If the Chief says, “He orders you to laugh” – none of the players should laugh because he did not say, “The Chief orders” A player who makes a mistake is eliminated or a point is scored against him.

CHOPSTICK RELAY RACE

Materials: Chopsticks, jellybeans, four saucers

Break the group into two evenly divided groups (If uneven someone has to go twice). Place half of each group on opposite sides of the room with a saucer of jelly beans in front of them. Run a relay race moving jelly beans across the room from dish to dish in relay race fashion using the chopsticks.

CHOQUE

(Cho-kay). Bolivian boys play this with a forked stick and a wooden ball attached with a 3-foot cord. The object is to toss the ball up and catch it in the fork.

CHRISTMAS CANDY HUNT

Prior to the pack meeting, a leader hides pieces of wrapped candy or unshelled peanuts around the room. Each den chooses a different word related to the season. At a signal, each Cub Scout starts to hunt for the candy or peanuts. When he finds some, he must point and yells his den’s word until the leader (Den Chief or Den Leader) comes to pick up the candy. The den with the most pieces wins.

CHRISTMAS (OR MENORAH)

This simple activity can be adapted to the time and space you have. Use small 4-ounce paper cups, preferably decorated in holiday colors. The object is to create a tree- or candleholder-shaped stack of cups. Boys can either work in small teams or can add a cup one by one to the stack. The first one to finish or build the highest stack wins.

CHRISTMAS CARD PUZZLE

This game makes a good gathering activity. Cut an old Christmas card into irregular pieces to form a puzzle for each player and place in an envelope. As each boy arrives, give him a puzzle. First player to put his puzzle together is the winner.

CHRISTMAS CHARADES

Need actions written on slips of paper. Divide the den into 2 teams. Each team takes turns choosing a paper. One boy from each team looks at the paper and “pantomimes” the action described. If the boys on the team guess the correct action within a set amount of time, they score 1 point. Each team takes its turn. The team with the most points, wins. Ideas: hanging Christmas stockings, decorating a tree, baking cookies, making cookies, lighting candles, wrapping presents, hanging lights, singing carols, etc.

CHRISTMAS HANDSHAKE

Call the Cub Scouts to attention and give to each five Christmas seals. On signal, each boy is to introduce himself to five parents other than his own. Each time he must leave a Christmas seal with them. Parents do not accept it until introduction is complete and boy can repeat the parent's name. The first Den to complete the project assembles as a Den and comes to Cub Scout sign around Denner or Den Chief. Give them a cheer or two.

CHRISTMAS MAIL

Place a collection of Christmas cards on a table—one less than the number taking part in the game. The players march around the room to music. When the music stops, everyone rushes to the table for a card. The person who doesn't get any mail drops out of the game. The leader removes a card and the fun begins again.

CHRISTMAS STOCKING

Give each Cub Scout a piece of paper with a Christmas stocking drawn on it. Write the words "Christmas Stocking" down the left side of the paper. Each Cub Scout must write a word that pertains to the Christmas season for each of the 17 letters written on the paper.

CHRISTMAS STOCKING CONTEST

Two or more red stockings are hung up, the number depending on the number of contestants you have for each side. Each boy is provided with a teaspoon and three apples, or tennis balls. These apples must be picked up off the floor with the spoon, carried to the stocking and dropped into it. It may be run as a relay, with each runner putting in just one apple, returning and handing the spoon to the next runner. The apples must be placed into the stocking without the aid of the extra hand.

CHRISTMAS SWIPE

A large sack containing candies and trinkets of various sorts is hung in the center of the room. Players from the Red Caps and the Green Caps take turns in being blindfolded, turned about, and given an opportunity to bring the sack down with a swipe of the wand. If a Red Cap brings down the sack, then his teammates are privileged to scramble for the contents. If it is brought down by a Green Cap, only the Greens have the privilege. Players are not allowed to coach a contestant.

CHRISTMAS TOYS

Pin on the back of each the name of some toy, such as teddy bear, toy gun, etc. Each player tries to learn what is on his back by asking other players questions, which must be answered correctly. He may ask questions like, "Am I a vehicle?" or "Am I a truck?" or any other question. When a player has learned what toy he represents, he may take the name off his back and pin it on front. He may still answer questions.

CHRISTMAS TREE CONTEST

Prepare a work table with green and red crepe paper, Christmas tinsel, icicles, ornaments, paste, pins, scissors, needles and thread. Divide players into teams and allow 15 to 20 minutes for each team to turn one of its members into a living "Christmas tree." Prize for the most original.

CHUCK WAGON RACE

Each Den has one wagon. Two Den members are the horses. Behind each wagon, at the starting line, is an equal number of old tin cans, pots, pans, and silverware--the more the better! On signal, all Den members, except the horses, load their wagon as fast as they can. When finished, they yell, "Wagon Ho!" The horses dash off, around an obstacle course and back to the start.

CITY WALLS

Players form into four or five teams and each team leader appoints two players to be the "City Gates". These "Gates" join hands above their heads to form an arch and stand in a line side by side. Other players dance round them and when the leader shouts "Attack" all the players rush to pass through their own city gates and line up behind them. The last line to reform itself drops out. The game goes on until one city is victorious.

CLAM RACE

Have all the boys line up at one end of the room. Have the boys sit down on the floor with their knees bent and arms wrapped around their legs. Have them "race" across the room by rocking back and forth. The first one to the other end of the room wins.

CLAP A CAROL

The first player claps the rhythm of a well-known Christmas carol, Hanukkah song or other holiday tune. The others try to guess it. When one succeeds, he becomes the clapper for the next round.

CLEAN YOUR ROOM

Equipment: 60+ —beanbags or sock balls

Object: To have nothing on your side of the playing area.

Divide playing area in half. Scatter half the beanbags on each side. Akela tells the group to start. The boys try to throw all the beanbags off their side onto the other side. After approximately 3 minutes, Akela tells the teams to stop. The boys count how many beanbags are left. The team with the fewest beanbags wins.

CLOCK GOLF

Draw a circle of 20 to 24 ft. in diameter on a level, closely mowed area of yard. Place markers around the circle representing the 12 hours of the clock. Sink a can for a putting hole somewhere within the circle but not in the center. Using a putter, each player putts from the one o'clock marker, then the two o'clock, and so on around the clock. The object is to "hole out" from all the markers in the fewest number of total putts.

COLORS

The leader appoints a Devil and an Angel. He secretly tells each of the other players what color he represents. A home base is marked out some distance from the group. The game begins with the Devil "knocking" on the leader's door. The leader asks, "What do you want?" The Devil says, "A ribbon". The leader asks, "What color?" The Devil then names any color. The player who has been assigned that color jumps up and races for home base while the Devil tries to tag him. If the player reaches home safely, he is free to rejoin the group. If he is tagged by the Devil, he must join the Devil for the next round. Then the Angel has a turn, going through the same procedure the Devil did. The Devil and Angel alternate turns until all players have been captured. The winning team is the one with the most players.

COMPUTER SCAVENGER HUNT

Make a Den trip to a shopping mall. Divide the boys into two teams. Give each team a clipboard and pencil (and an adult) and then have them find as many things that use computer chips in the mall as possible. This list might include cash registers, travel agent terminals, inventory terminals, computer games, toys, televisions, word processors, etc. The team with the longest list after a half-hour time limit wins. Then treat the Den to ice cream at the mall for a fun outing for all!

COMPUTER TAG

Like land, air, and water tag. When they are trapped they name something associated or to do with computers.

COMPUTER UPSET

Players sit in a circle with "It" in the center. Each player chooses a word associated with computers, i.e., software, computer, etc. "It" calls out a word and the person that is that word has to say another person's word before "It" reaches him or he becomes "It." If "It" calls computer upset, (Or hard disk crash.) all players must trade places. The one left without a place becomes "It."

CONNECTION CONCENTRATION

To have fun with the old game of concentration, try this variation. Cut out 24 or more pictures from magazines and paste on index cards. Place the cards face down on a flat playing surface. A player turns over two cards. If he can name some connection between the two pictures he keeps the cards and turns over two more. Play continues until there are no cards left or no one can come up with a matching connection between the remaining pictures. Here are some connections: both are foods, both begin with the letter c, both are found in the sea, and so forth.

CONSUMER'S REPORT

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

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

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.

CONTINUED STORY

Have the boys and the Den Leader sit in a circle. The Den Leader begins a story by giving one sentence. The first Cub Scout in the circle must then continue the story with a sentence of his own, and so on. The story continues until no one can think of a sentence to add.

CONTRARY CHILDREN

This game is played just the opposite of Simon Says. For example, if the leader says, “Hop on your left foot,” the boys must do the opposite and hop on their right foot. Any boy doing the same as the leader is out. Last boy left wins.

CONVERSATION

Each guest is given six checkers and told to engage in conversation with the others. Whenever he receives “Yes” or “No” for an answer, he claims one checker as his reward. The first to get thirteen checkers is the winner.

COOL POTATO

Materials: Balloons, a safety pin, a faucet.

Using a pin, poke a hole in a balloon. Then fill it with water, so that it becomes a “time bomb” with a slow leak. Players stand in a circle and toss the balloon around. The idea is to not be the one holding the balloon when it runs out of water. Still, the focus really isn’t on winning or losing—it’s on how cool you get while playing the game.

COOPERATIVE ART

Materials: Sheets of paper for each player, markers or crayons.

Each player starts to draw a picture. Cub Scouts do not share what they have started drawing. When the word “Change” is given, each player moves one space to the left, leaving his drawing behind. He then continues the drawing on the paper that he is in front of. This cycle continues until each player has moved completely around the table, or when the leader sees that most drawings are completed. Boys then share their drawings with the group.

CORK

Divide the group into two teams and have the team lined up on opposite sides of a swimming pool. Throw 25 to 50 corks or floats into the water. At the leader’s signal, the teams jump in the water feet first and attempt to get as many of the corks as possible.

Variation: Work in pairs, one to grab the corks with his mouth and give it to the second team member who stores the corks in a plastic bag.

CORK RETRIEVE

Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the water close to the far side of the pool. On signal, each player dives into the pool and brings back the corks one at a time and places them in his assigned area. The player who retrieves the most corks wins.

CORN COB DARTS

Shell the corn off a corn cob, then break off the large end of the cob so the soft center is exposed. Put the quill end of two chicken or turkey feathers into the soft center. When you throw the cob, it will twist and whirl through the air. See who can throw it the farthest, or set up a bull's-eye on the ground made of rope and see who can hit the center.

CORNFLAKES OF BREAKFAST

Players choose partners and sit facing each other. One partner is blindfolded and given a small paper plate with 2 tablespoons of corn flakes on it and a spoon. He must feed the corn flakes to his partner who is not blindfolded. The boy may not guide his blindfolded partner's hands but must move to meet the spoon each time. The winner is first to eat all of his cereal.

CORN-SHELLING CONTEST

Give each contestant a small bowl or paper bag and four ears of hard field corn. On signal, all players shell the corn by rubbing the ears together. First player with all four ears kernel- less wins.

COUNT YOUR BLESSINGS

Boys sit in a circle. The first boy starts out by saying "I am grateful for apples" or something beginning with the letter A. The next boy is grateful for something starting with the letter B. Continue around the circle and through the alphabet. If a boy fails to think of a word beginning with the proper letter, he drops out. The one remaining in the circle the longest is the winner. Variation: The first boy says "I am grateful for apples" then the second boy says "I am grateful for baseballs and apples." The third boy says "I am grateful for cookies, baseballs and apples." Each boy must add his word starting with the next letter then repeat the words already said in descending order.

COYOTE AND SHEEP

One boy is the shepherd, one the coyote, and the rest are sheep. The shepherd and sheep form a line, hands clasped around waist of the boy ahead, with the shepherd in front. As the coyote approaches, the shepherd asks, "What do you want?" The coyote replies, "I want fat meat!" The shepherd calls, "Then go to the end of the line where the fattest lambs are." The whole line of sheep still holding onto each other then begins to run away. The coyote gives chase, trying to tag the last sheep in line. When the coyote tags the last sheep, the shepherd becomes the coyote, the next boy in line becomes the shepherd and the coyote goes to the end of the line.

CRAB RACE

This activity requires a hula hoop for each group of four boys. Have each group of four climb inside a hula hoop, back to back. The teams must then race to a finish line. The boys must keep their hands outside the hoop while they race, holding up the hoop only with their bodies.

CRACKERS AND WHISTLE RELAY

The winner is the first boy to eat three crackers and then whistle.

CRAFT HUNT

Look for and collect natural craft materials: cones, driftwood, seed pods, dried weeds, etc. (Don't take living materials, for many plants will die if uprooted) You will have fun hunting and will enjoy making things from your materials later.

CRANBERRY DASH

Divide the den into two teams. Give each team a yardstick, one cranberry, and a toothpick. On signal, the first player on each team lays the yardstick on a table and places the cranberry on one end. He then rolls the cranberry to the other end of the yardstick, using the toothpick. If the cranberry drops off the yardstick, it must be pushed back on, using only the toothpick. When the player succeeds in rolling the cranberry the length of the yardstick, he touches off the next player, who repeats the action, and so on, until all have competed. The first team finished wins.

CRANBERRY ROLL

Lay a large calendar page on the floor about six feet from the starting line. Each player is given six cranberries. In turn, players roll their cranberries, one at a time, onto the page. A player's score is the total of the numbers on which his cranberries stopped.

CRAZY ARTIST

Form teams for a relay drawing contest. Give each team a piece of chalk. The object of the game is for the team to draw a house, drawing no more than two straight lines at a time. The player runs 10 feet, draws two lines, runs back to the starting line, and passes the chalk to the next boy. The best house or the first one done wins.

CREAT A PET

Have available a supply of small boxes, pipe cleaners, construction paper, and assorted craft scraps and supplies. Have each boy use materials at hand to create a new species of pet. Then have each boy introduce his pet to the Den, its name, what it eats, what it sounds like, etc. Variation: Use plastic eggs as pet's bodies.

CROCODILE

Draw a "River" about 10 feet wide across the playing area. One player the "Crocodile," is in the river. Half of the other players are on one side of the river, half on the other. The Crocodile calls for one particular player to try to cross the river. The Crocodile tries to tag him as he runs across the river. If the runner gets across without being tagged, he calls for a player from the other side to exchange places with him. The crocodile tries to tag either or both. If he succeeds, the tagged player becomes the new Crocodile.

CROCODILE RIDES

Two persons form a team, crocodile and rider. The crocodiles must travel forward by elbows and by wriggling on their stomach. Riders walk beside crocodiles, urging them on and watching to see that they use only their elbows and stomachs to reach goal, which is the pond. A rider may challenge any other crocodile, who may not be moving properly.

CROSS COUNTRY RUN

Select a good course for your cross country run (not to exceed 100 yards). Break up the course into running segments, walking segments, and obstacles. Mark your course with flags. A red flag means turn left, a white flag means turn right, and a blue flag means straight ahead. These flags are a universal language to runners of all nations. To make the flags, fasten a sheet of construction paper to a pole or stick. Stick poles in ground at each turn or change in the course.

CROSSING THE RICE FIELDS

(CHINA). Players line up in teams of two, forming two columns. On the word “Rice!” the first two-boy team in each column forms a “wheel-barrow,” with one boy walking on his hands while the second boy holds his ankles, and races across the “rice fields” to the “river”—two parallel ropes on the floor. At the end of the river, the wheelbarrow player climbs on the driver’s back and is carried piggyback across the river. On the other bank, they switch places for the return journey across the river and then wheelbarrow back to their column. The next team then starts.

CROSSING THE RIVER

With stones or stakes, mark out a river 10 feet. wide. Divide the den into two teams and have both teams on one side of the river. A ball is tossed. Whoever catches the ball before it touches the ground, shares its magic properties and is able to walk across the river. From the other side he throws the ball over to one of his own team while the others try to intercept the ball and gain passage across the river. Anyone stepping in the river in the excitement of the game loses a life. When a player has lost three lives, he is considered drowned and is out of the game. The Den that gets its members safely across first is the winning Den.

CROSSING THE STREAM

Any number of players can take part in this game, which can be played indoors or outside. Give each player two pages of an old newspaper. At the GO signal, he puts one sheet (A stepping stone.) on the floor, steps on it, places the second sheet as far ahead as he can reach, and steps on it. Now standing on the second sheet, he must reach back, pick up the first sheet, and put it down, again ahead of him. In this way, the player must race to the goal line and back to the starting point. A good distance is around the house. If a player falls in the space between papers, he “gets wet” and must start over.

CRUMPLE AND TOSS

Equipment: One sheet of newspaper per boy and a cardboard box or basket.

Each player is given a sheet of newspaper. On signal each player stands behind a starting line and using only one hand crumples his paper into a ball. Standing in the same spot, he must throw his ball into the box or basket placed ten feet away. If he misses the box or basket he must pick it up, return to his original position, and toss it again. The first one whose ball lands in the box or basket wins.

Variation: Divide the boys into teams and run the game as a relay. First team to finish wins.

CUB RODEO TRAIL

Event #1—Calf Roping: Rope steer heads on dowel sticks with lasso tie. Score: Timed race.

Event #2—Bronco Riding: Two boys compete as teams riding on a broomstick with another team to finish and back to home. Score: First team, timed.

Event #3—Rope Tying: Boys race to the fence post and tie a square knot with a rope. Score: Timed.

Event # 4—Barrel Racing: Race around barrels and back home. Use stick horses or brooms. Score: Timed

Event #5—Bareback Riding: Use 2 bareback riders, side by side. Straddle facing each other. On the word “go,” they must try to knock each other’s hat off. Getting off or falling off the horse disqualifies the rider. USE: 2 saw horses, cowboy hats, 2 pillows tied at open end. Score: First one to knock the other person’s hat off.

Event #6—Chuck Wagon Race: Race around a set course with a wagon. Each team will have cans and utensils to put in the wagon during the race. If anything falls out, he must stop, pick it up, and continue to finish the course, to touch off next teammate. Divide into teams. Use: two or more coaster wagons, cans, utensils, etc., two or three barrels. Score: First team in a timed race.

CUB SCOUT CELEBRATION

Divide the group into two teams. In front of each team have 9 sheets of paper, each with one letter of “CELEBRATE.” On signal, the first player on each team runs to his pile, and writes on one of the sheets a word beginning with the letter on that sheet. (Example: C – cat.) He then runs back and touches off the next player. The first team to have at least one word written on all 9 sheets is the winner.

CUB SCOUT OLYMPICS

Event No. 1—Shot Put Each Cub Scout is given ten navy beans, which he attempts to throw into a quart jar from a chalk line on the floor.

Event No. 2—Hammer Throw An inflated balloon is tied to the end of a string. Each Cub Scout throws the “hammer” by the end of the string. One throwing the farthest wins.

Event No. 3—Discus Throw Cub Scouts are requested to lie on their backs and throw a shoe over their heads with their two feet.

Event No. 4—Standing Broad Grin The width of the grins are measured by judges. Widest wins.

Event No. 5—Discus Throw A paper pie plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed with thumb and fingers.

Event No. 6—Sixteen-Pound Put An inflated bag is “put” for distance, as though it were shot from the shoulder. A small balloon will do very nicely for this event.

Event No. 7—Foot Race Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

Event No. 8—Running High Whistle The Cub Scout who holds a whistled note the longest with one breath wins.

Event No. 9—Thirty -Inch Dash A piece of string, 30 inches long, with a marshmallow at the end, is tacked on the wall. The Cub Scout who chews the string and reaches the marshmallow first wins.

Event No. 10—Feather Blow Relay Blow a feather twenty-five feet and return touching off the next boy. The more the merrier for this event.

Event No. 11—Eating Race Give each Cub Scout two double crackers. The one who can eat them all and whistle first, wins.

Event No. 12—Treasure Hunt Race Put a coin in a saucer of flour. Hands are barred. The first Cub Scout to get his coin wins.

Event No. 13—Running High Squeal Cub Scout who yells in a high and loud tone of voice for longest time wins.

Event No. 14—Fifty-Yard Swim Each Cub Scout hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

Event No. 15—Twenty-Foot Dash Roll lemons or hard-boiled eggs down the course and back, touching off the next man. Use a stick to roll the object.

Event No. 16—Bawl Game Cub Scout who makes most noise for a given period wins. Run heats, semi-finals and finals.

Event No. 17—Fluff Carry feathers on a plate. Cub Scout must pick up any.

Event No. 18—Relay of Beans Carry beans, one at a time, between match sticks or tooth picks or on a knife.

Event No. 19—Wafer Drinking Relay One Cub Scout feeds partner water with a spoon. First team to use all of water wins.

Event No. 20—Long Glum See which Cub Scout can stay sober longest, while anyone in the room tries to make him laugh.

Event No. 21—Balloon Blowing Give each Cub Scout a balloon to be blown up. First balloon to break wins. Try this “no hands.”

Event No. 22—Football Game One team gets on each side of a table. Each side tries to blow a ping-pong ball off opponents’ side.

Event No. 23—The Magic Balloons Rub a balloon against your clothing. It will stick to the wall or ceiling. Each player gives his balloon a name, such as George or Clarence, sticks it to the wall and implores it to stay there. The player with the most obliging balloon is the winner.

CUB SCOUT UNIFORM

Tell the Cub Scouts ahead of time that there will be uniform inspection at Pack Meeting. Have the Denner slip in with his uniform rearranged in the following manner and let the Cub Scouts tell what is wrong.

- Cap on backwards
- Campaign button on cap
- Wearing Den Chief cord
- Service star on neckerchief
- Neckerchief twisted into a roll
- Neckerchief tied around the neck
- Belt buckle worn on one side
- One sleeve rolled up
- Button unbuttoned
- Pocket turned inside out

CUP AND BOTTLE RELAY

Form two relay teams, each with a bucket of water and a plastic cup at the head of each line. Place an empty two-liter bottle at the foot of the line. At the starting signal, the player nearest the bucket fills the cup with water and passes it down the line. The last player pours the water into the bottle and runs back to the head of the line where he fills the cup and passes it again. The first team to fill the bottle wins.

DADDY-LONG-LEG RACE

Divide group into teams of even numbers. Each team lines up with half of their team on one side of the room and the other half on the other side. Each team is given one set of coffee cans with cord looped through holes near the bottom. Cub Scouts stand on the bottom of the cans. (The cans are upside down.) and hold the cord to keep the cans against their feet. The first Cub Scout of each team walk to the other side of the room or field and give the cans to the first person in line. The first team to have all participants cross is the winner.

Variation: If enough coffee cans are available, the event can be run as an individual race.

DEAF AWARENESS

Encourage deaf awareness by letting the boys not communicate at all by speaking. Everything must be communicated using signals, Morse code, or writing it down. (Den Leaders included!). Ask someone who knows sign language to come communicate with the boys and maybe teach a song in sign. Sign language and music is a memorable application.

DECORATE A CHRISTMAS TREE

Cut out a Christmas tree from a large sheet of green paper. Cut two sets of ornaments of different sizes and shapes. Put one set on the tree. Let the boys study the tree and select an ornament to hang. Blindfold the first boy, turn him in a circle a few times, and then let him pin or tape his ornament on the tree as close to its matching ornament as he can. Closest one wins.

DEER, SHELTER, WATER, AND FOOD

Divide Cub Scouts into two teams. One team will be the deer while the other team will be either shelter, water or food. Place the teams about 30 feet apart and have them turn their backs toward each other. The team that are deer decide if they are in need of shelter, food or water; and, the other team will decide what they are. Cub Scouts that are shelter put their hands over their heads like a house roof, those that are food put their hands on their stomach, and those that are water cover their mouths with their hands. When all players have decided what they need or are, have them turn around. The deer run to the shelter, water, or food with only one deer per shelter, water, or food. Any shelter, water, or food that does not have a deer becomes a deer. Continue playing and explain that this “over-population” of deer herds occurs naturally. Then have some of the boys become hunters tagging the deer as they run for shelter, food, or water. The “tagged” deer become hunters. This can be played for as long as wanted/needed.

DEN DOG-TEAM RACE

One boy in each Den is the team’s “driver.” The others are “huskies.” Give the driver a 3-foot square of corrugated cardboard for a “sled.” Give each husky a 4-foot length of rope. Allow the Den Chiefs 1 minute to make sure that all of their Den’s huskies know how to tie a square knot. On signal, the huskies in each den tie their ropes together with square knots to make one long rope. The driver sits on the sled; he holds one end of the rope with one hand and his sled with the other as he is pulled to a finish line thirty or more feet away. The first Den finished wins.

DIFFERENT KINDS OF HIKES

Taking a hike could have many different purposes. When the den or pack is going on a hike, have something that the boys will observe. If the hike is the same every time, soon it will be boring. This page and the next page contains a number of different kinds of hikes.

A Wonder-Full Hike: At each destination point or rest stop, each person tells of the “most wonderful” thing he has seen on the way. Stops can be as frequent as you desire.

Nature Hikes: For observation, for purposes of setting out bird feeding stations, to protect rare wild plants by killing pests., to cut and clear trails, to remove dead trees, for listening.

Get-together Hikes: Two or more dens hike to a location for games, stunts and fun.

Treasure Hikes: A trail laid out with a treasure at the end.

Tracking and Trailing Hikes: One den stalks another.

Historical Hikes: To historical landmarks. Know the history of the spot before going.

Pioneer Hikes: Carry no equipment. Improvise any equipment needed along the way and at the destination.

Exploring Hikes: Try a zig-zag hike. At first crossroad turn right, at second turn left, etc.

Rain Hikes: Go when its raining, dressed in raincoats for observation of nature in the rain.

Breakfast Hikes: Reach the destination in time to see the sunrise, then cook breakfast.

Tree Hikes: Count the different kinds of trees in a given location.

Night Hikes: See nature at night, what different animals do you see. Look up and see the stars.

Beach or Lake Hikes: Hike on the beach or lake to see nature at water’s edge. See the difference at the beach and lake.

Shadow Walk: Walk only in the shadows. This may require some jumping.

Senses Walk: Listen your way around the block. Write down all the sounds you hear. Sniff your way around the block. Write down everything you smell.

Initial Walk: Walk toward things that begin with either of your initials. Make a map of your walk.

Pop Can Hike: Hike with pop cans mashed to fit shoes on each foot.

Color Walk: Choose a color-like red. Walk only toward red objects for as long as you can. See if you can make it around your block.

Penny Hike: Start walking and when you get to a corner—flip a coin to see which way to go. Heads go right; Tails, go left.

Once Around the Block: Hikers go once around the block then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? Etc.

Snoop Hike: Explore a site. Be snoopy. Be aware. Collect seeds, weeds, etc.

Homes Hike: Look for nature's homes—spider webs, nests, holes, etc.

Tracks or Signs Hike: Look for all types of animal signs.

Baby Hike: Look for nature babies—bird, fern, leaf, snail.

Sniff Hike: Mark a trail by rubbing a cut onion on trees in advance. The boys try to follow the trail by sniffing the trees.

Stop, Look, and Listen Hike: Hike 5 minutes (or a certain number steps). Stop and write down all that you see and hear. Make five stops.

Craft Hike: Collect nature items to work with later, such as rocks, leaves, dried weeds or seeds.

String Hike: Follow a string, laid out in advance. Have nature objects along the way to identify.

Memory Hike: This game is played after a hike or a trip to the zoo or park. During the outing, tell the boys to observe everything very carefully so they can make a list of all that they have seen. Just after the outing, hand out paper and pencils and have the boys make their lists. See who was most observant.

Puddle Hike: Hike in a gentle rain (or just after a rain) with the boys wearing appropriate rain gear. Note how animals and insects take cover from the elements.

Indian Hike: Hike quietly, single file. Boys wear headbands, learn an Indian dance, hear an Indian Story. Always look and listen.

DIP, DRIP, AND DUMP

Divide the group into two or more equal teams. In front of each team place a bucket of water and two small plastic cups, each with two small nail holes in the bottom. About twenty feet away, place two bottles with small necks, such as soda bottles. On signal, the first player on each team dips the plastic cups into the bucket, runs to the soda bottles, and dumps any remaining water into them. He then runs back and hands the cups to the next player, who repeats the action, and so on, until the soda bottles are filled to a certain level.

DISAPPEARING ACT

Each den team is given an ice cube of identical size. On signal, each den team passes the ice from player to player, rubbing it in their hands like a bar of soap as they pass it. Winner is the team whose ice cube disappears first.

DISCOVER AMERICA

Boys stand in a circle with leader in center. Leader points to one of the players and asks a question about American history, such as "Who discovered America?" or "What is the capitol of Oklahoma?" He begins counting to ten while looking at the boy to whom he is pointing. But that is not the boy who should answer the question. The first boy to his right is the one who should answer. If the right boy answers correctly, he takes over as the leader. If he doesn't answer correctly, or the wrong boy answers, either is out of the game.

DISCOVER NATURE

Assemble boys in an outdoor area that is open. Define boundaries for the game. Leader calls out one of the descriptions below and the boys have 2 minutes to find something and bring it back to the main area. Discuss the items and have boys determine if it does fit the category. Boys get points for each correct “find”. Call out another item and boys must return the first item and look for the second. Continue for desired amount of time.

hard	Soft	Big	Useful
Living	Dead	Smooth	Rough
Slippery	Shiny	Many colors	

DISCOVERING OUR TOWN

Have the boys stand in a circle with the leader in the center. The leader points to one of the boys in the circle and asks a question about the community. [Examples: “Where is the nearest police station?” “Fire station?” “Public library?” “About how long would it take to walk to (Name) of nearest school) school from here?” “What bus line goes through our community?” “Who is the mayor?”] The leader begins counting to ten slowly while pointing at the boy. But that boy is not the one who should answer the question. The first boy to the right of that boy should answer; if he answers the question correctly, he scores 1 point. If a player gives an incorrect answer or if the wrong player answers, 1 point is deducted from that player’s score.

DISCOVERY

The object of this game is for each Den to discover a part of America. The discovery is simply a hidden piece of paper with the name of a state on it. Each Den is given directions by compass bearings and steps to find their “State.” The Cubmaster begins by pointing north. He distributes an envelope to each Denner. On signal, the Denners open the envelopes and read instructions to the Den. Example: “You are looking for Pennsylvania. Go SE until you come to the corner of the room. Go North 7 steps. Look around the furniture you find it there.” The Den might find a piece of paper reading “Pennsylvania” there, or another note with new directions. The Den finding their “State” first wins a prize.

DO THIS AND ADD SOMETHING

Have a group of players line up facing the audience. The person on the right starts performing a simple act such as clapping his hands, bowing his head, or touching his nose. As he does this, he turns to the next player and says, “Do this and add something.” The second player repeats the action and then adds a new motion. The third person copies the first two and adds something. Anyone unable to perform all of the previous motions in their proper sequence goes to the head of the line and becomes the first player for the next game. (Or you can have him sit down and continue the game until there is just one person left.)

DO YOU LIKE YOUR NEIGHBORS

Players are seated in a circle with “It” in the center. “It” goes to someone in the circle and asks, “Do you like your neighbors?” If the player answers, “Not very well,” then “It” asks, “Who would you prefer for neighbors?” The circle player then names two others in the circle, and they try to change places while “It” tries to steal one of their seats. If he is successful, the player who lost his seat becomes the new “It”. Occasionally when “It” asks a player about his neighbors, the player may answer, “I like my neighbors.” That is the signal for everyone to change seats in a mad scramble to avoid becoming “It.”

DOG EAT BONE

Everyone gets in a circle. One player is chosen to be the master. He is blindfolded and sits in the center of the circle. The master is given a bean bag, or some other object like it, which he places close to his side. One player after another acts as the dog and tries to capture the bag, without being heard by the master. If the master hears a sound he points in the direction of the sound, and says, "Doggie". If he is pointing in the right direction, the player he has pointed at must go back to the circle and the master remains in the center. But if a player is able to pick up the bean bag without being heard by the master, then that player becomes the master.

DOG RACE

Racers line up, bark three times, like a dog, and swim with a dog-paddle stroke to the finish line.

DOG SLED DERBY

Materials needed for this game include 2 skateboards, 2 parkas, 2 whips, 1 dog tail, per boy, and 2 pieces of rope.

Divide the boys into two teams. Each team assigns a driver who maneuvers the dogsled (skateboard). He also wears the parka. On "GO", the first boy puts on a dog tail, and takes hold of one end of the rope; the driver holds the other end, while kneeling or sitting on the dogsled. The "dog" pulls the sled down to the far end of the playing area and back again—barking all the while. When he gets back to the start, the second boy puts on his tail and joins the first "dog" to pull the sled down and back again. On each successive trip, another dog is added to the pack. When the driver yells "MUSH", the dogs must howl. One variation of this game is to use only one team and try to beat a set time limit for the world record.

DOUGHNUT RACE

Divide boys into pairs. Tie a doughnut on the end of a string, and attach the other end to a pole or stick for every pair of boys. On signal, have one boy hold the pole/stick while the other boy tries to eat the entire doughnut. First pair done, wins. (Can use the miniature doughnuts from boxes or full size doughnuts.)

DRAW A PICTURE ON YOUR HEAD

Draw a picture on a poster board. Give each boy an 8 ½ inches x 11 inches piece of white paper and a dark crayon. Have him hold the paper on top of his head, reach up, and draw the picture. Compare pictures when all the boys are done.

DREIDEL TAG

A dreidel is a four-sided toy marked with Hebrew letters that is spun like a top. Mark out a good-sized area on the ground, at least 20 by 30 feet, or clear the center of a room. Select a boy to be "it"; he will move freely within the marked area and tag other boys. The other boys may either spin in place like a dreidel or move freely. If a boy is spinning, he is "safe". Any boy who is tagged must fall to the ground and sit in place. Boys who step out of bounds are automatically out of the action and must sit in place. The game continues until the last boy is tagged; then he becomes "It."

DRINK A CUP

Give each player a paper cup half full of water. On signal, they run to a turning line, kneel down, put the cups between their teeth and their hands behind backs. Leaning back, they drink the water, letting it spill slowly into their mouths. When the cups are empty, they run back to the starting line, still holding the cups between their teeth. May be run as a relay.

DUCK FOOT RELAY

A rainy day race that delivers some quack-up thrills. You'll need: Large piece of cardboard or foam core; two empty tissue boxes; craft paint; glue; two chairs. To make each pair of webbed feet, draw the outline of a duck foot (about 14 inches from heel to toe) on the cardboard and use a craft knife to cut it out (an adult's job). Make the matching foot by placing the first one face side down on the cardboard and tracing around it. Cut the tissue box into halves and glue each half on one foot with the box bottom facing up. Paint the feet bright orange or yellow.

To race, divide your group into two teams. On the far side of the room, set up a chair for each side. When the race starts, the first player from each team, wearing duck feet over his shoes, must circle his team's chair and return to the starting point while quacking and flapping his arms. Then the next child in line puts on the duck feet and takes a turn. The first team to finish wins.

DUCK TAG

Play in waist-deep water. A player is safe from being tagged if he ducks completely underwater for a second or two when "It" approaches.

DUCK, DUCK, GOOSE

Boys form a circle. "It" walks around the outside and pats the head of any player as he says, "Duck!" the player ducks and calls, "Quack!" If "It" pats a player and says, "Goose!" that player must turn and try to catch "It" as he races around the circle to get back to the empty place. All the other players yell, "Quack! Quack! Quack!" If "It" is caught, he joins the circle and the boy who caught him becomes "It."

DUST DEVIL HOCKEY

Divide den into two teams and give each team a broom. Each player is given a paper bag. On signal, the first player on each team blows up his bag and twists the opening as tightly as he can to keep it inflated. He then puts it on the floor and uses the broom to sweep it into a box lying on its side 10 or 15 feet away. When his bag is in the box, he runs back and hands the broom to the next player, who repeats the action. And so on, until all bags are in the box. Faster team wins.

DUTCH BAND

The leader assigns a musical instrument to each player, including himself, and names a popular tune. The leader starts to "play" his instrument, making the proper sounds and gestures, and all others join in with their instruments. At any time, the leader may switch to the instrument of another player. That player must immediately switch to the leader's former instrument or pay a forfeit. Make rapid changes.

DUTCH SHOE RELAY

Boys line up in teams, relay style. Each team has two shoe boxes. On signal each player in turn places his feet in the boxes and shuffles up to and around a chair and back to the starting point where the change takes place.

EAT AND WHISTLE

Players are divided into two teams and each person is given a cracker. At the signal, the first player on each team starts eating his cracker. He must finish it and whistle before the next player in line can start eating. The first team finished wins.

EEL RACE

Choose teams of four. Everyone gets down on hands and knees and the teams line up behind their leader. The second member grasps the leader by his ankles, and the player behind him grabs hold of his ankles, etc. When the starting signal is given the eels race across the room, turn around and return to the starting point without breaking the hand and ankle hold.

ENCANTADOS

(Enchanted). This is a variation of tag. Home base may be a tree or a circle on the ground. Players are safe when they are home. They may leave home to tease “It” but if he tags a player, that boy must remain where he was tagged until another player runs from home to free him by touching him without being tagged by “It.”

ENTIRE FAMILY RELAY

In this relay, whole families participate. The family teams should be matched in number and (as closely as possible) in ages of family members. The families should be lined up in rows, next to each other behind a starting line, the youngest children first and dad last. About 50 feet away from starting line, place a bushel basket or other large containers, one for each family team.

The first person on each team is given a large ball or balloon. At a given signal, he runs toward the basket, places the ball in the basket, picks it up and runs back and hands the ball to the next one on his team who starts running and repeats the same process. As each person runs back, he goes to the end of the line after passing the ball on. The family which completes its turn first is the winner.

ESTI WIN

Players guess how long it will take them to run a specific distance—or perform some other feat. Players run timed, and then try to improve over their past estimates. This game changes the nature of winning from the fastest to who knows himself.

EXPLORE A TREE

Blindfold the Cub Scouts, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy does this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored let them compare the results. Help them identify the tree.

FAMOUS NAMES

Preparation: Paper and pencil for each player, timer, and four or more players.

A letter is announced and at the signal each player writes down famous people whose names begin with the letter. First names may be used. Characters in history, fiction, politicians, athletes, movie stars, entertainers, etc., may be listed. The player with the most names at the end of the time period wins. The game may also be played by limiting the correct answers to a certain classification, such as: athletes, historic names, etc.

FAMOUS PEOPLE

Players are seated in a circle. The leader names any famous person. The next player in the circle must name another famous person whose name begins with the last letter of the first famous person's name. (Allow time to determine the last letter.) Example: The first player names Jordan (Michael, the basketball player). The next names Nixon (former president). The third names Newton (Isaac, the great scientist). And so on. If a person cannot name a famous person in 1 minute, he pays a forfeit.

FARM ANIMAL NOISES

Equipment: A pencil and paper for each player. Whisper to each player the name of an animal. On the word "Go", each player makes the appropriate noise of that animal. Set a time limit of say, two minutes, and at the end let each player write down the different animal noises that were made. The person with the most correct names wins.

FAST MOVING GHOST TRAIN

Line up all dens with the first Cub Scout wearing a sheet over his head. Each Cub Scout grasps the waist of the boy in front of him. On signal, all start walking quickly straight ahead, around a chair (Placed in front of each den.) and back. The second boy in each line guides his ghost who can't see. The first den to return to its original position wins. If a group breaks into a run, they are disqualified.

FATHER SON TUNNEL RACE

For this hilarious contest, you will need teams, each one composed of an equal number of fathers and sons. The teams are lined up, fathers first in line with their sons lined up behind them. Teams are side by side behind a starting line. The fathers are instructed to spread their legs apart. At a given signal, the sons get down on their knees and crawl through the tunnel formed by the father's legs. First team to finish is the winner.

If you really want to see some fun, and make the game a little longer, instruct the sons to stand with legs apart and have the fathers try to crawl through. This will really produce howls from your spectators and some huffing and puffing from Dad!

FEED THE GUEST

This is a good game to play at a Blue and Gold Banquet

Equipment: Large cloth napkins (Dish towels or Cub Scout neckerchiefs will do.) Gum drops, Toothpicks

Each side of the table plays against the other side. Place a napkin, bowl of gum drops and package of toothpicks at the end of the table for each team. At a given signal, the first person on each side ties the napkin around the neck of the person sitting next to him; picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

FEED THE HIPPO

On a piece of cardboard or plywood about 30 inches square, draw the head of a hippopotamus, cutting out the open mouth. Standing about 8 feet away, players toss water-filled balloons through the open mouth. They get three tries to do it. Have play-offs for those with perfect scores to select a winner.

FEEL THE SPONGE

Use a sponge that can be cut easily with scissors. Cut a triangle, fish, star, doughnut, letters T and S are some that are easy to identify. Fill a small wading pool or large dish pan or baby bathtub with water and place these sponge shapes in it. Blindfold you guests one at a time and let each kneel down and find as many sponges as possible, identifying them by feeling. The player who identifies the most correctly wins.

FILLING SANTA'S PACK

Divide players into two or more teams. Place the teams at opposite ends or in the corners of the room. Give each team balloons of one color (All red for one team, all blue for another team, all yellow for a third team, etc.) Ask the players to blow up the balloons. In the center of the room, place a large barrel or other container. (It must not be big enough to hold all the inflated balloons.) On signal, all players tap their balloons into the air and try to bat them into the container. When the container is full to the point of overflowing, stop the game. The team with the most balloons in the container is the winner.

FIND THE TOOL

Around the den meeting area hide about ten tools. They should be in plain sight but not too obvious. Give each boy a paper and pencil and have them look around the room writing down the names of the tools as they see them. The first boy to find all ten tools must then show the den leader where he saw each one. (Other boys should be out of the room in case the boy misses one.) This game should be played with no talking.

FIRE ALARM

When all the players go out of the room, a grown-up hides an alarm clock somewhere—having already set it to go off in exactly five minutes. When the clock is hidden, the players enter the room and try to find it. When someone finds the clock, he pretends not to notice it, because he doesn't want anyone else to know his secret. Instead, he play acts for a few seconds, then just walks out of the room again. When the alarm goes off, any players still looking for the clock are out of the game, The whole house can be used for this game, and the clock rewound until one last winner is found.

FIRE! POLICE! AMBULANCE!

Three corners of the room are named “Fire Station”, “Police Station”, and “Ambulance”. The leader calls out a situation in which a boy might find himself and the Cub Scouts have to run to the correct “corner”. The last one home loses a point for his team.

Suggested situations are:

1. Smoke is seen coming from under the door of a house. (Fire Station.)
2. Your window cleaner falls from a ladder while cleaning the upstairs bedroom window of your home. (Ambulance.)
3. When out fishing you spot some bushes on fire. (Fire Station.)
4. You see some older boys cutting the wire to a telephone in a call box. (Police Station.)
5. Your friend falls from his bicycle while you are out for a ride, (Ambulance.)
6. You find a transistor radio on the pavement. (Police Station.)
7. Your bicycle is stolen. (Police Station.)
8. An older person who has rescued a small, unconscious girl from a river asks you to telephone for help. (Ambulance.)

FIREMAN, SAVE MY CHILD

Divide den into two teams. One member of each team (the “child”) sits on an old throw rug or pad of newspapers about fifteen feet from his team. Each of his teammates has a four-foot length of rope. On signal, the players tie their ropes together with square knots to form a rescue rope. When all ropes are tied, one player throws the rescue rope to the child and the team pulls him to safety. The first team to rescue its child wins, provided that all square knots are tied correctly.

FISH IN THE SEA

All players except one stand behind a line. “It” stands between that line and another line 40 feet behind him. He calls, “Fish in the ocean, fish in the sea, don’t get the notion that you’ll get by me!” The fish then leave their line and try to cross to the other line without being tagged. Players who get tagged join “It” to tag others in the next round.

FISHERMEN VS. SHARKS

Form two equal groups and with a string or chalk make a circle large enough to hold one group. They are the “Fishermen”. The other group forms outside the circle. They are the “Sharks”. The fishermen try to pull the sharks from the sea. The sharks in turn try to pull the fishermen into the sea. Any boy who is pulled or accidentally steps into the territory of the other side is out of game. The side with the most members at the end of 5 minutes wins the game.

FISHING HOLE

Supplies: long pole or stick, string, wood ring, glass pop bottle, cardboard box.

Make a fishing pole with pole, string and wood ring. Lay the pop bottle down in the box and have the boys take turns trying to stand the bottle up.

FIT-THE-SHOES

Divide players into two teams. All players on one team take off their shoes, put them in a heap, and return to their chairs. Each player on the other team then takes a pair of shoes from the pile and tries to put them on the owner's feet. If they are correct, score 1 point. If they are wrong, subtract 1 point. Then reverse the action, with the second team making a pile of their shoes and the others trying to guess the owners.

FLAG TAG

Each player is given two "flags"—leather or vinyl strips about 1 by 16 inches. He sticks the ends of these flags into his belt one along each side seam of his pants. About 15 inches of the flag should be hanging free. All players then form a circle by extending arms until fingertips touch. On signal, each player tries to get the other players' flags without leaving the circle. When a player loses both his flags or leaves the circle, he is eliminated. Reform the circle when a player leaves. The winner is the player who captures the most flags within a time limit.

FLOAT TAG

Players are safe from being tagged by "It" as long as they are floating in any position.

FLOATING TARGET

Float a pie plate in a tub of water. Give each player ten beans. In turn, the players try to toss their beans into the plate from a distance of about five feet. Score 10 points for each bean that stays on the plate.

FOOD CHAIN

This game requires a leader with some knowledge of plants and animals. Find an insect nest or hive. Tell the boys to observe the insects for some time and then try to tell you what is below and above the insects on the food chain; in other words, what the insects eat and what eats them. The game lasts until the players have discovered at least one food the species eats. It continues for as long as the players' interest holds.

FOOLISH PICKUP

Divide den into two teams. Give each team a pair of work gloves, an empty soda bottle, and five dried beans or peas. On signal, the first boy on each team puts on the work gloves, picks up the beans one by one, and drops them into the bottle. When he finishes, he gives the gloves to the next player, who does them, spills the beans from the bottle, and repeats the action. Continue until all have performed. First team finished wins.

FOUNTAIN ART

Try deflecting spray with cups, strainers, cookie sheets, and other waterproof implements. You'll create interesting displays and probably get soaked while helping to create masterpieces. But that just makes it all the more fun.

FREEZE TAG

One player is IT. He runs and tries to tag another player. When another player is tagged, he becomes IT. Player tagged must remain in "freeze" position until released by being tagged by a free player.

FREEZER-DEFROSTER TAG

One boy is “It”. When someone is tagged, he freezes in a bent-over shape resembling a croquet hoop until an untagged boy crawls through the hoop “defrosting” him. Last boy to remain unfrozen is the new “It”.

FRENCH-CANADIAN FOOTBALL

Equipment: Old sock stuffed and sewn or tied shut.

This game was very popular with the poorer children in Canada because it is inexpensive. Yet it is a game that all children play, because it is fun. The rules are a cross between football and rugby. Let your group play with either rules, or make up their own set of rules. It can be played tag or tackle.

FRISBEE BOWLING

Equipment: Two to ten players, a Frisbee for each boy, ten mailing tubes and clay to weight the bottoms of the tubes, chalk or rope to mark boundaries.

Arrange the pins (tubes) just as in a regular game of bowling. The alley length and scoring are also the same as in bowling. Object is to knock as many pins over as possible. High score wins.

FRISBEE FOOTBALL

This is an informal game using a Frisbee. Divide the den into two teams, which start play at opposite ends of the yard. Play begins with one team “kicking off” (throwing the Frisbee). The receiving team then tries to score a touchdown by passing the Frisbee between themselves while running downfield. The other team tries to intercept. No player may run with the “ball”, and no player may hold it more than five seconds. Play is continuous; there are no downs.

FRISBEE GOLF

You don’t need a manicured course or expensive clubs for this game. Rather than sinking golf balls, the aim is to hit designated targets with a Frisbee.

You’ll need: One Frisbee for each player; ribbon; scorecard for each player.

Instructions: Pick out stationary landmarks in your yard, such as a tree, a picnic table, a clothesline post, or a doghouse (provided Spot’s not in it). Tie or tack on a piece of ribbon to the chosen objects (nine should do for beginners). Now set the tees, or starting points, for each target by placing a ribbon streamer on the ground a fair distance from each landmark. For younger kids, you can mark a second set of tees closer to the targets. Start the game by giving each player a chance to hit the first target. Players whose Frisbees fall short should move up to where their disks have landed for a second try. Continue in this manner until everyone hits the target and then proceed to the next object. Each player should keep a running tally of the number of tries it takes him to hit all of the targets. The person with the lowest score wins.

FROG IN THE SEA

This is a good pack game that can be played in a yard or in shallow water. Players form a circle around five “frogs” who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in water) close to the frogs and try to tap them on the head as they repeat the words, “Frog in the sea, can’t catch me.” The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog.

GATHERING SNOWBALLS

Scatter cotton balls or golf-ball size newspaper wads on the floor. Give all players a wooden spoon. On signal, they try to pick up the balls with the spoons and put them in a large bowl on the table. No hands allowed. If you have only two spoons, run this as a duel contest.

GATO ENFERMO

(Sick Cat) One boy is the Gato and chases the others. Each one he tags becomes a Gato Enfermo, too, and must hold his left hand on the place on his body where he was tagged. He joins the original Gato Enfermo in chasing the others. The game continues until only one boy—the winner—is left.

GENIUS SCRAMBLE RELAY

Divide the den or pack into two equal teams. In front of each player place six sheets of paper, each with a letter of the word “GENIUS.” On a signal, the first player on each team runs to his pile and writes on one of the sheets a word beginning with the letter on that sheet. (Example: G- Gold.) He runs back to touch off the next player. If a player cannot think of a word for the letter on one of the sheets that have not been used, he may write a word on one of the sheets already used. First team to have at least one word on each sheet wins.

GEOGRAPHY

Boys sit in a circle. One player names a geographical location. The next player names a place that begins with the last letter of the place just named. The only requirements are that each place named must be on the map, and no name may be used more than once. The boy who stays in the game the longest is the winner.

GEOGRAPHY II

Divide into teams. One team picks a place on a U.S. map, calls out the name and challenges the other team to find it in four minutes. If the other team gets it in the time limit, they get one point. If they do not, the other team gets the point. The game ends when one team has earned 5 points.

GEUDGE

A coffee can is the “bank”. One player, the “banker,” stands near the bank with a supply of peanuts. The other players have six peanuts each. They stand six feet away and take turns pitching their peanuts into the bank. If a player pitches an even number of peanuts in, he collects that many peanuts from the banker. If he pitches in an odd number, he loses those peanuts to the banker.

GERM BUG

Equipment: 3 beanbags.

Object: Remain in play during entire game.

Three players are chosen to be “Germ Bugs.” These players have one bean bag which they use to tag “ordinary bugs.” If an ordinary bug is tagged they must lay on their back with their feet and arms up in the air. They now become “dead bugs.” Another bug may come along and free a dead bug by holding their foot for 5 slow counts. Bugs are safe from being tagged as long as they are standing on one foot, holding the other with their hand. A bug may stay in this position for the count of 10. Once the same bug has been touched 4 times, the germ bug becomes an ordinary bug and the ordinary bug becomes a germ bug. This game is never ending.

GET THE CANDY

Tie a piece of candy or a marshmallow in the center of a three-foot length of string. Two Cub Scouts compete. Each puts one end of the string into his mouth, places hands behind back, and on the leader’s signal starts chewing the string to see who can reach the candy first.

GHOST

Players sit around the room and one of the players starts the game by stating a letter of the alphabet. The next player adds a letter, but may not finish the word. If a player finishes the word, he becomes half a ghost and no one may speak to him. Any player who speaks to him also becomes a half ghost. The half ghost continues to play until they unfortunately finish another word, then they become a whole ghost and drops out of game. Anyone who talks to a whole ghost also becomes a whole ghost and drops out of game. If a player finishes a word, the next player starts a new word. The game continues until only one player is left.

GHOSTS AND GOBLINS

Divide the den into Ghosts and Goblins. They line up behind goal lines about 40 feet apart, with the Den Chief in the center as Lookout. The Ghosts turn their backs to the Goblins and the Goblins try to sneak up behind the Ghosts. When the Lookout sees that the Goblins are, close enough to be tagged, he calls, “Look out for the Goblins!” This is the signal for the Ghosts to turn and try to tag the Goblins before they can get back to their goal line. All Goblins tagged must join the Ghosts for the next round. After a specified number of rounds, the teams reverse roles. The winning team is the one with the greatest number of players at the end of its turn as Ghosts.

GLOVE SPRINKLER

Have some wild, wet fun with a hose and an old rubber glove. (Check with mom first before using the glove.) Cut off the fingertips of the glove and attach the wrist of the glove to the end of a hose using several elastic bands and some string. Turn on the water and look out!

GO FISH

Get ready! Trace six to ten fish on construction paper and cut out. Attach a paper clip to the top of each fish. Draw eyes, mouth, and fins with marker. Tie a magnet to a 15foot length of string. Tie the other end of the string to a stick. Place the fish in a box. (An old fish tank is even more fun.) To make the game harder, put the fish in a metal coffee can (The magnet sticks to the sides and the fish drop off.) Go! See how many fish you can catch by having the magnet catch on the fish paper clips. Whoever catches the most fish in a given time limit wins.

GO FISH RELAY

Cut shapes of large and small fish from plastic foam meat trays. Throw fish in the water. Line players up at one end in two teams. At a signal, the first player from each team swims out to catch a fish in his mouth, and then swims back and tags the next player on the team. The first team to finish wins.

GOBBLE, GOBBLE

One player, the farmer, stands in the middle of the playing area. The other players, the turkeys, line up across one end of the area. The game begins with the turkeys leaving their safe area to hunt for food. When the farmer thinks they are far enough away from the safe area he calls, “Gobble, gobble” and tries to tag the turkeys. Those tagged join the farmer in trying to tag others for the next round. Continue until all the turkeys have been caught.

GOBLIN GOBBLERS

Divide boys into 2 groups (or teams of 2). Tie a donut on the end of a string and attach the other end of the string onto a pole. Will need one form every team. On signal, have one boy hold the pole while the rest of his team tries to eat the entire donut. First team done is the winner.

GOING TO AMSTERDAM

Fasten the map of the Netherlands to the wall and attach four streamers of different colors to the spot which indicates Amsterdam. Divide the boys into four teams, each of which selects a representative to go to Amsterdam. Contestants receive scissors. At the signal, players cut their way through the center of the streamers toward their destination. The first to arrive, scores 5 points for the team. Immediately a new streamer is attached and another team representative starts. Should a boy tear the streamer or snip it off by mistake, he is eliminated and the team loses 5 points.

GOING TO GRANDMOTHER’S

The first player begins, “I’m going to Grandmother’s house for Thanksgiving dinner by ... (here he pantomimes or makes a noise for some form of transportation). The other players try to guess what kind of transportation is used. The first one guessing correctly repeats the action. Encourage the players to think of unusual forms of transportation—dog sled, chariot, rickshaw, camel, freighter, etc.

GOLF PRACTICE

You need a fairly smooth and level field at least 100 feet long to allow boys to practice approach shots. Score 50 points for a hole in one; 10 for shots within 10 feet of the hole; three for within 20 feet, and one for within 30 feet. To make it easy to measure distances, drive a peg near the hole and attach a string with ribbon markers for 10, 20, and 30 feet.

GOOFY BALL

Goofy ball is played on a large lot or softball diamond, using only a beanbag. Players march past leader in single file, then form, into two lines. Their position in line establishes their batting order. One group goes to bat; the other goes onto playing field. Leader chooses a pitcher. The rest of the team scatter over the playing field as they choose. The pitcher tosses the beanbag to the “batter”, who catches it and throws it anywhere on the diamond that he chooses. He may attempt to throw it over the heads of the fielders or drop a “bunt” close to the plate. The runner is out if his beanbag is caught. Stepping on the base with the beanbag is not an out unless the runner is also tagged. The runner may steal bases. After three outs the sides change. Goofy ball is as exciting as softball, but it does not penalize the small child or the poor batter. It teaches running, tagging, catching, and throwing.

GRAND CENTRAL STATION

Line up chairs facing each other and have the boys sit in them. Tell them they are now in a subway. Add 4 or 5 standees to the car and they are ready for the ride. The conductor shouts, “Grand Central Station, all change.” Where upon everyone dashes out of the car from one side and re-enters it from the opposite side, rushing to get a seat. When all have reboarded, the next stop to be announced is “South Ferry, Everyone Transfer.” This means that the passengers simply exchange seats with the passengers sitting on the opposite side. The boys who are standing sit.

GRASSHOPPER RACE

Each team needs a small ball. Divide the boys into teams. Designate a turning line 25 feet away. First Cub Scout in each team places the ball between his knees and hops to the turning line and back without dropping the ball. If the ball is dropped, the Cub Scout picks it up, puts it back between his knees and carries on. First team through is the winner.

GRASSHOPPER RELAY

Divide the group into equal teams. Give the first player on each team a beanbag. On a signal, the players place the beanbag between their own knees and hop to a turning line and back. The next player on each team repeats the action, and so on until all have gone. If a player drops a beanbag, the player must pick it up, run back to the starting line, and start all over.

GREASED PIG CONTEST

Have boys gather around the edge of the pool. Place a small watermelon in the center of the pool. (It might be a good idea to put the watermelon in a plastic bag so that if it breaks, it won’t mess up the pool.) On a signal, boys jump in and try to get the watermelon to a specified point. Take away is fair play while in the water—but NO DUNKING! The winner gets the first slice of melon.

GREAT PUMPKIN

Equipment: None

Formation: Circle, in pairs

Have all the players except the “Great Pumpkin” form pairs and stand in a circle. When the Great Pumpkin 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 “Great Pumpkin”, everyone, including himself tries for a new partner. The one left becomes the Great Pumpkin and the game continues.

GREEK PEBBLE CHASE

Establish a goal line 10-30 feet away from the line of soldiers. Goal area should have a long table with shields made by boys. Boys in soldier costume form a line facing a captain. (Adult or boy.) They stand side by side with hands extended palms together. The leader has a pebble or marble. He passes the line pretending to drop it into each of the soldiers hands. He gives it to one of the soldiers who runs to the goal line to get his shield. The soldier on his right must run to the goal and get his shield then try to tag the soldier with the pebble by touching part of his body. The soldier with the pebble blocks him with his shield, while trying to get the pebble back to the captain before being tagged. If he is tagged he returns to the line, and the one who tagged him becomes captain. If he is not tagged, he becomes captain. Shields are returned to the table, and the race starts again. For fair play, have the boys choose new runners each time so all boys get a chance to play.

GROUP PET STORY

Cub Scouts gather in a small circle, and the Den Chief starts a story about a pet he or she once owned. The Den Chief elaborates about the pet, its characteristics, and what made it special, and then leads into an open-ended sentence. The Cub Scout to the right continues the sentence and adds to the story. Go around the circle until all boys have added to the story.

GUMDROP RACE

Stretch a clothesline between two objects at least 6 feet apart. Line must be 6-8 inches over the heads. From this line suspend a line of gumdrops slightly higher than everyone's head. Blindfold all players, and line them up "before gumdrops line". At the word "gumdrop", each contestant starts to eat "gumdrops." The person who first eats three candies wins

GUM-GLOVE RELAY

Line up 2 teams, facing each other. Each team needs a paper bag, one pair of gloves and enough sticks of gum for each member of the team. Then, hand a closed paper bag to the first boy on each team. He opens the bag, puts on a pair of gloves (rubber, winter, etc.), pulls out the stick of gum from the bag, unwraps the gum, and puts it in his mouth. As he starts to chew the gum, he must remove the gloves, put them back in the bag, and closes the bag. He, then, passes the bag to the next boy who does the same thing. The first team to finish wins the race.

HALLOWEEN TENPINS

Ten apples, each speared on a tripod of three toothpicks are set up in a triangular formation. Players form a line about ten feet from apples. Each player gets three tries at knocking all of the apples over by rolling a small round pumpkin. Player with best score wins.

HANDYMAN RELAY

Split your den into groups or let the boys each work individually in this handyman relay. You may want to practice these skills in advance with the boys. The object of the relay is to learn the skills and not to win. Fulfillment should always come through participation in Scouting activities. You will need scrap wood about 4 inches x 12 inches, a vise, tools, screws, nails, and nuts and bolts. Scoring is done by timing—so it can be the boy against himself, or by the number of strokes it takes to nail or saw. The tests are as follows:

1. Clamp the board in the vise. Using a crosscut saw, cut off an inch thick piece from the end. (Count both up and down strokes.)
2. Remove board from vise. Hammer a nail halfway into the board. (A marker line around the nail.)
3. Remove the nail from the board.
4. Screw a screw into the hole left by the nail.
5. Remove the screw.
6. Clamp the board in the vise. Using a brace and bit, drill a hole through the board.
7. Slip a bolt through the hole and attach a nut. Tighten with wrenches.
8. Remove the nut and bolt.

You can also add or substitute activities using a plane, coping saw, pliers, etc. Add the times and the number of strokes together and if time permits let the boy see if he can better his score.

HANUKKAH PEANUT HUNT

Use unshelled peanuts. Divide 20 of them into groups of four. Letter each peanut with ink in one of these letters; H, A, N, U, and K. Hide these peanuts and others not lettered in the playing area. On signal boys begin to search for the peanuts. After 10 minutes, end the game. Score as follows: 10 points for the most peanuts; 5 for each lettered peanut; and 20 points for anyone who can spell Hanukkah with his peanuts.

HAULING IN THE NETS

Each player is given two sheets of newspaper. He holds one sheet by the corner in each hand and extends his arms. On signal, all players crumple their sheets into balls without moving their arms or bringing their hands together. Think it's easy? Try it.

HAUNTED HOUSE

You need a tape recorder with a tape of various scary sounds-cat screeching, door creaking, low moaning, person climbing the stairs slowly, wolf howling, door banging, etc. Turn out lights and play the recording. Afterwards, give boys pencil and paper and ask them to identify sounds. Longest list wins.

HAVE A WATER WAR

Fill lots of balloons and small plastic bags with water to make water bombs. Tie knots in the necks. Soak lots of sponges in buckets of water. They make super squishy throwers. Use different kinds of plastic spray bottles (Make sure you clean them out very thoroughly—don't use sprayers that have been used for household cleaning products) and blasters as squirt guns. Get your weapons ready and fire away. (Pick out one area of the yard to be a safe zone where kids can go to dry off or take a break from water war fun.)

HAVE YOU A HANDY MAN

Draw two parallel lines about 10 feet apart. About 30 feet behind each line, draw another line. Divide the group in half, and decide which team will go first. Teams stand on the 10-foot lines. The first team goes into a huddle and selects a job that needs to be done which they will pantomime. When they are ready, they come back to the line. (Give 2 minutes to prepare.)

2nd team: Have you a job that's hard?
1st team: Of course we do. We do not shirk!
2nd team: Demonstrate.

The first team begins its pantomime. Players can all do the same motion, or may do different ones related to the job. As soon as the second team guesses the right answer, they begin to chase the first team back toward the back line. They must reach the back line to be safe. If they are tagged, they must then join the other team. The teams alternate pantomiming and guessing. The team with the greater number of players at the end of the game wins.

HE'S THINKING

While everyone is seated informally around the room, "it" says, "I'm thinking of an object in this room." The group tries to discover what it is by asking questions that can be answered by "yes" or "no."

HEADLINES

This is a quiet game that will help your Cub Scouts to read and learn about the different parts of a newspaper.

Assign a topic or topics. Teams are to try to find articles related to the topic(s). For this month's theme have the Cub Scouts look up information about certain jobs or professions.

Let them see how many different bits of information and how many articles they can find on certain jobs or professions. The team with the largest number of related items is the winner. Give time for discussion on how relevant the clippings are to the topics. Also give plenty of time for cleanup.

HEAR, HEAR

This is a game of identifying sounds. The Den Chief produces the sounds in another room. The Cub Scouts listen and write down what they think each one is. Sample sounds:

- Sandpaper rubbed on glass
- Deck of cards dropped on a table
- Golf ball or table-tennis ball bouncing on bare floor
- Piece of metal being filed
- Paper bag bursting
- Water dropping on metal

HIGH WATER, LOW WATER

Two players hold a long rope about one foot above the floor. All others run and jump over it. The rope is then raised to about two feet and the others jump over it. Gradually raise the rope's height until no one can jump over it.

HOLIDAY BELL

Each player is given a small bell, one of them gold. Players walk around with closed hands and introduce themselves to other players. As they do, they extend their clenched hands, and tap one of the extended hands of the other player. If the player happens to have his bell in the hand tapped, he must trade with the player who has introduced himself. At the end of the time limit, the leader blows a whistle. The player holding the gold bell is given the Jingle Bell applause.

HOLIDAY CHARADES

Divide the Den into teams of two. Give each team a slip of paper with an idea related to Christmas or Hanukkah (decorating tree, hanging stockings, singing carols, lighting the Hanukkah menorah, rededication of the Temple in Jerusalem by Judas Maccabaeus). In turn, each team acts out its charade while the others try to guess what it is.

HOLIDAY HANDSHAKE

This is a great get acquainted game for a pack meeting. Give each Cub Scout and adult ten Christmas stickers. Each person introduces himself to ten other people (not family members.) As each person learns the name of the other person they place a sticker on the other person's shoulder. The idea is to use up all ten stickers.

HOLIDAY SONG STUMPERS

One boy, the song leader, sings the first line of any carol or holiday song. The other players try to complete at least one verse. A player who can complete the song becomes the new song leader. If no one can, the song leader sings the verse through and then starts another.

HOLIDAY TREASURE HUNT

Beforehand, hide "stocking stuffers" such as candy canes, peanuts, lollipops, pencils, pocket combs, erasers, bubble gum, etc. Have one of each for each member of the Den. Each boy is given a stocking and a list of the items he is to find and put in his stocking. Tell boys to take only one of each item. (Ask parents to donate the stocking stuffers.)

HOME FIRE HAZARDS HUNT

Prepare for this game by creating some fire hazards around your Den Meeting place. You might include: matches left carelessly within reach of children, an outside door blocked by a chair, oily rags piled in a corner of the garage, grease spilled near a stove burner, screen fallen away from a fireplace, electric cord on the floor where people walk. Give the boys 10 minutes to make an inspection and find as many hazards as they can. At the end of the game, explain each hazard. Urge the boys to inspect their own homes and work with their parents to correct any hazards.

HOMETOWN HEROES

TOWN #1—DODGE CITY

Calf Round-up: Each Cub Scout is blindfolded and given a large spoon. Cotton balls are spread all over the town, with a basket placed in the center. During a certain time limit the Cub Scouts see how many cotton balls (calves) they can round up. Points are awarded on how many calves are collected.

TOWN #2—RED RIVER

Water Storage: Each Cub Scouts is given a teaspoon. At one end of town you have a lake (bucket of water), at the other end of town the water barrel (mason jar) that needs to be filled for the long haul across the prairie. Points are awarded an how such water is preserved.

TOWN #3—LARAMIE

Knots: Placed in the middle of town is a pile of rope lengths—each approximately 12 inches long. The Cub Scouts are instructed to construct a rope, using square knots as long as possible in the time limit provided. Points are awarded for each rope length attached properly.

TOWN #4—DALLAS

Bandit Attack: Using rubber band guns, small Bandit cutouts, the boys take refuge behind their covered wagon and try to shoot down as many Bandits as possible in the allowed time. A point is awarded for each cutout successfully knocked over. CAUTION: This area must be roped off. Any boy found shooting at something other than the cutout loses points for his team.

TOWN #5—DRY GULCH

Panning for Gold: Have a pie tin with washed pennies in the bottom and filled to the top with cereal for each Cub Scout. Each Cub Scout places his hands behind his back and using his face only, digs out the pennies. Then, with his hands, he places them in the wagon. A point is given for each penny placed in the wagon in the allotted time period.

TOWN #6—DENVER

Log Cabin Building: Each cub is given a piece of lumber (2 inches x 4 inches x 6 inches); a hammer and nails. The Cub Scouts are instructed to place as many nails an they can into the piece of wood in the allotted time. A point is given for each nail that can not be pulled out.

HORSE TAG

When one player jumps on the back of another, with both feet off the ground, neither player can be tagged. "If must chase someone else, and the rider must dismount immediately. He may not mount the same horse twice in a row.

HORSESHOES

Materials: Cereal box

Paper towel tube

Thin cardboard

Tape

3 paper clips

Tape box ends closed. Using paper towel tube as a guide, draw a circle in the center of the cereal box. Cut along the inside of the circle. Insert the tube. Tape in place. Paint and decorate the box, if desired. Cut horseshoes from cardboard, Making sure the opening is big enough to fit around the paper towel tube. Use paper clips to add weight to the horseshoes.

HOT PUMPKIN

This game is played like “Hot Potato” only a small miniature pumpkin is used. The boys sit in a circle and pass the pumpkin around the circle while music is played. When the music stops, the boy holding the “Hot Pumpkin” is out. Play continues until only one boy remains.

HUMAN BOWLING

Materials: Nine 2-liter bottles
Slip and slide or heavy plastic hose

Set up the nine 2-liter bottles at the end of a long piece of heavy plastic or use a “Slip ‘n Slide”, if you have access to one. The bottles stand up better if they are filled part way with water. Wet the plastic with a hose. Let the boys run onto the plastic and bowl the bottles over. It’s also easier if the slide is going down a slope.

HUNGRY SANTA

Draw Santa Claus on a paper plate and cut a large hole for his mouth. Tape a length of string to the plate and suspend it from the top of a doorway. Give each Cub Scout a supply of “snowballs”—table-tennis balls or crumpled sheets of paper. Have the boys try to toss the snowballs into Santa’s mouth.

HUNT AND TRADE

From stiff construction paper, cut several sets of Christmas items such as a star, a bell, etc. Hide them around the room before people arrive. After they arrive, explain the different objects and tell the guests that the items have different values—but, don’t tell them how much the value of each object is. Start all together, letting them look for the items. When items are found they may trade if they wish. After a time stop and read values of items. Each person receives a reward (candy, etc.)—one each for the total value of the collected and traded items.

HUNTER AND BEAR

Blindfold two players, a “hunter” and a “bear.” Seat them at the opposite ends of a table, placing hands on it. On signal, have the hunter move at will around the table while the bear evades him. Explain that neither may leave the table. When the bear is tagged, have him become the hunter and appoint a new bear.

I LOVE AMERICA

Boys sit on the floor in a circle. The first boy begins by saying, “I love America with an A, because it is so...,” and adds a descriptive word that begins with an “A”. The next boy continues, “I love America with a B, because it is so...” You might be prepared with several examples to start them off, such as, “awesome, beautiful, colorful,” etc. If a boy can’t think of a word, he is out.

I PACK MY BAG

One boy starts the game by saying, “I packed my bag and in it I put ants” (or anything else that begins with “A”). The player on his right says, “I pack my bag and in it I put ants and berries (or another thing starting with “B”). The next player follows with a word beginning with “C” and so on. Each player must repeat all the items named previously. The player who makes a mistake gets a “black mark.” The winner is the boy with the fewest black marks after a specified time.

I PACK MY TRUNK FOR HOLLAND

The first boy starts by saying, "I pack my trunk for Holland and in it I put apricots. The second boy says, "I pack my trunk for Holland and in it I put apricots and books. The third boy has apricots, books, and cokes, or some other article that follows in alphabetical order. Each boy must repeat all the preceding articles in proper sequence and add another beginning with the next letter. The one who leaves out an item in the original alphabetical sequence drops out. The one who holds out the longest wins.

I REMEMBER

Arrange several Christmas or Hanukkah objects on a tray. Gather Cub Scouts in a circle. Show them the tray for 1 minute, then remove tray from out of sight and remove one object. Return the tray. Prize goes to whoever first guesses correctly which item is gone. Another variation is to take away the tray and have them write down all the items they can remember. The winner is the Cub Scout who remembers the most objects from the tray.

I SPY SANTA

Materials needed: Small picture or figure of Santa.

Before the meeting, hide a small picture or figure of Santa in the room. Announce that Santa is somewhere in the vicinity and everyone is to look for him. When a player locates Santa, he should not give away the location, but should whisper its location to the leader, be seated, and watch the others look. When everyone is seated, start your meeting.

ICICLE HUNT

Materials needed: Pieces of string cut into various lengths.

Hide pieces of string around the room before the boys arrive. Have the boys hunt for the "icicles". End the hunt after a given time period. The winner is the Cub Scout whose "icicles" form the longest line laid end to end, not the player who collects the most "icicles".

IN THE POND

Arrange the players in a circle around you (Just outside a chalk line.) If you order "in the pond!" all players are to jump up. When you call "on the bank!" all should jump back. If the order "in the pond!" is given when all are in, no one should move. Such orders as "on the pond!" or "in the bank" should be ignored. Anyone making a mistake is out of the game. The remaining player wins.

INDOOR FIELD DAY EVENTS

Football Game—Divide den into two teams. Line the teams up on opposite sides of a table. Each team tries to blow a table tennis ball off the opponent's side of table.

Feather Blow Relay—Boys blow a feather a prescribed distance and returns for the next player to do same.

Bean on a Straw Relay—Boys carry a bean to a cup by picking it up with a straw (sucking on it), then returning for next team member to do the same.

Whistle Contest—See who can hold a whistle the longest. A squeal, buzzing sound, or holding breath can be substituted. The “prize” is an inflated paper bag, or “bag of hot air”.

INDOOR SKI RACE

Line up the den along a starting line and give each boy one sheet of newspaper. On signal, each tears his sheet in half, places one piece under each foot, and “skis” to a goal line. This game must be played on a smooth floor so the “skis” will not tear. To play cooperatively instead of competitively, use a timer and let each boy race individually. Obtain a total time for the Den and then let them race to improve their time. This could be done each week to improve times.

INVISIBLE DOG

Materials: Sturdy wire for leash; cardboard for collar

A Cub Scout can have any kind of invisible dog he wants, and any size or color, too. All he has to do is catch one and put a leash on it. A length of wire attached to a cardboard collar will do the trick. The Cub Scout may then take his invisible dog for a walk, and teach the dog tricks-to speak (Boys can bark for their dogs in an attempt at ventriloquism.), sit up, shake hands, roll over, and (This requires extra imagination.) fetch. In a pantomime attempt, each boy can hold the leash while the others guess the dog's name and what trick the dog just performed.

INVISIBLE KIM'S

Leader takes out invisible items out of bag and mimes using them ... turn on flashlight etc. Dens then try to make a list of what was taken out of bag. Scoring: 1 pt per item

ISH KA RI KEN PA

(Hopscotch) Use the pattern shown. Kick or toss the stone counter clockwise.

JAN, KEN, PON

(Paper, Rock, Scissors) The hand game we are all familiar with. Players count to three and then make a hand sign of either paper, rock or scissors. Paper folds over rock and wins; rock smashes scissors and wins; scissors cut paper and wins. This is an excellent game that teaches fine motor coordination and probability theory.

JAPANESE WIND BALL

Japanese children are clever at making things with paper. One of their favorite toys is the Japanese wind ball, which is made from three paper circles. When the circles are fitted together, they form a flanged ball. And if the ball is placed on the ground, even the gentlest breeze will send it bowling along at a surprising speed. Make more than one and you can have a race.

Instructions:

1. Cut three circles 4 inch (10 cm) in diameter from heavy paper. Lightweight paper plates work well. Color each circle (optional).
2. Cut slits in each circle and label A, B, and C. (See illustration.)
3. To form ball, slip half of circle B through center slit in circle A. Then fold circles A and B in half and push them halfway through one slit in circle C. (See illustration.)
3. Open sections of circles A and B very carefully to form ball shape. Circle B is fitted into circle A. Fold circles A and B in half, and push halfway through one slit in Circle C. Open out flanges to form ball.

JARABADACH

GHANA

Two players play at a time. One has three white markers and the other has three black ones. The game is played on the diagram shown, which may be marked on the ground or on paper. Players take turns in putting their markers, one at a time, on any of the nine points of the diagram. The purpose, as in Tick Tack Toe, is to get three in a row. But, if neither has succeeded when all six markers are placed, the game continues with the players moving their markers along the lines. One space at a time, until one wins.

JOB TOSS

Boys stand in a circle. One boy stands in the center. In turn, each boy in the circle calls out the name of an occupation, with no two boys repeating the same job. The boy in the center throws a ball up into the air as high as he can, calling out the name of an occupation. The boy whose occupation is called must catch the ball before it reaches the ground. If he catches the ball, he stands in the center and calls the next occupation.

JOHNNY CAN'T CROSS THE OCEAN

This game can be played on an outdoor basketball court or a fairly large space. All players start on one side of the "ocean" with "it" standing in the middle between the players and the opposite "shore" (goal line). "It" calls out, "Johnny can cross my ocean unless he has on the color. (Names a color.) Whoever is wearing that color gets to cross the "ocean" free. The others have to try to reach the opposite "shore" without being tagged. The game continues until all are tagged. The last one tagged is "It."

Variation: Use names beginning with different letters, birthdays in certain month, or anything else you want.

JUG TENNIS

(A simpler version of tennis that can be played almost anywhere.)

Each player needs a gallon milk jug. Cut off the bottom of the jug angling up toward the handle to make a scoop. Make a ball from a wad of paper that is taped. Make a net by tying a rope between two trees. The ball is never touched by your hands. Throw the ball from the jug with a scoop motion. Use tennis rules (see Cub Scout sport belt loop book for rules if unsure.) Ball must be caught and returned immediately. Player can take only one and a half steps before throwing.

JUMP OVER THE RIVER

Mark off an area with two long pieces of string, widening it gradually so that towards one end the two pieces are considerably farther apart. Each player has to take a turn “jumping over the river,” starting at the narrowest end and working towards the other ends of the piece of string. The winner is the player able to jump the widest river.

KAMI SHI BAI

Draw a story scene on a paper plate. Write summary of the story on the back. Have actors use the plates as scenery and present the story to the class.

KEEP AMERICA BEAUTIFUL

The audience is told that a tree will be planted and, through the magic of Scouting, will grow and blossom. Two teams of four are chosen, and each team selects a captain. The captains are given signs to wear which say “sapling”. Each captain stands in the middle of his team. Others on the team are handed a paper sack—containing a roll of scotch tape, 20-30 green construction paper leaves, a few birds, blossoms, and butterflies made out of construction paper, a bird nest, and a few small real branches. At the signal to “Go”, each team begins to make their sapling grow by handing him the branches to hold and taping the contents of the bag to him. First team to finish is the winner.

KEN DA MA

(Japanese Yo Yo.) Take a paper cup, yarn and a small ball. Tie the ball to the cup. Try to flip the ball into the cup.

KICK BASEBALL

Use a soft ball about the size of a volleyball. The pitcher rolls the ball to the batter, who kicks it. A base runner may be put out by being hit with the ball. Otherwise, regular baseball rules apply.

KIM’S GAME UNDERWATER

This game is based on an old observation game. In 5-foot-deep water, make a small pile of five or ten familiar objects that do not float. (Examples: a spoon, a fork, a coin, nuts and bolts, a plastic bottle or soda can full of water.) The players swim out, surface dive to the bottom to inspect the articles, swim back, and tell the leader all of the articles they can remember. (They may wear a mask and fins.) The game ends with the swimmers retrieving all of the objects. (Caution: Be sure a qualified adult supervisor, as prescribed in Safe Swim Defense, is watching divers at all times.)

KNOCK DOWN THE SPONGE

Place three sponges on end on a table or on a board laid across two chairs. Stand players back about 8 feet and give each 3 tennis balls to throw and knock the sponges over or off according to your setup. The one knocking the most sponges wins.

KNOT ME

Everyone stands in a circle. Players reach across the circle with their right hands and join hands with someone not standing next to them. With the left hand, they reach across the circle and join hands with someone not standing next to them and not the same person who has their right hand. Working as a group, players try to untangle themselves without breaking any grips. Hands may be rotated but must never lose contact. If the group is hopelessly tangled, the host partner may break apart one set of hands and join the players somewhere else. If the group is successful, it will wind up in a circle with every other person facing in and the others facing out.

KNOTTING RACE

Divide den into two teams. Give each boy a three-foot length of 3/8-inch rope. For each team, have two straight chairs spaced 15 to 20 feet apart. Teams line up between their chairs. On signal, the boy nearest the first chair ties a clove hitch to it. Meanwhile, the boy nearest the other chair attaches his rope to it with a lark's head. Then all the other boys on the team close the gap between chairs with square knots. First team finished, with all knots tied correctly, wins. (Use a Den Chief to teach the knots.)

KNOTTY

This game is for any group of six or more people. The players stand in a tight circle, facing in. They join hands with any two people, but not their immediate neighbors. On signal, all players try to untangle themselves without letting go of hands.

KOTTABOS

Each player needs a cup with a handle. Players hold the cup by the handle and flick the dregs of their drink at a target. The winner is the person who hits the target most accurately. Try using different colors of drink for each boy to more easily see where each boy hits. If this game was played by adults, it was after drinking wine.)

KRIS KRINGLE RELAY

If played by the pack, each den is a team. If played by the den, divide into two teams. Give each team two shoe boxes or large paper bags representing Kris Kringle's boots. On a signal, the first player on each team puts on the "boots," shuffles to a turning line and back, and gives the boots to the next player. Continue until all have raced.

KUTSO

(Shoe) Choose a person to be "it" (Oni). Have oni remove one shoe and let the class hide it. Oni must search and find the shoe.

KWANZAA

This is an adaptation of the old guessing game Who Am I? In advance of the game, the Cub Scouts must learn what each of the seven principles of Kwanzaa means. (They do not have to memorize them.)

To prepare for the game, write the definition of a Kwanzaa principle on each of seven 3 by 5 inch cards. To play, give a card to a player and ask him to think of a question based on his principle to ask the other players. Give him a few minutes. (Examples of questions: "I strive for and maintain oneness with my family, community, nation, and race. Who am I?" "We build and maintain our own stores, shops, and other businesses, and we profit from them together. Who am I?")

The answer to the first example is Umoja (unity); to the second example, Ujamaa (cooperative economics).

LA CANASTA

(The Basket). All players except one, are seated in a circle and given the name of a fruit. "It" stands in the center and says, "I took MY basket to the market" and bought some pears and rapes" (or other fruits). The players representing those fruits must try to change places while "It" tries to slip into one of their chairs. The player left standing becomes the new "It."

LA PALMA

The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the group. Draw a straight line away from the stick. Measure out a distance of 3 feet from the stick. Drive in a peg. Do this so that the pegs are all 3 feet apart and in line. You will need about six pegs and a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do, move to the next peg. Those who don't, stay at one peg until they hit the stick. The first boy to complete the six throws from the pegs wins the game.

LAND THAT FISH RELAY

Make two teams. First boy in each team runs to a line and picks up a net and rubber ball. He bounces the ball behind him and quickly turns around and nets the ball before it hits the ground a second time. He then places the net and ball on the ground and returns to tag the next boy in line.

LAND, SEA, AIR

Everyone in the den sits in a circle. One player is chosen and is given a beanbag. This player tosses the beanbag to another player in the circle and calls out "land, sea, air, air!". The person who catches the beanbag must call out with an animal that lives in the air over Alaska. After naming an animal before "it" counts to ten he then tosses the beanbag to another player and calls out "land, sea, air, land!". This player must then call out the name of a land animal that lives in Alaska before "it" can count to ten. Play continues around the circle until a player can't name an animal of the land, sea, or air or uses an animal already used.

LASSOING THE CALF

Equipment: Rope for each team, large enough to make a lasso.

Line up the boys in teams. Give the first boy in each line a rope with a big loop tied in it. On signal, the first boy passes the rope over his head and down his body, steps out of the loop, and hands it to the next boy. This boy does the same thing. The first team to complete the task is the winner.

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.

LICENSE LANGUAGE

All players look for a license plate containing three letters. When one is spotted, the player whose turn it is has 60 seconds to make a sentence using words starting with each of the 3 letters, in proper order. The sentence may be longer than 3 words, but the first three words must match the letters. All sentences must make sense. You can set your own point system.

LICENSE LISTING

Make a list of license plates (U.S. states and foreign countries) spotted while on a trip. See if anyone can name the state capitals.

LICORICE LACE RACE

Give all participants a licorice lace (cherry is best) and a marshmallow. Have them thread the marshmallow onto the lace and tie a knot in the end. Slide the marshmallow down to the knot. Players place the untied end in their mouths. Leader says Ready-Set-Chew! With hands behind backs, each player must wind up the licorice using only his mouth. Winner is the first one to get the marshmallow in his mouth.

LIFE BOAT

Materials: music, several sheets of paper

Spread out pieces of paper, less than the number of boys, on the floor. While music is playing, the boys move around, preferably some distance away from the lifeboat. (The sheets of paper.) When the music stops, players must try to stand on one sheet of paper but no more than two players may use one life boat. If they do the boat sinks and the players are out of the game. Remove the boats as boys sink.

LIFE PRESERVER THROW

Play this game indoors or outdoors. Boys throw a weight attached to a rope. Award points for both distance and accuracy. Set up a target for measuring accuracy, and have a tape measure available for measuring distance.

LIFE SAVER TOSS

Equipment: Foam rings tubes

Split cups into two teams. One member from each team holds a tube in front of him. The other boys on each team live up single file about 4 feet away facing the tube holder. The first boy in line tosses two foam rings (one at a time) onto the tube. He then runs and collects the rings passing them to the next boy in line. The rings are dipped in water again and tossed as before. Score one point for each ring that is caught on the tube. Winning team is the one with the most points after all boys have tossed the rings.

LITTER LOAD UP

Have the boys bring gardening or other heavy gloves to a meeting. Divide the den into two teams and have them put on their gloves before setting out on a nature hike. Give each team a plastic trash bag. The object of the game is to see which team can collect the most trash during the hike.

LITTER SWEEP RELAY

Divide Den into two teams and give each team a broom and a small pile of trash—paper, cans, soda bottles, etc. On signal, the first boy on each team sweeps the trash to a certain, point and back. Another team member then takes over. First team finishing wins.

LOG CABIN ON A POP BOTTLE

Divide the players into two groups. Give each player 10 toothpicks. The object is for each player to alternately place a toothpick across the top of a pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first group to get rid of their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

LOG ROLLING

Equipment: One tin or soda can and a long thin dowel stick per team.

Prior to the game, cover the cans with brown construction paper and draw a knot hole and bark like lines. (This adds a little extra to the game.) Divide the group into teams, each with a log and a dowel rod. Object of the game is to push and roll the log down to the river (About 30 feet away.) and then back for the next teammate to repeat the same process. “The logs must roll, they are too heavy to fly in the air.” If the log goes into the air the player must return to the starting line and begin again. The first team to have all players finish wins.

Variation: Make several logs and have the players roll the logs with their noses. The player who can get the most logs to the “River” within a specific time wins.

LOGOMACHY

Materials: Cardboard letters

This game is played with cardboard letters printed on one side. Boxes containing such letters can be bought but it is easy to print them and cut them out. There should be cards for each letter of the alphabet, about six for the letters most commonly used: A, B, C, D, E, M, P, R, S, and T and only one for such letters as J, X, Y, Z.

These cards are placed, letters down, on the table. Each one draws one. The one who draws the letter nearest to A plays first. Putting all the letters back, the first player draws a letter and lays it down, face up, on the table. The player to his left does the same. As soon as any player can make a word out of one of his own letters and the

letters laid down by the others, he picks up all these cards and places them on the table before him. For example, the first player lays down the letter O and the second draws the letter S, the second makes the word “so.” Any word may be taken from any player by another player who draws a letter which will make a longer word out of it. If the third player draws the letter B, he can make “sob” out of “so” and should take these letters to make this word. The one who can make ten words first, wins.

LONG, LONG JUMP

This is a simple but fun game. Everyone lines up. The first player jumps. The second player jumps from where the first person ended his jump, and so on until everyone has jumped. The object is to see how long collectively the group can jump. They can repeat this to improve their record.

LOOKNG INTO THE FUTURE

This is a continuing story game in which each player tries to add something to the developing story. The game begins, “I looked into the future and . . .” Example: “I looked into the future and saw a computer. . .” The next player might add, “The computer was running a machine. Continue the story until all the players have added to the story.

LOOSE CABOOSE

Equipment: One neckerchief or flag per team

Activity: One player per den or team is designated to be the “loose caboose” who tries to take the flag from the end of the train. The train is formed by the rest of the den or team of 3 to 5 players. The team will stand single file, each holding onto the wrist of the person in front of him. The last person in line has the neckerchief hanging from his rear pocket or belt. Do not tie it to a belt. The train tries to keep the loose caboose from pulling the flag from the last person’s pocket by twisting, turning, and moving around. If the caboose is successful in taking the flag or if the train breaks trying to avoid the caboose, the front player becomes the new loose caboose and the first caboose joins the end of the train. If there is more than one train, a good variation to the game is to let any caboose join onto any train.

Be careful! Hands should be placed on the wrist only. Grabbing shirts, pants, belts, belt loops or pockets could cause accidental destruction of clothing.

LOST CALF RELAY

Equipment: 2 sets of binoculars, 2 long ropes.

Place the rope on the floor; weaving around whatever obstacles you want—chairs, boxes, tables, etc. If outside go around trees, bushes, etc. Place small paper calves at the end of the rope, one for each player. Line up the boys in two teams at the start of each rope. Give each boy at the start of the teams a set of binoculars. Tell the boys they are to look at their feet through the small end of the binoculars. They are to keep their eyes on their feet at all times. Tell them to follow the trail to the end keeping both feet on the rope as they go. At the end of the rope the boy picks up a paper calf and races back to the beginning. He hands the next boy the binoculars. They play continues until all have had a turn.

LOST IN THE JUNGLE

On slips of paper, write names of jungle animals. (More than the number of boys in the Den.) Hide the slips over the play area. Akela tells the boys that many jungle animals have lost their memories and are wandering in the jungle. The boys scatter to find them. At Akela's call, the Den returns. In turn each boy describes the animal he has found without saying its name and the others try to guess what it is.

MACHINERY RELAY

Obtain pictures of at least 10 different kinds of trucks or machines. Talk with boys about occupations these machines might be used in. As you talk, write an occupation for each picture on an index card. Place the pictures on the floor at the far end of the room. Divide the boys into two teams. In turn, each boy runs to the end of the room, puts a card you prepared from a box, matches it to the correct picture, and returns to tag his next teammate, who repeats the action. If a boy makes an incorrect match, he must place his card back in the box before tagging his teammate.

MAP

Divide den into two teams and give each team a pencil and paper. Ask each team to draw a map showing the location of some relatively small object within two blocks of the pack/den meeting place. (Examples: a basketball backboard, fire hydrant, bicycle rack, large and a prominent oak tree.) The teams exchange their completed maps and study them. Then under supervision of the Den Leader and Den Chief, the teams try to find the object on the map. Score two points for a team whose map is reasonably accurate, one point if it finds the object on the other team's map.

MAP GAME

Give each player an identical map. See who is the fastest at finding the answer to such questions as: distances between cities, historic site locations, populations of cities, locations of airports, etc.

MAP MAKING

Divide the boys into teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning to yellow them. Have boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

MAP READING

Divide den into two teams. Each team is given pencil and paper and told to draw a map showing the location of some relatively small object within two blocks of the meeting place. (Examples: fire hydrant, bicycle rack, real estate sign, flag pole.) Keep teams apart during the drawing; neither should know what the other's assigned object is. Den leader makes sure completed maps are not misleading. The teams then exchange maps and study them. Supervised by the Den Leader and Den Chief, the teams leave to find the object on the other team's map. Score two points if a map is correctly drawn, one point for finding the object on the other team's map. If both teams earn three points, winner is the one finding the object first.

MAP, SNAP

On 3-inch- by-5-inch cards, paste map symbols. On separate cards, write the correct identification of each symbol. Begin the game by jumbling all the cards face down. In turn, each boy turns up two cards, trying to match a map symbol with its identification card. When he does, he scores one point and removes the cards from the pile. If he fails, he puts both cards back, face down. The trick is to memorize the position of the cards as they are returned to the pile.

MAP-READING RACE

Divide den into two teams and give each team an old road map and a crayon for each player. While the road maps are still folded, read off the name of one town or city per player. On signal, both teams open their road maps and each player tries to find his town on the map. When he does, he circles it with the crayon. First team finished with all towns located wins. Then ask each team to find the distance between widely separated cities on their map. First team with the correct answer wins.

MARATHON

This is a distance relay. The Olympians run for 26 miles. Run yours for 26 yards. Divide each Den into 2 groups, 26 yards apart. Give each Den a baton, made of a dowel, broomstick or even a paper towel roll. On signal, first boy races to other line and hands off the baton to second boy. He races to the first line, then hands off baton to next boy. Continue until all boys have raced.

MARGARINE TUB RELAY

Divide the group into teams of six to eight boys. Give each team a small margarine tub half filled with corn candy. Put the lid on tightly. Teams should sit in rows, one player behind another. At a signal the first boy in each team picks up the tub, removes the lid, takes out one piece of candy, puts the lid back on tightly, and passes it back to the next boy. Each boy repeats this until the tub reaches the end of the row. The team whose tub reaches the end of their row first wins and gets to eat the candy. Play this game two or three times until each team has won.

Den Variation: Divide the Den in half putting five pieces of candy in the tub for each boy. Play the game as above, but as the boy removes the candy he is to put it in his mouth before replacing the lid. When the last boy in line has his turn he is to get up and return the tub to the first boy who continues as before. The game ends when the tub has been through the line enough times and there are no candy corns left. The first team to finish "wins" but there really aren't any losers in this game.

MATCH IT OR KNOW IT

Divide the den into two teams and give each team a paper bag. Tell the boys they will have five minutes to collect one of each nature object they can find within a specified area—one blade of grass, one acorn, one ant, etc. On a signal, the teams begin hunting. At the end of five minutes, call the teams in. One boy from each team takes one item from the collection and goes to the other team. If that team can name the item, they earn one point; if they can match it, two points. Continue until each team has tried to name and match 10 items. Then add up the scores. The team with the highest total wins.

MATH TEST IN THE WATER

Paint numbers from 1 to 10 on 10 large metal washers, using waterproof paint. Scatter them in water between knee and waist depth. Non-swimmers who are just learning to put their faces underwater try to retrieve the washers. Their score is the sum of the numbers on the washers they retrieve.

MAZATE

Materials: One small or medium-sized detergent plastic bottle, small ball (e.g., tennis ball), masking tape or chalk Set the detergent bottle up right about 3 to 4 feet from a starting line. Allow each boy to roll the ball toward the bottle, the object being to see how close each one can come to the bottle without knocking it over. Use chalk or tape to mark where the ball stops. The boy who comes closest to the bottle is the winner; however, if a boy actually hits the bottle, without knocking it down, he is the winner.

MERRY CHRISTMAS! HAPPY NEW YEAR!_

This is an adaptation of Buzz-Fuzz. Ten or more players are seated in a circle. They start numbering around the circle, In place of “5” or any number with “5” in it or any multiple of “5” the player says “Merry Christmas!” Thus the numbering would go “1-2-3-4-Merry Christmas! -6-7-8- 9-Merry Christmas!” The loser may be required to sit in the center or pay a forfeit. After playing the game around the circle several it may be varied by requiring players to say “Happy New Year!” for any number containing “7” or any multiple of “7”. Then both “5” and “7” may be used so that the numbering would be 1-2-3-4-“Merry Christmas!”-6-“Happy New Year!”-8-9-“Merry Christmas!” and so on. Watch out for “35” as it calls for both “Merry Christmas and Happy New Year!”

MESSAGE RELAY

A leader gives a message to a Cub Scout, using sign language. The Cub Scout must relay it to the next member of his group, and so forth, until the last member of the group repeats it to the leader.

MONSTER WALK

Players are evenly divided into two teams. A starting line and a finish line about 10-20 yards apart are marked.

Each team of Cub Scouts forms a unit by joining hands, interlocking arms, riding piggyback, or by any other means that can be devised. The only limitations are the number of arms and legs which may be used for the task of walking.

The number of arms and legs which can be used in the walking process are determined by subtracting two from the total number of Cub Scouts on the team. For example, if there are eight Cub Scouts on the team, six arms and six legs may be used.

To start the race, both teams assemble on the starting line. On signal, they move toward the finish line. The first team to arrive wins.

MORRA

THE OLDEST GAME IN THE WORLD. Two can play at this game. It is played by holding up fingers of one hand, while keeping score on the fingers of the other. Both play at once, each man trying to guess how many fingers his opponent will hold up, added to his own. The numbers you call are from 2 to 10. For example, a player may shout "seven" as he holds up three of his own fingers and hopes that the other man will throw out the needed four. The opponent for his part may shout "six" at the same time. He holds out four fingers, and he hopes the other man will just happen to throw out two. In this case, the first player wins one point, since three and four make seven. The first man to score ten points shouts "Morra!" and the game is over.

MOVIE CHARADES

You need several ads for current movies—preferably movies the boys may have seen. Put them in a bag. In turn, players reach into the bag and take out a movie ad-not showing it to the other players. After a few seconds to think, the player then acts out the title until someone guesses it. The player who guesses correctly goes next.

MUMMY MAKING

Give each boy a roll of toilet paper. They are to wrap their parent like a mummy as quickly as they can. The winner is the first one finished with the roll of paper but must also have the parent covered except for the eyes. (Note: Speed is important but if they go too fast, they will not get entire parent covered.)

MUMMY WRAP

Pair off all the boys. Give one boy in each pair a roll of toilet paper. On signal, the "Wrapper" wraps the other boy completely around and around with the toilet paper until the boy is completely covered! Can give prizes for quickest, most economical wrap, the funniest, etc.

MUSIC EVERYWHERE

Gather the Cub Scouts together out side for a quiet game. Tell them to sit quietly for five minutes and just listen. Give them pencil and paper and tell them to list the sounds they hear in the five minutes. Allow the boy who has the longest list to choose the song the Den will practice next.

MUSIC MAGIC

Materials needed: Small objects to hide.

The Den selects “it” to leave the room. The Den hides an object (Small stuffed animal, holiday ornament, candy cane.) and chooses an appropriate holiday song to sing. “It” is then called back into the room and told what is hidden. While he searches, the group sings the song, getting louder when he is near the hidden item and softer when he goes away from it.

MUSICAL CHAIRS

Place several chairs in a line or circle with one less chair than the number of players. Start a record or tape recording of music and have the players start marching around the chairs. Suddenly stop the music; all players will try to get a chair. The one who fails steps out of the game. Remove one chair and start the music again. Continue until only one player is left. Variation: Instead of having players eliminated from the game, score a point against them. At the end of a specified time, the player with the fewest points is the winner.

MUSICAL GIFT BAG

Each person has been requested in advance to bring a small, inexpensive gift, wrapped in holiday paper to disguise its shape and size. Stand in a circle and, in time to the music, pass the gifts around the circle to the right. When the music stops, each player must decide whether or not to keep the gift he holds. If he keeps it, he steps out and opens his present. If not, he returns the gift and continues in the game. Continue to pass the gifts around with the music until each player has a gift.

MUSICAL HOEDOWN

This is musical chairs played to folk tunes. Set up a line of chairs, one fewer than the number of players. As recorded folk music starts to play, the players begin marching around the line of chairs. Suddenly the music stops and everyone runs to sit in a chair. The boy who fails to get a chair is eliminated. Remove one chair from the line and restart the music. The game continues until only one player is left.

Variation: Don’t eliminate players or chairs. Instead, score a point against a player who fails to get a chair when the music stops.

MUSICAL HUNT

Select a Cub Scout to be “it” and have him leave the room. Have the group hide an object such as a key case or comb and choose a familiar song to sing. Call “it” back into the room to search for the object while the group sings. The group sings softly when he is far away from the object and louder as he gets closer. A yell or two adds zest. When he finds the object, he chooses another person to be “it.”

MUSICAL ISLANDS

A variation of musical chairs played with old sturdy place mats (islands). Any Cub Scout with wet feet (Only one foot on an island.) when the music stops is out. The last Cub Scout on a mat wins.

MUSICAL ISLANDS II

Place a few Frisbees or pieces of paper on the ground, and have the Cub Scouts walk around singing (Row Your Boat). Designate one person to be Captain and yell “Land ahoy!” At this signal everyone runs to touch a Frisbee. The last person to touch a Frisbee is out. If any two Cub Scouts touch in the process, they’re out of the game. As the group gets smaller, remove Frisbees.

MUSICAL PACKAGES

A small package is wrapped in masses of paper and string. Players are seated in circle and package is passed as music plays. When music stops, boy holding the package tried to unwrap it. No tearing or ripping is allowed. If music starts again, boy holding package must pass package on around circle. Game continues until one player is able to completely unwrap the package. Small prize is in the package for the winner.

MUSICAL PARCEL

Before the Den Meeting, choose a small prize, such as a bar of chocolate or a small toy, and wrap it in many different layers of paper. The parcel is passed around from Cub Scout to Cub Scout while music is playing. Each time the music stops, whoever is holding the parcel takes off one of the layers of wrapping paper. The lucky player who takes off the last wrapping keeps the prize.

MUSICAL SPRINKLER

Equipment: A rotating lawn sprinkler hooked up to a hose

Start with the sprinkler turned off. Players must move around the sprinkler area, jumping, dancing, or striking funny poses. When the sprinkler is turned on, they must freeze in position and get drenched until the sprinkler is turned off again.

MUSICAL WATER BALLOONS

Appoint someone to be the “music” with his back to the players as he sings. Each boy needs a water balloon. The players stand in a circle. When the music starts, each player throws his balloon to the person on his left, while trying to catch the balloon from the person on his right. If the balloon falls to the ground, it can be picked up and used as long as it isn’t broken. If it breaks, the game goes on with the remaining balloons. When the music stops, the player without a balloon is eliminated. The last person to have a water balloon is the winner!

MUSTANG RACE

Have a blown up balloon ready for each boy. He puts it between his knees. At a given signal, all players race to a finish line and back. If a boy drops his balloon, he starts over again. If the balloon breaks the boy is out of the game.

MY SHIP CAME IN

Players are seated in a circle. The leader says to the one next to him "My ship came in." "What did it bring?" asks the second player. "A fan" replies the leader and begins a fanning motion with his hand. The second player turns to the third and the conversation is repeated, and so on around the circle. When it gets back to the leader he repeats, "My ship came in." "What did it bring?" This time the response is "A pair of scissors" with the leader using two fingers to imitate the movement of a pair of scissors. Additional items are added, with motions each time. Pair of shoes with feet set in motion. Pair of glasses with the eyes blinking. A hat with head bobbing back and forth. This is the catch. All motions, once started, must be continued. So by the time four or five objects are named, each player will be doing four or five motions all at the same time.

MY TAIL IS GONE

Give each child a half sheet of paper and instruct them to make everyone's tail by coloring and cutting. Tape each tail to the boy's posterior. Have the boys spread out and make "bow wow" sounds. The object of the game is to take as many tails off the other players as possible without losing your own.

NAIL

Players work in pairs. Provide each team with a nail, board, and hammer. First Cub Scout drives the nail into the board. Second Cub Scout tries to pull it out with hammer. First team to do this wins.

NAIL DRIVING CONTEST

Give each boy a hammer and five nails, on the word go, they are to nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner. (Start nails first.)

NAIL DRIVING RELAY

For each team, you need a 2 x 4 board, 2 or 3 nails all pounded in to the same height, and a hammer. Place the blocks of wood about 15 feet away from the starting line. Place each hammer next to a board. On signal, one boy from each team races to the block, picks up the hammer and swings one blow to drive in one nail. He lays the hammer down and returns to his team tagging the next player on his side. The race continues with each boy going in turn as many times as necessary for a team to drive in all of its nails flush into the 2 x-4 block. (Be ready to straighten bent nails.)

NAME THAT TUNE

Advance preparation: Tape record recognizable parts of several songs.

Play the tape over and over giving everyone a chance to write them down. The winner is the one who guesses them all first in order.

NATURE

Cub Scouts line up about five feet apart at the edge of a yard or playground. Each boy is given a bag or paper cup. On the leader's signal, they drop to their hands and knees and begin crawling toward the finish line, which is any distance away up to 100 feet. Along the way, they pick up one of each nature object they see and put it in their containers. This is not a race—they are allowed five minutes to reach the finish line. Score one point for each inanimate object (blade of grass, twig, leaf, etc.), two points for animal life (worm, insect, spider, etc.).

As a variation, you can award 10 points for each piece of litter picked up, too. After scoring and sharing each others' findings, return all objects to the soil, except the litter.

NATURE ALPHABET

Divide into two teams. Have each team find and write down a nature object in your back yard or the park with a name beginning with each letter of the alphabet. The team to finish the complete alphabet first wins.

NATURE BASEBALL

Divide the den into two teams. Each team huddles and makes a list of about 25 nature questions. (Examples: "What animal builds dams?" Answer: Beaver. "How many legs does an insect have?" Answer: Six. "What creatures spin webs?" Answer: Spiders.)

Allow at least five minutes for this. One team then comes to bat. The other team's "pitcher" asks the first batter a nature question. If he answers correctly, he goes to first base. If his answer is wrong, he is out.

Base runners advance as batters get "hits." A batter may try for a double by saying he wants two questions, a triple for three questions, and a home run for four questions. But if he misses any of the questions, he makes two, three, or four outs, depending on how many questions he asked for.

And his team gets charged for any extra outs accumulated this way in the next inning before they even start to bat. Play until all players have had at least one at-bat.

NATURE CRIBBAGE

Prepare for this hike game by making a list of nature objects the boys are likely to see on a ramble in a park or woods. Give a point value to each item; for example, squirrel five points; ant, one point; grasshopper three points; blue jay, two points; oak tree, one point; spruce tree, two point woodpecker, ten points; dandelion, one point; and so on. Before starting on the ramble, each boy puts 21 pebbles, seeds, or acorns in his pocket. On the hike, the first player to spot one of the items on the list throw away the number of pebbles equal to the point value assigned to that item. The first boy to get rid of all his pebbles wins.

NATURE DID IT FIRST

For most modern inventions, there already exists a counterpart in nature. Here is a list of animals and of the inventions they use. Try matching the animal with the invention.

- | | |
|--------------------|----------------------|
| 1. Bat | A. Parachute |
| 2. Armadillo | B. Snowshoes |
| 3. Chameleon | C. Anesthetic |
| 4. Fish | D. Helicopter |
| 5. Flying Squirrel | E. Suction Cup |
| 6. Squid | F. Hypodermic Needle |
| 7. Hummingbird | G. Radar |
| 8. Scorpion | H. Camouflage |
| 9. Snake | I. Electricity |
| 10. Abalone | J. Tank |
| 11. Caribou | K. Jet Propulsion |

Answers: (1) Bat-Radar; (2) Armadillo-Tank; (3) Chameleon-Camouflage; (4) Fish-Electricity; (5) Flying Squirrel-Parachute; (6) Squid-Jet Propulsion; (7) Hummingbird-Helicopter; (8) Scorpion-Hypodermic Needle; (9) Snake-Anesthetic; (10) Abalone-Suction Cups; (11) Caribou-Snowshoes.

NATURE HUNT

Divide into Den-size groups. Give each group an identical list of 5 to 10 nature objects found on the grounds of your meeting place (Dandelions, oak leaves, ants, fallen pine cones, downed maple twigs, flying insects, etc.). Tell the groups they have 7 minutes to find one of each item. Winners are the team that finds all items; if there is a tie, the first team to return wins.

NATURE KIM'S

Here's a variation on the familiar Cub observation game. Define a playing area outdoors, preferably a field or park with a variety of trees and vegetation. Arrange the area with out-of-place items such as an evergreen cone on an oak tree, an acorn on a pine tree, a dandelion flower on a lilac bush, and the like. Give the Cub Scouts a certain time to explore the area and not all the "nature mistakes" they find.

NATURE SCAVENGER HUNT

Each boy is given an envelope with these directions: "The Den Leader is sick and needs a potion made up of the following: four acorns, five dandelion flowers, six pine needles, four ants ..." and other things found in the play area. Give the boys 15 minutes to find as many of the ingredients as they can and put them in their envelopes. Winner is the one with the most items.

NEIGHBORHOOD BINGO

Prepare BINGO cards with nine squares. In each square write the names of local points of interest: cities, towns, parks, schools, etc. Then, make a small individual card with all the names you used and mix well. As you call out the name, the player having that on his card covers it with a marker. The first to complete his card wins the game.

NETTING THE FISH

Three den members are the net and clasp hands. The others are the Fish. On signal, the Fish run toward the net, which tries to encircle them. When a Fish is caught, he joins the Net for the next round. Continue until all Fish are caught.

NIGHT BEFORE CHRISTMAS

Players form a circle. Each player is given the name of something connected with the story of Santa Claus, such as reindeer, chimney, tree, etc. The child chosen to be “it” stands in the center of the circle and tells a Christmas story. If he mentions the name of any of the things chosen, the player who has that name must turn around. At the mention of the name Santa Claus, everyone must turn around. “It” tries to tag any player before he can turn around. If successful, he takes the place in the circle and the other player is “it.”

O TE DA MA

(Bean Bags) Played like jacks. Throw the bean bag up and catch it while scooping one, then two bags, etc. Like jacks, O Te Da Ma game has many fancier versions.

OATMEAL ARMS

Cut the top off an oatmeal box. Make one such tube for each team. For the game, the first person puts the tube up his left arm, then switches it to his right without using his hands. He passes the tube from his right and passes it to the next player’s left arm. That player switches it to his right and passes it to the next player’s left arm ... and so on until it reaches the last player. First team to have the last player with a right oatmeal arm is the winner. (Remember, no using hands).

OBEDIENCE SCHOOL

This game is based on the game “Simon Says,” but instead of “Simon,” say “the trainer says...” Use appropriate dog tricks or behaviors such as lie down, beg for a treat, roll over, speak (woof), scratch your ear, wag your tail, show your tongue and pant.

OBSERVATION TEST

Ask the boys to observe carefully everything around them for a minute or so as they hike. After the minute, ask such questions as: “What kinds of trees have we passed?” “Did you see something orange? Red? Purple?” “What insect home did we pass?”

OCCUPATIONS GUESSING

From newspapers or magazines, cut pictures of people in various uniforms and paste them on numbered cards for the boys to guess their occupations. The player who identifies the largest number of occupations wins a prize.

OCTOPUS RACE

Divide the den into two teams of three or four Cub Scouts each. To form an octopus they link arms with backs to each other and race to the line and back, the first ones back are the winners.

OIL PIPELINE

The object of oil pipeline is to push your barrel of oil to market and back to the oil field. Each team of players is given an oil barrel (a tin can) and an oil probe (a stick). Two lines are marked on the playing field and the teams line up behind the oil field starting line. One player from each team pushes their oil barrel to market and back to the oil field and passes the oil probe his teammate who must get his oil to market and return his empty barrel until all team members deliver their oil to market. The first team to get all their oil to market wins.

OIL SPILL TAG

This is a large group tag game. Designate the playing area. Choose an “it”—he is the start of an oil spill. When “it” tags a player, that person holds onto “its” hand and becomes part of the oil spill. As players get tagged, they become part of the oil spill. Only the free hands at the end of the oil spill can tag players. The object is to tag all the players and make a huge oil spill.

OLD PILGRIM AND THE TURKEY

Everyone sits on the floor in a row. One of you has been chosen to be the Old Pilgrim. He stands in front of everyone else, who are turkeys, with back turned, and a little way off from the turkeys. One of the turkeys says ‘Gobble, Gobble’. The old pilgrim turns around quickly and tries to guess which turkey “gobbled”. If he guesses right, that turkey becomes the pilgrim. If he guesses wrong, all the turkeys must “Gobble” all together until the pilgrim guesses it right.

ON THE TRAIL

Everyone sits in a circle and the leader begins by saying, “I’m going to hike the trail, and I’m bringing...” (Any thing can be named.) The second person then says, “I’m going to hike the trail, and I’m bringing ... and a...” The first item he names is the item named by the first person, and the second is a new item named by him and so on around the circle, with each person naming all the items that have already been mentioned plus one more that he adds. The game continues around and around the circle until someone goofs it. Give a prize to the one who can remember the most items in the correct order.

ONE OF A KIND HUNT

Players line up about five feet apart at the edge of the yard or playground. Each is given a bag or paper cup. On signal, they drop to hands and knees and begin crawling toward the finish line, picking up one of each nature objects they see and putting it into their containers. This is not a race. They are allowed five minutes to reach the finish line, which may be any distance up to 100 feet. Score one point for each inanimate object (Blade of grass, stick tree leaf, clover leaf, etc.) After scoring, return all objects to the soil.

ONE-YARD DASH

Tie a marshmallow or raisin to the end of a yard-long piece of string. The winner is the first to get the marshmallow by chewing the string into his mouth.

ONI TO KAFRU

(The Devil and the Frogs) Japan. In a large playing area, mark the outline of a long narrow lake with many peninsulas and necks of land. One player, the Devil, must stay out of the lake. All other players are Frogs and must stay in the lake. The Devil tries to capture a Frog by tagging him. He may jump from peninsula to peninsula, but he must not get in the water. When a Frog is captured, he must get out of the lake. The last Frog captured becomes the new Devil.

OVIRAPTOR EGG STEAL

Divide boys into 2 teams. Need more small water balloons than boys and 4 buckets. Put water balloons in 2 buckets quite a distance away from starting point. The other 2 buckets are placed by the starting line. On signal, the boy in front runs to the “nest” and steals one “dinosaur egg,” carries it in his mouth and runs with it to his starting line where he puts it in his “nest” without using his hands. The team with the quickest time AND with the most unbroken “eggs,” wins.

OXYGEN TANK RELAY

Tell the boys they are on an alien planet and the oxygen in their housing complex is getting dangerously low. Divide the boys into two teams. Line them up with a large bucket of water (liquid oxygen) and cup for each team. At the other end of the field is an empty oxygen reservoir (large jar) for each team. On a signal, the first boy in each line fills his cup with liquid oxygen, races to empty it into the oxygen reservoir, and returns the cup to the next boy in line, who continues the process. The first team to fill its oxygen reservoir wins.

PACK MULE

Pack mules were used to carry the heavy loads of the miners when they were traveling the mountain trails. In this game, we make the boys the pack mules and have a race to see which den or group is the fastest. This game teaches team work. If the Dens or teams practice ahead, they can become quite good at being mules.

Preparation:

1. Decide on the number of dens or groups to be in the race. You can adjust this depending on the number of boys or Dens, and the amount of time you have. Each mule “string” will have one pioneer” to lead the string and a number of mules. Each string should have the same number of mules but some fun things happen when they do not.
 2. Prepare a “load” for each mule to carry. An easy solution is to tie the bottom of each leg in a pair of trousers and put a book in each leg.
 3. Get the string ready. Each “mule” gets on his hands and knees. The “load” is placed over his back. Then each mule is tied to the other with a long piece of string. It is easiest to place it through a belt loop.
 4. The pioneer then grabs the string of the lead mule and the whole mule string goes to the starting line.
1. The race can go in one direction, go out and back or follow a course, depending on the amount of space you have. The winning string is the group over the finish-line first.

2. An interesting variation is to have one string race out and a replacement string race back. Remember, the loads have to be moved from string to string.

PACK OF TOYS

All players except one are seated in a circle of chairs facing inward. Each seated player is given the name of a toy. "It" walks around the inside of the circle and says, "Santa packed his bag and in it he put a _____. (Naming one of the toys.) Players representing the toys that "It" names get up and follow him around the circle. Suddenly "It" calls, "and the bag broke!" All the players scramble for chairs, including "It." The boy left without a chair becomes "It" for the next round.

PADDLE TOSS

Cut the paddle from plywood. Glue on small plastic cups or bottles and mark them with scores. Use a bead for the ball. Tie the bead to a 12-inch length of string and attach the other end of the string to the tip of the paddle. Toss the ball and try to catch it in a cup. Score as indicated on the paddle. A player's score is totaled after a specified number of tries.

PADDLE-WHEEL DUEL

Play in water that is waist deep for Cub Scouts. Opponents grasp opposite ends of the kick board. On signal, both begin kicking, trying to force their opponent backward in the water.

PALITO VERDE

(Green Stick). "It" carries a green stick (or neckerchief) and walks around the circle of players facing inward with hands behind them. At some point he puts the stick in the hands of a player. That player immediately turns and chases "It" around the circle. If he tags "It" before "It" can get to his old place, the chaser becomes the new "It."

PAPER CRUNCH

This will build strong hands and fingers. This is done by squeezing paper into a ball in one hand at a time.

PARENT AND SON MILKING CONTEST

The "cow" is a water-filled rubber glove with pin-holes in the fingers and the top tied off. Give each parent and son 10 seconds to produce as much milk as they can. The pair to produce the most wins a quart of real milk.

PASS THE PACKAGE

Materials needed: Inexpensive gift or Cub Scout item, small bag or box, wrapping paper, tape, record or CD of holiday music, Record player or CD player Place an inexpensive gift or Cub Scout item in the small bag or box. Wrap paper around it until you have a dozen or more wrappings, each separately fastened. With the Den in a circle, start passing the package around. Start the music. Every few seconds, stop the music. The boy holding the package the starts to unwrap one layer of paper. When the music starts again, he must continue passing the package around the circle. The player who uncovers the present keeps it.

PASS THE PRESENTS

Several small, wrapped boxes are used for passing. Form boys into a circle, with boys standing 1 or 2 feet apart and facing in. Begin passing a “present” from boy to boy; then, start a second present going around in the opposite direction. If a boy drops a present, he is eliminated; close up the space and continue until just two boys are left (Encourage boys to go faster and faster.)

PASS THE WATER BOMB RELAY

Equipment: Foam Balls,

Make two teams and have them stand in two lines shoulder to shoulder. First boy in each line takes the wet ball and puts it between his chin and neck. The ball must be passed down the line without the use of hands. At the end of the line, the ball is soaked again and passed back up to the beginning. First team to complete the relay wins.

PATRIOTIC COLORS

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, etc.) 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”.

PEANUT PASS

Divide the boys into two equal teams. The boys stand in one long line. You need a dish with 10 peanuts placed next to the first player of each team. The empty dish is placed by the last boy in line. The players clasp hands interlocking their fingers. They must stay this way for the entire game. The first player picks up a peanut with his free hand and puts it in his other hand. The peanut is passed down the line until it gets to the last player who uses his free hand to put the peanut into the empty dish. As soon as the first player has seen the first peanut placed in the empty dish, he may start the next peanut and so on. A dropped peanut must be picked up without unclasping the hands. The team to get all its peanuts into the empty dish first is the winner.

PEANUT RACE

Each boy is given a toothpick and a peanut. On signal, boys must try to reach the finish line with his object only using the toothpick.

PEANUT RELAY

Each member of each team is given a spoon. The first player on each team is given a peanut. At the signal each first player carries the peanut on his spoon to a goal line, touches it with his foot, returns and places the peanut on the second player’s spoon, then goes to the end of the line. The next players repeat until all have carried the peanut. If the peanut is dropped, it may not be touched by the hands, but must be scooped into the spoon and the race continues.

PEARL DIVE RELAY

Rocks, marbles, or other weights are placed in the bottom of the pool, 25 feet away using the same number of weights as you have Cub Scouts. They race using mask, fins, and snorkel, do a surface dive, and retrieve one of the weights. He swims back as far as he can underwater and tags team mate. (Variations: Number the weights and the Cub Scout must retrieve his own number.)

PEBBLE

From Greece. "It" is given a pebble, marble, or small ball. The other players stand in a line with hands out and palms up. Establish a goal line 10 to 30 feet away from the line of players. "It" walks along the line of players, pretending to drop the pebble in their hands. Somewhere along the line, he does give the pebble to a player. After a boy gets the pebble, he tries to reach the goal line and get back to his place without being tagged by the player on his right. The boy with the pebble may choose his own time to run, but he must go before "It" gets to the end of the line. If the boy with the pebble is caught, the one who catches him becomes the new "It." If the runner makes it back safely, he becomes "It."

PET ROCK RACE

Have an assortment of rounded rocks on hand. Let each boy choose his pet. Decorate as desired with markers. Set up a long ramp made from plywood or other available materials with sideboards and a starting gate. (This might be patterned after a pinewood derby ramp.) The boys will get even more satisfaction if you have a hammer and nails and let them design and build the track themselves. Boys place their pet rocks at the top of the ramp, release the starting gate, and see whose pet goes the fastest. (An alternative for the starting point is to place a board across the track and lift it up as the race starts.)

PETECA

(Latin America). Use a badminton shuttlecock. It is tossed into the air and each boy, in turn, hits it with the palm of his hand to keep it aloft. If it hits the ground, the game starts over. Often the players say the letters of the alphabet as the shuttlecock is hit, trying to get to the end before it falls.

PETS FOR SALE

Each Cub Scout is given the name of an animal found in a pet shop. The "pets" sit in a circle on chairs or on designated spots, with the "storekeeper" outside the ring. The storekeeper walks around the circle and calls out the name of a pet. As his animal is named, each boy leaves the circle and follows the storekeeper, imitating the animal he represents, until there is a long line walking around the circle. When the storekeeper shouts "Sold!" the pets rush back to their places and sit down. At the same time, the storekeeper tries to find a seat. The one left standing is the next storekeeper.

PHYSICAL FITNESS FOR RAINY DAYS

Event 1 – Shot Put

Each Cub Scout is given 10 navy beans, which he attempts to throw into a quart jar from a chalk line.

Event 2 – Hammer Throw

An inflated balloon is tied to the end of a string. Each Cub Scout throws the “Hammer” by the end of the string.

Event 3 – Football Game

One team gets on each side of a table. Each side tries to blow a ping pong ball off opponent’s side of table.

Event 4 – Standing Broad Grin

The width of the grins are measured by judges.

Event 5 – Discus Throw

A paper pie plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed.

Event 6 – Sixteen-Pound Put

An inflated bag is put for distance, as though it were shot from the shoulder.

Event 7 – Foot Pace

Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

Event 8 – Running High Whistle

Cub Scout who holds a whistled note the longest with one breath wins.

Event 9 – Thirty-Inch Dash

A piece of string 30 inches long, with a marshmallow at the end, is tacked on the wall. The Cub Scout who chews the string and reaches the marshmallow first wins. (Caution: Don’t swallow the string.)

Event 10 – Feather Blow Relay

Blow a feather 15 feet and return, touching off the next Cub Scout. The more the merrier.

Event 11 – Eating Race

Give each Cub Scout two double crackers. The Cub Scout who can eat them all and whistle first, wins.

Event 12 – Treasure Hunt Race

Put a coin in a saucer of flour. Hands are barred. The first Cub Scout to get his coin wins.

Event 13 – Running High Squeal

The Cub Scout who yells in a high and loud tone of voice for longest time wins.

Event 14 – Fifty-Yard Swim

Each Cub Scout hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

PILOT TO NAVIGATOR

A good game for son-parent teams. The son is the Pilot and has a paper bag over his head. The parent is the Navigator. Set out various non-hazardous obstacles in the playing area-cardboard cartons, small cans, plastic bottles, etc. The “airport” is a line 20 feet beyond the last obstacle. On signal, all Pilots begin walking toward the airport. Their Navigator is directly behind them and guides them only by vocal directions—“go left,” “go right,” etc. If a Pilot touches an obstacle or collides with another Pilot, his team is out. First Pilot-Navigator team to reach the airport wins.

PIN THE HANUKKAH CANDLE

Materials: A poster-size menorah. A cardboard candle for each player

Draw a menorah on a large sheet of cardboard and tape it to the wall. From lightweight cardboard, cut out a candle for each player. The candle represents the shammes or candle used to light the eight Hanukkah candles. Put a pin through the flame of each candle. Blindfold a Cub Scout and turn him around three times. He then tries to pin his shammes on any of the menorah’s candles. The one who comes closest, wins.

PIN THE PACK ON SANTA’S BACK

Equipment: Picture of Santa without a pack, a number of pins, pack cutouts and a blindfold. Blindfold the person and play like “Pin the Tail on the Donkey.”

PIÑATA

The piñata is a Latin American holiday tradition. Piñata are papier-mâché containers filled with candy or small presents and hung from a tree or the ceiling. Give boys a stick and blindfold them, turn them around a few times, point them toward the piñata, and let them swing one or two times to try to break it open. Raise and lower the piñata to make it harder to break. When it's broken, everyone scrambles to pick up the goodies spilled on the floor. If you can't find a piñata in a local import store, you can make one by decorating a brown paper sack and filling it with candy.

PING-PONG RELAY

Play in waist- or chest-deep water. Divide players into two teams, each with a ping-pong ball. On signal, the first player swims or walks while blowing the ball ahead of him to a turning line and back. He may not touch the ball. Continue until all have raced.

PIONEER WENT TO SLEEP

Everyone stands in a circle. The first player begins by saying “Pioneer went to sleep.” The rest of the group answers “How did Pioneer go to sleep?” The leader then says “Pioneer went to sleep like this, like this,” repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers “like this, like this.” The entire group continues to repeat the gesture as the next boy in line says “Pioneer went to sleep,” and others respond as before. The second boy adds another gesture to the first, so that now there are two movements to keep going. The game continues around the circle, each player adding a gesture. By the end of the game, the entire group should be a foot-wiggling, eye-blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten gestures at once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

PIONEERING FISHING

Tom Sawyer used to go fishing in the Mississippi with a long pole, a sport that took some skill. To try your own skill, you will need six drinking straws and a sheet of a paper.

1. Insert the straws one into each other by pinching one end of each straw and gently squeezing it into the unpinched end of the next. Use about 8 straws.
2. Cut the paper into ten strips about 1 inch wide. Roll the strips and tape to make cylinders or “fish”. Set fish on table top all in different directions for skill.

How To Play: Two or more can now “go fishing.” Make a catch aiming the top of the fishing pole at a paper fish. Inserting the pole through the fish, and then sliding it down the pole. If any fish slips off while you are trying to hook another your turn ends and the next player tries his luck. Whoever has caught the most fish after five turns is the winner.

PIONEERS AND INDIANS

The object of this game is for a group of “Pioneers” to deliver supplies to another Pioneer who is surrounded by “Robbers.” The Pioneer distributes his men as he sees fit, beyond the boundary of the camp and gives each player the “supplies” to be delivered. Of course, he gives his best players the most valuable “supplies”. At the expiration of ten minutes the starting whistle or bugle is sounded and the “Pioneers” try to get through the “Robber” lines to deliver their supplies”. The capture is made by any method agreed upon, such as:

1. Simply tagging one or more times on the back
2. Grabbing handkerchiefs protruding from a pocket.
3. Simply sighting and calling the name when played at night.

The instant a “Robber” makes a capture, the “Pioneer” begins to count to one hundred, while the “Robber(s)”, search him. If by the end of the count the “Robbers” fail to find the hidden paper, they escort the “Pioneer” out of the camp and he is permitted to try again. At the expiration of the time agreed upon the players, assemble and the score is taken. The “Robbers” the numerical values of all “supplies” captured from the “Pioneers” and the “Pioneers” add the number of “supplies” they actually delivered to their comrade. The “Robbers” are not allowed to take supplies from the besieged “Pioneer”. After a “Pioneer” makes a successful delivery, he remains with his comrade. The party with the larger total wins after each side has acted as both “Pioneers” and as “Robbers”.

PIRATES ISLAND

Place cardboard circles on the ground or floor—one less than the number of Cub Scouts. Everyone dances around chanting, singing or clapping. When the leader calls “Islands”, everyone runs to stand on a circle. The person without an island is out. As the group gets smaller, reduce the number of islands.

PITCH TILL YOU WIN

No party is complete without a “loot” bag filled with raisins, nuts, balloons, and some kind of toy favor. You can add excitement and a carnival like atmosphere to this aspect of your party by using these as prizes in a pitch-till-you-win game. This way it also doesn’t matter if all the bags aren’t identical in contents.

You’ll need:

- A clothesline or heavy string clip clothespins, marker or crayon, 2 chairs (indoors), or 2 trees (outdoors)
- “Loot” bags (1 per child)
- Cardboard rings (Cut from tops of cornmeal or oatmeal boxes.) or rubber jar rings used in canning

String clothesline or string between chairs or trees. Number the “loot” bags and clip them to the clothesline using clothespins.

Give the first player a handful of rings. Have him stand 2 or 3 feet away from the clothesline. Let him pitch the rings until he rings a clothespin and wins the prize clipped to it. Then let the next player pitch his rings and so on until all have played and won bags. (If the bags are too heavy for the clip pin, number both the bags and the pins. Clip just the pins to the line. As each child rings a pin, give him the bag with the corresponding number.)

POISON IN THE WATER

The “poison” is a sponge or beach ball. In chest-deep water, the players clasp hands to form a tight circle around the “poison.” On signal, all players try to pull and push others so that they touch the “poison.” When a player does so, he drops out, making the circle smaller.

PONY EXPRESS

You will need a chair placed in a circle for each player. One player is blindfolded and stands in the center of the area. He is the Pony Express rider. Another is the station agent and has a list of cities, or towns. The name of one has been given to each player. The station agent calls out the names of two cities or towns, saying for example, “I have a letter from Deadwood to Tombstone.” Immediately, the players having the names of these two places must rise and change seats. The Pony Express rider tries to catch one of them or to sit in one of the vacated chairs. The player who is caught or whose chair is taken becomes the Pony Express rider. Players may crawl, run, walk, dodge, or dive to get by the Express rider, but are not allowed to step outside the circle of chairs. If the rider has much difficulty in catching someone, the station agent may call out the names of four cities at one time, thus making it almost certain he will catch someone. Keep the game moving rapidly. The announcement of “general delivery” causes a mad scramble. All the players have to change chairs.

POPCORN KERNEL RELAY

Need 4 bowls with 2 bowls which are filled with an equal number of kernels. Divide the group into 2 teams and line them up about 10 feet apart, all facing the same direction. The boy in front of each line has the bowl that holds the kernels by his feet, while the boy in the back has the empty bowl by his feet. On signal, the first boy stoops to pick up one kernel and without turning his body or feet, passes the kernel to the boy behind him. The second boy passes the kernel back to the third boy and so on down the line. The last boy drops the kernel into the empty bowl and lets out a scream to signal the first boy to start passing another kernel back. Should a player drop a kernel, the kernel stays on the floor and he lets out a, “Oh, no!” and the first boy starts passing another kernel. The team that can pass 10 kernels the quickest, wins.

PORTRAIT RELAY

Divide boys into 2 teams. Each team needs one piece of paper and a pencil on one table. On signal one boy from each team runs to his team's paper and draws one part of a person's head: 1 eye, a nose, 1 ear, etc. The team that finished the face with all necessary parts first wins.

POST OFFICE RELAY

Materials: Two envelopes, 2 stamps and stamp pads, 2 "mail boxes" (Shoe boxes with a slit cut in the top, large enough to easily slip "mail" into it). This is a relay race. Divide the group into two or more teams. One member of the team is the "postmaster" and takes his teams stamp and stamp pad to the other end of the playing area where his "mailbox" is located. Object to the race is to see which team can mail all "letters" and receive "postmarks" first.

The first runner carries his letter to the other end and drops his letter into the mailbox. The postmaster opens the mailbox and removes the letter, stamps it with his stamp and returns it to the runner. The runner then returns and gives the letter to the next runner who repeats the procedure. The first team to have all runners post the letter and return, is the winning team.

POTATO DUEL

Give each boy 2 tablespoons and 1 potato. Place the potato on one spoon. With the other spoon he fences with his opponent, trying to knock off his potato.

POTATO GOLF

You need several reasonably round potatoes and a golf club, hockey stick or curved stick for each player. Mark three circles on the ground as shown. From a distance of six feet from the outer circle, players putt their potatoes in turn. Their score for each shot is the number shown. Potatoes on a line do not count. Give each player 10 tries and add his total score.

POTATO RACE

Dens line up with their bikes in relay fashion. A box is placed on the starting line in front of each Den. At intervals of 5 yards or more in front of each den, mark four circles into which a potato or bean bag is placed before the game starts. On signal, the first player in each Den rides out picks up the potato in the first circle, returns to the starting line and places it in the box. He then rides for the second, third, and fourth potatoes, returning each time to put it into the box. When he has finished, he touches off the second player, who rides out carrying one of the potatoes and places it in the first circle. He returns for the second, third, and fourth potatoes in similar fashion, replacing them one at time. Continue until all boys in the Den have played.

POTATO ROLL

Line up the boys behind a starting line and establish a finish line. Have them push a potato along the ground with a stick or spoon. First one to cross the finish line wins.

PROGRESSIVE GENIUS KIT

Divide the den or pack into two equal teams. For each team, have a pile of odds and ends—crayons, paper scraps, cardboard bits, pieces of cloth, stick on stars, pipe cleaners, etc. Have two or three items per boy. In front of each team, also place such materials as scissors, stapler, glue, clear plastic tape, and hammer.

Without telling what the scrap items are for, ask all the boys to pick two or three things from their team's pile. Then explain the game. The first player on each team is to combine his items in some way and pass the results to the next player, who adds his and so on. Set a short time limit for combining items. When both teams are done or time has expired, ask both teams to huddle and decide what to call their project and to tell what it is (if anything).

PUMPKIN CHAIRS

Cub Scouts number off and each remembers his number. Chairs (One less than the number of boys in den.) are in a circle. "It" stands in the center. He calls two numbers. Those having these numbers must change chairs. Others keep seated. "It" tries to get one of the chairs first. The one left without a chair becomes "It." When the person in the center calls "Pumpkin," all change places.

PUMPKIN PIE TOSS

Suspend a hoop from a high spot, or use a coat hanger bent to a round shape. Players attempt to sail five nine-inch paper plates through the hoop. Score: 25 points for each successful try.

PUMPKIN POOL

Using crayons or poster paint, draw a large pumpkin on the side of a big corrugated-cardboard carton. For the eyes, nose, and mouth, cut holes big enough for a beanbag to go through. Under each hole, write the number of points to be earned by tossing a beanbag through it; the smaller the opening, the more points earned. In turn, each player tosses five beanbags at the pumpkin. His score is the total points he earns.

PUMPKIN RELAY

Divide boys into teams. Each team needs a large piece of paper and a marker. On signal, the first boy in each team runs across the room to his piece of paper on a table or taped to a wall. He draws the outline of a pumpkin. He runs back and passes the marker to the next person on his team. That boy must draw another feature on the pumpkin. To be complete a pumpkin must have a stem, eyes, nose, and mouth. Have a winner for the quickest, the funniest, the ugliest, etc. (Can also draw a black cat, a skeleton, witch, etc.)

PUMPKIN ROLL

Make 2 straight chalk lines the length desired. Place a pumpkin on each line at the starting point. Give each contestant a stick. The one who succeeds in rolling his pumpkin the length of the line without letting it leave the line or touching it with his hands, wins. This could also be done as a relay race.

PUMPKIN SEED

Each player needs a cup full of 5-10 pumpkin seeds, a small dish, and a straw. On signal, the boy inhales through the straw trying to pick up one pumpkin seed. He runs to the dish on the opposite side of the room and transfers it into the dish. He runs back and forth until all seeds are in the dish. First person finished, wins. For a variation, use an egg carton for the dish and have players drop a seed into each section.

PUMPKIN TEAR OUT

Have the boys stand in a circle facing each other. Give each one an 8 ½ inches x 11 inches piece of paper. When you say, “Go”, each boy puts the paper behind his back and begins to tear out a pumpkin face. Set a time limit of 2 to 3 minutes. Note: Check how many boys realize that folding the paper in half produces a relatively even pumpkin.

PUSH THE PIGGY TO MARKET

Divide den into two teams. Give each team a two-liter bottle half-filled with water, and a broom. On signal, the first player on each team uses the broom to roll the bottle to a line about 10 feet away then turn around and roll the bottle back and sits down. The first team to sit down is the winner.

PUSH THE PIGGY TO MARKET II

This game is for two teams. There should be at least four players on each team. Mark a starting line with a stick or chalk. Ten or fifteen feet away mark a goal or “market” line. Give each team a football and a three-foot stick. Blow a whistle or say, “On your mark, get set, go.” At this signal the first player on each team starts at the starting line to roll the football, or “piggy” to the market line with the stick, holding one hand behind his back at all times. As soon as a player reaches the market line, he must turn around and push the piggy back to the starting line. Then he gives the stick to the next player on his team. The game is won when all of the players on one of the teams have pushed their team’s piggy to and from the market. If a player makes the piggy hop, or removes his hand from behind his back, he must return to the starting line and begin all over again.

QUICK DRAW

Have the Cub Scouts pair off and face each other, with hands at their side. One scout starts the game by jerking his hands into either the finger pointing or hands up position. The other Cub Scouts have to respond immediately (simultaneously) with the countermove. If one Cub Scout points like a gun, the other Cub Scout puts his hands up. Whoever starts the action tries to trick his partner into making the same move he did. When that happens, they switch roles.

RAFT RACE

Teams line up in relay formation. The first Cub Scout in each line is the skipper and he stands with his feet on separate pads of newspaper. The second Cub Scout is the passenger and he stands on the same pads with the skipper. On a signal from the leader, the skipper bends over and takes hold of the pads in each hand. By shifting their weight and sliding the paper forward, the two boys maneuver themselves to the goal line without stepping off the paper. On reaching the goal, the passenger picks up the pads of paper, runs back to his team, becomes the skipper and brings the next boy across the river. The first team to bring all of its passengers across the river wins.

RECYCLABLE RELAY

Give each team a trash bag that has both recyclable and non-recyclable plastics in it. Each team/Den forms a line. The trash bag with the items is at the start; the recycle box/bag is at the end.

The first player must take a plastic item out of the bag and pass it back over his head to the player behind. The other players continue to pass it over their heads to the back of the line. When the last player receives it, he must determine whether it is recyclable. If the plastic item is recyclable, the last player puts it in the box; if not, he sends it back to the front by passing it through their legs, and then runs to the front of the line to take the next item out of the bag.

Returned items are placed on the ground near the trash bag until all items have been passed. When the last item out of the bag is passed, the player at the head of the line puts the non-recyclable items back in the trash bag. The team that gets all the recyclable items in the correct bag wins. (During the race, the items may be going in both directions.)

REINDEER BUTTING

Divide den into two teams and give each an orange. Teams line up relay fashion. On signal, first boy on each team pushes the orange to a turning line and back. He may not touch it with hands or arms, only with his head. Continue until all have raced.

REINDEER SLEIGH TAG

Rudolph is "It." When he tags someone the player must hold on to his waist or shoulders becoming another reindeer. Together they must try to tag others. Last player tagged is Santa's Sleigh and the game starts over.

RELAY #1

Have description or name of tool in coffee can on small pieces of paper. Have tools at other side in a pile. Boys run, get a piece of paper out of the can, come back and find tool in pile, hand both to a leader. Next boy goes and does the same.

RIDE "EM" COWBOY

On each team half will be the horse and half will be the cowboys. They have to ride on the backs of their "horse" (or teammate) doing the relay. If you have a small group have each one take a turn being the horse; etc. Divide up boys into teams of equal amounts on each team, then divide boys. Some will be the cowboys, and others the horse. Then set up obstacles the boys have to overcome, like snagging a scarf off of a pole, or chair, ride around some objects on the floor; a relay race to the finish. When at the end the next person on the team goes and they go back and fourth until everyone has had a turn. The first one to finish wins.

RINGALEVIO

(USA) Ringalevio is a variation of Hide and Seek. There are two teams, runners and chasers. Chasers stand inside a circle (base), eyes closed counting to 100 while the runners hide in the area. The chasers begin to hunt and when a runner is caught, the chaser shouts "Ringalevio." The runner is then taken to base. The idea is to capture all runners, but a speedy runner can save his friends by stepping inside the circle (Without being caught). When all runners are captured, change sides.

ROAD MAP ALPHABET

Give each boy a map. On the signal “GO”, each boy finds a city on the map for as many letters of the alphabet as they can find in 5 minutes. The boy with the most number of cities found on the map wins.

ROCK TOSS

Each player is assigned a number. Use a marker and mark 5 small, smooth stones for each boy with his number. Draw a circle on the ground. Take turns tossing the stones into the circle. Try to knock the other player’s stones out. The player with the most stones left in the circle wins the game.

ROPE SPINNING CONTEST

One member of each Den represents his Den in this test of skill. Judges select winner.

ROPE THE STEER

Use the steers head made out of cardboard. Allow each cowboy one or two throws (depending on time) from a distance of about 10 feet. Den with most successful throws wins.

ROPEWALKING

This was popular in colonial Virginia. Lay a 20-foot clothesline or other rope across the floor. Cub Scouts are blindfolded and try to walk the rope, either with or without shoes.

ROPING STEERS

Half of the players join hands to form the “lasso.” The others, who are the “steers,” scatter around the playing area. To begin the game, the head of the lasso line calls “Ride ‘em, cowboy!” as the lasso runs, trying to encircle a steer. If anyone in the lasso loses his grip on his neighbor’s hand, the lasso is broken and any steer in danger of being caught goes free. When a steer is roped (encircled), he must join the lasso line. When all steers have been caught, switch teams.

ROUNDUP

“It” is in the center of the playing area and starts trying to tag the other players. When he tags one, that boy must join hands with it and help to tag others. If the line is broken, a player who is then tagged is not captured. If a player is encircled by the line, he is considered tagged and must join the line. Continue until all players are in the line.

ROWING RACE

Divide into relay teams. Each player sits or kneels in a large cardboard box and propels himself to the goal line by using two short broom sticks with rubber tips.

RUNAWAY CARS

Designate one boy as the locomotive. He will be “it.” The rest of the boys will be runaway cars. Object of the game is for the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues until the train is completed.

RUNAWAY TRAIN

Groups of at least three boys form a train and chug around the playing area. Boys maintain contact by wrapping their arms around the waist of the person immediately in front of them. The front of each train attempts to link up with the caboose of any other train while trying itself to avoid being linked onto from behind by another train. If one train does hitch up with another, the two parts continue as one unit, trying to join up with other smaller pieces. Before long, all the 9 to 11 trains will be linked into one large one. The front engine can then try to catch and link up to the last car. Runaway train is a good way to end up in a circle formation for a quieter game.

SAFARI SUITCASE

The Den Leader announces, “I am going on a safari. I can take my hat.” He turns to each boy in turn and asks, “Are you going on safari with me?” He answers according to the same pattern, filling in the blanks with words of his choice: “I am going on safari. I am taking my ____.”

The key to the game is that the article chosen must contain the letter “T”—or other designated letter. After each boy’s statement, the leader will reply either, “I’m sorry, but perhaps another item would be more appropriate for a safari” or “That would be a good item to take!”. As the game continues, boys will begin to catch onto the idea.

Adaptations can be made to make the game more challenging as the boys catch on. For example, each boy’s reply must be a word that begins with the first letter of his own name.

SANTA NODS

Santa is in the center of a circle made by the other players. Santa points at any player and says, “Santa says yes,” or “Santa says no.” That player must quickly nod “yes” or shake his head “no.” If Santa says only “yes” or “no” without prefacing it with “Santa says,” the player must not respond. If he does, he is eliminated. Santa should give commands quickly. The last person still in the game becomes the new Santa.

SANTA RELAY

Materials needed: Santa hat, pillow and boots for each team.

Divide the group into relay teams. The first member of the team runs to the end of room, puts on the Santa hat, stuffs the pillow under his shirt, puts on the boots shouts “Ho-ho-ho!” He then removes the clothes, races back to the starting line and tags the next player. First team that dresses and undresses all of its members is the winner.

SANTA ROUNDS UP THE REINDEER

Mark out a good-sized area on the ground, at least 20 by 30 feet, or dear the center of a room. Select eight to 10 boys; one of them is Santa and the others are reindeer. Santa must run around and round up the reindeer by tagging them. Tagged reindeer must immediately freeze on the spot where they are tagged. Boys who step out of bounds are automatically “frozen” reindeer. As a variation, frozen reindeer can become Santa’s hands and may also tag reindeer that come within reach, but they may not move from their places.

SANTA'S BAG

Take about ten brown paper bags and number them from one to ten. Put one familiar article in each bag—preferably one related to the holidays—and tie the bag shut. Each Cub Scout is given a piece of paper and pencil. He lists the numbers 1 to 10 on the paper. He tries to guess what is in each bag by feeling through the paper bag and records on his paper what he thinks it is. The person with the greatest number of correct answers wins.

SANTA'S HELPER'S

Materials for each group: One box, precut wrapping paper, ribbon, bow. Divide the den into two groups. At a signal, each group tries to wrap their box and attach a bow. The trick is that each member of the group has to keep one hand behind his back. The object of this game is to see which group can wrap their gift first.

SANTA'S REINDEER

Boys stand side by side on a line called the North Pole and each selects the name of one of the reindeer for himself. One boy is “Santa Claus” and goes to the middle of the play area, facing the reindeer. At the opposite end of the North Pole is the area called Santa’s House. It is Santa’s job to call the name of one of the reindeer who tries to gallop to the line marked Santa’s house before Santa can tag him. All those that are tagged go to the center and help Santa tag the others when their names are called. When all have been caught Santa names a new Santa and the game starts over with each boy selecting a new reindeer name. (Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner and Blitzen.)

SAVE THE DROWNING SAILOR

Cut 75 to 100 pieces of string in varying lengths, from 2 inches to several feet. Hide each piece in the room before players arrive. Divide the group into two teams. One player from each team stands in a corner of the room, the other players stand in the middle. The object of the game is for each team to find and tie together as many strings as necessary to reach the one team member standing in the corner. The team that reaches their member first wins.

SAWDUST SCRAMBLE

Bury goodies in sawdust. Have a starting line and beginning with the smallest age group, have them run up and have one minute to dig. Move up to the next age group, all the way up to the Moms and Dads. The kids will love watching the grownups dig for goodies. Add more things to the sawdust as the game goes on, so each group will have plenty.

SAWING CONTEST

Divide Den into two teams and give each team a piece of scrap wood. (Both pieces should be the same size.) Also give each team a hand saw. In turn, each boy makes one stroke with the saw until the wood is cut through. Team with the fewest strokes wins. (Count as one stroke either a down or upstroke.) This is not a speed contest.

SAWING RELAY

Divide den into two teams. Provide each team with a handsaw and a board about 1 x 2 x 5 inches. In turn, the players on each team make one up-and-down stroke with the saw on the board until the board is cut through. This is not a speed contest. Winner is the team which cuts through the board with the fewest strokes.

SCRATCH CAT

“Scratch Cat” walks around on the floor on hands and knees, while the other players dance around him. They try to stroke the cat, and the cat swipes out with his paw and tries to scratch his tormentors. If “Scratch Cat” manages to touch a player, he gets down on all fours and becomes a cat as well.

SEED PLANTING RELAY

Divide the players into two teams. Have any number of baby food jars lined up at a substantial distance from each other. Each jar should contain one type bean or seed—with the name on the outside of the jar. Give each boy one of every seed or bean used. On signal, the first boy on each team runs to his teams set of jars as quickly as possible and distributes all his beans and seeds in the proper jars. He then runs back and tags the next boy on his team who, in turn, does the same with his seeds. The first team who finishes with all their beans and seeds in the proper jars wins.

SHALLOW-WATER SCAVENGER HUNT

Place a number of objects (all different) in shallow water. Line up the players at the water’s edge. Call out one object that is in the water—golf ball, horseshoe, black rock, or whatever. The players go into the water and try to find and retrieve that object.

SHARK TAG

Play this game in waist to chest-deep water. Boys line up on one side of the pool. “It” is about 20 feet in front of them. When he yells “Shark” all players swim or walk to the other side while “It” tries to tag them. Those who are tagged join “It” in trying to tag the others. The last player tagged is the winner.

SHARKS AND MINNOWS

One player is a shark and all other players are minnows. The shark waits at one end of the pool. his eyes are shut at all times. The minnows line up on the other side. All boys wear mask, fins, and snorkel. When the shark shouts “Ready”, the minnows swim underwater to avoid the shark attack. The shark tries to touch the minnows. If a minnow is touched, he also becomes a shark and begin trying to touch minnows too. The minnows can only swim sideways or forward. The sharks can swim in all directions. If a minnow reaches the other end without being touched, he is safe. The game continues until all but one of the minnows is a shark. (If necessary, the game can be started over with all of the sharks at one end and the remaining minnows at the other end of the pool.) NOTE: Since it will be difficult for the sharks to keep their eyes closed at all times, a strip of plastic bag can be used to cover the lens of the mask, using a rubber band to secure the plastic.)

SHARKS AND WHALES

Fathers are Sharks, sons Whales. They line up facing each other in parallel lines about five feet apart. Behind each team is its home base, the side of the pool or a rope tied to buoys. When the leader calls “Sharks!” the men chase the Whales, who try to reach the goal behind them before being tagged. If a Whale is tagged, he must join the Sharks for the next round. Winner is the team with the most members after a specified time.

SHIP ON THE ROCKS

One end of the room is PORT, the other STARBOARD. The players have to do the appropriate action when the key-word is called. Calling “PORT” when they’re already at PORT can be amusing!

- Captain’s coming aboard—Alert and salute
- Climb the rigging—Mime climbing
- Boom’s coming over—lay flat on floor, hands on head
- Ship’s sinking—lay on their backs, arm up for periscope
- Scrub the decks—on both knees, scrubbing
- Freeze—stand perfectly still
- Lookout—standing, Mime lookout

Any others you might think of that fit the situation!

SHIPS IN THE FOG

One Scout is blindfolded. The boys are divided into pairs with one Cub Scout blindfolded in each pair. Arrange chairs around the room called icebergs. The sighted teammate gives directions to the blindfolded member to guide him around the icebergs. The team finishing in the shortest time wins.

SHOE BOX SKEEBALL

Place four or more shoe boxes so that all are webbed in tightly. Prepare a skeeball obstacle by cutting another box diagonally to form a ramp. Tape the obstacle on the floor and have the boys roll a sponge ball into it.

SHOE FLY

Each Cub Scout removes his shoes and places them in a common pile in the middle of the room. Then all the shoe are mixed up. Players stand at one end of the room, and at a signal, everyone dives into the pile for his own shoes. The winner is the first one to find his own shoes, put them on and lace them, and return to the starting line.

SHOE KICK

Players loosen one shoe, hang it on their toe, and throw it as far as possible by swinging the foot.

SHOE RACE

1. All the boys remove their shoes and deposit them in a laundry basket or box.
2. Place the box at the far end of the room.
3. At the command, children race to box, find their own shoes, put them on and race back to the starting line.

Variation: fill the basket with moms' and dads' shoes. Have the children find a matching pair, put them on, and race back to the starting line.

A second variation is to have the children find their own parents' shoes. This game can also be played with mittens, hats, gloves, or entire suits of clothing. (Please bring entire suits of clothing. Do not have the children remove their clothing.)

SHOE SCRAMBLE

Each boy removes one shoe and places it on a pile at the end of the room. Boys then assemble behind a starting line. On signal they hobble to the shoe pile, find their shoes, put them on, and race to the starting point. First one back wins.

SIDEWALK TENNIS

The court is two squares of sidewalk. Ball is a regular tennis ball or a rubber ball. The "racquets" are open hands. The net is the crack or line between the squares. Players try to hit the ball on one bounce into their opponent's square. Score as in tennis or table tennis.

SIGNS

Players take turns looking for specific signs, such as: railroad crossing sign, arrow on sign, no parking sign, church sign, fire prevention sign, ice cream sign, no vacancy sign, keep to right sign, reduce speed sign, etc.

SIMON IN THE WATER

When leader prefaces a command by saying "Simon says", each player must follow instructions immediately. If he gives a command without saying "Simon says" no player may move. Commands may deal with any stunt in the water such as swimming, floating, dunking head, touching bottom etc.

SING A LONG DOWN

The players are seated in a circle. The first player chooses any song he likes and sings the first line. The player to his left tries to sing the next line, and so on around the circle, with each player adding one line. If a player does not know his line, a point is scored against him and the next player tries. When it gets back to the player who started the song, that song ends and another player starts a new one.

SING DOWN YOUR NEIGHBOR

The first person sings the first line of a popular song—then points to someone else. The second person must sing the second line of the song and choose another person to sing the third line. Anyone who fails to sing the correct line drops out of the game—and the last surviving singer wins.

SING-ALONG SNACKS

Music and song have had a huge impact on advertising, and remembering the jingles associated with products can be challenging and fun. Have on hand a variety of snacks and/or fast foods (Empty packaging works well.) that have been advertised with well-known jingles. Keep the items hidden. Form teams and place each team where all can see the game leader. When all are ready, the game leader shows the first item. The first team to have at least one member sing the jingle associated with the product is given that package and the game moves on to the next product. When all products have been displayed, the team with the most items is the winner.

SKIING

The skis for this event, are made from plastic bottles—but only one ski to each pair of contestants! To make each ski, cut off the top and bottom of a plastic bottle, cut down the seam and flatten. To insert feet, make simple string ties. To do this, punch holes on the sides of the ski, 6 inches from the front and 4 inches from the back. Insert a length of string, tying ends through holes.

Now, have one member of each pair insert his left foot through the front ties and the other member insert his right foot through the back ties and they're off! Follow the rules for a regular race, disqualifying any who come out of their skis. Make them start over if they fall.

SLALOM RELAY

In turn, each den member weaves through a course with five to eight markers set about 6 feet apart and then returns to the starting line. Add one point to the team score each time a rider touches a marker. The team with the fewest number of points wins.

SLEIGH RIDE RELAY

Equipment: Cardboard boxes to simulate a sleigh. (Medium size works best.) One bell for each sleigh; rope to make pull cords.

Divide the group into two or three teams depending on the group's size. Each team has a sleigh and a bell. The bell is in the sleigh. The first member of each team pulls the sleigh across the room to a designated destination. Once there, the player sits in the sleigh, rings the bell, and sings "Jingle bells, jingle bells, jingle all the way." The player then jumps out of the sleigh, pulls it back to the beginning of the line, passes it to the next team member, and goes to the end of the line. Play continues until the first team member has returned to the front of the line.

SLIP OF THE TONGUE

As boys arrive at the meeting, give each a handful of dried beans or marbles. Each boy tries to win beans from the others by getting them to say either "yes" or "no" to questions. A player who says "yes" or "no" must give up one bean to the questioner. The winner is the boy with the most beans at the end of the period.

SMILE TAG

A quickie for a break. Allow about five minutes. Players form two equal lines facing each other and about 3 feet apart. One is called heads and 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 head's 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.

SMILE TOSS

Have the boys stand in a circle. Tell them they should keep a serious expression on their faces. The leader begins by standing in the center of the circle, reaching in his pocket, and placing a smile on his face. He then wipes the smile from his face and "tosses" it to someone in the circle, calling their name. The "Smile Catcher" must catch the smile, put it on, wear it for a moment, then wipe it off and toss it to another boy. The boy who does not wipe the smile off completely, or smiles out of turn, must sit down. Since smiling is contagious, the entire group will soon be sitting down as well as smiling.

SNORKELING SLALOM COURSE

Anchor several barely inflated balloons about three feet below the water's surface in a winding course 50 to 100 feet long. In turn, boys don mask, fins, and snorkel and swim the course, passing over each balloon.

SNOW BLOWERS

Before the game, have each Cub Scout paint and decorate a paper towel tube. This will be their snow blower. You will also need three large paper cups with tape to hang off the side of a table. (Make sure the cup openings are level with the table's surface.) Fill each cup 1/2 full with small prizes (Candy, erasers, etc.) and clear away chairs around table so there is clear path. Starting with the first two boys, place a Ping-Pong ball in front of them. They must use their snow blower (Gentle breaths work best.) to get their ball across the table and into one of the paper cups. If the ball goes off the edge first, that player's turn is over. Each winner gets to pick one prize from the cup and the play continues until everyone has won a prize.

SNOW BOWLING

You will need five plastic drinking glasses. Smooth an area of snow one-foot square. Put the glasses in two rows with three in the back row and two in the front. Smooth a path through the snow from the glasses to the start line—about ten feet away. Make this path very smooth and icy. Make a pile of bowling snowballs, making them very hard and round. Each player gets a turn to knock down the glasses with a snow bowling ball. A turn is three tries. A game consists of each player having three turns. The player who knocks down the most glasses in the game is the winner.

SNOW SHOE RELAY

Divide den into two teams. Give each team two shoeboxes, and set up a chair across the room for a turning point. On signal, the first player on each team put on his "snow shoes" and races around the chair and back to the starting line where the next player dons the boxes and races. Continue until all have run. Have extra "shoes" on hand if any break.

SNOW SHOVEL RELAY

You will need 2 pie tins, 2 pancake turners, large bag of cotton balls. Divide den into two teams. Scatter cotton balls in front of each team. First players use pancake turner to shovel up as many cotton balls as they can and run to empty their shovel in the pie tin, which is placed about ten feet away. NO HANDS, use pancake turner only. Second man may shovel up any snow dropped by first player or pick up snow from “drift”. First team with all its snow in the tin wins.

SNOWBALL AND STRAWS RELAY

Divide into 2 teams. Give a straw to each player. Give each team a container of cotton balls and place an empty container on a line about 15 feet away. On signal, boys suck on straw to get a cotton ball out of their container, run to the empty container and place their cotton ball in it. Boy returns to his team. First team to get all their cotton balls into the other container wins.

SNOWBALL FIGHT

Boys sit in a circle; beside each boy are approximately 10 half pieces of newspaper. On the word “go,” each boy wads up a piece of paper and throws it at someone else in the circle, while dodging and wadding up the next “snowball” to throw. When a boy is hit, he is out.

SNOWBALL FIGHT II

Supplies: Old newspapers, garbage bag.

Designate game area; determine team turf. Boys play only in this area. Divide den into two teams. Boys use chairs to make their “snow” defense line or fort. Crumpling sheets of newspaper, boys make “snowballs.” Upon signal, boys throw “snowballs” at opposing team. “Snowballs” may be thrown over and over. After set time, team with the least “snow” on its side is the winner. At the conclusion, all boys should clean up the mess by throwing paper in garbage bag for easy disposal. Note: This is a good outdoor game or wide room game. This is not a good house game as newsprint tends to come off. Boys should wash hands after clean up.

SNOWBALL RACE

Players sit in lines of equal length; six players per line. A container of marshmallows is placed in front of each line and an empty container is placed beside the player at the end of the line. Each player is given a small plastic spoon. On signal, the first player takes one marshmallow in his spoon and transfers it to his neighbor’s spoon and so on down the line. As soon as the player at the end of the line receives the marshmallow and places it in the empty container he yells, “It’s a hit!” This is the signal for the first player to start the next marshmallow down the line. Any marshmallow that is dropped must be replaced on the spoon by the person who dropped it before it can be passed along. The team getting all their marshmallows into the container first, wins.

SNOWBALL RELAY

Players divide into two teams and line up behind starting line. Give each team a “snowball”—either Styrofoam or cotton and a piece of cardboard. On signal, first player on each team tries to move the “snowball” across floor and back by fanning it with cardboard. Player may not touch snowball with hands or cardboard. First team to finish is winner.

SNOWBALL SHARPSHOOTING

Hang an old sheet or blanket on a clothesline. Cut 3 or 4 holes, 8-12 inches across in the sheet. Boys stand 12-15 feet away and try to throw snowballs through the holes. Award one point per snowball that goes through a hole.

SNOWBALL SLING

Divide the boys into equal teams and have them sit in two straight lines facing each other, 8 to 10 feet apart. Give each boy three sheets of newspaper. On a signal, each boy sits on one hand and uses the other hand to crumple a sheet of paper into the smallest ball possible. These paper balls become the snowballs. At a signal from the leader, both sides start throwing snowballs at each other. Boys may not move from their sitting positions. When a signal is given to quit, each team counts the number of snowballs on its side. (Must be within reaching distance to count.) The side with the fewest snowballs wins.

SNOWBALL SNATCH

Each person is given five “snowballs” (Cotton balls.) as he enters the meeting place. They go around the room talking to people. While talking, if anyone answers “yes” or “no” to a question, that person must relinquish a snowball to the person who asked the question. The object is to collect as many snowballs as possible. All questions must be answered and must be answered honestly.

SNOWBALL THROW

Use a large wad of cotton. Seat the den in a circle, with one boy in the center who is “It”. The boys in the circle throw the snowball to one another while “It” tries to intercept. When he succeeds, the boy who threw it becomes “it.”

SNOWBALL TOSS

Each player needs three ping pong balls. A small box is placed in the center of the room. Players form a circle around box. Going around circle, each player tosses one ball into box as his turn comes. If the ball misses, it is returned to player. The tossing continues until one player has no more snowballs left. He is the winner.

SOCCER BOWLING

Set up 10 Indian clubs, bowling pins, or blocks of wood in a bowling pin order.

Kick a soccer ball or a basketball at them from a line 25 to 35 ft. away. Keep score as in bowling.

SOFTBALL KEEP AWAY

Divide players into two teams. Each player needs a glove. Object of the game is for each team to make as many throws and catches as possible while the other team tries to intercept. When a throw is wild or is dropped, the other team takes over. Team with the highest number of catches in a specified time is the winner.

SONG STUMPERS

One player sings the first line of any familiar song. The others try to complete the verse. The one who is successful becomes the new song leader. If no one can do it, the leader sings the first verse of the song and then gives the first line of another song.

SPELL IT

Give each player paper and pencil. Write the word Christmas in large letters for everyone to see. The team or individual that makes the greatest number of different words out of the letters in a 2-3 minutes wins.

SPELL THAT

Place letter cards out on the table in front of the individual groups. Call out a name of an animal and have them try to spell it out in the correct order within a minute time frame.

SPELLING SCRAMBLE

1. Cut shapes from a sheet of paper that fit your monthly theme for each participant.
2. Punch two holes at the top of each shape and thread with enough yarn to enable participants to hang shapes around their neck.
3. Write a letter on each piece of paper in order to spell out a special message or theme.

Give a shape to each person and see how quickly they can line up in order. You may have participants exchange shapes and do it again.

Variation: Have children come up with new words of their own.

SPIN INTO SHAPE

Make a wheel as large as desired from cardboard. Mark it in pie sections and write in a different exercise in each section. Add some fun things to do also. You may also use fitness achievements from the Wolf and Bear books. Make an arrow and attach it to the center of the circle with a brad. Move it around until it will move freely. Each boy gets a turn to spin and for 1 minute, everyone will do the activity as indicated by the arrow.

SPLASHDOWN

Have the boys cut a space capsule outline about 3 inches high from plywood. Drill a hole in the top and attach a handkerchief parachute. Draw a 6-foot wide bull's-eye on the ground. In turn, the Cub Scouts stand about 25 feet away, fold up the parachute around the capsule, and try to throw it skyward so the "splashdown" hits the bull's-eye.

SPLISH, SPLASH, DASH

Equipment: Sponge pieces

Split the sponge pieces into two equal groups. Divide Cub Scouts into two teams. One boy for each team acts as the catcher, the others line up in front of him about his legs, etc.). If he drops any piece, they don't count. Winning team is the one whose catcher holds the most sponges after all have been tossed.

SPONGE AND CUP RELAY

One person from each team lays down on the ground and holds a plastic cup upright on his forehead. Other team members line up behind a starting line, about 20 feet away. Each team has a bucket of water and a sponge at the starting line. When the leader gives the signal, the first boy in each line dips his sponge in the water, then runs with it to where his team's "it person" is lying on the ground. He then squeezes the sponge so that the water (or at least some of it) goes into the cup on "its" forehead. He runs back to his team and gives the sponge to the next person in line. The relay ends when the first team manages to fill the cup to the top. (The boy who is "it" will get really wet!)

SPONGE BALL TAG

Played like regular tag, except that the tag is made by throwing a sponge. Whenever "It" hits another player, the latter becomes "It" and picks up the sponge and tries to hit someone else.

SPONGE IN HOOP

Place a plastic hoop or some sort of target flat on the ground. Stand 6 or 8 feet away and try to toss wet sponges into the center of the hoop. Experiment with soaking wet and wrung-out sponges—they bounce differently! The one with the most sponges inside after five tries wins the game.

SPONGE RELAY RACE

Needs 2 sponges, 2 buckets. 2 bowls and waters.

Have boys line up in 2 rows and the boys at the front of each row hold the bucket of water with the sponges in it and the boys at the end of each row hold the bowl. First boy takes a wet sponge out of the bucket and hand it to the next boy and so on till it reaches the last boy in his row who squeeze the water out of the sponge and into bowl. Then race it back to the front and put it back into the bucket starts over again until the water is gone or a certain time is up. The row who has the most water in the bowl at the end—wins the game.

SPONGE THROW

Hang a large plastic bag on the clothes line with a hole cut large enough for a boys head. Take turns throwing wet sponges.

SPOOK

One boy plays the spook, with an old sheet over his head. Ask someone to stand by the light switch and turn the light off and on. All the players move around in the dark, and when the lights go on, everyone freezes. The spook then stands quite still and sees how many players he can touch with outstretched arms. These players, when touched, scream and go out of the game. This game can be repeated with a change of spook after a few players have been sent off.

SPOOKY SOUNDS

The players listen to five or more sounds coming from another room. Each has paper and pencil and writes down what he thinks each sound is. Try these:

1. Sandpaper rubbed on glass
2. Two coconut half-shells clapped on a wooden board to make “hoof beats”.
3. A paper bag blown up and burst.
4. Glass being cut with a glass-cutter.
5. Crashing sounds produced by filling a wooden box with glass and stones and tipping it from end to end.
6. A wolf howling.
7. An owl hooting.
8. A golf or tennis ball bouncing on a bare floor.

SPORTS

If your pack wants to sponsor a sports event this month for a belt loop, appropriate ones include skiing, skating, bowling, basketball, gymnastics, or marbles. A sports event does not have to involve a lot of preplanning, especially if you arrange to go somewhere to learn about the sport. Arrange for parents experienced in the sport to help with teaching, or arrange for a lesson from instructors at the sports facility.

SPORTS WORDS

Give each player the front page of a newspaper. The object is to find sports words on the front page. Examples: end, base, tackle, guard, pass basket, foul, kick, center, etc.

SQUIRTING SPORTS DAY

Have Cub Scouts bring squirt guns to a Den Meeting. Set up a “shooting range” of objects for them to shoot at:

- Tin cans.
- Paper cups to knock off a platform.
- Balloons to shoot down a race track.
- Paper targets made with water-soluble markers that will run.

STACK THE PYRAMIDS

Each player takes 10 cone-shaped paper cups and drops them from waist high on a cup that has been placed upside down on the floor. Score one point for each “Pyramid” stacked.

STAGECOACH

Boys sit in a circle in front of a chair. Each boy is given the name of some part of the stagecoach - wheel, hub, axle, set, door, passenger, harness, horses, brake, driver, step, etc. The Den Leader begins telling a story about a stagecoach bringing in all the different parts. As each item is mentioned, the boy representing it gets up and runs around his chair. When the Den Leader shouts, “stagecoach”, all boys must find a new seat. However, the Den Leader has quickly removed one chair so that one of the boys will be out of the game. Continue until only one is left.

STAGECOACH UPSET

The players sit in a circle. One player, chosen “it”, stands in the center. The Den Leader assigns each player the name of some item or person associated with an imaginary trip in a Stagecoach. “It” tells the thrilling story of a stagecoach trip. As he mentions any of the specified words, the player assigned that word stands, turns completely around, and sits down. “It” may mention any word as often as he chooses. At any time he may say “Stagecoach upset”. With this tragic news, everyone jumps to his feet and dashes for another place in the circle. “It” also seeks a place. The last player to find a seat is “it”. Words that might be used: horses, harness, bit, tongue, whip, driver, seat, wheel, spoke, axle, nut, lantern, door, road, blanket, rifle, and cane. Note: The Den Leader can tell the story for “it”, and when the stagecoach is upset, “it” tries to find a place along with the others. The one left out becomes “it”.

STAR HUNT

Tell the Cub Scouts that they are to look for a hidden star. Unknown to the players, a small, silver, gummed-back star is attached to the clothing of each of them. On signal, all move around and try to find the star. As each boy locates it, he goes quietly to his seat.

STEPPING STONE RELAY

Material needed: Two sheets of paper for each team.

Teams of four are lined up in relay position. Each team has two sheets of paper in their possession. On the start signal the first player on each team lays down one sheet of paper and steps on it with both feet, then lays down the second sheet and steps on it with both feet. They must then pick up the paper from behind them, place it in front of them and step onto it. This process will continue until the player has reached a designated line or marker. Upon their return, the next player will race until all have accomplished the task.

STICKY POPCORN

The Cub Scouts 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.

STICKY TAPE FUN

Equipment: Scotch tape or masking tape and two pieces of cardboard or paper.

Arrange boys in relay fashion. Put a small strip of tape on each boy’s nose. On signal, the first boy on each team races to the end of the room, and without using his hands tries to transfer the piece of tape from his nose to a piece of paper or cardboard mounted on the wall. First team finished wins.

STICKY TAPE FUN-2

Equipment: Tape.

Line up boys facing a wall and ask them to close their eyes. The leader walks along the line with a strip of tape. He runs a finger down each boy’s back so each believes he is being “taped”. During the process one boy actually is “taped”. When the leader calls, “GO!” the boys run around and try to spot who has been “taped” without letting their back be seen. When a boy sees the tape he quietly sits on the floor. The game ends when all but the one wearing the tape is sitting.

STIR THE CHRISTMAS CAKE

You will need one wooden spoon and a chair for all but one player. One player is chosen to be the cook. Arrange chairs in a circle. The cook stands in the middle of the circle and says, "First we have to stir the Christmas cake. We will stir and stir and stir." When the spoon is dropped, everyone has to change chairs. The cook runs for a chair, too. The one left without a chair is the new cook.

STOP SIGN RELAY

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back. This continues until all the boys on each team have carried the stop sign. The first team finished is the winner.

STORMY SEA

Boys sit around room in pairs. Each pair selects the name of some fish, which they keep to themselves. There are two less chairs than there are pairs. One pair, known as the "whales" walk around the room calling out names of fish. As the call "perch", "bass", "catfish", "shark", and other names, the pairs whose names have been called get up and follow the Whales around. When the Whales shout "Stormy Sea" all boys run for seats. The pair left out become the next whales.

STREETS AND ALLEYS

The more boys you have for this game, the more fun it will be. You can have from 16 to 50 players. Everyone must get into a line, so that you have many lines side by side, with at least four boys in each line.

Two boys then are chosen to step forward. They are to run through the "streets and alleys" one is the runner and the other the chaser. Now, every boy joins hands with the boys on his left and right, forming a number of "streets". The boys at the head of the line acts as the leader. When he calls out "Alleys" then everyone must drop hands, turn a quarter-turn to the right, and join hands with the boys now on his left and right. When the leader calls out "streets" then everyone must turn a quarter turn to the right again and join hands with the boys now on his left and right—and so on.

Meanwhile, the runner and chaser are racing through the spaces left open between the lines. As the joined hands are changed, the streets turn into alleys and the boys have to run in different directions. Some streets become dead-ends, others open up. The running players cannot break through the joined hands of the boys in line.

STRING MAZE

This is a good pre-opener activity for den or pack meetings. You will need for each player:

A different colored ball of string or yarn.

A pencil.

A prize: candy bar, slide kit, etc.

Preparation: Tie the prize to the end of the string. Hide the prize somewhere in the room. Unwind the ball of string completely, passing it over, under, and around things in the room. Tie a pencil on the remaining end of the string. Repeat this with each ball of string.

Play: Give each boy a pencil and tell them there is a prize at the end of the string. Have them wind the string around the pencil as they work their way around the room to find the prize.

STUFF THE SANTA

Before you begin have the scouts help you blow up a large bunch of red balloons to use in stuffing Santa. You will also need an adult extra-large sweat suit or large drawstring trash bag with arm and leg holes. Divide the Den into teams and have them draw straws to see who will get to wear the Santa suit. Then have the Santa put on their suit over their clothes. Set a timer for 2 minutes and then have the teammates stuff the suit with balloons. The next team is then given the suit and balloons so they can try and beat the previous record. The winning team is the one that stuffed the most balloons into the suit.

SUBMARINE

Needed: Two chairs facing each other about eight feet apart and two blindfolds. Two players are blindfolded and seated on the chairs facing each other. These represent radar stations. The space between them stands for the Straits of Gibraltar or some other narrow body of water.

The rest of the players divide up into two equal teams. At signal from the leader, one player from each team starts out on tiptoe to try to pass silently between chairs. These players are submarines.

Object: If either one of the blindfolded players hears a sound, he says so and points to where he thinks it came from. If he is right, the player he points to is “sunk”. If he points in the wrong direction, the submarine goes ahead at slow speed. The team that gets the most submarines safely through the strait is the winner. Each team goes through just one time.

SUBMARINES AND DESTROYERS

Divide den into two teams, Submarines and Destroyers. Give the Submarines a balloon, which they bat around in the air, trying to keep it away from the Destroyers. The Destroyers try to break the balloon with hands or feet. No sharp articles may be used. When the balloon is broken, change sides and start with another.

SUBMARINES AND MINEFIELDS

Half of the Den's Cub Scouts are in extended line formation with their legs apart. They are blindfolded and become mines. Other teams are submarines. At the signal "Subs," the boys of the others teams try to crawl between the extended legs of mines without touching them. If a mine hears a sub, he "blows it up" by touching it with one hand. Teams change position when all subs have crawled through or have been blown up.

Scoring: Two points for each sub getting through mined waters. Mines receive two points for each sub blown up; subtract two points off from a team's score for each missed blow made at a sub.

Variation: Mines get in line formation with out stretched hands. Subs try to get around the legs or arms of the mine without being blown up.

SUITCASE RACE

Equipment: An old suitcase or a burlap bag filled with old clothing for each team.

Method: On signal, the first Cub Scout in each team opens the suitcase, puts on the clothing, jumps into the water (Carrying the suitcase.), swims to an assigned place, removes the clothing, and puts it back into the suitcase. Then he swims back to the starting point with the suitcase and touches off the next Cub Scout in line. This continues until the whole team has participated.

Scoring: The first team through wins.

SUITCASE RELAY

Preparation: 2 suitcases and at least 3 articles of similar clothing for each suitcase. The players are divided into two teams. Each team forms a line facing the other team. The first person in each line is given a suitcase. At the signal to start, the person opens the suitcase and puts on the clothes, fastens them, takes them off and returns then to the suitcase, which is then passed down to the next person in line, who does the same things. The team finishing first is the winner.

SWAT THE MOSQUITO

Select a player to be the swatter. Blindfold him and him with a rolled newspaper as a swatter. Seat him in the center of the room on a stool or box. The players (mosquitoes) tiptoe up to the swatter and buzz in his ear, quickly withdrawing when the swatter strikes at them. Anyone lot becomes the swatter. The swatter may swat only when he hears a buzz. Instruct the players no to buzz constantly, but only when they are very near to the swatter.

SWEEPING THE SNOW

Each team has a broom and a piece or typing paper. The paper is placed flat on the floor and the first boy sweeps the "snow" to the finish line, picks it up, runs back and places it on the starting line. He hands the broom to the next boy in line who does the same. The game continues until all boys have gone. First team to finish wins.

SWIMMERS AND THE SHARK

Equipment: Chalk or masking tape.

Draw a circle twenty or more feet in diameter. At the center of the circle draw a small circle about 2 feet in diameter, from the outside edge of the small circle to the large circle divide into six equal sections. Choose one player to be the Shark; all others will be swimmers. The Shark swims after the swimmers. The Shark cannot leave the lines. The Swimmers must stay on the lines, but they can jump from line to line. A swimmer is safe inside the center circle, but if another swimmer enters the first swimmer must leave. The last swimmer caught will be the next shark.

SWIMMING

Tie each couple together, back to back, at the waist. Have them race to a finish line. But, as in every Olympic event, form is also important. Have them move their arms in a swimming stroke as they race.

SWIMMING POMPOM PULLAWAY

“It” is in the center of the pool in chest-deep water. The other players are all at one end. When “It” calls, “Pompom pull-away”, the others try to swim to the opposite end of the pool without being tagged by “It”. A player who is tagged joins “It” in trying to tag others for the next crossing. The last one caught is “It” for the next game.

SWIMMING RACE

One person from each beach. Each person should have before them a deep pie pan filled to the brim with water, and at the bottom of the pan should be four or five candy life savers. They must get these out with their mouths. Their hands must be folded behind them.

SWORDFISH AND MINNOW

Play in waist- or chest-deep water. All but two players join hands in a circle. The Swordfish, who is “It,” is outside the circle, and the Minnow is inside. The Swordfish tries to tag the Minnow, who ducks in and out of the circle. The circle players try to protect the Minnow by raising and lowering their arms to obstruct the Swordfish. When the Minnow is caught, two other players become the Swordfish and Minnow.

TABLE SOCCER

The den divides into two teams and lines up on opposite sides of a cleared table. Place a table tennis ball in the center of the table. On signal, both teams try to blow the ball off their opponents side. Players must stay on their side of the table and may not touch the ball with hands or bodies. If the ball is blown off the end, score one point for the blowing team and resume play by putting the ball back in the center. If the ball falls off the side of the table, no point is given.

TABLE TENNIS RELAY

Play in waist- or chest-deep water. Create teams with equal numbers. Give each team a table tennis ball. On a signal, the first player in each team starts blowing the ball ahead of him as he swims or walks to a turning point about 15 feet away. They may not touch the ball with any part of the body. At the turning point, he returns to the starting point and the next boy goes. The first team to finish wins.

TABLE TOP FOOTBALL

Fold a piece of paper like a flag. Tuck in end.

To play: First player starts the football at his end of the table. He uses his finger to hit the ball across the table. If the football lands with a tip over the edge of the table, without falling off, he scores a touch down (6 points). The other player holds up his hands for the goal with his thumbs extended for the goal posts. The player then tries to make a field goal by holding the football upright with one finger while hitting it with a finger on the other hand. If the player does not make a touch down the other player gets control of the football where it landed, unless it went off the table. In which case it is put back on the table close to where it went off.

TAKING COCONUTS

Boys from New Guinea play this game. A large center circle is outlined on the ground (you may use string or masking tape), and four smaller circles are evenly located outside it. Five tennis balls (in New Guinea they use coconuts) are placed in the center circle, and one boy stands in each of the four outside circles. When the game begins, each of the four boys tries to get three tennis balls into his circle. He can take the tennis balls from the center circle or from another boy's circle, but he can carry only one tennis ball at a time. Boys are not allowed to guard their tennis balls, and the tennis balls must be placed (not thrown or rolled) into their circle. Although the structure of the game is competitive, the rules result in a continuous action game that rarely has a winner. As soon as one boy gets too many tennis balls, the other players quickly remove them for a more equal distribution. By being aware of the other boys, they can in fact work together to keep the game going until they get too tired and decide to stop.

TASTE TEST

Materials: apple, potato, carrot, turnip, onion 7-up and Cola.

Peel and cut food into small cubes. Pour a little bit of soda in small cups. Work in pairs. Spread food on a plate. Blindfold one person and ask him to hold his nose. Have him taste each food one by one. Let him guess what he is eating. Have him try a sip of soda. Write down what the item really is and what he guesses. Switch places. Have the other person take the test.

Compare scores. If desired, boys can talk about which areas of the tongue tastes sweet, sour, salty, and bitter. (Bitter in back, sour on sides toward the front, saltiness on sides toward the back, and sweetness at tip of the tongue.)

TENT PITCHING CONTEST

Equipment: For each half - team, one two - boy tent, poles, pegs, and guy lines, property packed; one or two mallets.

Method: Teams line up across from the equipment. At the signal "Go," each team erects its tent. When completed, guy lines must be taut with knots correctly tied, tent sides smooth, pegs property placed, and tent door closed.

Scoring: The first team gets 100 points, second gets 80 points, and third gets 60 points. Deduct 5 points for every incorrectly tied knot or any other fault.

THAR SHE BLOWS

Throw a whistle in a pool and wait for it to sink to the bottom while the boys have their backs turned. On signal, they turn and start looking for the whistle. The winner is the boy who retrieves the whistle, brings it to the surface, and blows it 3 times. Other boys try to keep him from blowing whistle by dunking him.

THE ALLIGATORS HOUSE PARTY

You will need: Chairs, benches, hoops, logs and so on and a basket (Like an Easter basket) that will fit on the head. You will need some advance preparation from your Den Chief or Denner. Prepare an obstacle course which requires the players for example to: walk a straight line drawn on the ground, climb onto a chair, cross a bench in 4 steps, crouch and waddle like a duck for 10 feet, pick up a hoop and walk through it, walk across a path of logs set on the ground and so forth.

Rules of the Game: The Alligator, the master of the house, gives a basket to Player No. 1 and explains the rules of the game. He then sits in a chair placed so that he can see all of the developments in the contest. He signals to the player, who stands at the starting line and places the basket on his head. At a signal from The Alligator, the player starts the obstacle course. He must do all the required activities as quickly as possible, but without letting the basket fall. If he succeeds, he must bring the basket back to The Alligator, who gives him a reward. If the player drops the basket, he is eliminated and the next contestant takes his place at the starting line. Use a watch with a second hand to time each successful contestant and then give a prize only to the one or two who have completed the course in the shortest time.

THE DRAWING

Divide the boys into two equal teams with an adult leader to referee for each team. Each team is to have a sheet of plain white paper and a pencil. Each team sits at a separate table in the room. To begin, each team sends a representative to the leader. The leader whispers the name of a common Christmas object to the representatives. They run back to their teams, sit down, and begin to draw the object. Team members call out their guesses, trying to identify what is being drawn. The first team to identify the drawing correctly gets one point. Teams then send a new representative to the leader, who whispers a new object to be drawn. Play continues until everyone has had a turn at drawing. The team that has identified the greatest number of drawings correctly wins.

THE GRAB BAG GIFT EXCHANGE GAME

This is really a very simple game, but the group dynamics can be very entertaining. It is a good game for “just” kids or “just” adults. It doesn’t work as well to mix the two.

To Play:

1. Have each guest bring a wrapped gift, of about a certain price range. Gifts which can be “shared” in some way are particularly appropriate for a party. (Inexpensive or “gag” gifts can be fun.) Put all the wrapped gifts in a big pile.
2. Put pieces of paper into a hat, with a different number on each piece. Use more numbers than you have guests—about twice as many is a good idea. Each guest then draws a number from the hat and keeps the number secret.
3. Call out numbers, beginning with 1 until you find the guest with the lowest number. That guest chooses one package from the pile.
4. Call out more numbers. The next lowest numbered guest can choose either from the wrapped gifts on the pile, or can “steal” a gift from someone else. Guests who lose their gifts this way draw another number from the hat. If the number they draw is “lower” than the last number called out they immediately get the same choice—take from the pile or “steal” someone else’s. If their new number has not yet been called, then they wait their turn and proceed normally when their new time comes.
5. Continue until everyone has a gift, at which point, all gifts can be opened and enjoyed (and maybe shared). Variations For added interest the host may put one or more “extra” gifts into the pile. After every guest has one gift, those remaining are opened and shared.

THE HUNTED

Need several blindfolds, small rocks, and flashlights are optional.

Half of the boys are blindfolded in an open area and scattered randomly around. Place a small rock between their feet without touching them. The “hunters” try to sneak up on the blindfolded boys and steal the rock. The blindfolded boys can point with their fingers or flashlight at the “hunter” he thinks he hears. He has 3 chances of catching a “hunter” before he loses his rock. If he points to a “hunter” and he is there, the 2 players switch places.

THE LOST DIAMOND PIN

Before the parents arrive for your Pack Meeting hide a dime and a safety pin.. Then as the families sign in tell them that there is a diamond pin hidden somewhere in the room. Also tell them to bring it to you when they find it so you can call off the search. When the pair are found or when it is time to begin the meeting, tell all where the “diamond pin” were hidden. Also explain the play on words, a dime and pin, not a diamond pin.

THE WITCH’S CAT

The boys take turns to give an adjective and a name to the witch’s cat ... but both must begin with the same letter of the alphabet. For Instance, the first player might say, “The witch’s cat is an angry cat and her name is Angela.” The second player says, “The witches cat is beautiful and her name is Betty.” The third player takes the letter “C” and could say, “The witch’s cat is a cheerful cat and his name is Charlie,” and so on. Anyone who hesitates or gives a word beginning with the wrong letter is out. You can make the game more difficult by stating that no names or adjectives can be used twice. Best played very fast.

THIS IS MY HOUSE

Equipment: Chalk

Formation: Scatter

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

THOMAS JEFFERSON’S NICKEL RACE

To hold a nickel race you will need three Jefferson nickels for each player, a ruler, and a table top. Each player lines up three nickels at the table edge—arranged in a straight line away from the edge. The first one is heads up, the second one is tails up, and the third one is tails up (Closest to the table edge). Set the ruler down at the opposite edge for the finish line. The point of the game is to touch the ruler with your Jefferson nickel before your opponents do. You move your Jefferson nickel toward the ruler by pushing only on the third nickel. Use only one finger and touch only the third nickel. It isn’t easy.

THREE GROUNDERS OR A FLY

Use baseball or softball equipment. One player is the batter. All others are fielders and may play where they please. The batter tosses the ball up and hits it. When a fielder catches one fly or three grounders, he becomes batter. When a ball has been touched by one fielder, no other fielder may score on it. Fielders lose all past scores when a new batter takes over.

TIN CAN ALLEY

Set up a shooting gallery with empty soda cans. Have boys use rubber bands (or rubber band guns) for target practice.

TIN CAN GOLF

Tape one bottomless, topless #10 tin can to the floor, or hold it steady by placing a beanbag on either side on the ground. Players attempt to putt golf balls through the can with a putter.

TIN CAN SHUFFLE

You need eight clean, empty tin cans with one end open and two chairs. Put the cans in the center and place the chairs at opposite ends of the room. Blindfold two contestants. On signal, each boy tries to place each leg of his chair inside a can. The boys may take only one can at a time, either from the pile or from their opponent’s chair. They may even carry their chairs around with them.

TOESACK RACE

Players step into burlap bags (Visit a local feed store for these.) pulling the open ends up to their waists. Two lines are drawn, usually about 40 feet apart. The players stand behind one line, and at the signal begin to hop as fast as they can, going over the second line and returning to the first. The first player to cross the home line is the winner. Give them a minute or two to practice hopping before the game.

TOMBOLA

Materials: Piece of cardboard and pencil per person; ruler; paper bag; scissors; two sheets of paper; counters (buttons, beans, pasta, etc.)

To make the game:

1. Rule 20 small squares onto each piece of cardboard. Write a number from 1 to 50 in each square.
2. Draw 50 squares on the paper. (You may need to use both sheets.) Number the squares from 1 to 50. Cut them out and put them into the paper bag.

To play: The caller picks the squares out of the bag, one at a time, and calls out the numbers. Players then cover any numbers that they have on their cards. The first player to cover a complete card calls out “Tombola!” and is the winner.

TOOL CHARADES

Instead of a title or saying, give the boys the names of tools. Each must then get his team to guess the tool by pantomiming its use.

TOOL IDENTIFICATION

Gather a supply of tools and number each one. Give each Cub Scout a paper and pencil and have them identify as many tools as they can. When the game is done, review the names and uses of the tools. Have the boys identify professions that would use the tools.

TOOL RELAY #1

Have description or name of tool in coffee can on small pieces of paper. Have tools at other side in a pile. Boys run, get a piece of paper out of the can, come back and find tool in pile, hand both to a leader. Next boy goes and does the same.

TOOLS BOX SORT OUT

Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc. to be sorted. The first boy to sort by size in the proper places in the “tool box” wins.

TOOTH PICK PICKUP

Dump a pile of cocktail toothpicks on a table. Each player tries to pick up five toothpicks with the matching fingers and thumb on each hand, right thumb and left thumb, right index to left index finger. Winner is the first to finish, holding each of the five toothpicks between matched thumbs or fingers.

TOOTHPICK

All the players sit around the table. A pop bottle is set on the table. Each player is given 20 toothpicks. Each player takes turns putting a toothpick on the bottle. If he knocks any off he must take all the toothpicks he knocked off and miss that turn. The first player to run out of toothpicks wins.

TOOTHPICK CASTLE

Give each player ten flat toothpicks. The first player puts one toothpick on the top of an empty soda bottle. In turn, the other players add one toothpick at a time. the player whose toothpick causes the castle to fall gives his remaining toothpicks to the player behind him. Then start another castle. The player with the most toothpicks after a specified time wins.

TOOTHPICK IN A BOTTLE

Need: A narrow necked bottle; a handful of toothpicks

Directions: Divide the toothpicks equally and set the bottle on the floor between the players. Then take turns holding your hand about 2 feet above the bottle and trying to drop one toothpick in at a time. Add up your score of hits and disregard the misses. The one who gets the most toothpicks in the bottle is the winner. In order to avoid arguments, it's a good idea to place the bottle near a wall or a piece of furniture which acts as a height marker below which you may not place your hand. That way it is fair for everyone. This game can also be played with a wider mouth jar or bottle and clothespins. Also, the players stand up on a stool or a stair step above the jar.

TOOTH PICK PICKUP II

Arrange Cub Scouts around a table, or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 beans. On signal, the contest is to see who can be the first to lift out five beans using the toothpicks like chopsticks.

TOOTHPICK STAR

Take five toothpicks and bend them in half without breaking them. Arrange them with their centers very close together. Dip your finger into a cup of water. Let a drop fall exactly into the center of the toothpicks. Watch the sticks slowly move until they form a perfect star.

TOWEL RESCUE

Play in shoulder-deep water. Divide group into two teams. Put one member of each team some distance from his teammates. Give him a towel. On signal, he walks or swims to his team, tosses the end of the towel to a teammate, and tows him back to the start. The "rescued" boy then becomes the rescuer and repeats the action, "saving" another team member. Continue until the whole team has been saved.

TRAIL CHASE

Divide the group into two teams and determine which team will be the first to be the Hunted and which the Hunters. The Hunters hide their eyes while the second group take sticks and start to mark a devious trail marked every 25 paces with a small inverted V made with two sticks painting the direction of the trail. The Hunted are given a 5-minute start in a wooded area or a 10-minute start in a park area to get out of sight. The Hunters then attempt to follow the trail, picking up the sticks as they proceed and trying to catch the Hunted before they can get back to the home area. Repeat the game with the former Hunters becoming the Hunted.

TRAIL SIGN

One group leaves first and lays a trail using stones, twigs, grass, etc., and the other group follow the signs.

TRANSFORMATIONS

Divide boys into 2 teams. The object of the game is for players to form as quickly as possible into the shape of whatever you describe. Call out the name of an object. Team members must arrange themselves into that shape. For example, a helicopter needs wheels, propellers, cockpit, etc. Try: bridge, waterfall, truck, bus, castle, ship, tree, etc.

TRANSPORTATION WORDS

The Den Chief gives each Cub Scout a pencil and piece of paper and asks him to write as many smaller words as he can find in the word “transportation.” Score one point for each word, except that for each word connected with transportation, score five points. (Examples: Transport, port, train, station, etc.)

TRASH BAG RACE

Split boys into pairs and hand each group a trash bag and 2 blind folds. Have one boy in each pair remove his shoes and socks and put on the blindfold. Have the other boy put on his blindfold and hold the trash bag. Scatter cotton balls about the floor. The object is to pick up cotton balls with the toes and place in the trash bag that the other boy is holding. The boys will need to develop a means of communication between them. This will teach team work and also demonstrates how people with disabilities cope in the game of life. The winner is the team with the most cotton balls in their bag after a set amount of time.

TRAVEL RELAY

Line up in relay position. Obstacles are places in the way at 12-foot intervals. A tree, a mountain, a river, and another tree are the obstacles. (A boy stands for the first tree, another one bends over as in leapfrog for the mountain, two lines are drawn for the river, and another boy for the last tree which is the turning point.) The players must run to the RIGHT of the first tree. LEAP over the mountain, JUMP across the river, and RUN to the LEFT of the last tree. Running all around it and back to the back of his line. The first team to have all players complete the obstacle course is the winner.

TRAVELER

The player who is “It” stops before another player, points his finger and announces, for instance “I am going Chicago.” The player before whom he has stopped must call the names of three things before “It” can count to ten. All three of these things must begin with the first letter of the announced destination of the traveler, such as: “candy”, “crayons”, and “carrots”. If he fails to do so, he takes the traveler’s place.

TRAVELING RACE

In this traveling race, give a player from each team an envelope containing 13 letters. At the signal, each player opens his envelope, pouring out the letters. He must arrange the letters into three words, describing ways people traveled before cars were invented. Letters in the envelope spell foot, horse, boat. Winner is the first player to form all three words.

TRAVELING SALESMAN

Equipment: Suitcase with several miscellaneous items for Cub Scouts to buy.

A “stranger” comes to the meeting with a suitcase full of items to sell. The boys listen to what the salesman has to say about his products. After the salesman is “booted” out of the room the boys are asked to:

1. Make a list of the articles including the price asked for each item.
2. Give the sales pitch used by the salesman to try to get them to buy the item.

TREE DECORATING

Need marker or chalk and large pieces of paper or poster board. Players are evenly divided into teams and numbered 1-6. Number 1 is given a piece marker and at the start runs to poster board and draws the base for the Christmas tree. They return to their team hand off the marker to #2 and then they sit down. Number 2 player, must run and draw the tree branches, and so on. #3 adds 7 lights or candles; #4 adds a certain number of ornaments; #5 adds star to top of the tree; #6 players write “Merry Christmas” under the tree. Team to complete their picture first wins.

TREE IDENTIFICATION

Display leaves of five or more trees found in your area. Divide den into two teams. Ask the teams to study the display without talking for two minutes. The teams then huddle and write down the names of the trees the leaves came from. Most correct answers wins.

TREE TAG

Play a game of tag. Players are safe only when they are touching a tree.

TRIM THE TREE

Line up the teams for a relay. Attach large sheets of paper to the opposite wall and give each boy a different colored crayon. On signal, the first boy runs to his paper and outlines a Christmas tree. Then the next boy runs up and draws in a stand. The others draw ornaments or lights. The first team to trim its tree wins.

TUG O’WAR

(Korea). This differs from the tug-of-war game most boys know. Divide the den into teams and line the boys up single file facing each other across a line on the ground or floor. The first player on each team steps to the line and grasps the hands of the other. On a signal, they try to pull their opponent across the line. The loser becomes a member of the winner’s team and both winner and loser go to the end of winner’s line. The next two opponents repeat the process, and so on. When all have competed in the individual tests of strength, one team may have more players than the other. Nevertheless, they now have a team test. The first two opponents in line grasp hands. The players behind them put their arms around the waist of the player immediately in front of them. On a signal, everyone pulls. To win, a team must pull all members of the other team over the line.

TUG OF WATER

Play this game in water that is chest deep for the Cub Scouts. Divide pack families into two teams, with equal numbers on each side. Tie a colored ribbon to the center of a stout rope. Anchor a float to show the center of the playing area. The winning team is the one that pulls the other team's ribbon past the center mark.

TUG-OF-WAR II

Divide the boys into two teams. Get a length of rope and mark the center point with a colored strip of material or rope. Place the center point of the rope at a center point of the pool. At the word "go," each team tries to pull the other team past the center spot. The center spot can be a kiddie pool, one that is low and has soft sides. Boys will enjoy losing as they fall into the pool!

TUMMY TAG

One player is IT. Have everyone gather in a circle and lie on stomachs, faces toward the center. The person chosen to be IT is in the center also on his stomach. On signal the others must scramble away. Remind players to stay on their stomachs.

TUNNEL

Prop the tires together. Players, one at a time must crawl through without knocking down any tires.

TUNNEL BALL

Each team needs a ball of the same size. Teams stand at attention in lines with the front boy holding the ball. On "go", boys spring apart their legs and the front boy rolls the ball between their legs and picked up by the boy at the end of the line. If a ball doesn't make it through the entire line, the front boy must try again. Once the back player has the ball he runs to the front of the line. The process continues until the original front player is once again at the front. The team wins when the ball is at the front and all boys are standing at attention.

TUNNEL GOPHERS

This race is the opposite of leapfrog. Instead of jumping over the backs of his teammates, the last person in line tunnels through their legs toward the finish line.

You'll need: A start and a finish line. Instructions: Line up families so their facing the finish line. At the start of the race, the last person in line drops to ground and crawls through the legs of everyone in front of him. Not until he stands up and spreads his feet can the next person at the end of the line do the same. The team continues tunneling in this way until it reaches the finish line.

TURKEY

All eyes are closed. (Optionally use blindfolds.) The leader whispers in one Cub Scout's ear, "You're a turkey." Keeping eyes closed, each Cub Scout finds another's hand, shakes it, and says, "Gobble, gobble." If both of the Cub Scouts say gobble, gobble, they drop hands and go on to find someone else. The turkey remains silent throughout the game. A Cub Scout who gets no response to the gobble, gobble, has found the turkey and become a part of it by holding onto the turkey's hand and remaining silent from then on. Anyone shaking hands with any member of the turkey becomes a part of the turkey. The turkey grows larger and larger until everyone in the playing area is holding hands. Once the group has become one giant turkey the leader asks that all eyes open.

TURKEY FEATHER BLOW RELAY

Blow a feather 25 feet and return, touching off the next Cub Scout. The more the merrier!

TURKEY FEATHER RELAY

Divide group into teams, relay style. First player in each team holds a long turkey feather. At a signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up, runs back and hand the feather to his next teammate. Each team uses different color feathers. First team to finish flaps their arms and gobbles like triumphant turkeys.

TURKEY HUNT

One of you leaves the room while the others hide a Turkey—draw one. When the one person returns he begins hunting for the Turkey. You call out "Cold Turkey!" if he is far from it, and "Hot Turkey!" if he is near. When he finds the turkey, he decides who shall go out of the room next.

TURKEY RUN

One Cub Scout is chosen as the turkey catcher. All the others are given names of turkey parts such as neck, wing, leg, etc. When the turkey catcher calls the name of a part, all players having that name run to the designated base or nest. All those caught before they can reach the nest are placed in the "turkey cage" and remain there until released by the turkey catcher. Change turkey catchers frequently and do not keep players in the cage too long. Release all in the cage. After five have been caught. As a variation allow those caught to assist the catcher.

TURTLE TAG

To insure safety, a player must be on his back with all four feet in the air. The boy who is "it" counts to ten and all turtles (other boys) must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe" they exchange places and the other boy becomes "it".

TWIG HORSESHOES

Use two straight twigs for pegs and four forked twigs for horseshoes. Tap the pegs into the ground about four feet apart. Paint two of the "Horseshoes" red and two green. A ringer counts for 3 points; a leaner counts for 2 points. If there are no ringers or leaners, the horseshoe nearest the peg counts for 1 point. The winning score is 21 points.

UNDERWATER RACE

Equipment needed: one #10 can per obstacle course, chairs, ropes poles, bricks, etc for obstacle course.

This game can be played with two or more people at a time, depending upon how many identical obstacle courses you set up.

Set up obstacle courses using the following suggestions: chair to walk around; rope tied between chairs to step over; rope tied between poles about 4 feet high to duck under; walk up stairs frontward and then back down—bricks can be used to form stairs. Use your imagination and make as many varied obstacles as you can.

Fill cans (or cups) full of water. Use a ruler and measure how far from the top of the can the water level is. Make sure cans are evenly filled. Have each contestant hold their can of water on their head.

At the word GO, each player goes through the obstacle course as quickly as possible. As each player crosses the finish line the judge should use the ruler to measure the water level in the can. The winner is the one who spilled the LEAST amount of water.

UNDERWATER RELAY RACE

Set up a simple obstacle course around picnic tables, trees, up and down steps. Give each team a bowl filled with water. The first boy on each team goes through the course holding the bowl of water on his head. He then empties the water that is left into a bucket, refills the bowl, and passes it to the next boy to complete the course. The team with the most water in the bucket wins.

UNDERWATER TAG

One player is “It.” If he tags any player when that player is not “safe,” that player must take his place and become “It.” A player to be safe must dive under water and remain there while “It” is near him. If “It” can follow him until he has to come up for air, he can then tag him.

UNITED STATES

Have boys make a list of as many states as they can remember. After 5 minutes, the one with the longest list wins.

UNPACKING THE PRESENT

Place an inexpensive gift in a small bag or box. Wrap paper around it until you have a dozen or more wrappings, each separately fastened. With the den in a circle, start passing the parcel around. Start a record or tape player with holiday music. Every few seconds, stop the music. The player holding the parcel then starts to unwrap it. No tearing of paper or ripping is allowed. When the music starts again, he must pass it along. The breaks in the music should be frequent but have only a few seconds at a time. The player who finally uncovers the present keeps it.

UPSET THE JUNGLE ANIMAL

Each player chooses a jungle animal name while sitting in a circle. IT stands in the middle and calls two animals to change places. All three people try to reach the empty chairs. The person left standing becomes IT. If at any time, IT calls “upset the animal jungle,” everyone jumps up and finds another chair. The person remaining is IT.

VAMPIRE

This game requires a fairly large open space where the boys can mill around. Blindfold them and select one to be the Vampire. All players then begin walking around the area, occasionally bumping into each other. When the Vampire bumps into another boy, he grabs him and lets out a blood-curdling yell. The victim then becomes another Vampire and joins in creating new Vampires in the same way. When two Vampires touch each other, both are turned back into ordinary mortals. Continue for a specified period of time.

VEGETABLE SOUP

Everyone is seated in a large circle and given a name of a vegetable. Other Cub Scouts 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.

VISIT TO THE FARM

Players stand in a circle. One person volunteers to be the Farmer and is blindfolded. He walks about in the circle and then points at someone and names any farm animal. That person makes the sound of that animal, and the Farmer tries to identify who made the sound. If he is successful, the person named becomes the Farmer, and the old Farmer joins the circle.

VIVOE EBUMA

(Clap Ball—Cameroon, Africa). Draw a line on the ground. Divide group into two teams. Teams line up facing each other about six feet on either side of the line.

The players toss a single, small, rubber ball back and forth across the line. Before a player catches it, he claps hands and stomps his feet just once. Any player may catch the ball, but he must not step over the center line. The ball should move fast back and forth across the line. Players can be eliminated if they drop the ball or forget to clap and stomp.

WALK THE TIGHT ROPE

One person is blindfolded and walks on a rope that is stretched out on the floor. If he steps off the rope he is out. The game is fun if competition is made between dens at pack meeting.

WARY WATCHDOG

One Cub Scout is the “wary watch-dog.” The others line up a short distance from him. When the watchdog turns his back, they stalk toward him. When he turns around quickly, everyone freezes. Any Cub Scout moving goes back to the starting line. The first to touch the “watchdog” wins.

WATER BAG TENNIS

For paddles, use flattened plastic milk bottles. For the ball use a water-filled plastic bag. Tie a piece of string between two trees for a net and you're all set to play. Score as you like.

WATER BALLOON BOMBARDMENT

Place several water balloons in the center of the field. Divide the pack into two teams. On signal, players from both sides race to get as many balloons as possible and throw them at their opponents. The object is to get the other team soaking wet, without getting yourself wet.

WATER BALLOON BOUNCE

Equipment needed: water balloons; 1 tarp, sheet, or blanket

Participants hold the tarp at the edges. 3 water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward the balloons are tossed into the air. A point is scored each time the balloons are successfully tossed and caught. Balloons must go up at least 8 feet in order to score a point.

The game ends when a balloon breaks or is dropped. The team that makes the most successful tosses is the winner. Have a good supply of balloons as this is not as easy as it sounds! VARIATION: 2 teams, each with their own tarp, snap a balloon up and down. See how many times they can catch it without dropping or breaking it.

WATER BALLOON CATCH

Summer time's coolest game teams a boy on each end of a towel. Have plenty of water balloons. A team of boys puts a water-filled balloon in the center of the towel and flips it into the air. Another team tries to catch it. If you really want to try teamwork, use sheets and four or more boys on a sheet.

WATER BALLOON RACE

Each boy needs a balloon filled with water and a 30 inch-string tied to the neck of the balloon. On signal, all boys move to the finish line 20 feet away dragging their balloons behind them. A player, whose balloon breaks, is out of the game. The winner is the first boy to cross the finish line with his balloon intact.

WATER BALLOON VOLLEYBALL

You'll need water balloons, a bath towel for every two boys and something to be used as a net ... a clothesline works great. Divide the boys into two teams and every two boys on a team share a towel. The "serving" team is chosen and a balloon is placed in the towel stretched between the two boys. The balloon is served by using a quick pull-n-toss method, which hurls the balloon over the net to the other side. The receiving team cradles catches the balloon, then sends it back over. A point is scored when one team causes the other team to miss the balloon and it hits the ground and bursts. The winning team is the one which scores the most points.

WATER BASEBALL

Bases may be moored life preservers or towels on the edge of the pool. Use lightweight plastic bat and ball or table tennis ball and paddle. Play in waist-deep water.

WATER BASKETBALL

At opposite ends of the swimming area, moor life preservers or inner tubes. Use a real basketball or beach ball. Play regular basketball rules except that a player dribbles by batting the ball ahead of him in the water.

WATER BOAT SAFETY

Use a rectangle rug or blanket and lay it on the floor. Tape numbers on blanket as shown below. Teach the boys that they board a boat in the center of the boat. The 1st boy gets in the center and then goes to the back of the rug (boat) by #1 and sits down. The 2nd boy gets in the center and then goes to the front by #2 and sits. This procedure until each seat is filled as shown. For oars, use brooms to teach the boys how to row.

3	5	2
1	6	4

WATER BOMB PITCH

Pair off the players and give each pair a small balloon filled with water. The players in each pair face each other 3 feet apart. On signal, one tosses the balloon to the other. If it bursts or is dropped, the pair must step out of the game. The “surviving” players each step backward 3 feet (so they are now 9 feet apart). On signal, the balloon is tossed again. The “survivors” of this throw again step back 3 feet. Continue until only one pair—the winners—are left.

WATER BRIGADE

Divide the group 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 ends remain empty. Give each player a disposable cup. The object of the is for each team to transfer the water from the filled bucket—cup by cup—to the empty bucket. When the leader says “Go,” the first players on each team dip their cups into their buckets. The water is passed from player to player on each team by pouring it into the next cup. The last players pour their cups into the empty bucket. The winning team is the one that finishes first with the most water. A fast team may fill its bucket first, but might meet its Waterloo if a portion of the water is carelessly spilled along the way.

WATER DODGEBALL

Play in waist- to chest-deep water. Divide into two teams. One team makes a large circle; the other learn gets inside. The circle team throws a large beach ball or soft rubber ball at the team inside. Score one point for each hit. After a specified time, the teams change places.

WATER DRINKING RELAY

Give each team member a cup of water. On signal, the first player in each line feeds the second his cup of water with a spoon. The second player feeds the next Cub Scout and so on. The first team to consume its water wins.

WATER GUN SOCCER

Need 2 buckets of water, a water gun for every boy and a large balloon. Place each bucket about 30 feet apart behind a “goal line.” Divide boys into 2 teams. Have them fill up their water guns from their team water bucket. Place the balloon in the center of the field. On signal, all boys squirt their guns at the balloon trying to get it to cross their opponent’s goal line. Players must run back to their team’s bucket to reload their guns. Score one point for each goal.

WATER KICKBALL

The rules are the same as for regular kickball. Use a small wading pool at each base and a “Slip ‘n Slide” at the home plate. Variation: For a fun baseball game, the batter uses a Nerf bat and the pitcher uses a sponge dipped in a bucket full of water.

WATER LEAP FROG

This game has to be played in a swimming pool. Two teams line up with plenty of space between each person. The one at the back of the line goes under the legs of the one in front of him, then over the top of the next. That person has to stoop under water. He continues under then over to the end of the line. The first team to have all participate wins.

WATER OLYMPICS

These games involve the sprinkler hop, limbo, baton relays, hurdles, and volleyball. (Use the water stream as the net.) Also play volleyball with balloons and towels to catch them.

WATER POISON

Equipment: Swimming pool, floating object.

Have players join hands in a circle around some floating object (poison) that is anchored. On signal, all try to pull the others into the “poison” and avoid touching it themselves. All who are touched are out. If two players break their grip, both are out.

WATER POLO

For good swimmers. Divide the Den into two teams, which line up at opposite ends of the pool. Toss a ball into the center. Both teams swim to the ball and try to take it to the opponent’s end of the pool. They may advance the ball by swimming with it or passing it. The other team tries to take it away or intercept passes. Play 10-minute halves.

WATER RELAY

Divide the players into two teams, or pit parents against boys. The players of each team kneel close together in single file. Blindfold all players and give each one a paper cup. A bucket full of water is placed in front of the first player in line. An empty bucket is with the last player. On signal, the first player dips his or her cup into the full bucket, reaches over his or her shoulder with it, and tries to pour the water into the cup of the player behind. The second player does the same, and so on down the line. The last in line pours the water from his or her cup into the empty bucket. Meanwhile, the other players are continuing to pass water down the line. After a specified time, measure the depth of the water in the rear bucket. The winning team is the one with the most water.

WATER SAVER

Materials. Four buckets and water.

Divide the Den into two teams and ask them to line up outside. Place two buckets with one gallon of water in each at the head of the line. Mark a goal line 15 feet away. At a signal, each player of a team takes a turn at trying to carry as much water as possible in their hands to the other bucket at the goal. The team wins that is able to get the most water in the container at the goal. Players may go more than once to even up the teams or if the teams are small. Water a plant with the leftover water, or otherwise use it constructively

WATER SPUD

Use a soft rubber ball. The players scatter about the pool. Leader tosses the ball up and calls any player's name. That player walks or swims to the ball and tries to hit a player with it. The target player must stay in the same spot, but he can duck underwater to avoid being hit. If he is hit, he becomes the thrower. If the thrower misses, one spud is scored against him. When a player has three spuds against him, he must stand up, with hands at his sides, and let the other players give him a splashing.

WATER SQUIRTING

Give each Cub Scout and parent a plastic detergent bottle with a squirt top. Fill bottles with water. In front of each pair, place a cup with a table tennis ball in it. On a signal, each Cub Scout and parent squirts water into the cup. The first pair whose ball floats out of the cup wins.

WATER STEAL THE BACON

Play in waist- to chest-deep water. Divide den into two teams and have them line up facing each other about 20 feet apart. Number each team from "one" through the number playing. The leader tosses a rubber ball into the center and calls a number. Opposing players with that number race for the ball. A player who gets the ball and returns to his line without being tagged scores one point for his team. If he is tagged, the other side gets a point. When both boys are back at their places, the leader tosses the ball again and calls another number.

WATER TOSS

Fill a large dishpan (or wading pool) with water. Float can lids on the water. Line up players and give each player 10 pennies, checkers or small pebbles to throw into the lids. The player who gets the most items into his lid is the winner.

WATERING THE DEER

Two teams line up single file behind a starting line. Each Cub Scout has a paper cup half full of water. The first "deer" holds the cup in their teeth and runs to the other side of the room where they drink the water without touching the cup with their hands. They run back and tag their teammates who proceed as they did. The first team to finish wins.

WATERMELON SCRAMBLE

Put a watermelon in a large plastic bag. Tape it shut so that If the melon breaks, it won't mess up the pool. Toss the melon into the water at waist to chest depth. On signal, have Den teams jump in and try to bring the melon to a designated point. Do not permit punching or excessive roughness. The winners get the first slices of the melon.

WET AND WILD VOLLEYBALL

Place a sprinkler at each end of the court and play a Wet and Wild version of volleyball.

WET PAPER RACE

Divide boys into pairs. Each pair needs a sheet of newspaper and a glass of water. On signal, one of the boys holds the newspaper and the other pours the water into the newspaper without spilling a drop outside. They then run forward while holding the paper until the water breaks through. When that happens, the team must stop running. The team that stops the farthest from the starting point, wins.

WET SPONGE TOSS

Each boy gets to throw 3 large wet sponges at a target. It's more fun if an adult will volunteer as a target.

WET T-SHIRT RELAY

Any number of players is possible in this game. Divide the boys into equal teams. For each team you will need a large bucket of water and an over-sized T-shirt. Have the boys line up behind each other in their teams. At the opposite end of the playing area, place a bucket of water with the T-shirt in it. At the "GO" signal, the first boy from each team runs down to his team's bucket, takes out the shirt and puts it on—head and arms must be in the right holes. He then runs back to his team, removes the shirt, gives it to the next boy, who runs down, dunks it in the bucket and then puts it on—head and arms in holes, but inside out is O.K. and runs back to his team. This is repeated until all have had a turn. First team done is the winner. It's very wet, but very fun.

WHAT ANIMAL AM I

Each Cub Scout has an animal pinned to his back so he can't see it. Each boy has a turn to ask "Yes" or "no" or "maybe" questions only. The Cub Scout who guesses his animal in the least amount of tries, wins.

WHAT ANIMAL AM I? II

Preparation: Wrap as many different animal crackers as there are Cub Scouts and place them in a bowl. The game is to be played by 6 or more players. Cub Scouts form a circle. Each Cub Scout selects one wrapped animal cracker and unwraps it, but does not let the other Cub Scouts see it. The Cub Scouts take turns standing inside the circle, acting like the animal on the Cub Scout's cracker. The other Cub Scouts then try to guess which animal is being imitated.

WHAT DOES THE SNOWMAN SAY?

Materials: A hat, preferably a bowler hat A muffler.

One Cub Scout, the Snowman, dressed up in the hat and muffler, stands stiffly facing the group. He must not respond in any way—by giggling, moving or speaking. The object of the game is for the other boys to get a reply to their questions, such as “What’s your middle name? Who’s your best friend? Do you like ice cream?” or to make the Snowman laugh by making faces. No touching is allowed. Establish a short time limit and play several times. Any boy who gets a response from the Snowman becomes the next one. Finish up with a SNOWMELT: everyone turns into a snowman and at the signal “the sun comes out,” the snowmen begin to “melt down” to the floor—the last one to melt completely (Stretch out on the floor.) is the winner. Rule: Keep moving all the time.

WHAT’S IN SANTA’S PACK

You’ll need a stopwatch or watch with second hand, pencils and paper, and a sack containing some of the following items.

nail	screw	nail file	candy cane	pencil	peanut in shell	nickel
crayon	marshmallow	small car	candle	sponge	small doll	cotton
ball	eraser	dice	safety pin	flash bulb	paper clip	

Each person is given an opportunity to stick his hand into Santa's pack to see how many objects he can identify by touch. After the person has had a moment to “examine” the contents of the pack, give him two minutes to write down how many objects he can remember. Give one point for each correct answer.

WHAT’S THE DIRECTION?

Divide, den into two equal teams. Den Leader stands in front of one team with a compass; Den Chief in front of the other, also with a compass. On signal, first player on each team runs to the leader and is told to find a direction. (North, South, East, West.) Using the compass, he finds the direction, points to it, and runs back to touch off the next player. If he was correct, score one point for his team; if wrong, score no points. Team with the highest score wins. If there is a tie, fastest time wins.

WHAT’S WRONG WITH CHRISTMAS

This is a variation of Kim’s Game and is a good quiet game for den meetings. On a table or tray, place a number of Christmas-type objects such as candy canes, bell, sprig of holly, ornament, etc. Through these scatter a number of objects which are not a part of Christmas, such as a Halloween mask,, green shamrock, red heart, hard boiled egg, etc. Cover all objects until time to play the game, then remove the cover and give the boys two minutes to look at all the objects. Re-cover the objects and give all a pencil and paper. Ask them to write down all non-Christmas objects. The one who remembers the most “out of place” objects is the winner.

Variation: Ask the boys to make two list of Christmas and non-Christmas items.

WHEELBARROW

Couples lineup at the starting line. One boy on each team stands directly behind the other, both facing the running course. The one in front, feet apart, bends down and places his hands flat on the ground. His teammate standing between his legs, grasps his partner’s legs above the knees and raises them, supporting one on each hip. At the signal, “Go!”, each team advances to the 20-yard line and returns.

WHERE'S THE FIRE ALARM

One boy stands with his eyes closed in the center of a circle formed by the other boys. The center counts aloud to 20. At the same time the other boys pass a small bell around the circle, ringing it as it travels. When the counter reaches 20, all the boys in the circle put their hands behind their backs. The boy in the center opens his eyes and tries to guess who has the alarm—the bell. The boy in the center has three guesses; if he guesses correctly, the boy who held the alarm comes into the center. If not, the counter closes his eyes, counts to 20 and the game continues as before. No boy should be permitted to remain in the center of the circle for more than 2 or 3 turns. (Remember: The boy in the center can turn as the bell rings and for him to listen carefully.)

WHICH PET AM I?

Tape a picture of a pet on a boy's back. Have him walk around the room so the other boys can see the picture. Then the boy asks questions, such as "Where does my pet live?" and "How does my pet move around?," and tries to guess the identity of the pet. If the boy has difficulty guessing, the other boys may give him clues.

WHISTLE, WHISTLE

Blindfold one player and stand him in the center of a circle. Have one in the circle sneak up on him and blow a whistle. The blindfolded player should lunge toward the sound in an attempt to grab the whistler. The blindfolded player clutches the air and grabs innocent members of the circle until he catches his opponent. He then runs his hands over him and tries to identify him. If he guesses wrong, he stays in the circle; if right, he selects another Cub Scout to put the blindfold on.

WHISTLING CONTEST

One of the attractions of pioneer gatherings was a whistling contest. Each contestant is given a tune to whistle. If they lose the tune or laugh while whistling, they are eliminated. Try it with today's songs, as well as older tunes such as "Yankee Doodle," "Pop Goes the Weasel," and "The Grand Old Duke of York."

WHO AM I CHARADES

Each boy takes a turn trying to "act out" something from the following list. They are not allowed to use their voice at all. Den Leader can write each idea on an index card. The boy takes the top card and tries to get the others to guess. IDEAS: Occupations (Firefighters teacher, etc.); Cartoon characters (Mickey Mouse, Scooby Doo, etc.); Movies (Star Wars, Tarzan, etc.); Sports (baseball, soccer, etc.).

WICKET BOWLING

Set up 10 croquet wickets in a line side by side, with enough space between them for a croquet ball to pass between the wickets. Mark a bowling line 15 feet away parallel to the line of wickets.

In turn, each player tries to bowl a croquet ball through the wickets, in order from first to last. If he makes one, he continues until he misses. When he misses, he waits for his next turn and resumes bowling at the wicket he missed. The boy who scores the most wickets after a set number of turns wins.

WITCH'S BREW RELAY

You will need four beanbags and a "Witch's cauldron"—a large ice-cream carton or box, or the papier-mâché pot. Separate the players into two teams, line them up 10 feet apart, and set the cauldron in the center between them. Place two of the beanbags in the cauldron and give one of the other two to the first player on each team. On signal, the first player on each team puts the beanbag on his or her head, runs to the cauldron, puts the beanbag into the cauldron, grabs another one from the cauldron, puts it on his head, and runs back to tag the next player on his team. This continues until all players have run. The first team to complete the beanbag exchange and arrive back in its original order yells "witch's brew" and wins the game.

WITCH'S HUNT

Beforehand, cut out a number of silhouettes of cats, bats, and owls, and hide them around the playing area. The game begins with the boys marching around in a circle while music is played. When the music stops, they scatter and try to find as many cutouts as they can. When the music resumes, they must start marching in the circle again. Continue until all cats, bats, and owls have been found. Scoring: one point for a cat, three points for a bat, and five points for an owl.

WITCHES RELAY

Divide Den into two equal teams and give each a broom and a balloon. On signal, the first player on each team sweeps the balloon to a turning line and back. The second player takes the broom and repeats the action; continue until all have run.

WOODEN SHOE RELAY

Divide the den into two teams. Give each team two shoe boxes of approximately the same size and set up a chair across the room for a turning point. On a signal, the first player on each team puts on his "wooden shoes" and races around the chair and back to the starting line, where the next player puts on the "shoes" and races. Continue until one team has finished. (Have extra shoe boxes on hand in case any fall apart.)

ZOO

Divide the den into two teams, which line up relay fashion. In front of each team is a blackboard or large sheet of blank paper. On signal, the first boy on each team runs to a leader who whispers the name of an animal. The boy goes to the board and draws his animal. When his team members recognize the animal he draws, the next player runs to tell the leader. If correct, he is given the name of another animal to draw. If not, the first boy continues his drawing until his team guesses right. Continue until all players have had a chance to draw.