

Powwow 2000

163 Games from A to Z

Games Are:

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

Through Games, A Cub Scout:

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

Futuristic/Space related games

Asteroid Field Place objects (asteroids), such as chairs, into the playing area (outer space). Have the group choose partners. One partner is blindfolded at one end of playing area. The non-blindfolded partners stand at the opposite end of the playing area and try to talk their partners through the asteroid field without running into any of the asteroids. Have all of the teams playing at the same time. Make it more difficult by starting teammates at opposite corners, forcing teams to cross each others' paths.

Bomb the Rebel Bases An evil space empire has declared war on you and your comrades. The empire sends a battle cruiser to your planet in order to bomb its rebel base. The players stand scattered around the hall (outer space) with their legs spread about shoulder-width apart. The gap between each player's legs form a 'rebel base' which may be bombed. To bomb a base, a tennis ball must be thrown between a player's legs (hitting a player's legs is not enough). Once bombed, the player is out and must sit down. The last player standing is the winner. To prevent from being bombed, a player may protect himself by using his hands to catch or deflect the tennis ball. Players may not move their feet or crouch to prevent being hit.

Keep the Satellite Up Scientists rely on gravity and inertia to keep satellites in orbit. Your task is to keep the satellite from falling to earth. Using a beach ball, have Scouts start hitting it around and try to keep it off the ground. Then challenge them to keep it in the air for 20 orbits (hits), or 30 orbits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

Light Year Whispers Your mission, if you choose to accept it, is to send a message to an exploratory crew deep in outer space. Distribute members of the teams some distance away from one another. Give the team leaders a scrap of paper with the same message (around 15 words long). The team leader runs to the first player and relays the message verbally without the help of the paper. The team members must remember the message and relay it to the next team member who in turn relays it down the line to the final Scout. The final Scout writes down the message. When he returns to the starting point, the team with the message most resembling the starting message wins. The longer the distance the more breathless, less articulate, and more forgetful the Scouts become.

Outer Space Exploration Memory Game Players are interplanetary explorers. They have arrived on a newly discovered planet and must return samples to mission headquarters. Before the game, pick up a few 10+ objects that the players may find in the play area (an unexplored planet) and lay them out. The teams or individuals must find as close matches to the objects you have collected. You can either display or hide your collection so that the players can or cannot come back and refresh their memories. The team or individual with the display best matching the original wins.

Paper Spaceship Throwing Preferably an indoor game where the Cubs try to throw their paper spaceship the farthest. Great for "Cub Scout Roundup" nights when the new prospective Cubs have their meeting "fliers" to turn into "flyers". Do this game while the parents are filling out registration forms. Have a prize for the winner. Make it tougher by having a box in the middle of the room. Anyone who gets his airplane into the box wins a special prize.

Radar Another solar flare has blinded your entire squadron of space pilots. Your mission is to guide your blind pilots safely back to base. The first Cub on the team is placed about 30 feet ahead of the rest of his team. **ALL** team members, including the leader, are blindfolded. The first team member must lead his teammates to him by talking to them, making some kind of noise, etc. This gets harder with more teams attempting to land in the same play area.

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

Rockets and Interceptors The evil space empire is about to attack your rebel base. Two teams play this. The attacking team members are called the rockets and the defending team members are called the interceptors. A coffee can is placed in the center and represents the rebel base. The rockets have a base at which they pick up their warheads (beans). Each rocket can carry only one warhead to the target area. If an interceptor tags a rocket, they must hand over their warhead and return to their base empty handed. 20 warhead units in the tin can destroy the interceptor target area. If the interceptor target area is not destroyed after a set time limit, then change over the teams so that everyone has a turn at attacking and defending.

Round the Moon All the teams line up at one end of the room beside a chair. Each Cub places his hands on the waist of the Cub in front of him so each team forms a 'rocket'. Another chair is placed at the far end of the room opposite each team; these are the 'moons'. When the leader calls 'Go', the teams run the length of the room, round their 'moon', and back into orbit. As they pass base, the 'rockets' drop the tail section each time around and the Cubs sit down there one by one, until finally the 'nose cone' returns home. The first team to be sitting down is the winner. If the Cubs let go of their teammate's waist, the rocket disintegrates.

Space Pony Express Interplanetary space travel has developed a glitch. No electronic messages can be sent due to a solar flare. Four boxes are placed across the playing field or four pieces of paper laid on the ground will suffice. Each box or piece of paper has the name of a planet written on it (it would help to also write the suit, like clubs, heart, diamonds, or spades, on the box as well). The Cubs are broken into four teams. Leaders shuffle a deck of cards representing interplanetary messages to be delivered. The cards are dealt so each team gets 13 cards. Random dealing will ensure that no team delivers to only one planet. The boys must deliver their messages to the proper planet and return to tag their next teammate on the hand. First team to deliver all of their messages and return wins.

Space Station Chose a player to be the space station. Half of group members are asteroids, the other half breaks up into teams of spaceships. Asteroids are placed at random around the room (outer space). The spaceships are guided by a blindfolded admiral. Other spaceship team members are lined up behind the admiral and may not make any sound or attempt to steer the admiral. At the signal, the space station begins emitting a beeping sound in order to guide the spaceships in safely. The asteroids quietly make some kind of buzzing noise. That is the sound of the vibration from the spaceship's laser radar. Blindfolded admirals begin to navigate to the space station without touching an asteroid. After the first round, asteroids and spaceship teams switch places.

Space Wormhole Relay A wormhole has opened in outer space. Team members stand in a line one behind another with their legs apart. The person at the back of the team crawls through the legs of the other members and then stands at the front, legs open. The next team member then goes. When everyone has crawled through (team is back in order) the team has finished. Another variation is to have the team race from one point to another. Cubs cannot start into the wormhole until their teammate is standing at the head of the line. Teammates may not be further than an arm's length from each other.

The following is a list of equipment you will need if you want to play all 150 games:

Equipment:

Art Supplies	Balloons	Baseball
Paper	String	Volleyball
Pencils	Clothespins	Tennis Ball
Beans	Blankets	Soccer Ball
Straws	2 X 4 Lumber	Flags
Cardboard Boxes	Book	Buckets
2 Liter Soda Bottle	Checkers	Bean Bags
Styrofoam cups	Feathers	Camping Equipment
Newspaper	Pole/stave	Eggs
Spoons	Blindfolds	Football
Beach Ball	Chairs	Wheel

*** Denotes a game requiring NO equipment**

***Amoebae** Split the group into two: one-third of the group and the remaining two-thirds of the group. The two-thirds group forms a circle by linking hands around the inner group of the remaining one-third of the total group. The inner group needs to be divisible by two. Move the entire amoebae from one end of the room to the other. Have the amoebae split into two. Both groups move back across the room to the starting point. Both groups split again in exact halves and race back across the room. Continue splitting the amoebae every time the room is crossed. This will finally result in one person remaining in the center with two people holding hands around them. First amoebae with one in the middle to make it back across the room wins.

***Animal Calls** Boys see who can do the best animal impersonations. Can be for fun or judged for prizes.

***Animal Relay** Each member of a team is allocated a different animal. He must then move across the hall in the style of that animal.

Art Contests Boys design projects or posters on a particular subject for fun or to be judged.

Artists Players sit round a table, each with paper and pencil. The right-hand Scout draws a picture, in separate firm strokes, of an ordinary figure or head, putting in his strokes in unusual sequence so that for a long time it is difficult to see what he is drawing. Each player looks over to see what the man on his right is drawing and copies it stroke by stroke. When the right-hand artist has finished his picture, compare all the rest with it.

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

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

Balloon Battle Teams try to pop as many balloons between them without using hands.

Balloon Popping Teams must pop a predetermined number of balloons by sitting on them.
Variation: Boys must make an invention that pops the balloons.

Baseball Throw Boys take turns seeing who can throw a baseball the farthest. Boys should be broken up into groups by rank. A baseball is the prize for each rank.

Bat the Balloon Teams line up with members standing side-by-side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players. The first player in line takes and inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again. The only rule is this: once the players have taken their stance, they may not move their feet. If a balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Bean and Straw Relay Team members must hold a straw upright with a bean balanced on top and cross the playing field. Beans are then dropped into a can. Team members must get all 20-30 beans across the field without losing any. If a bean is dropped, the Cub goes back to the starting line and begins again.

***Birthday Line-up** Have the Scouts line up in order of their birthdays (month and day, year isn't necessary). The trick is, they CAN NOT TALK AT ALL. You'll find they resort to sign language, nudges, someone might try to start directing, etc.

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

Black Spot The Cubs are issued with scraps of paper, which they must not lose. Leaders (bad pirates) will paint a 'Long John Silver' style spot on their scrap of paper to curse the Cub if they can catch and tag them. Any Cub without a spot, or with the least spots, wins.

Blanket Volleyball Divide group into two teams, each with a blanket held like a parachute. Toss in an object that is volleyed from team to team using the blanket for propulsion. Can add objects.

***Blind Man's Race** Teams of three do this. Two are blindfolded, and clasp hands. The one not blindfolded holds their outside hands and guides them through the course.

***Blind Shapes** Group is blindfolded or with eyes closed. Have group form themselves into a square or a triangle, etc. Can use a rope with everyone holding on.

***Blind Walk** Divide group into pairs with one member of each pair blindfolded. Seeing partner leads blind partner on a walk. The walk should be challenging, including such obstacles as climbing over tables, crawling under chairs, walking up or down stairs, climbing over railings, etc.

Bomb the Bridges The players stand scattered around the hall with their legs around 2 feet apart. Each player's legs form a 'bridge' which may be bombed. To bomb a bridge, a tennis ball must be thrown between the player's legs (hitting a player's legs is not enough). Once bombed the player is out and must sit down. The last player standing is the winner. To prevent being bombed a player may protect himself using his hands to catch or deflect the tennis ball. Players may not move their feet or crouch to prevent being 'hit'.

Book Report Get a book. Tell group there will be a book report in five minutes. Allow them to study the book. Pass out a test: number of pages, weight of book, title, author, publisher, copyright date, etc.

Bucket Relay Fill one of the buckets half-full with water, and leave the other empty. On 'Go', the first player runs to the other end of the playing area where the buckets have been placed, pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next player in line. The second player takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back. The relay is finished when all have had a turn. The winner is the team with their water intact.

Bull Riding Make bulls out of cardboard boxes. Boxes should have a hole cut in the top and the bottom flaps folded in so the Cub can stand in the box. Cardboard cutouts can make horns and bull faces. The Cub picks the box up with one hand while standing in the hole. He must buck himself for eight seconds. Done for fun. Boys sometimes buck themselves off!

***By One, Twos, etc.** Call out numbers beginning with one. Have group members gather by the numbers. Those who don't fit into a group are out. When the group becomes one large group, then call out numbers in reverse order.

Canyon Bridge Two teams meet on an eight-foot 2X4 (the bridge). The groups need to pass each other to get to the other side of the canyon. Anyone who falls off goes to the end of his team's line.

Camping Skills Contest Boys pitch a tent, answer fire and camping safety questions, cook a meal, strike camp, etc. Fastest Cub wins.

Capture the Flag Two teams each with a flag at opposite ends of a field. Teams try to get the other team's flag without being captured. Captured flag must be returned to team's headquarters. Anyone tagged is a prisoner and taken to the team's jail. Prisoners are freed by being tagged by one of their teammates.

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

***Cat and Mouse** Organize the players into a rectangular grid, or maze, spaced so that they stand two arms lengths away from their partners in all 4 directions. Start with all the players facing in the same direction with their arms spread to their sides - this should create a number of rows. On the command 'Turn' everyone should turn round 90° - don't be too worried which way just as long as it is a quarter turn. This changes the maze from rows to columns. Two players a 'cat' and a 'mouse' will run around the maze, the cat trying to catch and tag the mouse. They may run around the maze and along the lines of arms but must not pass or stretch across them. You can shout 'Turn' at any point during the game to change the maze. When the mouse is caught start again with another pair or start with a new mouse and allow the old mouse to 'grow' to a cat.

Catch the Frog Egg Split the pack evenly in two and assemble one team in a circle holding hands and the other team in a line. A leader positioned in the middle of the circle throws a ball to each boy in turn and counts the number of consecutive catches made. If anyone drops the ball counting starts again from zero. Meanwhile the team in a line runs 'relay fashion' around the circle and back to the line to tag the next player. This acts as a timer. Once all the Cubs have run the teams swap over. The team with the highest number of consecutive catches wins. Variation: total the number of catches in each run attempt. Team with the highest total wins.

***Centipede Relay** Cub 1 of the team runs up hall and back, he puts one hand between his legs for the Cub 2 to hold. They run up hall and back together, cub 3 joins chain etc. Team penalized if chain breaks - must start again. Variation: Instead of holding hands the team holds onto a pole.

Charades Write animals, current movies, Cub Scout nomenclature on strips of paper. Cubs draw strips of paper at random and then try to get their teammates to guess the answer without talking.

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

***Chinese Ladders** The Scouts should sit down the length of the room facing their partners, with their feet touching those of their partners. Upon command, the boys jump up, and run down the room over the legs of their team (who may not move those legs!). When they reach the end of the ladder they take their place sitting next to the end players on their team. Then the next team members do the same as the first team members. First team to cross the room wins. This game can be made more interesting by providing simple obstacles for the ladders to avoid, like chairs, boxes, or benches to go around.

Christmas Handshake Give each boy five Christmas cards or seals. On signal each boy introduces himself to five parents other than his own. Each time he must leave a card or seal with them. (Parents should not accept the card or seal until the introduction is complete and the boy can repeat their name.) The first den to finish, assembles as a den and raises their hands in the Cub Scout sign or gives their den yell.

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

***Come Along** All of the Cubs are placed in a bunch in the center of the play area. Each of the four teams is assigned a corner of the room as home base. Four Cubs are chosen to be leaders. The four leaders run to the center of the room and grab the hand of another Cub. The two Cubs must run around the bunch of Cubs and then grab another Cub. The three Cubs circle the bunch and grab another Cub, etc. Determine how many Cubs would evenly divide the bunch into four even groups. That is the number of Cubs that must be gathered in a string before heading for home base. First team to gather their Cubs and get home wins. Boys left in the bunch are the leaders for the next round.

***Count to Ten** All players stand on one line except one player who is it. "It" stands with his back to the other players on a goal line about 30 to 35 feet from the starting line. "It" counts to ten as fast and as clearly as he can. While he is counting, the other players advance as fast as they can by putting one foot directly in front of the other (heel, toe, heel, toe). At the count of ten, "It" turns around. Everyone freezes. If someone moves he starts all over again. The first player across the goal line wins and becomes the next "it".

Cow Tipping Scouts join hands and form a ring round some object (like an empty one-liter soda bottle), which will fall over if touched. The players all swing round the "cow" and each one has to do his best to make one of the others tip the cow over, at the same time avoiding knocking it down himself. When a boy tips over the cow he is out, and the game goes on until only one player remains. Players who let go of the other player's hand are both out.

Crab Football This is a version of soccer that can be played indoors or outdoors using chairs as goal posts. The rules are much the same as normal soccer with the exception that players must be in the crab position. That is on hands and feet with back towards the ground.

Circle Trivia Use a tennis ball or beanbag. After choosing a category, call out a letter. "It" has five seconds to find a response to the category with that letter.

Crazy Course Design an obstacle course with funny obstacles.

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

Cross the River Line up in teams with their equipment and draw two lines to represent the river. Lay "stepping stones" (pieces of paper) across the river. Cub 1 carries Cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up Cub 3 plus a piece of equipment. Cub 3 comes back and picks up Cub 4 plus a piece of equipment and so on until all the Cubs have crossed the river.

Cub Car Races Use cardboard boxes as cars. Dens should decorate their vehicles. One lap equals a trip around the room. Pit stops mandatory. Change tires (remove shoes and put them back on). Wash windshield (other team member sprays driver's face with water bottle and then wipes face dry). Fill up with gas (drink a glass of water). Either have each den member run three laps or have dens exchange drivers after each lap.

Cubmobiles (Pushmobiles) Plans and rules found in "The Cub Scout Leader How-To Book".

C.U.B.S. Cubs sit in a large circle and a bean bag is placed in the center. The leader assigns each Cub a letter of the word CUBS. When the leader calls out a letter, all the Cubs with that letter jump up, run around the circle twice, come back to their spot, then enter the circle, and try to snatch the bean bag from the center of the circle.

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

Dizzy Pole Relay (Izzy Dizzy) Each team member runs up hall, picks up a bat. Then puts one end stationary on the ground and runs around it 10 (or so) times before running dizzily back to his team to tag the next boy.

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

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

***Do This, Add That** First person does something (pats head). Next in line Pats head and adds something (stomps foot). Game goes until someone skips a step.

Drinking Contest Boys have a water-drinking contest. No hands allowed. Do this well before bedtime.

Driving the Pig to the Fair Put a little water in a one liter soda bottle for ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the room (fair) and runs back with the equipment.

***Eat the Fish Tail** The group forms one long line by linking hands. The "head" of the fish (one end) tries to tag the "tail" end.

Egg Toss Classic egg toss game with partners in two rows facing each other. The egg is tossed to one partner. The partner takes a step backwards and throws the egg back to the other partner. Partner takes another step backwards. Continue the process until all eggs but one have broken. World record: 323 feet 2.5 inches!

Fake Trivia Pass out a written test. Those with the most creative answers to questions win a prize.

Feather Relay Each player throws a long feather javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player. Variation: each team member makes a paper airplane to use instead of the feather.

***File Race** Teams race in single file, one behind the other. No Scout is permitted to pass his teammate ahead of him.

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

***Fish in the Sea** All players but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Players who are tagged join "IT" and help catch others.

Flapping Fish Relay Players must waft a paper cutout of a fish (1' length) across the hall and back using the newspaper as a fan.

***Flint and Monty** Two players are "it". They stand in the circle blindfolded. One calls "Where are you Flint?" The other responds "I'm here Monty". Players must try to find each other.

Football Throw Boys take turns seeing who can throw a football the farthest. Boys should be broken up into groups by rank. A football is the prize for each rank. Nerfs work the best.

Four Clowns in A Row Give each person present a sheet of paper marked off in 16 squares. In each square they must get someone present to write his or her name. That will mean that each person will get the signatures of 16 people, one for each square. Provide each player with about fifteen small stickers. If the committee could get white stickers and paint clown faces on them it would help. Each one is now asked to write his or her own name on a small piece of paper. These are placed in a hat. The leader draws the names from the hat, one at a time. As the name is called, the person bearing it responds with a lusty "Here," and raises the right hand. This serves as an introduction to the group. Each person who has that name on his paper puts a sticker in the square where it appears. When any player gets four stickers in a row, either across, down, or diagonally, he shouts: "Four clowns in a row!" Some suitable award may be made to that player. Let him read the names of the four.

***Go Stand in the Corner** Create four teams. Start with all the players of one team in one corner. When 'One' is called the players must run across the width of the room. When 'Two' is called they must run across the length of the room. When 'Three' is called players must go to the diagonally opposite corner.

Group Juggle Have the group stand in a circle, fairly close together. Toss a ball across the circle, calling out the player's name to whom you toss it. That player tosses to a different player and so on until everyone has caught the ball and thrown it on once. It should be back in your hands at this point. Add a second ball and then a third. Add as many balls as you want. Variations: Make a wide circle outdoors, use toilet paper instead of balls, use various size balls.

Guard the Treasury One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels" (beanbag or whatever). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can no longer try for the treasure. Play ends when the "jewels" are captured.

***Guessing Games** Variations of 20 questions, fun trivia quiz, Scout knowledge etc.

***Heel Race** Each runner runs on his heels. Scouts are not allowed to touch the toes to the floor.

***Hog Calling** Call the pigs in from the field for dinner!

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

Ice Cream Eating Variations: no spoons allowed feed their parents ice cream while both Cub and parents are blindfolded.

***In the Pond** Mark a big circle on the ground. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But sometimes he will try and trick you by saying "On the Pond" or "In the Bank". Anyone who moves, on a wrong order, is out of the game.

Japanese Balloon Game Put charade answers in balloons before inflating. Players take turns being "It". Pop the balloon without using hands and then act out the charade. Winner gets to be "It".

Juggling Juggling involves any feat of balance. Teach the Cubs to juggle one object, then two, then three, etc. Or balance a stick on their finger, nose, etc.

Karaoke Have Cubs (and parents and leaders) lip synch to their favorite songs.

Keep the Ball Up Using a beach ball, have Scouts start hitting it around and trying to keep it off the ground. Then challenge them to keep it in the air for 20 hits, or 30 hits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

***Keep Talking** This is a knockout competition, it is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You may need a referee to decide the winner of each pair.

Kicking Contests (soccer/football) Who can kick a soccer ball or football the farthest? Boys should be put in groups by ranks. A football or soccer ball can be the prize for each group.

***Lighthouse** Leader is the lighthouse. Half of group members are rocks, other half breaks up into teams of boats. Rocks are placed at random around the room. At the signal, the lighthouse begins making a foghorn sound, the rocks say "swish, swish" like the sound of waves against them, blindfolded leaders of the boats begin to navigate to the foghorn without touching a rock. After first round, rocks and boats switch places.

Limbo The classic game of how low can you go?

Long Distance Whispers Distribute members of a team some distance away from one another. Give the leader a scrap of paper with a message around 15 words long. The team members must remember the message and relay it to the next team member who in turn relays it down the line to the final Scout. The final Scout writes down the message when he returns back at the starting point. The team with the message most resembling the starting message wins. The longer the distance the more breathless and less articulate and more forgetful the Scouts become.

Loop-de-loop Have the Scouts stand in a circle and hold hands. Start one hula-hoop (or innertube, long loop of rope, etc.) hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over him/herself and on to the next person - WITHOUT letting go of hands.

Minefield Place objects (mines) into the playing space (minefield). Have the group choose partners. One partner is blindfolded at one end of field. The non-blindfolded partners stand at the opposite end of the field and try to talk their partners through the minefield without running into any of the obstacles.

***Motorway Crash** Boys sit in a circle. One boy is given the name of a car (e.g. Ford, Nissan, Rolls, Jaguar, etc.) When that name is called out the boy gets up and runs round the circle, various calls are made that the boys have to react to:

Join the M1- Change direction	Steep Hill- Walk
Puncture- Hop	Fog- Pigeon Steps
Accelerate- Start running	Crash- Collect object

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

***Multiples (Taiwan)** Players sit in a circle and start counting round the circle from "one." If the agreed figure for the game is seven, each time the number being called includes the figure seven or is a multiple of seven, the player keeps quiet and clasps his hands together. If anyone makes a mistake the leader records a point against him. When the boys become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught with more than one numbers going on at once. For one number the player clasps hands. For the second number he will put both hands above his head. For the third number he can nod his head.

Musical Chairs The classic game of one chair too few.

My Secret Friend (Russia) Every member of the group puts his or her name on the scrap of paper and put it in the can. When everybody has put his scrap of paper in the bag, shake it carefully. Then let your Scouts take one of the scraps and secretly read the name. This person will be his secret friend during the game (it can last for several days like at Day Camp). During these days everybody is to please his secret friend, to present him with any crafts, drawings, etc. At the end of the game all players are find out who the secret friend is.

Nail Driving Contest Cubs compete against others of the same rank in a one-on-one contest to drive nails into boards. Smaller nails can be used for smaller Cubs. Consider having safety glasses available for the Cubs.

Nail Driving Relay Stand one 4x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting line and put a hammer next to each of the blocks. On "GO!" one boy from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next boy in the relay. The race continues, with each boy in turn going as many times as it takes for one team to drive all of its nails flush into the block. Be ready to straighten bent nails. Variation: Drive tent pegs with a mallet.

Nature Picture Hunt Cut out pictures from magazines of items that can be found on a nature hike. Teams must locate the items either by list or by laying out the pictures like bingo cards.

Newspaper Grab Place a single page of newspaper in the middle of the room. Have group members stand against walls. At the signal, they all run and try to grab as big a piece of newspaper as they can with one hand. Largest piece wins.

Newsprint Race Each scout is provided with two sheets of newspaper, which he uses to run the race. He can only step on the newspapers; this is done by: stepping on one, lay the other in front of him, steps on it, retrieves the paper behind him, which he places in front of him moving forward in this fashion.

Nose-Knife Stick a knife into the ground. Point to the knife and say "knife". Point to your nose and say, "nose". Try to trick group into pointing at wrong object.

Orange Peel and Eat Boys pick an orange from a pile. The first to peel and eat their orange wins.

Outdoor Memory Game Before the game, pick up a few 10+ objects that the players may find in the area and lay them out. The teams or individuals must find as close matches to the objects you have collected. You can either display or hide your collection so that the players can or cannot come back and refresh their memories. The team with the display best matching the original wins.

***Packed My Suitcase** Memory game where Cubs sit in a circle. The first Cub names an item that he packed in his suitcase. Each Cub adds another item as they go around the circle. The Cubs who remembers all of the previous items wins.

Paper Airplane Throw An indoor game where the Cubs try to throw their paper airplane the farthest. Great for Roundup nights when the new prospective Cubs have the meeting “fliers” to turn into “flyers”. Do this game while the parents are filling out registration forms. Have a prize for the winner. Make it tougher by having a box in the middle of the room. Anyone who gets his airplane into the box wins a prize.

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

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

Pick Jack’s Nose Make a giant poster of a jack-o-lantern and tape to the wall. Have a box of paper noses with thumbtacks attached. Spin boys around and see who gets their nose closest to the right location on Jack.

Ping-Pong Ball Relay Each player gets a straw that he uses to blow the Ping-Pong ball across the floor.

***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 got 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.

Poison Pole Link hands around a pole (Den flag). Circle members try to pull others into contact with the pole.

Pony Express Four boxes are placed across the playing field. Each box has the name of a town written on it. The Cubs are broken into four teams. Leaders write the names of the towns on slips of paper representing letters to be delivered. The papers are shuffled so each team does not deliver to only one town. The boys must deliver their letters to the proper town and return to tag their next teammate on the hand. First team to deliver all of their letters and return win.

Potato Jump Race Establish a start and a finish line. Line the boys up on the starting line. Give each boy a potato (Ping-Pong ball, balloon, etc.) to put between his knees. On 'GO' see who can jump to the finish line first without dropping the potato.

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

Push - Catch (Canada) Everyone is in a circle except for one person in the middle (usually a leader to start). The person in the center has a ball that the leader throws to those in the circle. The leader must shout out either PUSH or CATCH. The person to whom the ball is thrown must DO THE OPPOSITE ACTION that was shouted out. That is if the leader shouts PUSH, the Cub must CATCH the ball. If the leader shouts CATCH the cub PUSHES the ball. If an error is committed by either not doing the opposite or stumbling with the ball, the Cub must sit down or step back and is eliminated from play. Variation: If the group gets really good at the game, the shouter must shout out 3 words (such as PUSH CATCH PUSH) and the Cub must do the opposite of the middle one (or the first or last).

Quarter Toss Set a group of targets on the floor (plastic bowls, cups, paper targets). Toss quarters, other coins, or washers onto the targets.

***Radar** First Cub on the team is placed about 30 feet ahead of the rest of his team. All team members are blindfolded. The first team member must lead his teammates to him by talking to them, making noise, etc. Gets harder with more teams doing the same nearby.

***Red Rover** There are two teams. Each team holds hands and forms a line to face the other team. Then Team 1 shouts "Red Rover, Red Rover I call John over". John runs from his team, Team 2, at the other line to try and break through their hands. If he succeeds he returns to Team 2 and gets to take someone from Team 1 for his own team. If he fails he has to join Team 1. Then Team 2 gets to shout "Red Rover, Red Rover I call..." The game goes on until one team has all the players on their side.

Ring Toss Make rope loops and attempt to toss them onto small sticks stuck into the ground.

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

Rockets and Interceptors Two teams play this. The attacking team members are called the rockets and the defending team members are called the interceptors. The target area is marked off and a tin can is placed in the center. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads (beans). Each rocket can carry only one warhead to the target area. If an interceptor before going inside the target area tags a rocket, they must hand over their warhead and return to their base. 20 warhead units in the tin can destroy the interceptor target area. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending.

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

Salesman Leader comes into the room with a briefcase or box full of items. Salesman quickly displays the items and tells their prices. Items are then replaced into the briefcase. Teams must remember as many items and their prices. Leader should use a "salesman's voice" like on commercials.

Scavenger Hunt Make identical lists for each team. Include easy to find items and not so easy to find items. Be sure all items can be found within the hunt boundaries. Have teams go to local fast food restaurants and do the Hokie Pokie to get signed French fry bag (arrange ahead of time with manager).

Scotch Everyone starts the game with three lives. Every time you get hit with the ball you lose a life. When the ball is thrown everyone has to run to avoid it, but when somebody picks it up and shouts "Scotch", nobody can move until the ball is thrown again. The game continues until everyone has lost their lives except one person, who is the winner.

***Sentry Post** Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At signal from the leader, the first player in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he's right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

Sin-bin Dodge Ball A player tries to hit another player under knee level with the ball. Once a player is hit he goes into the sin-bin for a short time. Players may move anywhere in the hall to avoid the ball, but may not travel with the ball. The sin-bin is a row of 6 chairs which the Scouts stand (or sit) on. At the start of the game the sin-bin is empty. When the first player is hit, he sits on the first chair. The next player out sits in the next chair and so on until the sin-bin is full. When a player enters a full sin-bin he pushes everyone along a chair. The player at the front of the 'queue' is pushed out and goes back into the game. Thus 6 players need to hit before a player who has just entered the sin-bin can return to the game.

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

Softball Throw See who can throw a softball the farthest. Boys should be put into groups by rank. Softballs can be the prize for each group's winner.

Spots The pack sits in a circle and are given a number from 1 to n. One cub (number 5) starts by saying 'I am 5 spot and I have no spots, how many spots does number 8 have?' Cub number 8 replies in the same manner and nominates another cub. If one of the cubs takes too long or makes a mistake he is awarded a spot which is painted on his chin or cheek with lipstick. He will then have 1 spot. This game is particularly good at cub weekends or holidays since you can tell which cubs have washed properly!

Spud Each Scout is assigned a number. In a circle outside one person throws a ball as high as he can, straight up, and calls out a number. The Scout whose number is called catches the ball as the rest of the Scouts run away from him as fast as possible. Once the called Scout catches the ball, he yells "STOP!" at which time all retreating Scouts are supposed to stop dead in their tracks. The Scout with the ball is allowed to take three really long steps so that he can get as close to the nearest Scout as possible. He then attempts to hit the Scout with the ball (not in the head). The Scout being shot at is allowed to twist and bend, but may not move his feet. If the Scout is hit, he gets to retrieve the ball while the rest of the Scouts get back in a circle. He is also given a 'spud' or a point (a lipstick mark on the cheek). If the Scout is missed, the throwing Scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The Scout with the least number of spuds at the end of the game wins.

Steal the Bacon Divide the troop into two, three, or four groups. Number off EACH group separately. Line them up facing each other, about 30-40 feet apart. The number 1 Scout on one team will be across from the last Scout on the other team. Place your 'bacon' between the lines. The idea is for a Scout to go out and retrieve the object. The leader calls out a number and each Scout with that number runs out and tries to get the object and go back behind his line. Once the object is touched, the other Scout can tag the Scout that touched the object. There are two ways to win a round: either get the object and bring it behind your line without being tagged, or tag the other Scout after he grabs the object and before he makes it past his line. Variation: Tell a story instead of just calling out numbers: "THREE Scouts went on a hike. They saw TWO deer and FIVE trees..."

Steal the Treasure A Cub sits in a chair blindfolded. He is the guard. Some treasure, a hat, key ring, etc. is placed under the chair. Other Cubs are in a circle around the guard. One Cub is sent to try to steal the treasure. The guard tries to tag the thief when he hears him approach. If the thief is caught he becomes the guard.

Straw Buildings Cut straws into four-inch sections. Connect the straws with paper clips. See who is most creative.

Strip the Leader Attach 8" strips of paper to the leaders' shirts with tape. Break the Scouts up into teams. When the game starts, the Scouts have to strip the pieces of paper from the leaders' shirts. After a set time limit, count the number of strips collected by each team. Most strips wins.

Submarine Dive This is a variation of musical chairs that works best for Den meetings. Rope loops are placed on the floor representing submarines. Cubs circulate around the room. When the leader yell, "Submarines! Dive!" Cubs try to make it into a circle. Cubs left out of the submarine each round are eliminated. One loop is removed each round so there is always one fewer loops than Cubs.

Submarine Minefield Split Scouts into two teams. One forms a line across the playing field with blindfolds on and standing close enough together to touch hands. Each hand is a mine that will 'destroy' a ship (a member of the other team). The other team quietly tries to sneak along the line weaving in and out of the mines, (i.e. between their feet, or between two scouts). After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Later ships may go through an unprotected area. When the whole team has gone through, change over. At the end of the game, the winning team is the one that managed to get the most ships through the minefield.

Thar She Blows! Cubs representing the rocks in the sea are placed at random around the room and cannot move. One Cub is the whale. A beanbag or soft ball is the harpoon. Cubs must pass the harpoon to one another in an attempt to get the whale harpooned. The Cub who harpoons the whale is the next whale.

Three Balls Have group members pass 3 balls/objects through the group consecutively in the shortest possible time. Choose your words carefully and remember them exactly so that the instructions can be repeated when asked. This teaches problem solving. Have a stopwatch handy.

Three Coins in the Fountain Divided the pack into 4 teams. Position 4 chairs in a square roughly 15 feet apart for the teams to wait behind. Place the coins in the middle of the square. When you call a number, a player from each team must try to get 3 coins onto the seat of their chair. They may only carry one coin at a time and must place the coins they retrieve on their chair to be easily visible. Once all the coins have disappeared from the center they may steal coins from other players.

Tic-tac-toe with Bean Bags Set up a tic-tac-toe board on the ground or floor. Make bean bags out of dried beans in sandwich baggies with a piece of colored construction paper inside to tell X from O.

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

***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".

Typewriter Gather everyone in a circle. Each player represents a letter in the alphabet, A through Z. If there are more players than there are letters, one can become a number, another a period, and another an eraser for correcting mistakes. Find or create a sentence that uses all the letters in the alphabet. For example, "The quick brown fox jumps over the lazy dog". In the case of extra people, it can be two dogs. When a space between words is reached, everyone calls out together "Space"! If a mistake is made, just keep going, unless there is a person who is the eraser to call out "Correction"!

Ugly Face Contest Tell contestants that this is a contest to see who can make the most accurate drawing of their face on a paper sack. Place paper grocery sacks over the contestants' heads. Have them draw their faces on the outside of the bags with felt tip markers. Contestants may not use their free hand to steady the bag. See which contestant has the ugliest face on the bag. Guess who wins (wink).

Vocabulary Test A written test of camping and Cub Scout words. Guess the correct meaning of the words. Make it multiple choice or essay answers.

Water Relay Race Transport water from point A to point B holding water cup above head. Water cup has small nail hole in bottom resulting in a shower effect on the carrier. The first team that fills its can, bucket, etc. wins.

Wheel Rolling See who can roll a wheel the farthest across the parking lot.

***Wheels** Line teams up. Give each team member a number. Then shout out modes of transport, for example a car. Number four runs because it has four wheels. Any mode of transport is applicable. One = unicycle, 2 = bicycle, 3 = tricycle or a unicycle and a bicycle, 4 = car, 5 = unicycle on top of a car, 6 = three bikes, train = whole team runs. Design a short course for them to run.

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

***Wolf** The boys stand in a circle with the "Wolf" in the center. Boys call "Wolf, Wolf, are you ready?" Wolf answers "No, I'm putting on my shoe" and pantomimes putting on his shoes. The other imitates him. Again they ask "Wolf, Wolf, are you ready" and he replies that he is putting on his coat, tie, hat, etc. each time pantomiming putting on the item, while all follow suit. Whenever he wishes, the Wolf answers with "Yes, I'm ready, and here I come". The players rush to a goal line and the Wolf tries to tag them. If any player is tagged, he becomes the Wolf.

***Wheelbarrow Race** Team members race by grabbing ankles of other teammates and running the course like wheelbarrows.

Xmas Trivia Have families at the December Pack meeting work on the answers as a team. Use common Christmas information about Santa, Christmas songs, etc. Ask some tough questions as well as easy questions. Award points for each answer depending on how hard the answer (one point for each of the nine reindeer, etc.) Highest team (family) total wins a jar of Christmas candy.

***Yelling Contest** Who can yell the loudest? Can be done as individuals, by Dens, or by groups.

***Y is for Yale** Split the Cubs into teams of about eight. The Cubmaster or den leader calls out a letter and what it stands for. Each team must rearrange itself to form that letter.

Zone Dodge Ball Split the Pack into 2 or 4 teams and allocate each a zone. The teams should throw the ball at players in an opposition team, trying to hit them under the knee. When a player is hit he joins the team which threw the ball at him. The team who has the most players (or all the players) at the end wins. We use a hall with badminton court lines marked on it. Each of the four teams is allocated a corner. The area in the middle is a no-mans land. Once only two teams remain we re-allocate the zones so more space is used. Variation: Use more than 1 ball.