

## Positive Values

The Aims of the Boys Scouts of America are to develop character, citizenship, and personal fitness (including mental, spiritual, and physical fitness) in today's youth. All activities – including den, pack, troop or crew meeting programs, adult training events or committee meetings, camp programs and campfire programs contribute to the aims of Scouting.

Every Scouting activity should be a positive experience in which youth and leaders feel emotionally secure and find support from their peers and leaders. Everything we do with our Scouts - including songs, skits, and ceremonies - should be positive, meaningful, and should not contradict the philosophy expressed in the the Cub Scout Promise and the Law of the Pack.

Remember to:

- ◆ Reinforce the values of Scouting
- ◆ Get the whole group involved
- ◆ Make everyone feel good
- ◆ Be positive
- ◆ Everything should be meaningful
- ◆ Teach the ideals and goals of Scouting
- ◆ Use age appropriate activities




## Guidelines To Determine Appropriate Scouting Activities

- ◆ Cheers, songs, skits, stories, games and ceremonies should build self-esteem and be age appropriate.
- ◆ Name-calling, put-downs, or hazing are not appropriate.
- ◆ References to undergarments, nudity, or bodily functions are not acceptable.
- ◆ Cross-gender impersonations are not appropriate.
- ◆ Derogatory references to ethnic or cultural backgrounds, economic situations, and disabilities are not acceptable.
- ◆ Alcohol, drugs, gangs, guns, suicide, and other sensitive social issues are not appropriate subjects.
- ◆ Refrain from “inside jokes” which are exclusionary to the audience.
- ◆ Wasteful, ill-mannered, or improper use of food or water should not be used.
- ◆ The lyrics to the following patriotic songs should not be changed: “America”, “America the Beautiful”, God Bless America”, and “The Star-Spangled Banner.”
- ◆ Similar respect should be shown for hymns and other spiritual songs.
- ◆ Avoid scary stories and bad language.
- ◆ Model the values of BSA and set a high standard for appropriateness in ALL Scouting activities.

**IF IN DOUBT, TAKE IT OUT!**

## Theme Development Ideas (Naming the Stations)

	 <b>Western</b>
<b>Theme</b>	Wild West; Cub Scout Rodeo; Tumbleweed Town
<b>Games / Obstacle Course</b>	Death Valley Challenge; Gold Rush; 49ers Relay; Rattlesnake Relay; Cowboy Games; Pony Express
<b>Crafts</b>	The Saddlery; Coyote Craft Cave; Big Valley Blacksmith Shop; McCoy's Mercantile
<b>Sport</b>	Shootout At The Okay Corral; Granny Oakley's Shootin' Gallery; Buffalo Bill's Wild West Show; Crazy Pete's Wild Turkey Shoot
<b>Food</b>	Chuck Wagon; Cub Grub; Waterin' Hole; Cantina; Cactus Willie's; Sassafras Saloon
<b>Theme Activity</b>	Lassoos & Lariats; Trick Ropin' Lash Larue; Barney's Bronco Ridin'
<b>Special Guests</b>	Vip Roundup; Sons Of The Pioneers; Chisum Trail Champions
<b>First Aid Station</b>	Doc Hadacold's; The Infirmary; Cherokee Medicine Man
<b>Trading Post</b>	Trading Post; Ol' Joe's Mercantile; General Store; Stock Up Sam's

# Wild Wild West



## Opening Ceremony

- F** Is for our **Forefathers**, who settled the west
- R** Is for the **Rugged** land they tamed
- O** Is for the wide **Open** spaces
- N** Is for **New** beginnings
- T** Is for **Towns** growing from the dust
- I** Is for the **Independence** they sought
- E** Is for the **Endurance** of the pioneers
- R** Is for the **Rangers** of Texas History fame.

## Cowboy Opening Ceremony

Leader: (Dressed in Cowboy clothes). I'm the rootin'est-tootin'est- hombre you ever did see. And I'm here to tell you about the biggest event of our times. We're about to open one of the wildest-woolliest rodeos you tin horns ever did see. Hang onto your hats 'cause here they come, those ridin', roughin', ropin' cowboys from Pack \_\_\_\_\_, straight from the Cub Scout Corral.

All Boys: We're rough and tough — we ride 'em high We're rootin' tootin' cowboys  
We throw a rope, or brand 'em fast, We're rootin tootin cowboys.  
So welcome now to our round-up We're rootin'-tootin' cowboys "Ya Hoo!"

# Skits

## Old Settlers Skit

Characters: Main Cowboy, 4 (or more) other cowboys  
Props & Scenery: Campfire, a backdrop painted to show outdoor scenery Costumes: Cowboy vests and hats

Setting: Cowboys are sitting around campfire

Main Cowboy: Who's the oldest settler in the West? 1st Cowboy: Death Valley  
Scotty?

Main Cowboy: Nope.

2nd Cowboy: Buffalo Bill? Main Cowboy: Nope.

3rd Cowboy: Daniel Boone? Main Cowboy: Nope!

4th Cowboy: I give up. Who is it? Main Cowboy: The sun.

## Saddle Skit

Cast and Props: Cowboys, any number, just change the lines. They wear dirty cowboy clothes and may be sitting around a campfire. Dim the light to suggest darkness.

1st Cowboy Boy, am I beat!

2nd Cowboy You said it! We must have branded a hundred calves. 3rd Cowboy I sure am glad it finally got too dark to work.

4th Cowboy Yeah! At least the foreman lets us quit at sundown.

5th Cowboy Did you know that some ranches have blinker lights on their saddles so they can have night round-ups?

6th Cowboy That's amazing! What do they call saddles with blinker lights? 7th Cowboy Probably **Communication Saddle Lights!!!**

# Games

## Ride 'Em, Cowboy

All the players, except one, form in short line (four or five persons), each player clasping the one in front of him around the waist. These lines are called broncos. The other player, who is called the cowboy, tries to 'ride' by clasping the waist of the last player in one of the broncos. If he can do this in spite of the bronco's swerving about, the first player of that line must become a cowboy, because the bronco needs a better head. For six or more broncos there should be two or three cowboys.

## Roping The Pony

Place **6** or **8** soft drink bottles (2 liter plastic filled with sand or water to keep upright) in a line in the "roping area." About five feet back, place a starting line. Cowboys attempt to rope a bottle with a lariat made from a rubber jar ring (or an embroidery hoop) tied to a 6-foot piece of thread or string. The cowboy holds the end of the thread in his hand and attempts to rope a pony.

## Git Along Little Dogie

This can be used as a race or relay. Take a broomstick and push a soft drink bottle from the starting line to the finish line. As a relay, push it back also, and the next player takes over. Each player pushes up to goal and back until all in relay line have finished

## Catch The Stray Cow

One player (outlaw) stands at the end of the room with his back to the others. The other players (sheriffs) are divided into pairs. Hand in hand, they try to creep up quietly to touch the "outlaw"—who turns round if he hears a sound and sends the pair back to the start. The first pair to touch the "outlaw" are the winners.

## Rattlesnake!

The "rattlesnake" is a paper or plastic carton or a paper grocery bag. Stand it on the floor. Players form a circle around the rattlesnake and grasp their neighbors' hands. On signal, they try to force their neighbors to touch the rattlesnake while avoiding it themselves. When a player touches the rattlesnake, 1 point is scored against him,

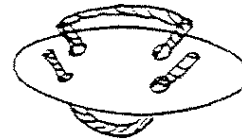
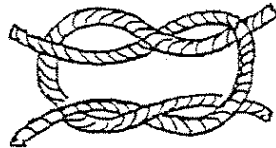
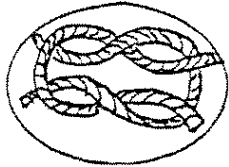
## Cowboys And Bandits

Divide the den into two teams, the "cowboys" and the "bandits." Give the cowboys five or any amount of lunch bags filled with "gold" (crumpled paper). The cowboys huddle where they cannot be seen by the bandits and hide the gold on the person of one or more of their members.

The cowboys then return and are "stopped at gunpoint" by the bandits, who demand the gold. The bandits inspect the cowboys closely for 1 minute, but they may not frisk them. The bandits then huddle to decide which cowboys are carrying gold. The bandit leader points to the cowboys believed to have the gold. Each correct guess gives the bandits 1 point; each wrong guess takes 1 point off their score. For the next round, reverse roles of the team.

# Crafts

## The Square Knot Neckerchief Slide



Cut a circle out of paneling and drill four holes in it. Pass the two ends of the rope through the holes to the front. Leave enough slack on the back to pass neckerchief through. Tie the square knot, pass the loose ends through the holes to the back and glue down.

## Pony Express Mail Holder

Materials	1 piece of wood 2"x4"x8" long	1 6"x6" heavy cardboard
	3 roundhead clothespins	Wood glue
	1 piece of rope	Paint or Stain

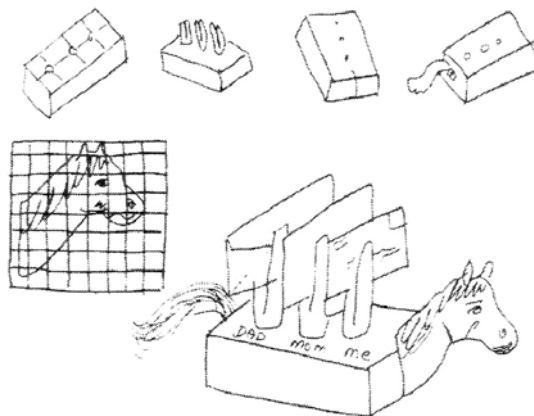
Take piece of 2"x4"x8" long board; draw a line across center of the top surface...then lines across lines 2" apart. Drill 3 holes large enough to insert clothespins where lines intercept.

Force clothespins into the holes you have drilled. A little glue in the holes will help hold them firm.

Saw slot in center of front end wide enough to hold cardboard horse's head.

Drill hole in center of back and insert a piece of rope. Fray out the end for tail.

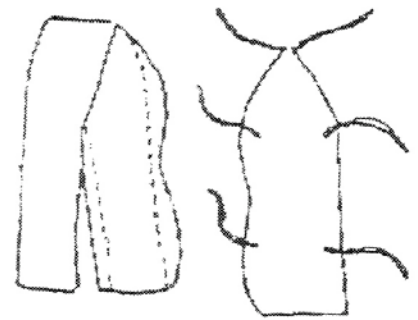
Draw  $\frac{3}{4}$ " squares and copy horse's head on heavy cardboard. Cut out head. Glue into front slot and color or stain. Letter the names on top.



## Cowboy Costume

By adding a cowboy hat, vest, cuffs and conchos, the regular Cub Scout uniform can be turned into a good-looking cowboy outfit.

- Shirt** A regular cowboy shirt or any plain shirt.
- Cuff** Made from cardboard stapled together. Decorate with fringe or add conchos made from flattened bottle caps.
- Pants** Can be decorated to resemble chaps by adding conchos, made from gold notary seals on cardboard with rawhide laced through center. Tape safety pin to back of each for easy removal. Use these conchos on vests too, if you wish.
- Vest** With the bottom of the bag at top for the shoulders, slit a grocery bag up the front; then cut openings for the neck and arms. Now crush the bag between the hands until it is softened and wrinkled as much as possible. Spread out the paper and smooth with your hands. Cut fringe around the bottom of the vest and glue on paper circles with a bit of fringe added at the center. Cover circles with foil for silver conchos, or add cattle brands to vest with brown felt-tip marker.
- Chaps** Cut each leg of the chaps from brown paper, tapering it at the top as shown. Be sure to make chaps wide enough at the thigh so they are  $\frac{3}{4}$  the distance around the leg. Crush and smooth the paper the same as the vest. Staple bias tape or ribbon ties at the waist and attach to the belt. Add ties, as shown, to go around thighs and below knees. Add paper circles with fringe attached the same as for the vest.



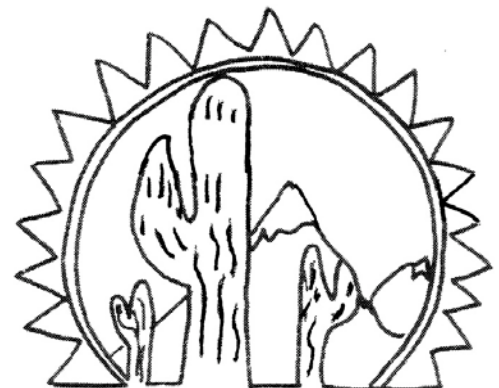
Chaps

- Hat** You will need two brown paper bags for the hat. Use a bag that fits loosely over the boy's head for crown of hat and a 10"x6"x16" bag for the brim. Fold on top edge of smaller bag to get the crown height desired. Invert bag and push in bottom to form a creased crown.

Next, cut off bottom of large bag. Flatten bag, so you have two layers of paper about 16" square with seam running down center of underside. Brush glue between layers, press together, let dry. Place crown in center; trace an oval around it. Draw a second oval about 5" from the first. Cut out large oval, then cut out center, cutting tabs all around. Fold tabs and glue inside crown. Add a knotted cord for hatband. Roll up brim over pencil to curl sides.

## Sandpaper Masterpiece

On a 9"x12" sheet of fine (about 2/0 sandpaper) draw or trace a picture. Color with crayons to give a sand painting effect. If crayons are used heavily the picture will resemble an oil painting.



# Closing Ceremony

## Rodeo Closing

### Leader:

Rodeos started with cowboys competing in their everyday work to see who was the best at a particular job. Later, purses were gathered to make it more interesting. It has grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another to grow. It is the same with Cub Scouting. We must help each other cheerfully, if we expect our pack to grow. Will you all please stand and repeat with me the Cub Scout Promise?



# Super Events

## Ultimate Golf

Players stand in the tee-off area and throw Frisbees® toward target posts, which the Frisbee® must hit. Each player throws one Frisbee® and takes the next shot with one foot on the spot where the Frisbee® landed. The number of throws it takes to strike the target determines the player's score. The player with the lowest score over a 'nine-hole course' wins. Par for the course is 36. Trees can be used for targets and Cub Scouts can furnish their own Frisbees® or they can be available for sale at the trading post.

## Egg Drop

- Enlist the help of the Fire Department to bring an aerial ladder truck to the campsite.  
**Note:** A tall building can be used to drop eggs.
- They will drop eggs the Cubs have previously packaged from the top of the Aerial Ladder one by one.
- Pack a single hens egg so well that when it is dropped from a great height it will not break.
- See that boys and parents receive a copy of the following rules in advance.
  
- Please abide by the following rules:
  1. You must use a chicken egg. It cannot be cooked. Every egg will be checked to see if it is uncooked.
  2. You may not coat the egg with any type of material such as chemicals, rubber latex, cement, etc. In other words, the packing may not be fused to the egg.
  3. You may use some type of suspension system, as long as it is not fused onto the egg. Or you may just pack the egg in some type of packing, such as gelatin, popcorn, crushed newspaper, Styrofoam peanuts, etc.
  4. The overall size of the container may not be more than 8"x8"x8". To be fair, all boxes will be measured and those too large will not be dropped.
  5. Put your name on the outside of the package.
  6. You must stay back until all packages are dropped and the signal is given that it is safe to go get your package.
  7. After the "All's safe" signal is given, get your package and check to see if your egg is broken. Packages must be opened over the garbage containers placed in the field for that purpose. If it is still intact (not broken), take the egg to one of those in charge, who will take your name and give you a memento.
  8. Make sure you don't leave part of your packing or package on the ground. See to it that your packaging does not litter. The area will need to be clean before you leave.

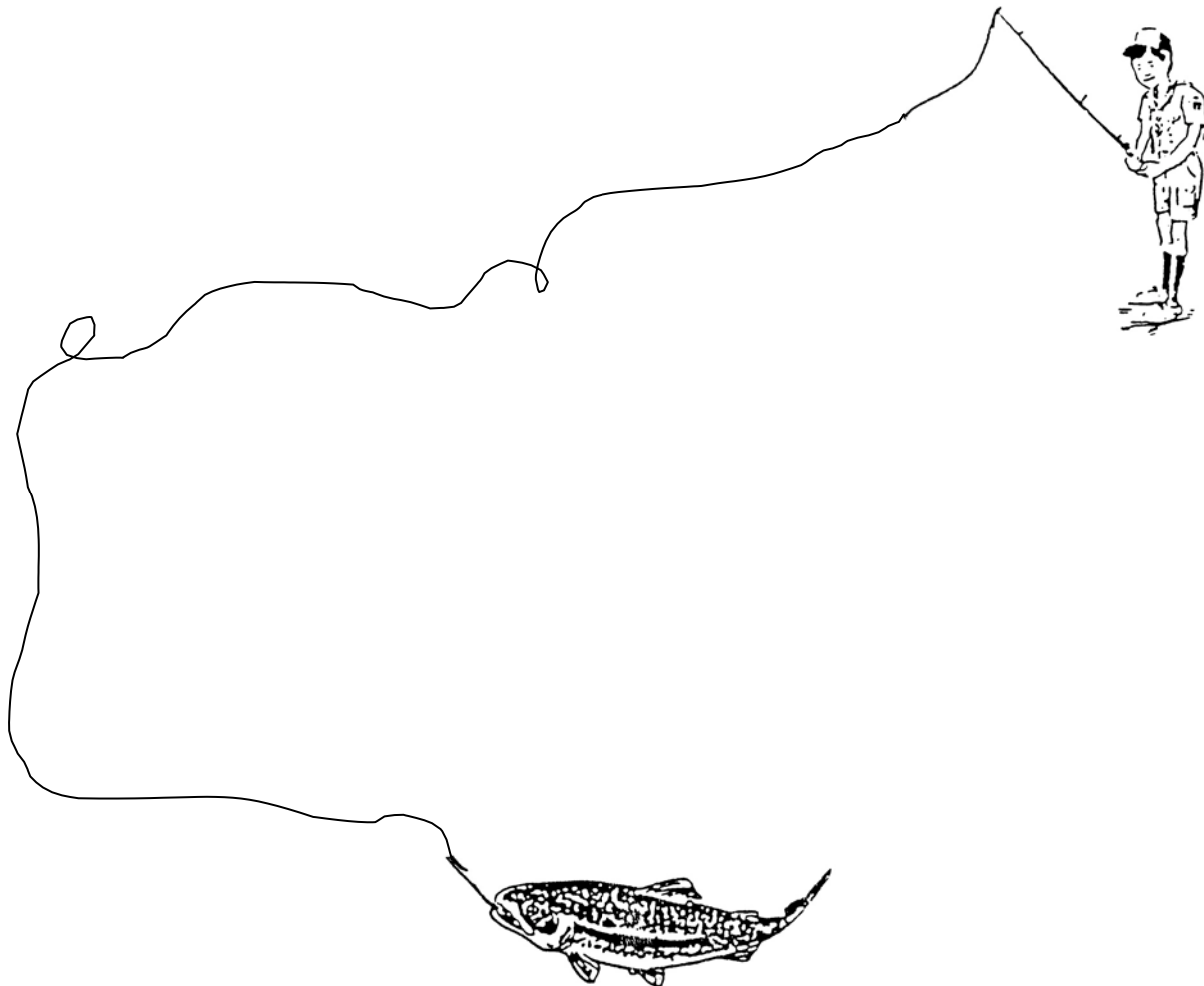
**Note:** This could be a den project. Improvise on egg drop.

## **Fishing Derby**

This derby can be as simple as a father-son fishing trip to the local river or lake or as elaborate as a family event complete with a picnic, games, and music. As an added challenge, you could even have a Cane Pole Derby in which only homemade poles (no reels) are used. (Refer to the Wolf Cub Scout Book, Elective 19).

Be sure to have lots of awards: Most Fish Caught, Biggest Fish, Best Fish Story, Ugliest Fish, Most Unusual Catch, etc. Check your local license requirements for adults and children. If you are fishing on private property, make sure that you have the owner's permission and never leave a mess.

Be sure to look through the "Cub Scout Leader How-To Book", for some great Fishing Derby Ideas!



## Kite Derby

A pack Kite Derby could be one of your best Spring or Summer could be just for fun included with picnic plans or you could have special awards. You might want to have races in different classifications such as box or combination, tailless or those with tails. Let the pack know at least four weeks in advance what the rules will be and what categories they may enter.

### Hints:

Be sure the site selected for your derby is free from obstacles.

Review kite flying safety rules with all derby participants before the event starts. Look in the "How-To-Book", for kite-making ideas.

Measure the kite cords before the competition and mark them at 100 yards to help the judges determine how high they are flying.

### Rules:

All kites are to be parent-son made.

Each boy may have his parent help get the kite into the air and catch it when it comes down. A kite must fly in order to be eligible for awards.

No restrictions on materials used in construction of kites, except that no fighting kites are allowed. (Glass, razor blades and metal are not permitted.)

No wire flight lines are permitted.

Kites lost in power lines may not be retrieved.

Kites may be adjusted and modified any time during the derby.

### Award Ideas:

Smallest Kite	High Flyer
Largest Kite	Most Graceful
Prettiest Kite	Fastest Climbing
Most Colorful Kite	First Kite in the air
Most Unusual Kite	Highest after 15 minutes



# Quiet Activities

## Eyes Shut Drawing

The usual thing to draw with the eyes shut is a pig, probably because it is easy to draw and his curly tail makes it so funny. However, let your Cub Scouts choose any animal they want for their drawing.

## Marshmallow Construction

Materials: Round toothpicks and miniature marshmallows.

Use toothpicks in ends of marshmallows to make simple constructions.

## Special Visitors

Invite special guests like those listed to give demonstrations, Be sure to send them thank-you notes afterwards.

- ◆ Smoke jumper from the Department of Forestry.
- ◆ Diver in his scuba gear for a demonstration.
- ◆ O.A. Scout in American Indian costume to teach the boys a dance.
- ◆ Zoo official or local department of conservation official with live animals.
- ◆ Member of sheriff's department with trained dogs.
- ◆ Member of Highway Patrol for safety briefing, complete with flashing red lights and car radio turned up.
- ◆ Karate expert for a demonstration.
- ◆ Well-known local race car driver with his car.
- ◆ Firemen with a blast on the siren as they roll in with a ladder truck.
- ◆ Well-known local athletes to show boys how to kick, pass, punt, bat, etc.

## Secret Codes

Boys love to make up secret codes or write messages in invisible ink, Try some of these, or help them learn hand signs.

## Feather Blowing (For rainy days at camp)

Huddle the boys close together in the center of the room and throw the feather in the air above them. The idea is then simple. Everyone must blow like mad at the feather to stop it from touching him or her. Anyone who is touched by the feather falls out until there is only one left - the winner.

Variations: With a larger group, dens can work together to keep the feather up. The winner being the den that keeps the feather in the air the longest. No hands allowed.

# Games!

Scouting is **FUN!** It is one endless game where the Scout learns new skills, improves existing skills, and can see more clearly his place in the world around him. Games can encompass a large scale of activities - more than just skill improvement. They can encourage thought, promote team spirit, build citizenship, develop one's own mind and body, and be an outlet for excess energy.

Games teach the Scout to follow rules, to wait his turn. To respect the rights of others, to give and take, and to play fair.

Play is unrestricted - games have rules. In each game there is a contest. Scouts like games in which there is a sizeable amount of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games, which restart almost automatically, so that everyone is given a new chance. Scouts like games where they gain the reassurance that comes with repetition.

## Playing Games

- 1) **Choose an Appropriate Game** - Be sure the game is right for your age-level and playing area. Decide if the game should be an elimination game, or just reset every time the goal is accomplished. Remember, if you use elimination, very soon most of your players will be looking for something else to do!
- 2) **BE PREPARED!** - Have everything you need ready to go before hand - nothing kills enthusiasm for a game quicker than the leader running around trying to find all the parts needed.
- 3) **Start Positive!** - Sell the game with your actions and enthusiasm. Cub Scouts may be wary of learning something new, but if you make it look like fun - they'll start on the right track!
- 4) **Get the group in position before explaining the rules!** This will cut down on those who "don't want to play" because they don't know what they're doing - and if you start quickly, they'll be playing before you know it!
- 5) **Make instructions brief!** Explain enough to get them started, and then start - add information along the way as needed - they're not going to remember long, complicated explanations anyway....
- 6) **Demonstrate, or Do a dry run!** - Actions speak louder than words - they'll pick it up quickly if you walk them thru it once.
- 7) **While the game is in progress** ..... Watch for opportunities to "adjust" as necessary - you may have to stop and redo the teams, boundaries, rules, scoring, or any number of variables. Pay attention while play is in progress.
- 8) **End the game BEFORE it reaches its peak of enjoyment!** - If you stop while it's still fun, they'll want to play it again! (This is a good thing!) Next time, you're halfway home, they already know some rules, AND that they like to play it!
- 9) **Delay setting a winning score!** Try not to get locked into anything too early. If the game is a real "dog" and you've set 100 as a winning score, everyone will hate it by the time it's done - be flexible, keep control!
- 10) **Reach for lasting results!** Lord Baden-Powell, the founder of Scouting said, "Scouting is a game - with a purpose"! Remember the ideals of sportsmanship and fair play fit right into what we're trying to accomplish in Scouting - make sure they're upheld during your game as well!

# **Let's Play Some Games!!!!!!**

## **Chase The Rabbit**

Equipment: Rags or balls to serve as the rabbit & hound

Players sit or stand in a circle. A rag, ball or other object is passed around the circle as fast as possible until it gets "home". It is the rabbit. After some practice, announce the next time around a hound will chase the rabbit, and introduce another object to the circle. Players pass the "hound" as fast as possible, trying to catch the "rabbit", while at the same time trying to keep that from happening.

## **The Wild Hunter**

Equipment: Rags or balls to serve as the rabbit & hound

Players sit or stand in a circle. A rag, ball or other object is passed around the circle as fast as possible until it gets "home". It is the rabbit. After some practice, announce the next time around a hound will chase the rabbit, and introduce another object to the circle. Players pass the "hound" as fast as possible, trying to catch the "rabbit", while at the same time trying to keep that from happening.

## **Electric Shock**

Equipment: None

The players stand or sit in a circle. One player is "it" and stands in the center. He tries to discover where the shock is. All the players hold hands. And one player is designated to start the "shock" (a hand squeeze.) The shock may move in either direction, and at any time the player may send it back the other. "It" watches the faces and hands of the players, trying to detect where the shock is. When he guesses correctly, the players trade places.

## **Jump Stick Relay**

Equipment: One broomstick or rope per team

Players line up in 2 equal lines. The first player in each line has a long, sturdy stick (a rope may be substituted). On the signal, the first player runs to marked position, then returns to his team. When he reaches the team, he hands one end of the stick (or rope) to the next player in line, and they move back thru their team as each player on the team has to jump the stick. When he reaches the end of the line, the first player gives up the stick (or rope) and #2 heads for the marker. Play continues until the last player has run to the mark, moved thru his team, and returned to the front of his line.

## **Kangaroo Relay**

Equipment: Soft ball per team

Players form 2 lines. The first player has a soft ball. On the signal, the players pass the ball over head to the back of the line. The last player in line puts the ball between his knees, his hands on his hips, and hops to the front of the line. If he drops the ball, or his hands, he must stop and continue from the drop spot.

## **Dizzy Lizzy**

Equipment: One bat per team

Form 2 lines, relay-style. A volunteer is needed from each team to serve as a counter. On the signal, the first player runs to the counter (who is 20-30 feet away) and takes the bat. He puts his hands on top of the bat, his forehead on his hands, and pins 7 times while counter counts and makes sure everything is still touching. Once finished, he returns to his line, and the next player does the same thing. Play continues until the last player has returned to his line. Once he is back, the line sits down. The winner is the first team sitting down in their original order.

### **Balloon Chopsticks**

Equipment: Dowel or chopsticks, balloon, chairs

Each team will need a pair of 18" to 24" dowel rods to serve as chopsticks. A balloon is placed between the ends of the chopsticks, and the player maneuvers around chairs, etc. to a prearranged spot, then returns to the line. The sticks are passed to the next player in line, and he repeats the course. If a balloon falls, it must be recovered with the chopsticks, No hands are allowed in this game.

### **Thumb Bottle Race**

Equipment: One plastic 2-liter bottle per team

Fill a plastic soft drink bottle with water. Teams form lines side by side. The leader of the team begins by placing a thumb over the mouth of the bottle and inverting it. The bottle must remain upside down for the entire race. The leader then passes it to the next player in line. When the bottle reaches the end on the line, the last player turns it upright, and the team with the most water wins!

### **Postman**

Equipment: None

Players sit in chairs, or stand in a circle. Each is given the name of a local city. The player in the center is the postman. The leader is the postmaster. The postmaster calls out the names of two cities. The players named those cities must switch places with each other, while the postmaster tries to take over and empty spot. If successful, the player with out a spot is the new postman. The leader may call several cities at once. The announcement "Parcel Post" means everyone must change seats.

### **The Stave Game**

Equipment: One stave per player; option: Styrofoam swimming noodles

Players form a large circle, the more players the better. Each player has a stave (3' - 5' pole, broomstick, etc.) The players hold the staves in their right hands, with one end on the ground. As the commands are given, the staves should stay where they are, only the players change position. The commands "right" and "left" with the players moving in that direction and grabbing the stave there before it falls. Anyone without a stave is eliminated. Once the group gets the idea, the speed of the commands can be increased. When there are only two players left, the command is "now". The players should decide, in advance, which direction they are going to rotate when the command is given. Last one with a stave wins!

### **Feather Blow Relay**

Equipment: One feather per team

Players form two lines. The first player is given a feather that he places on the floor in front of him. He blows the feather past a finish line 25' away, then picks it up and returns it to the next player. The

next player continues until all have gone. A variation might be to keep a smaller feather in the air while going a shorter distance.

### **Spider Race**

Equipment: None

Partners stand back to back, arms linked. They race to the goal, and then immediately reverse positions and return to the start.

### **Frisbee Team Golf**

Equipment: one Frisbee per team

Players are divided into teams of two. The players alternate shooting their Frisbee towards a target - tree, post, garbage can, etc., until they hit the target. Score may be kept, but it really won't matter. Play continues around the course, with a different target identified on each "hole".

### **Eat The Fishtail**

Equipment: None

Have the Scouts line up single file, holding each other on the hips. The first boy is the fish head; the last is the fish tail. On signal, the head tries to catch the tail. While the tail tries to avoid being caught, all players must hold on to the player in front of them. The longer the fish the better! If the head catches the tail, he becomes the tail. If the tail can't be caught, rotate up occasionally.

### **Antelope Race**

Equipment: None

To prepare for the race, each player extends his left hand back between his legs and grasps the right hand of the person behind him to form an antelope column. The entire "Antelope" must move to the finish line together, with hands clasped. If the handclasp is broken, the group must return to the start, regroup, and start again.

### **Blind Tribe**

Equipment: Neckerchief

All players form a circle with "It" in the center. Blindfold the "tribe" (everyone else) and have them put their hands out from their sides. Space them so their hands just touch. The "tribe" then drops their hands to their sides. They may move their hands and arms, but not their feet. On the signal, "It" tries to get through the tribe without being touched. If he escapes, he picks one of the 2 he slipped between to be the new "It" and the game resumes.

### **Barnyard Bedlam**

Equipment needed: Bags for captains. Several pounds of peanuts in shells so that you can lay out a lot of little piles of peanuts for the players to find.

Players are divided into teams. A group of 30 might have 5 teams of 6 - one player in each team would be designated captain and be given a paper bag. Each team is given the name of a barnyard animal and must imitate its cry. They are told that squirrels have hidden supplies around the field - specify the area. Each team is to gather as many of these nuts as possible. The team with the most nuts would be the winner. Only the captains may pick up the nuts and put them in the bag. When a



player finds a pile of nuts, he stands beside it and gives the team cry. The captain then comes to pick up the nuts. It can be a barnyard "bedlam"!

### **Blob**

Equipment: None

Two players join hands to form the 'Blob.' The Blob grows by chasing other players and touching them. Note: Only the free hands at the end of the Blob can be used to touch players. The Blob continues to grow until only one player is left untouched - that player is the winner. As a variation, require the Blob to split when it grows to 4 to 6 players; now there are 2 Blobs, which split again when each grows to 4 to 6 players.

### **Steal The Bacon**

Equipment: Ball or 2 liter soda bottle or sack of clothing per team.

Teams should be divided equally, both kids and adults. Teams line up on opposite sides of the playing area, by height. Each side counts off, starting from the short end. The shortest person on each team is number 1, the tallest person, the highest number. The tallest person on team "A" should be opposite the shortest person on team "B", so they have to come from opposite sides when their number is called. An object - like a ball, 2-liter soda bottle, or even a sack of clothing will work. The object (the bacon) is placed in the center of the field. The person running the game will call out a number, and that number from each side comes out to the center of the field. The object of the game is to get the "bacon" back to your line on your side of the field. Scoring is as follows: one point for getting the bacon back to your side, untouched by the other player, or, one point for tagging the other player while he or she is holding the bacon. Players can drop the bacon if they think they are going to get tagged, and the game continues. Once everyone gets the hang of the game, multiple numbers can be called.

### **Hula-Hoop Circle**

Equipment: One hula-hoop per team

Scouts form a circle, holding hands. A hula-hoop is placed so that it hangs from the arm of one scout. On a signal, the scouts move the hoop completely around the circle by passing through it. Use smaller groups to race each other, or just for fun with the big group.

### **Human Tic Tac Toe**

Equipment: 9 Chairs

One boy from each team is designated as the spokesperson. The den plays Tic Tac Toe by sitting people in the chairs, formed in 3 chairs by 3 rows square.

### **Six-Legged Race**

Equipment: None

Teams of three scouts stand back to back and hook arms together. On a signal the teams race to the finish line about twenty feet away. For added fun, mix up the teams and have eight, ten or twelve legged races.

### **Balloon Volleyball**

Equipment: A string, two chairs or poles per team

Form two teams and stretch a string between two chairs or poles. (This is the "net") Each team is on either side of the "net". One team serves the balloon by hitting it over the net. The balloon is batted back and forth across the net until it hits the ground. If the balloon hits the ground on the server's side, the serve goes to the other team and there is no score. If the balloon lands on the ground on the non-serving side, the serving team gets a point. Play until a pre-arranged odd numbered score is reached.

### **Do You Like Your Neighbor?**

Equipment: None

Boys form a circle. One person goes to the Center, and is "It". "It" asks someone in the circle if he likes his neighbor. If that person says, "Yes", his two neighbors have to try to switch places before "It" grabs an empty space. The last one without a space in the circle then becomes "It". If that person says "No", he has to finish by saying, "But I like people who . . . ) and fill in the blank. (Could be . . . have blue eyes, are in the third grade, are wearing red, are wearing their uniform, are wearing black shoes, have earned their bobcat badge, etc.) Anyone who fits this new category then has to scramble for a new place in the circle, along with "It". The last person without a place in the circle becomes "It", and the game continues.

### **Hot Or Cold**

Equipment: A treasure to hide, a pan & spoon or something to make noise with

One boy is selected to hide where he cannot see the main group. While he is out of sight, the group hides an article. Then the boy comes back to try to find it. Hints are given by making tapping sounds slower or faster based on whether the hunter is getting closer or farther away from the treasure.

### **Odd Or Even**

Equipment: 5 beans per boy

Each player begins with 5 beans in his hand. He selects a number from this five to hide in his hand without anyone seeing. He then goes to any member of the game and asks, "Odd or Even". If the person he asks guesses right, he surrenders a bean. If the person guesses wrong, he wins a bean. The game can stop at any time, with the winner being the one with the most beans.

### **Marble Relay**

Equipment: 2 marbles per player

Form the boys into equal teams. Each boy removes his shoes. The boys then compete in a relay by carrying the 2 marbles to a designated spot & back between their toes.

### **Sock Baseball**

Equipment: Rolled sock, designation for bases

Play like regular baseball, except use the sock for the ball, and your arm for the bat. The bases should be considerably closer than on a regular sized field.

### **Balloon Volleyball**

Equipment: Rope to serve as net, balloon

Play like regular volleyball, except the balloon is the volleyball. Remove the restriction for number of hits per side. String rope lower than regular volleyball net, such as between two chairs.

### **Secret Shoes**

Equipment: Old sheet or large cover

Divide the group into teams. At one end of the room, have an old sheet or other large cover. Ask all Cub Scouts to remove their shoes and put them under the cover. Scramble the shoes. The teams line up relay fashion across the room from the shoes. On signal, the first boy in each line runs to the cover and without looking under it, he must feel for his shoes. When he finds the right pair, he puts them on and races back to his line. The next boy repeats the action, and so on until all have raced. First team back at the finish wearing their own shoes wins.

### **Wishing Well**

Equipment: Pie pan, tub of water, pennies

This tossing game is played by placing a light pie pan so that it floats in a tub of water. Each player stands at a distance of six or eight feet and attempts to toss pennies or bottle caps, into the pie pan. Each one that lands and remains in the pan is worth one point.

### **Streets And Alleys**

Equipment: None

This is a tag game - best played with about 20 players. Players line up as if in relay formation - but with hands touch the hands of the players beside them. This creates the Streets. By turning 90 degrees and touching the hands of the players now beside them, they now have the Alleys. Two players are selected - one is the pursuer and one is the quarry. The pursuer chases the quarry down the streets. Neither may break through the arms of those forming the streets. The leader calls "Alleys" and players turn to form the alleys. This can change the situation dramatically. Runner should be changed every minutes or so to give runners a break and everyone a chance to run.

### **Sparrow Flight**

Equipment: None

Mark a 6-foot circle on the ground. Two players go into the circle and grasp their own ankles. They then try to bum or shoulder their opponent outside the circle.

### **Make A Game**

Equipment: Egg carton, marking pens, white paper, scissors, tape, plastic spoons, popcorns

Cut paper into 12 pieces that will fit into the bottom of the egg holder. On each of the pieces, write a number from 1 to 12. Place each piece into a different holder part of the egg carton.

To Play: Set out the egg carton open with the numbers showing. Each player is given a plastic spoon and hand full of popcorns. Players load their spoon with popcorn and pull back the spoon to "shoot" the popcorn into a slot of the egg carton. If the popcorn lands in a slot, the boy earns that many points.

### **Racing Tigers**

Equipment: Sticks (may use a standard stave or length of dowel) and object to push.

The object may be an oatmeal container, which is painted orange with black tiger stripes drawn on. Other ideas: spools, balls, or balloons can be used as objects. Pre-set a "course" for Cub Scouts to push their object around.

Each team receives a stick. Play as a relay as teams push the tiger object around two markers and back home. The harder the object is to control, the better.

### **Kim's Game**

Equipment: 20 objects, papers, pencils

Arrange 20 objects in an orderly fashion. Have the Cub Scouts study the objects in absolute silence for 60 seconds. Then each player returns to his seat and writes the names of as many objects as he can remember. The one who names the most objects wins.

Variations: Can do this as a den competing with other dens. Have each den arrange identical articles in their preferred order and record onto paper the arranged object. When time is over, dens exchange stations and study objects as prearranged by each den, in silence. After time limit - they huddle in their own station and write down on paper the opposite team's placement of articles (1,2,3. etc.). A team captain from each den can be selected to write items down.

### **Square Knot Race**

Equipment: 3-foot length of rope

First, have someone teach the boys how to tie a square knot. Then have the boys form a circle. Give each boy a 3-foot length of rope and have him tie his rope with a square knot to the rope of the boy on his right. When all knots are tied, the game can begin. The leader calls the names of two boys in the circle. They untie their ropes and, while holding their personal rope, race around the outside of the circle and retie the knots when they get back to their places. The first one to finish, with both square knots tied correctly, wins that round. Continue the game until all boys have raced.



### **Run For Your Supper**

Equipment: None

Players hold hands in a circle. "IT" circles around the outside tapping players on the shoulders. Suddenly "IT" taps the joined hands of two players and says, "Run for Your Supper". The two players leave their places and run around the circle as fast as they can, in opposite directions. "IT" takes one of their places. The first player to make it around the circle fills the gap. There is no place left for other runner so he is "IT" (similar to Duck, Duck, Goose)

### **Snatch The Hat**

Equipment: Hats

Divide the play area into 2 equal parts and mark off a small goal at the rear of each. Then divide the group into 2 teams and have them take sides after placing their hats in their respective goals.

Each Cub Scout who reaches the other team's goal safely may carry one hat back to his own goal and may not be caught while carrying it back. If caught in the other's team's territory before reaching his goal, a Cub Scout must remain a prisoner at the goal until tagged by one of his own side; neither may be caught while returning to his own side. No hat may be taken while any of its boys are being held prisoner. The side that gains all of the hats or has the most after a set time wins the game.

### **Knotting**

Equipment: 4-Foot Rope

Each Cub Scout is asked to bring a four-foot piece of rope on the outing. During a rest stop or after lunch, each Cub Scout is asked to tie a knot in his rope. He must be able to name it. If he fails to do so, he sits down. The game continues till the last Cub Scout is out. Make sure Scouts are familiar with some knots before you play this game.

### **Kangaroo Hop**

Equipment: 2 Ropes

Two ropes are placed parallel on the ground to represent the banks of a small stream. The distance between the banks depends upon the age of the players. The players are divided into two or more teams. The object of the game is for players to endeavor to jump across the stream from one bank to another without getting "wet". (The jump should be a running hop depicting the hop of a kangaroo). The team making the most successful jumps over the stream wins.

### **Balloon Steeple Chase**

Equipment: Balloons, Plank, Rope, Gallon Cans or Buckets, etc.

Inflate balloons, make a few obstacles, and you have the makings of a new kind of race Cub Scouts will love. Any backyard or family picnic site will do. The ground rules are simple. Lay out a course (the more obstacles the better) over and through fences, around trees, up and down steps, over cans, walk the plank, walk a straight line on the rope. Give each player a balloon. On signal, have the players move to the first obstacle and follow the course. The balloons must not be gripped but must be bounced in the air at all times. If a balloon touches the ground, the player must repeat the previous obstacle. If a balloon breaks, the player gets a new one and continues from that point. Remember when setting up the course to take into account safety requirements. Look out for sharp edges on fences, low tree branches, etc.

### **Jungle**

Equipment: 2 Boxes

You will need at least 8 players and about 15 minutes playing time. Mark off two boxes about twenty feet apart. These are two jungles. The space in between is the big-game hunter's camp. One player is chosen to be the hunter and all the others are given the names of wild animals-- panther, tiger, lion, ape, elephant, leopard, and hippopotamus. At least two players should have the name of each animal, even if there are not enough boys to use all the names. The animals take their places in one jungle and the hunter stands in the center of his camp. When he calls out the name of an animal, all the players with that name race for the other jungle. If the hunter tags an animal, that player stays in the camp and helps hunt the other animals.

## Log-Rolling Relay

Equipment: Dowel or Broomstick, Logs or Oatmeal Boxes

Divide into two teams. On signal, first boy on each team uses dowel or broomstick to roll log to turning line 20 feet away and back. Others repeat the action.

Note: Logs may be two-foot sections of six- inch logs, or make logs from oatmeal boxes. Dowel or broomstick may be 3 to 4 foot in length.

