

Outdoor Games



SCOUT ASSOCIATION TASMANIA
ARCHIVAL MATERIAL
REF NO:
2012-12-12 14:30:00



*"One of the objectives of Scouting
is to supply games and activities
which can promote a boy's health and strength
and help to develop his character.*

*These games have to be made attractive
for it is through them that we can inculcate the elements
of pluck, obedience to rules, discipline, self-control,
keenness, fortitude, leadership
and unselfish team play."*

*Baden-Powell
"Aids to Scoutsmanship."*

INTRODUCTION

Games are the most flexible tool in the Cub Scout Leader's kit, as they can be adapted to fit most circumstances and, with a little imagination, nearly any particular theme. Above all they should be fun and promote a great deal of enjoyment.

Games should develop:

- *sportsmanship - training - unselfishness*
- *development of mind - perseverance - fair play*
- *discipline - good nature - character - etc.*

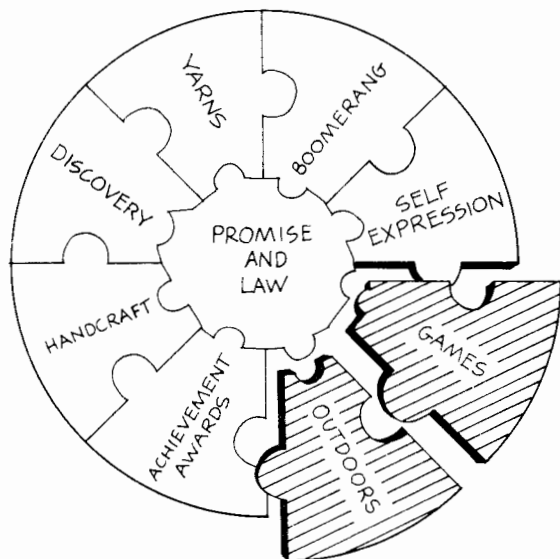
Games are used to:

- *teach - vary the tempo - let off steam - revise training*
- *break the ice - check on training*

There are over 160 outdoor games in this book and the Leader with a little imagination can double or treble that number. The games have been divided into night games, ball games, water games, general games and games requiring no gear. Some games could have been listed under two headings but they only appear under one, so Leaders are advised to read through each listing.

If you are not having fun with your Cub Scouts then look closely at your program. Fun is the nucleus about which all other parts of the program are grouped — leave one single element out and the program collapses.

Games are elements of the overall program and outdoor games bring two elements into the program.



NIGHT GAMES

TORCHLIGHT HIDE AND SEEK

Gear required: torch
6 small objects

Hide in full view, but in out of the way places, 6 small objects. Cub Scouts to discover objects by searching with torches. You can either tell them what to look for, or tell them to look for any object obviously not usually where they find it. Tell Cub Scouts to act quietly. See which Six can find the most objects first.

SEARCHLIGHT

Gear required: 4 torches

One Cub Scout from each Six armed with a torch is placed at an equal distance from some visible object. Give not more than 10 seconds to spot the object, and then all torches out. A pause, and then the order Torches on. Cub Scouts switch on their torches and the one whose beam lights on the object secures a point. Start game with large objects, but as Cub Scouts get better the size of object should be reduced.

NIGHT ATTACK

Gear required: 6 blindfolds
6 torches

One Six blindfolded is spread out in a line through bush, armed with a torch each. The other Sixes, one at a time, have to creep past. If the sentries hear a noise they may shine torch on. If a direct hit is scored, that player falls out. Leaders should act as umpires.

WANTED

Gear required: 4 sets of written instructions

Each Six is given a set of instructions, e.g. information is required on the movements of a youth who travels about each night (or day) and acts in a most suspicious manner. He usually wears a top hat and waits until he knows that he is being followed. Your Six is to trail him and keep him in sight, observing his actions that are of a suspicious nature. Do not speak to him or let him see you. Keep your Six together. Make a report of the route he takes and suspicious actions. See your Leader for starting place.

STRING KIM

Gear required: string
6-8 different articles

Cub Scouts to follow a string trail in the dark and have to remember the 6-8 articles tied onto it at intervals.

SPIES IN CAMP

Gear required: 6 white arm bands
6 pieces firewood

One Six distinguished by white arm bands act as spies. Each is given a piece of firewood (not as a weapon). Other Sixes are guards. The campfire is burning briskly. All spies leave camp and take up positions at an agreed distance from camp. Guards then encircle the camp at least 50 metres from fire. At Go spies try to creep into camp and put wood on fire. Anyone who does so remains by the fire. Guards can capture by taking away wood.

WILL O' THE WISPS

Gear required: 6 torches

Each of the members of one Six has a torch. They are given 2 or 3 minutes to scatter and hide. At the end of the time the Leader blows a whistle. Each Cub Scout must then flash the torch in a complete circle, and at the same time the other Sixes set out to locate and capture them. The torch bearers can hide anywhere but must flash lights in a circle whenever the whistle blows. Time limit. Change Sixes.

TORCH AND WHISTLE

Gear required 2 torches
2 whistles

2 Cub Scouts with a torch and whistle are given a few minutes start from a clearing. The rest then set off to capture them. The fugitives must blow their whistle and flash the torch at least once every minute.

LANTERN STALKING

Gear required: lantern
sweets

2 or 3 Leaders take a lantern and a container of sweets and position themselves at the top of a low hill with plenty of scrub. Cub Scouts starting from the bottom must stalk up to the top and try and touch a Leader before they are spotted. If they succeed they earn a sweet, then, or if not, to back and start again.

COLOUR BLIND

Gear required: nil

At night. Announce that every Cub Scout has to get an object of a certain colour. Set a time limit. To be played when quite dark.

CUSTOM OFFICERS

*Gear required: 3 torches
1 block of wood or similar (the illicit goods)*

An area with a fair amount of cover and a dark night. Place 3 custom officers in hideaways about 20-30 metres from the illicit goods. Rest of the Pack scatter and at a signal have to creep in and try and get away with the illicit goods without being caught in the rays of the custom officers' torches, and recognised. If recognised they join the custom officers who are not allowed to move from their hideaways, nor to flash their torches in wide arcs or continuously. The torches must be aimed only when a Cub Scout is strongly suspected to be out of cover and on the way to collect illicit goods. When goods are taken without being caught, score points for that Six and restart game.

HARBOUR BOOM

*Gear required: 6 torches
3 metres rope*

Tie rope between two trees and tie 6 (torches) mines to the rope and switch them off. 1 Six has to creep up and set off the mines by switching on torches. The rest of the Pack have the job to defend the boom. Defending Sixes are not allowed within say 10-15 metres of the rope.

STALK TORCH

Gear required: 1 torch

A Leader with a torch is concealed up a tree. 4 assistants (sentries) conceal themselves nearby in a strategic position, the rest of the Pack starting 50 metres away depending on moonlight and trees, try to creep undetected to the tree and return to start. The spotter up the tree sweeps the beam of the torch on an 180 or 360 degree arc every 15 seconds. If spotted in the beam the attacker has to return to base before being tagged by a sentry. If captured before reaching base, a life has to be surrendered. (Limited number only obtainable from the Leader at start).

SPOT THE COLOURS

*Gear required: 24 torches
number of small pieces of different coloured
wool*

Get each Cub Scout to bring along a torch. In a bushy area or park, spread around a number of small ends of various coloured wool. Each Six is sent to collect them in a given time, each colour having a score, e.g. Red 1, Blue 4, Green 2, White 3. Highest score per Six wins.

NIGHT BASE

*Gear required: 24 pieces of paper
whistle*

2 bases and 2 teams. Play in bushy area. Team A is placed behind team B's base and team B behind A's base. On signal (whistle) teams A and B have to get back to their own base, each without being seen by other team. Each Cub Scout has a paper life tucked in belt or shoe and if caught by other side has to surrender life. Team with most lives after time limit wins.

LAYING THE GHOSTS

Gear required: nil

Tell a story about a romance, a man sees her with another, strangles her and then drowns himself. Each year on that night their ghosts return. When you hear the sound of the horn, you must find the ghosts, get into a circle round them and close in till you all hold hands. This way you will put the ghosts to rest.



BALL GAMES

PITCH

Gear required: 4 balls

Two lines are marked out, 10 to 12 metres apart. One Cub Scout from each team stands behind one line with a ball, then tries to throw to one of the team behind the other line. Any Cub Scout making a clean full pitch catch with any ball, whoever threw it, crosses over to the other line and helps throw to the team. No catching player may step over the line, intercepting is allowed, but no barging. A ball falling between the lines may only be fetched by a thrower. First team across wins.

NON STOP CRICKET

*Gear required: Baseball bat or cricket stump
tennis ball*

2 concentric circles:- one 6 metres diameter, one 3 metres diameter. A log in the centre as a wicket. Baseball bat or cricket stump as bat, tennis ball. Fielding side all outside large circle:- all are bowlers from circle perimeter. Ball must pitch into the inner circle. Player hit from inside the inner circle. As soon as a player is out (caught or bowled) the next player is in, and if they are bowled out before they are in, they are out! Runs scored from log to edge of circle and back. Any number on each side. A good fun unevictable umpire is essential.

HIT OR MISS

Gear required: large soft rubber ball

One Cub Scout is chosen to be it and is given a large soft rubber ball. It throws the ball high in the air and calls out the name of some other Cub Scout. While that Cub Scout runs to catch the ball, all the other run as far away as possible. If the Cub Scout fails to catch it they call halt. All the other Cub Scouts stand still while it tries to hit one of them below the knee. A Cub Scout hit by a ball becomes it. If thrower misses they remain it and scores a point against them. Cub Scouts with 3 points against them are out.

HIT THE TREE

Gear required: 2 tennis balls

Choose an area with a tree at either end. Divide Pack into 2 teams. Each team tries to throw the ball to hit its tree, whilst keeping the other team from scoring. Boys can throw or hit the ball but must not run with it in their hands.

FOOLS FOOTBALL

Gear required: 1 football

4 teams all play at the same time with a goal in 4 corners, but only one ball.

THREE BALL THROW

*Gear required: 1 bucket
3 tennis balls*

Divide Cub Scouts into 2 teams. One team bats and the other fields. The first batter goes to a bucket (or box) and throws 3 balls away. Then scores runs over a marked course while the 3 balls are being returned to the bucket. The whole team has a bat, and the total runs are counted. The teams then change over, the 2nd team trying to beat the 1st team's number of runs.

CAMP CRICKET

*Gear required: cricket bat
ball
sweets*

Same as normal cricket, except every time they make a run they get a sweet.

SMASH AND GRAB

*Gear required: 1 short thick stick
1 soft ball*

Cub Scouts stand in a circle and one takes the bat. Any Cub Scout can toss the ball in the air and the batter strikes at it. If the batter misses 3 times the bat is dropped and the first Cub Scout to pick it up becomes the batter. If the ball is hit the other Cub Scouts attempt to catch it, and the one who does so becomes the batter. If nobody catches it, the first Cub Scout to reach the ball holds it up. The others move away to give him a clear shot and the batter lays the bat on the ground. The Cub Scout with the ball then throws it at the bat and if it is hit, he becomes the batter. If missed the same batter continues with another 3 shots at the ball. The ball must always be pitched in the air so that the batter has a fair chance of hitting it.

KICK OFF

*Gear required: 1 soccer ball
1 empty tin*

Cub Scouts in a large circle, about 1 metre between each Cub Scout. A tin can is placed in the centre. First Cub Scout kicks a soccer ball towards tin, trying to knock it over to get one point. Game continues round circle till first Cub Scout gets 10 points.

BATTLE OF BALLS

Gear required: 48 tennis balls

Have twice as many balls as Cub Scouts. Divide Pack into two teams. Divide the ground into 2 camps and place a further dividing line 30 metres back in each camp. At a given signal the bombardment starts: each Cub Scout throwing as fast as possible, first the 2 balls in hands, and afterwards picking up those thrown by the opposing team. At a whistle all stop. Balls are counted. Those lying beyond the 30 metre line score 2, the rest 1.

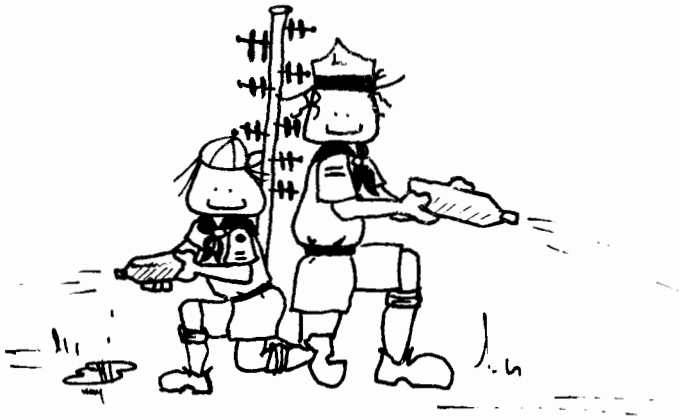


WATER GAMES

GUARD THE TOTEM

*Gear required: 1 pole covered in rattling tins and lids
7 squeeze bottles of water*

In a large cleared area one Six and a Leader guard the totem, a pole covered in rattling tins and lids. The guards are armed with witches spells (squeeze bottles of water). Rest of Pack with other Leaders have to try to steal totem without having a spell put on them. If so (wet) they are considered out of action and can be dragged back to safety.



TARGET SHOOTING

*Gear required: 24 washing up liquid bottles
paper plates*

Use washing up liquid bottles filled with water, paper plates. Cub Scouts to attack paper plates thrown into the air with water from the washing up liquid bottles.

WATER BUCKET

Gear required: 8 buckets

Play in bathers. Each team has 2 buckets placed 10 paces apart, one empty, one full of water. Neither must be moved. All Cub Scouts have to do is transfer the water from the full to the empty in the quickest possible time. **No** other equipment allowed.



TREES

Gear required: 2 buckets

Have a race up a tree. See which team can get themselves and 2 buckets of water at least 2 metres up a tree. Of course you'll get wet, so what!

MADAME GUILLOTINE

*Gear required: 1 blindfold
1 mug water
1 bowl*

Choose one Cub Scout and blindfold. Victim kneels over. Above and carefully balanced is a mug of water (booby trap fashion). Below head is a bowl to catch water (blood). The aim is to creep up and knock cup of water over victim without being heard. Victim on hearing someone coming points. If correct, that Cub Scout returns to place and another has a turn.

FILL THE BOTTLE RACE

*Gear required: 4 buckets
4 teaspoons
4 empty bottles*

Relay type game. Each team has a pail of water at one end of their line and an empty bottle at the other and a teaspoon. The team first to fill the bottle up to the fixed mark with water wins. The water may only be transferred by the spoon being passed from one player to another along the line.

BOMB TOSS

Gear required: balloons full of water

Play catchings, but use a balloon with water in it instead of a ball. Good for hot day.

SQUEEZY BOTTLE BATTLE

*Gear required: 24 washing up liquid bottles
1 water based felt pen*

Each Cub Scout has a 3-4 centimetre circle drawn on the chest with a water based felt pen, and is armed with a loaded squeeze bottle. The object of the game is to squirt all opponents and smudge their circles. (Set up a military hospital to re-equip squirted, smudged Cub Scouts with circles so that they may rejoin the game).

FLANNEL FIGHT

Gear required 24 flannels

2 teams each given a water supply. At signal to start, each team hurls wet flannels at the other.

WATERFALL

*Gear required: 4 buckets of water
24 mugs*

Bucket of water per Six, and mug per Cub Scout. Buckets of water are placed around the playing area. Each Six standing by its own bucket. Each Cub Scout has a mug, and at a signal starts to take water from any of the other buckets, bringing it back to own. Time limit. Six with most water wins.

AIR RAID

*Gear required: 12 washing up liquid bottles
number of paper planes each Cub*

Each Cub Scout makes a number of newspaper aeroplanes. Half the Pack fly their planes over a given area and other half try to squirt them down with squeeze bottles. Change sides, see which side has the most number of planes make the distance.

WET TRAIL

Gear required: 24 washing up liquid bottles

Half of the Cub Scouts set off laying a trail equipped with squeeze bottles filled with water, which the other Cub Scouts follow after a time lag (ordinary trail signs). The first team prepare an ambush. On being ambushed the teams have a free for all with the squeeze bottles. The wettest team are the losers.

WATERING THE HORSES

Gear required: 24 paper cups

Relay. Each Cub Scout is given a paper cup filled with water. In turn they race to a turning point about 10 metres away taking their cups with them. When there they turn around, kneel, put the cup between their teeth, and with their hands behind their backs drink the water. As soon as the cup is empty they get up and race back to their Six, next Cub Scout goes.



CUPS UP

*Gear required: 24 paper cups
24 teaspoons*

Cub Scouts sit in a circle, each has a cup full of water and a teaspoon. On *go* they must all drink the water, using only the teaspoon. Any Cub Scout spilling any water has the cup topped up to the top. The first Cub Scout to finish calls out *Cups up* and everyone else must tip their cup of water on top of their heads.

BEACH BALL RELAY

Gear required: 4 beach balls

Clamping beach balls between the legs, the first Cub Scout in each Six swims out to number 2 who is about 20 feet away in shallow water. Number 2 takes the ball and carries it by holding it with both hands, and swims back just kicking. Number 3 then goes out, and 4 comes back, etc.

SWIM CHASE

Gear required: number of spring type pegs

The object is to get possession of a spring-type clothes peg which each Cub Scout has attached to the back of swimmers. If a peg is lost another may be obtained and the Cub Scout continues rather than be out.

WATER KNOTTING

*Gear required: 4 buckets of water
24 paper cups
4 lengths of rope*

Ropes in middle, each Six has a bucket of water and cup per Cub Scout. Number the Cub Scouts, call one from each Six at a time to tie a specific knot. The whole time while they are tying the knot they can be bombarded with cups of water till knot finished.

QUICK DRAW HARRY

Gear required: 24 squeeze bottles

Pairs of Cub Scouts line up (equipped with squeeze bottles). They stand back to back, on signal take a number of paces, turn and fire.

SWIMMING RELAY

Gear required: 24 paper cups

For this race each Cub Scout hops carrying a paper cup of water.

BALLOONEY

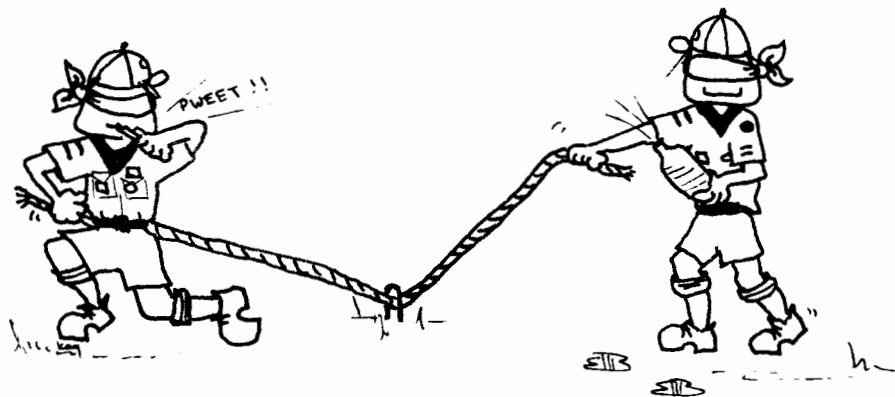
*Gear required: 24 balloons
24 rolled up newspapers*

Tie a balloon to each Cub Scout's waist with a small amount of water in each. Each Cub Scout is given a swatter!!

HIT THE WHISTLER

*Gear required: rope 7 metres long
whistle
squeezy bottle or water pistol*

Pin middle of rope to ground. Give one Cub Scout holding one end a whistle, the other a water pistol (or squeezy bottle). Blindfold both. Cub Scout with whistle must blow every few seconds, one with water pistol has to try and hit the whistler. They stand at full lengths of rope to start.



DUCK IN WATER

Gear required: 1 beach ball

Cub Scouts in circle in water at least waist-deep, 3 or 4 in the centre. The rest try to hit the Cub Scouts in the centre with a large beach ball, they avoid being hit by ducking under. When hit they change places with the thrower.

UNDER WATER TAG

Gear required: nil

One Cub Scout is it. Others may avoid being tagged by ducking under the water. Play in water about chest deep.

WET TUG OF WAR

Gear required: long thick rope

Cub Scouts in two teams try to pull each other over using a large thick rope. Play in shallow water.

BOAT RACE

Gear required: 4 poles, 2 metres long

Poles about 2 metres long for each Six. The whole Six race astride Pole, the *cox* alone facing the front (as in rowing eights). This is great fun when done in shallow water.

WET FIREMAN RELAY

*Gear required: 4 buckets
4 mugs
4 large hats
4 large trousers
4 large T shirts*

Standing in waist deep water. First Cub Scout in each team dons the clothes, fills the mug with water, runs to the bank and tips it in the bucket. Then races back and hands over to the next Cub Scout. This continues throughout the team until the bucket is filled. Each Cub Scout will have several turns.

DAMPENERS

*Gear required: 2 blindfolds
2 sponges or squeeze bottles*

Two Cub Scouts sit or stand about 2/3rds of a metre apart. They are blindfolded, face each other and each holds a wet sponge. The rest of the Pack must creep up, as directed by the Leader, and pass between the two Cub Scouts. The two Cub Scouts can say 'Freeze' at any time (within reason) and dab down with the sponge between them. If hit places are changed. This can also be played using squeeze bottles of water.

WATERY GRAVE

*Gear required: a. bunch keys
blindfold
b. edible treasure
blindfold
bucket of water
mug*

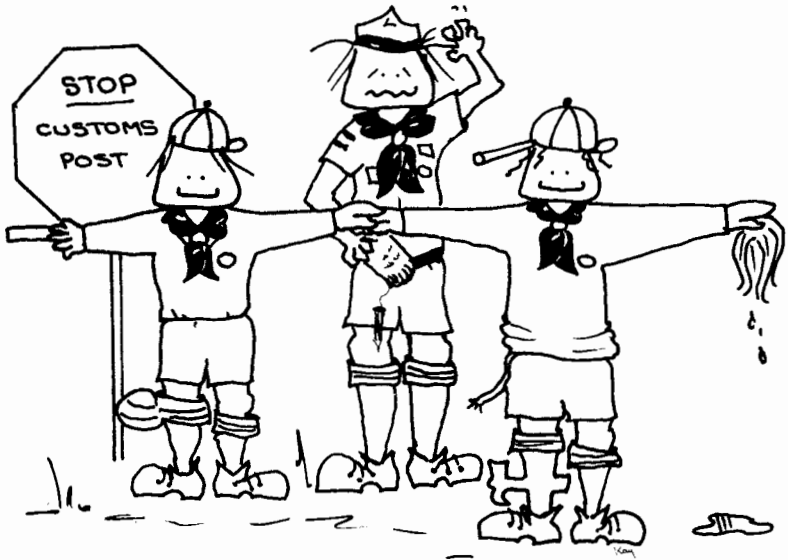
Played like *Pirates treasure*. A Cub Scout sits blindfolded in centre of circle with a bunch of keys in front of him. The Leader chooses one on circle to creep in and grab the keys. Blindfolded Cub Scout has 3 tries of hearing and pointing to him. NOW! B. Treasure in *watery grave* should be edible and the blind pirate provided with a bucket of water and a mug. Anyone hit by water is handicapped by counting 200 aloud to a Leader before re-entering game.

GENERAL GAMES

CUSTOMS POST

Gear required: 4 awkwardly shaped objects

Each six has to smuggle an awkward object past the Customs Post manned by Leaders. The Leaders have 1 minute to identify the smuggler, either by inspection or questioning but are not allowed to touch the Cub Scout or remove clothing. Then the next Six has to get by.



TRAILS

Gear required: peas, pebbles, paper pieces, flour, onion, compass, stick with a nail, chalk, string, mud, wool, peanuts, soap, form

Lay a trail, peas, pebbles, paper (to be picked up by last Cub Scout), flour, rub onion onto every few rocks and trees, compass, drag a stick with nails, chalk, animal footprints, etc. ending with treasure, drinks, message or the Leader.

STRING TRAIL

Gear required: (a) lengths of string
(b) cards with nature study items written on
(c) posters

Using string lay a trail in and out through the bush. You could blindfold Cub Scouts or you could place a card on any suitable nature study object, or place a few anti litter, anti fire posters.

KIM'S GAME "A WHATSAMACALLIT TREE"

Gear required: a variety of unusual articles

Choose a tree with dense foliage. Hang several articles on the tree. Tell the Cub Scouts there is a rare tree somewhere in the vicinity that has unusual fruit. However the leaves are quite poisonous to touch so with great care they must firstly find the tree, then write down the types of fruit grown.

BLIZZARD

Gear required: blindfolds

5 Cub Scouts pretend they are lost in a snow storm (or sand storm) and are trying to get home. One cannot see (blindfolded). The object of the game is to lead the blind friend through the blizzard to safety. Partners should hold hands or link arms and not let go. Once safety is reached, switch roles and repeat through the given area.

OPERATION MISSILE

Gear required: wool pieces
2 missiles (Leaders to invent)

Two teams set some distance apart, each has a missile set to go off. The idea is to creep to the other side's missile and deactivate it. Set a few guards from each side to guard their missile about 3 to 4 metres away. Everyone has a life (piece of cloth or wool), if caught has to surrender the life and head back to the Leader for new piece of cloth or wool.

PANDEMONIUM

Gear required: cards with suitable actions written out

Each Cub Scout is given a card on which is an order. As soon as the game starts all try to carry out the orders on their cards. The success of the game depends on the originality, variety, etc. of the orders. Some should be to prevent others being carried out. Variation: put orders in a simple code.



TIME BOMB

*Gear required: alarm clock
box or billy*

An alarm clock inside a box or billy is hidden somewhere. Cub Scouts must find bomb before it goes off (set the alarm for 5 or 10 minutes).

MISSING OBSTACLE RACE

Gear required: simple obstacle course

A very simple obstacle course is arranged and the Cub Scouts are allowed to go over it, using their eyes to learn distances etc. They are then blindfolded and all the obstacles are very quietly removed. Cub Scouts then start and are cheered on as they negotiate the non-existing obstacles. As each player twigs they are pulled out and made to enjoy the fun. No feeling for obstacles is allowed.

THE PEBBLE GAME

Gear required: one pebble (stone)

To be played in the dark. One Cub Scout is given a ruby (pebble) which must be passed on to someone else as soon as possible. It is a ruby with a curse on it. The aim is to be without the ruby when the whistle blows. The pebble is deemed to be passed on to another Cub Scout as soon as it touches any part of the skin.

QUEEN'S MESSENGERS

Gear required: short message

Spread the Cub Scouts round a given course, one per post. A Leader reads a short message and repeats it 2 or 3 times to the first player who may, as soon as possible, run to the next post and pass on the message and so on, or have a course for each Six and award points for speed and accuracy of message.

ESCAPE

Gear required: 12 lengths of rope, approximately 2 metres

Each Cub Scout of one Six has 1½ minutes to tie up one Cub Scout from another Six. Those tied then have 2 minutes to get free. Once free they can join in the chase. Change places. All ropes should be of equal length (about 2 metres long).



KIMS ROUNDERS

*Gear required: 12 large articles
12 small articles*

Divide into two teams, half police, half robbers. 24 articles, large and small, are set out on the ground as for Kim's game. The police observe the articles for 1 or 2 minutes. They then sit some way away with their backs to the articles. One member of the police and one robber come forward; the police member stands with his back to the articles and the robber steals one article. When the robber says *Go* start running around a circular course (as for rounders). On the word *Go* also the police member turns round and tries to name the correct object stolen, and when correct runs after the robber and tags the robber. Only completed rounders count. Each Cub Scout has a turn and then sides change over. It is surprising how, when large objects are stolen, the police often fail to see what is gone. Side with most rounders wins.

TREASURE HUNT

Gear required: compass or peanuts or list of material items

Lay a compass trail to treasure OR just hide things or peanuts anywhere OR get Cub Scouts to bring you 6 items, e.g. white pebbles, gum leaf, blade grass, piece of rubbish, stick, piece of metal or metal object.

SMUGGLERS TREASURE

Gear required: 24 pieces of cardboard with a value written down on each

Divide Pack into 3. One lot the smugglers who are trying to dispose of their goods to the peddlars whilst the coastguards attempt to prevent them. The goods can be in the form of coloured counters (or pieces of cardboard) each representing a different value. Smugglers and peddlars start at positions well apart and work inwards to meet each other, whilst the coastguards start from a position somewhere midway between the 2 and try to prevent the exchange of goods taking place. If a smuggler or pedlar is caught with a counter they must surrender it to the captor. They may then remain in the game for the purpose of side-tracking the coastguards and warning their group of danger. When a pedlar receives a counter they must take it back to the Leader at base before collecting any more. Time limit to see who has the most, pedlars or coastguards.

TREASURE HUNT

*Gear required: treasure
4 sets of identical clues*

Ideally 2 or more sets of identical clues need setting out from different starting points, but finishing at the same objective *treasure*. Sequence of clues can include mirror writing, simple code, compass directions, tracking, wool trail, estimation of short distances and the type of clue often concealed in a couple of lines of poetry.

SMUGGLERS MESSAGE

Gear required: 4 different messages on 4 different coloured postcards

The Leader writes a message for each Six (all different) on postcards, telling them where to search for the Smuggler's treasure. The back of each card is coloured with the Six colour and it is then cut into 6 pieces. All the pieces of the Sixes are hidden round the area and Cub Scouts hunt for them. If a Cub Scout finds a piece belonging to another Six, it may be taken and used as a swap later for a piece required held by the other Six. First Six to piece its whole message and find its treasure wins.

ATTACK AND DEFENCE

Gear required: 24 objects (soft drink tins)

A ground about 60 metres long with a halfway line. One team at each end and guarding a number of objects (one for each member of team). Each team tries to capture its opponent's treasure and defend its own. Players can only be caught when out of their own half and not when returning with a capture. Prisoners are put behind their captors' base and must be released before any more objects can be taken. Only one prisoner object can be released or taken at a time. Team with the most objects and fewest prisoners wins.

SPIES AMONG US

*Gear required: 10 messages on paper, cut in half
2 pieces of paper with Spy written down*

2 sides start from points well apart. Each Cub Scout is given half of a message written down on a slip of paper. The object of the game is for the members of one side to meet those of the other and find somebody with the missing half of their particular message. Before comparing notes, however, a sign is given to each Cub Scout to prove that they are willing to risk the exchange. On each side there is a spy. Instead of half the message on their paper they have the word *Spy*. Cub Scout caught has to give up the paper to *Spy* and return to base without telling anyone else who is the *Spy*. First pair to base with correct message wins.

TAIL TALLY

Gear required: 20 pieces of string

Each Six appoints a catcher. The rest of the Pack wear string tails and hide in the woods. Each of the catchers tries to snatch the tails from members in the other Sixes. If they succeed, they take the tail to the compound and give it to any member of their Six who has had their tail removed. The team with the greatest excess of tails at the end wins.



ATTACKING THE LINE

*Gear required: 1 long rope
a large number of 4 different coloured wools*

A long rope is suspended between 2 trees and is guarded by a number of ferocious Leaders. The Cub Scouts try to get through the cordon and attach a piece of wool to the rope. If touched the Cub Scout surrenders the piece of wool and returns to base to get another. If different teams have different coloured wool, it is possible to work out the most successful team.

TAX COLLECTING

Gear required: large number of milk bottle tops or squares of cardboard

2 thirds of the Pack collect the taxes (milk bottle tops or similar) which are scattered around the bush. These are taken, one at a time, to a coffer in the castle outside the bush. However, the rest of the Pack are outlaws and steal the taxes from the coffer (one coin at a time) and return it to the poor in the bush. Will the Sheriff's men make a profit.

SCALPS

Gear required: 24 pieces of wool

All wear wool on their arms. Capture as many of these as possible in a general free for all.

AMBUSH

Gear required: 24 pieces of wool

Indians drive cattle off but one gets shot by guard and leaves a trail of blood. Cowboys follow trail and walk into ambush. Wool required for lives (tied around arm) and only one life allowed.

CONVOY

Gear required: cotton reels

Convoys represented by Sixes are sent to follow a circular journey along which at intervals are small articles representing mines and submarines which have to be spotted. These obviously must be placed so that they can be readily observed and not hidden in impossible places. On completing the journey the Sixes submit a report of the mines and submarines seen and their approximate position. Every mine or submarine missed represents respectively a damaged ship or sinking for which half and one mark are deducted. Mines and submarines can be represented by cotton reels or any article of similar size.

CAT'S TAIL

Gear required: large number of wool, a different colour for each Six

Hide a number of pieces of wool, a different colour for each of the Sixes. One Cub Scout in each Six is a Cat without a tail. At signal, all Cub Scouts search for tails of their colour. As a piece is found, it should be tied to the belt of the cat who ties others to it as they are found. The winners are the Six whose Cat has the longest tail.



PIONEERS AND INDIANS

Gear required: 36 pieces of paper with a different food plus value on each

Divide Pack into 2 groups. Indians and Pioneers. Give each Pioneer a slip of paper with the name of a food and its allotted playing value, e.g. bread 20, fruit 30, meat 25, etc. The Chief chosen by the Indians distributes braves in the Indian territory around the Pioneer's block house while the Pioneers surround the Indians and seek vantage points to break through and save their starving Captain who holds the block house. The Indians try to capture the Pioneers by tagging them. They search their captives and confiscate any food found on them. Time limit 10 to 15 minutes. Count up which side has the most value of supplied. More fun if Pioneers are permitted to hide their treasures about their person. Indians can search while Pioneer counts slowly to 40. If an Indian finds no paper, they escort the captive beyond Indian territory and the Pioneer is free to try again. If an Indian finds paper, the Indian takes it and has the Pioneer hold up both hands to show capture. The Pioneer returns for another supply of food.

AIR LIFT

Gear required: large number of wooden blocks

Divide the group into 2 equal teams. In a large area, mark out a large rectangular area. One end of the area is home base, the other end is the outpost, and in between is enemy territory. The job of the air lift team is to carry supplies (wood blocks) from home base to the outpost without getting shot down (tagged 3 times) by the enemy team. The airlift team may carry one supply each or may let one or two Cub Scouts carry several while the others protect them as they race from home base to the outpost. Cub Scouts who are tagged 3 times while carrying supplies are out, and the enemy gets their supplies. Those of the airlift team who are not carrying supplies may run freely without fear of being tagged. Time limit. Team with most supplies wins.

WHISTLE CHASE

Gear required: whistle

One or more Leaders or Cub Scouts head off into a bushy area, armed with a whistle which they must blow every 30 seconds. The rest of the Pack must catch them.

TIME BOMB

Gear required: alarm clock or cooking timer

A time-bomb is required (cooking timer or alarm clock). 2 teams, one saboteurs, other the guards. Saboteurs are briefed they have to get the time bomb placed - and are told the bomb will go off in 20 minutes from the word Go. The 2 teams are stationed so that they can just see each other. On the word Go the saboteurs move off to accomplish their task. The guard's duty is to keep the saboteurs under observation without being seen themselves, watch for the placing of the bomb, then rush in and render it harmless. This is purely a game of stalking, there is no scrapping or taking of lives and it has the advantage that the guards must keep out of sight or, of course, the bomb will not be placed.

RESCUE PARTY

Gear required: 8 metre rope

Each Six selects a prisoner and a warder who are interchanged so that each warder has charge of a prisoner from another Six. Each prisoner is fastened to a rope about 8 metres long by a bowline about the waist, the warder holds the other end. The warder moves off to a given spot by whatever route they like at a slow walking pace.

DICK TURPIN

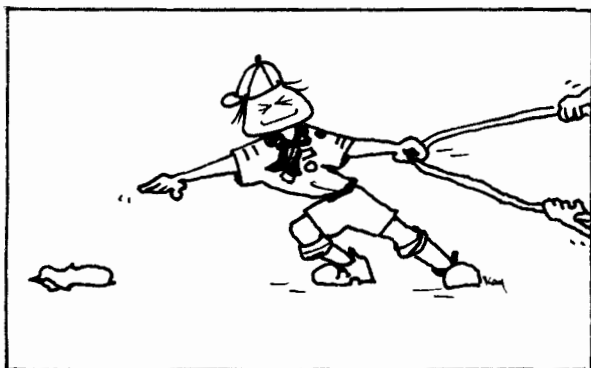
*Gear required: sharp stick
beans*

One Cub Scout is Dick Turpin, and a 2nd Cub Scout is the horse. The rest of the Pack are the runners, as policemen used to be called, and they are after Dick. Dick and the horse start off on their long ride to York and they must leave a trail behind for the Runners to follow. A sharp piece of stick will make impressions of a horse's hoof in soft ground they find, and where the ground is hard they can drop a few beans to show where Dick stopped to rest and eat. The Runners, having given Dick and the horse a start, must try to catch up with them before they reach York (a previously agreed upon spot).

CIRCULAR TUG OF WAR

*Gear required: 4 lengths of rope
4 bean bags*

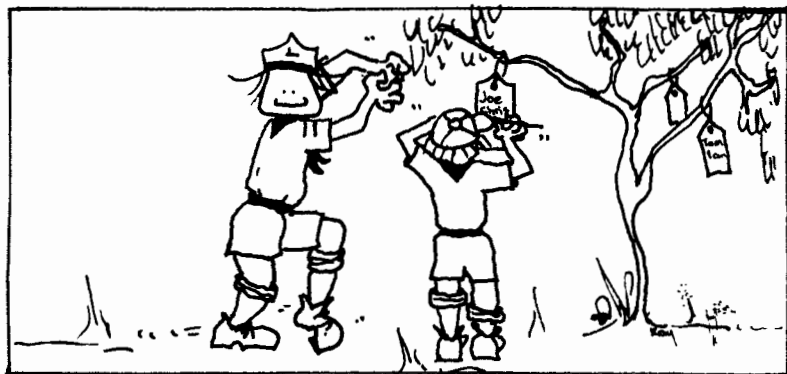
Sixes in a circle all holding onto a rope. About 2 metres behind each Six a bean bag or some other object is placed. Each Six tries to pull on the rope so that one member of it can pick up the bean bag.



PRISONER CALLING

*Gear required: 6 lengths of rope
20 blind folds*

One Cub Scout from each Six tied loosely to a tree, all within a few yards radius. Rest of Pack blindfolded start about 60 metres away. The Prisoner guides them to the tree by using six colours. First Six to release their own prisoner wins.



LABELS

*Gear required: labels with different numbers
exercise book*

Labels on which are different numbers are tied to branches of trees. Cub Scouts try to put their initials on them without being seen by 2 sentries who keep guard, moving to and fro. Anyone seen by them has to sign their book and start again, 20 paces off. Time limit. Count up the numbers on the labels you have signed and subtract one from each signature in book. Put the labels with the big numbers in the most conspicuous places.

SMUGGLERS

Gear required: an object to be named "treasure"

Divide into two teams, A. smugglers, B. police. A's stand in a line with their backs to B's, while the B's decide which member of A's each B will chase. Thus the B's have one Cub Scout only to chase, but the A's do not know who it is. A's have a treasure but the B's do not know whom the A's appoint as *Captain* to bring the treasure home. Teams separate A's to cover B's to defend home - both some distance from home. B's search each of their victims if they catch them. Change sides and A's become Police and B's the Smugglers.

REESE BALL

Gear required: 1 large sock stuffed with newspaper

A large sock stuffed with newspaper is put in centre of a small football ground. One team starts each end. The team getting the sock or major part of it to their own goal first, wins. Violent or dangerous play not allowed.

CALLING ALL CARS

*Gear required: pieces of paper with code word
pieces of paper with false code word
code word list*

A valuable diamond has been stolen and the Police are endeavouring to find enough clues to lead to its recovery. But the gang of crooks who stole it do their best to conceal its whereabouts by laying Red herrings. Pack is divided into two groups, Police and Crooks. Before game starts, a number of pieces of paper with code words on them are stuck onto trees, etc. Each code word stands for a definite hint as to where the diamond has been hidden. Game begins with both sides looking for slips. As soon as a Cub Scout finds one they run with it either to a Leader at C.I.B. Headquarters or a Leader at Robbers Cave if they are a crook. At C.I.B. the Leader will look up word in code book (e.g. *Frying Pan* might stand for *the diamond is buried*). When a crook takes the paper to Robber's cave another piece to replace the one found will be given to the Cub Scout. On this is a false code word. If the crooks are quick they can replace all the proper clues with false ones to prevent diamond being stolen. Time limit.

PLATE GOLF

*Gear required: 24 icecream container lids
18 1 metre squares of canvas*

(Use icecream lids). Old ground sheets folded to about 1 metre represent holes and icecream lids as balls. Links are laid out as desired to include bushes, creeks, holes, etc. If a plate falls in one of these hazards it must be retrieved and carried behind the *bunker* and one throw added to players score. Care should be taken to arrange holes some distance apart so that players do not come in contact with a skimming plate.

FRIEND OR FOE

Gear required: 24 pieces of paper with a Cub Scout's name on each

The name of each Cub Scout is printed on separate slips of paper. These slips are then handed out to the Pack, making sure that no Cub Scout received the paper with their name on it. The object is then for each Cub Scout to catch the Cub Scout whose name is on the slip of paper, and at the same time remembering that somebody else is also trying to catch them. A Cub Scout may not be caught while returning to the Leader with a prisoner.

SENTRY GO

*Gear required: 12 pieces of red wool
12 pieces of blue wool
6 x 20 cm square sandwich board*

2 teams, one side wears red wool tied round arm, the other blue wool. One red Cub Scout is given a place from which they can be easily seen all round. Continues walking up and down on a certain beat of 10 metres. On the chest, slung round the neck like a sandwich-board, the Cub Scout wears a card not less than 20 cm square with a design on it. After 10 beats the card design is changed. There are altogether a supply of 6 cards with a different design on each, which might be something like this + Z O V O The blue Cub Scouts have to crawl near without being seen and make written notes of the designs as they appear in turn. On another beat a blue Cub Scout is in the same way doing sentry with another lot of designs and the red Cub Scouts are spying and making a report. The sentries do nothing but walk up and down and change cards but the rest can capture one another by snatching away the coloured wool from their arms (that Cub Scout is then out of the game). The Leader decides who shall spy on other sides sentry and who will capture other side. Every correct design each Cub Scout has counts as a point for the side.

ZULUS

Gear required: white paper hat

One Cub Scout is the Zulu and is sent off into the bush wearing a white paper hat, and is given 5 to 10 minutes to get away and hide. The tribe are told to go off in pairs and are let loose in different directions to hunt. But the Cub Scouts must be in pairs to capture the hat. If the Zulu succeeds in keeping the hat for a set period of time the Zulu wins the game.

OBSERVATION TRAMP

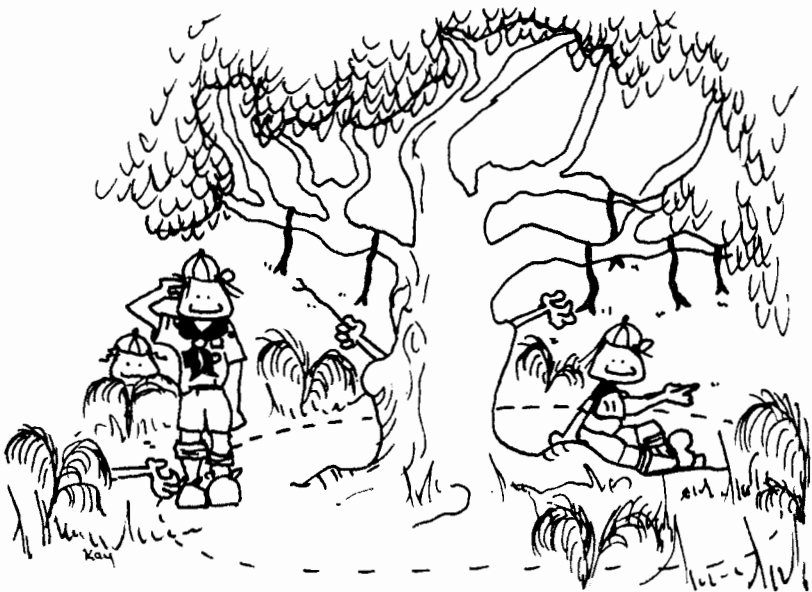
*Gear required: list of objects and items
list of Cub Scouts names
pencil*

Take the Pack for a walk either in bush or built-up area. Assign marks for certain objects noticed by the way, e.g. magpie, 3 marks; pebble shaped like a bird's egg, 3 marks; bottle brush, 4 marks; red garment, 1 mark; felt hat, 2 marks; etc. Each Cub Scout on seeing an object that counts will tell the Leader in a whisper and marks will be recorded beside their name. End of walk add up who got the most points.

GUARDING THE TREE

Gear required: number of strips of material

3 Cub Scouts guard a tree which should stand in the midst of undergrowth, giving good cover, such as bracken etc. On the low branches of the tree hand a number of pieces of ribbon like material. The object of the attackers is to obtain these. A ring about 20 metres from the tree is marked out. Cub Scouts scatter beyond this ring. 3 guards stand under the tree and keep a sharp lookout. If they spot an attacker creeping up outside the circle they call their name. The spotted Cub Scout must then stand up and go to a given place before starting out again. If, however, an attacker manages to get inside the circle, they then stand up and run for the tree to try and get a ribbon. The Cub Scout can only be stopped by being touched by a defender. If touched the Cub Scout must go back to a given spot before having another try. See which Cub Scout can get the most ribbons.



CIRCLE FLAG RAIDING

Gear required: flag

A circle about 20 metres across is marked out and a flag planted in the middle. One Cub Scout is posted to defend it. The defender may touch anyone who enters the circle and put them out of action, whether they have the flag in hand or not. Any Cub Scout who can get out of the circle with the flag wins the game and becomes the defender. Several games may be in progress at the same time.

CAVALRY CHARGE

Gear required: equipment to improvise stretchers

Cub Scouts are divided into two sides. The sides are subdivided into three groups, big (horses), small (troopers) and middle size (ambulance officers). The ambulance officers fall in behind the mounted troopers and do not move when the cavalry charge into action (as in the last game). As soon as a horse or rider is down ambulance officers are sent from the rear with improvised stretchers and bring in the wounded, who are allowed to say where they are wounded, knee, or sling etc. The ambulance officers bandage them up.

FREEZING

Gear required: burnt cork

Baloo taught Mowgli the Law of the Jungle. The snake hiss - "*Hiss - we be of one blood you and I*" saved him from death. But Baloo also taught him to freeze when danger was about. The game is best played at a Cub Scout camp or on an outing when you are doing other activities. The Leader will suddenly call a warning (like a Pee-wi bird does), when every Cub Scout must freeze and must remain so until the Leader calls No one about. Everyone caught still moving is considered killed by the wild and is marked by some means (scarf back to front or burnt cork mark on chin). Games goes on until only one Cub Scout left. *Variation: Get a Sixer to give calls.*



WHISTLING HARE AND HOUNDS

Gear required: whistle

2 Cub Scouts are Hares. They are given a whistle and 2 minutes start. As the hounds start the Leader gives one long whistle blast. This is the signal for the hares, they must blow their whistles every 60 seconds. They can judge this roughly by counting their paces, going at a jog trot and whistling every 50 paces. The hares may go on a roundabout route, doubling back on their own tracks and moving in ambush, and need not whistle so long as they are not moving. The hounds may run past but will know by the silence that the hares are still. The object of the hares is to get to a given spot, half a mile away, and back to their home without being caught. (The spot must not be known to the hounds). If the hares are caught, a long whistle blast is given and all return home for a fresh couple of hares to be sent out. The hares should have some distinguishing mark, e.g. wool tied round arm.

EXPLORERS

*Gear required: compass
paper
pencil
chalk*

A party of explorers (half the Cub Scouts with a Leader) set out. They leave reports as they go so that should they never return, their tracks may be followed up by future parties. At about 20 metres from start they bury or hide a paper saying *We are proceeding due South* or whatever direction they are going. About 20 to 50 metres or according to the nature of country, hide next message giving the compass direction. Do this about six times. The whereabouts of the message must be clearly indicated by a chalk mark, or strip of rag or wool tied to a branch. 15 minutes after first party leave, the second party starts with a Leader. The first group when they have laid trail must sit quietly and wait for other party. The Leader to check compass directions before setting off each time.

SKI RACE

*Gear required: 46 strips heavy cardboard 1 metre x 10 or 12 cms
46 strong elastic bands*

For skis use cardboard cartons cut into long strips about 10 or 12 cms wide and strong elastic bands to hold them onto the feet. A good grassy slope and away you go.

FIND THE SWAG

Gear required: 'Swag' able to be hidden in the Cub Scout's clothes

The Cub Scouts representing Police are scattered about all over a given track of country about $\frac{1}{2}$ km. 2 boys representing burglars and carrying the swag hidden on their persons (not in shoes) are started by the Leader about 5 minutes after Police. The 2 thieves (wear scarves back to front) try to get to a given place and hand over.

THE RICH BARON'S MEN

*Gear required: 12 pieces of wool
12 pieces of paper, see example below*

2 sides, one is Robin Hood's men and is marked (tie wool round arm). They scatter over a large area with cover. The other half is the retinue of a Rich Baron travelling through the forest from the King's Court to his own castle. The Baron carries a bag of gold (e.g. pieces of paper marked *Bag of Gold*, 30 hidden about his person). The rest carry things like *Bottle of Wine* 10, *Haunch of Venison* 15, *Roast Goose* 10, *Baron's Wardrobe* 10, *Jewels* 20, *Silver Dishes* 10, etc. The pieces of paper may be hidden anywhere on their person except in shoes or underwear. The Baron's party sets out together, but gets in a panic and splits up, each person trying to get to the castle. If a Robin Hood's team member catches a Baron's person they may search while the Baron's person counts to 16, then must let the person go to a count of 100. If a paper is found, Robin Hood's men keep it and kill by taking wool from arm. At a given time the whistle is blown and all run to castle. Points are counted. (Papers neither captured nor got through to castle count nothing).



THE SWAGGIES RIDE

Gear required: 24 pieces of wool

Melbourne to Sydney are two spots defined before the game commences. The Pack splits up, some Sixes tracking, some lying in ambush for the Swaggy (or Cub Scout Instructor) who wears a number of pieces of wool tied around arm according to the strength of the Pack. If the Swaggy reaches Sydney with all the pieces of wool, they go free. If with some they are imprisoned, if without, hanged. Many varieties of this game can be made with a little imagination.

REAL LIFE STALKING

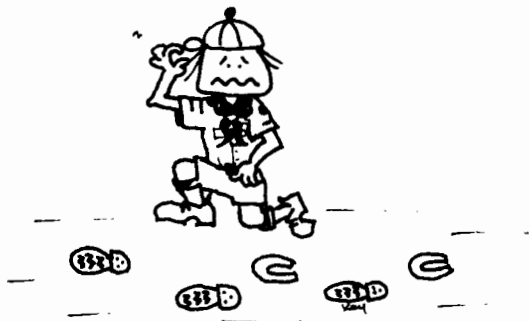
Gear required: paper and pencils

Take Cub Scouts into the bush on an outing. Spend 30 minutes quietly writing down the number and types of insects, birds and animals they see. At the end of the outing a Leader asks questions.

SHOE TRACKING

Gear required: Cub Scouts' shoes

Smooth over a piece of ground. One Six display their shoe soles to the rest of the Pack, and when the latter are out of sight one of this Six is chosen to walk over the ground. The Pack are then called, to whom the Leader explains that a person the Police are looking for has been there and can be found by the tracks. Points may be awarded to the Sixes according to the Cub Scouts who succeed in identifying the *wanted* person.



HOOJAH HUNT

*Gear required: 2 pieces brightly coloured material
22 lengths white tape
1 length green wool
1 length yellow wool*

The Cock and Hen Hoojah Birds are given time to go out and lay 2 eggs (pieces of material) which must be visible and within reach of the ground. Hunters then go out and search for the eggs, which can only be taken one at a time. The Hoojahs may lead the hunters from the nest, but must pass it at least every 2 minutes. Until both eggs are gone, only the Hoojahs can kill. This is done by pecking out Hunter's eyes, one at a time (white tape through belts). Both eggs having gone, the Hoojahs desert their nest and remain to be killed by hunters by having tailfeathers plucked out (Cock, greentape, Hen, yellowtape).

SPOT THE ENEMY

Gear required: whistle

Two parties set out at the same time from different places heading for the same place. The object of each party is to be the first to get to the place. But they must keep themselves concealed, for should the enemy spot them they will be attacked. Each party therefore has to spot the enemy, while keeping itself concealed and advancing as quickly as possible. Should one member of the party see the enemy they must quickly and quietly give the alarm for all to lie flat and then report their position to the officer in charge. If the officer can spot the enemy they blow whistle, when everyone shouts - this annihilates the enemy. Should one party succeed in getting to the place, it lies there in ambush and waits for enemy and acts as above. (Each party must keep together).

SECRET SPACE SHIPS

Gear required: large number of pieces of paper with either A,B, C,D,E written on, or rocket part names

A factory is turning out parts for a new space ship still on the secret list. These parts are taken by special messengers to the inventor to assemble. But a foreign power has heard rumours and sends spies to intercept parts en route. There are five essential parts, A,B,C,D,E, or actual names may be used. The factory sends off these parts continually in equal proportions. If the spies can manage to capture enough parts, they too may build a space ship. The factory Leader and inventor Leader should be some distance apart. Parts printed on slips of paper. Divide Pack in 2. See who can build most space ships.

LUCKY MASCOTS

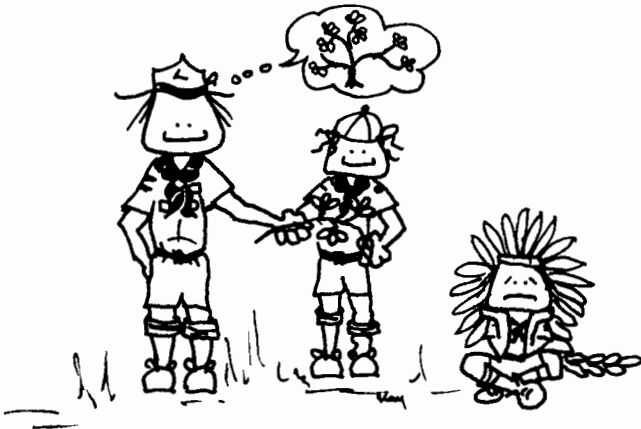
*Gear required: 2 lengths of wood
4 pieces of rope*

There are two wild tribes, *Crocodiles* and *Alligators*. Each tribe has one of these reptiles suspended in front of its palace (log on a rope 1 metre from ground). Providing they are left still, all goes well with the tribe, but should an enemy set the mascot in motion all manner of ill-fortune will befall. The two tribes establish their bases at not less than 200 metres from each other in a bushy area. Each side has its attackers (socks up) and defenders (socks down) and it is the object of the attackers to set the other side's lucky mascot swinging. The defenders try to prevent this from happening. Leaders at bases. All catching must be done out of sight of the bases. Prisoners to return to base and try again, they may be given about 3 lives. Each time the crocodile or alligator is given a swing the puncher received 5 points, but should the beast stop before next attacker gets through, these 5 points are forfeited. In other words once a beast or mascot is set in motion, it must be kept swinging for the rest of the game.

MAGIC HERB

Gear required: flowering tree cuttings (e.g. peach, apple)

Each Sixer represents a medicine man who is trying to cure an Indian Chief by means of a magic herb that grows in the bush. The medicine man is shown a flower that it not too common. It adds to the fun of the game if a few people represent wild animals and attack if disturbed. First Six back with the flower wins.



PIECES OF EIGHT

Gear required: large number of different coloured cardboard squares marked with \$100 down to zero

Use different coloured pieces of cardboard marked from \$100 down. Hide them over a large area, those of lesser value will be fairly obvious to the least observant Cub Scout. Cub Scouts have to see how much money they can collect from their Six.



GOLD FOSSICKING

*Gear required: stones painted gold
compasses*

Lay a compass trail to the gold fields, then tell the Cub Scouts to search in a given area about 6 metres around a large tree. Here they will find gold. (Have prepared some fine gravel sprayed gold). Cub Scouts love it!

ROBIN HOOD AND THE SHERIFF

*Gear required: 12 pieces of red wool
12 pieces of green wool
2 flags, material with different emblems
whistle
24 pieces cardboard (despatches)*

Divide Pack into two. Robin Hood (a Leader) and followers wear wool tied around arm, and the Sheriff of Nottingham (a Leader) and team wear different coloured wool. Each group carries a special flag. They all start from a common base and walk away in opposite directions until at a whistle blast, halt. The flag is planted, 3 guards posted 5 metres away. The rest receive despatches which they conceal on themselves. When ready the Leaders blow 2 times on whistles and advance, their objective being to capture flag and deliver up despatches to the Leader at opposite base. Any Cub Scout can be caught by tipping, and is then taken to base and must give up despatch. Can then return to own base for new one. When flag captured, the Leader gives long blast on whistle and that game is finished.

SNAP IT QUICK

Gear required: 12 show boxes
60 very weird animal drawings

An expedition of naturalists travels to the wild country of Cubbi-Loo-Loo to photograph strange creatures. But the creatures are shy and timid and very hard to photograph. Divide Pack in 2. Photographers with cameras (box) and creatures with photos (5 drawings each. Draw very weird animals: *Snub nosed Waggle Waggle*. Use carbon paper for extra copies). Send off creatures, about three minutes later send photographers to take photo. Photographers must catch (tip) creatures who give up a photo. This is put in camera (box). Creatures may only be photographed once by each photographer. There can be one very fierce creature who has a card with *Dragon of Death* on it. If caught the creature takes one of the photographer's pictures, instead of vice versa. Time limit.



POSTE HASTE

Gear required: cardboard box with slit in the side
Large quantity of paper or cardboard cut in postcard size
4 different coloured pencils

The idea is to see which Six can post the most letters in a given time, say half an hour. A pillar box (cardboard box with a slit in the side) is fixed to a tree. The Leader represents *Stationers Shop* and is armed with a large quantity of postcards (paper or cardboard). Another Leader represents *Post Office* and is armed with the stamps (different colour for each Six, stamp or coloured pencil or coloured sticky paper). As soon as the Stationers Shop Leader has had time to get away Cub Scouts are sent off to find the shop. Each Cub Scout is then given a postcard. Cub Scout must then find the Post Office to buy a stamp. Then rushes off to Post Box. Cub Scouts may repeat process as often as time allows. The Stationers Shop and Post Office are mobile. At the end Post Box is opened to see which Six posted most letters.

SHOOTING BOOMERANGS

Gear required: 12 pieces of paper with the title of a Boomerang test written on each

Divide Pack in 2. One half is given slips of paper with the title of a Boomerang test on it. They are sent off to hide in bush. A few minutes later the rest are sent to find them. As soon as a *Boomerang* is caught (tipped) the Boomerang must return with the captor to the Leader and read out the test.

STALKING GAME

*Gear required: 25 different articles
pencil, paper for each Six*

A bush is selected in a scrubby area and on it, like presents on a Xmas tree, are tied about 25 different articles. A separate base is chosen for each Six at a distance of about 50 metres from *the bush*, and at each of these bases is pencil and paper. On signal (whistle) Cub Scouts start from their bases and have to stalk near enough to bush to observe the articles hanging on it. The Leader walks slowly round and round it and anyone who is seen by the Leader is put down on a black list. Having observed as many articles as possible, Cub Scouts then stalk back to their bases and write down all they can remember. An article already written by one person cannot be repeated. Allow about 15 minutes for game, collect papers, 2 points for every correct observation. Deduct points for being seen if name is on black list.

UPSTARTS AND DOWNFALLS

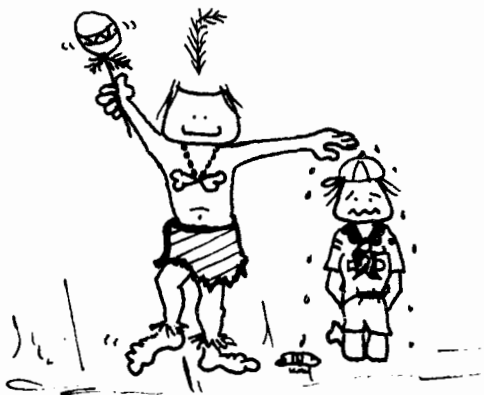
Gear required: 8 pieces of string

3 sides, Upstarts, Downfalls and Middlers. Play in large area. Upstarts start up one end. Downfalls start from opposite end (anything up to 600 metres apart) and attempt to contact each other without being caught by a Middler. As soon as they meet, that pair join themselves together by attaching right to left arm with a piece of string (give each Upstart a piece). They are now, as long as they are joined together, able to chase the Middlers, instead of being caught themselves. 2 points awarded for each catch made by a Middler, 4 points given for each catch made by an Upstart - plus - Downfall. Cub Scouts caught go back to base and start again.

WOOD MAGIC

*Gear required: 1 list of diseases
1 list of cures*

Cub Scouts are told that they all look decidedly *off colour* and must set off independently to discover a certain Wizard (a Leader) who lives in the bush, and inquire what is the matter with them. Having found out their complaint they must then find the witchdoctor (another Leader) who will then tell them the cure. These two Leaders are dressed up and wandering about, keeping well apart. Each possesses a list of diseases and remedies, e.g. swollen head, cure 6 gum leaves. The Cub Scout finds the cure and returns to the witchdoctor and is then cured (probably with a few incantations during which leaves can be scattered over affected area). After this the Cub Scout may help other Cub Scouts in the Six. First Six cured wins.



ROCKETS

*Gear required: 2 x 16 metres rope
40 bean bags or similar objects (rockets)*

A large open area with surrounding cover. Divide Pack into 2, Humans and Asternoids. Set up a base with the rope at each end of playing area. Set inside each area 20 rockets. The object is for each side, both of which is short of rockets, to try and filch those of their opponents. Not allowed to take more than one rocket at a time which has to be deposited in the home base or passed onto another pilot en route, but **not** hidden in other places. First team to get 31 wins.

BOMB POST

*Gear required: 6 letter boxes
10 postcards*

Appoint 2 Sixes as defenders of the letter boxes and the other Sixes as the raiders with the task of getting their postcards into the letter boxes. A raider is killed when touched by a post box defender.



KICK THE CAN

Gear required: 1 empty can

A clear area surrounded by a fair amount of cover. A Leader or a Cub Scout has the job of guarding the can, which is placed inside a circle 1 metre across. Cub Scouts stand around circle. A chosen Cub Scout kicks the can out of the circle and all the Pack take off and hide except the guardian who has the job of finding the Cub Scouts. On seeing one he calls the correct name and they both race for the can (which the guardian had first replaced in circle). If the guardian gets to the can first and kicks it, that Cub Scout is considered caught and stays in circle. Guardian goes to find another victim. If Cub Scout reaches can and kicks it, the Cub Scout is free to hide again. Prisoners can be released when the guardian is not looking by a Cub Scout dashing in, kicking the can and tipping one prisoner. Both run and hide again. Prisoners must be released not allowed to obscure tin. Guardian must go and look for Cub Scouts NOT standing in circle.

RUMPELSTILTSKIN

Gear required: 6 sets of treasure cards, each with 8 different values

Using Leaders or Sixers as crooks, set up 6 bases manned by these crooks. Each crook has 8 treasures, each given a code name and value, i.e. Rumpelstiltskin \$20, Goldilocks \$15, Mickey Mouse \$10, etc., arranged in a different order for each crook. Once the crooks are in position (they need to be out of earshot of one another) the Sixes are let loose and have to relieve the crooks of their treasure by giving the correct code word for the treasure on the top of the crook's pile. If they get the right code word they get the treasure and seek out another crook or have another go at their crook. Sixes operate collectively.

AUTOGRAPHS

*Gear required: 24 pieces of cardboard
24 pencils
4 cards with 'Bomb' written on*

Each Cub Scout is given a card and a pencil. Each Six starts at a different point and works towards the Scout Headquarters, reaching this at a determined time. Each Six is given one *Bomb* (card with *Bomb* written on it), this is given to one of the Six. The game is for each Cub Scout to proceed to the Headquarters using any route and collecting on the card as many autographs of Cub Scouts from other Sixes as possible. No duplications allowed. If a Cub Scout comes across a Cub Scout with a bomb, the cards are exchanged. At the end of time, the winning Six has most autographs.



ROBBERS AND SOLDIERS

*Gear required: treasure
e.g. balls, blocks, bean bags, etc.*

Divide Pack into two teams. One should be five times larger than the other. The smaller group are the Robbers, which should be the biggest Cub Scouts. The large group are the Soldiers. They own a fort containing such treasures as balls, blocks, bean bags etc. Robbers disperse while the soldiers are duty bound not to look and the robbers have the job of creeping up on the fort and trying to steal treasure, one item at a time, to carry back to Robbers' cave. Soldiers' job is to capture Robbers (by tipping) and take them back to fort. A robber can release a prisoner by tipping, instead of stealing loot, but he can't do both at once. The Robbers win if they can steal all the treasure before they can be imprisoned. The Soldiers win if they can imprison all the robbers before they can get off with the treasure.

HAVE YOU GOT THE BODY

*Gear required: 12 pieces of wool
cardboard squares*

10 or 12 *body snatchers* are chosen and each wearing a piece of wool tied round arm to identify. Cub Scouts have to look for them in sixes, and the body snatchers award a point to every Cub Scout (by giving out a card) who says to them *Have you got the body*. Six with most cards after time limit wins.

LOST SIXERS

Gear required: large number of 4 different coloured wool pieces

The Sixers disappear about half an hour before time the game starts, each having a different colour of wool cuttings. Each Sixer arranges a trail laying the wool pieces. At the start of the game the Second is given a piece of wool the same colour used by the Sixer. The Second has to go with the rest of the Six and find the Sixer.

STAG HUNT

*Gear required: 1 brightly coloured jumper
1 sheet cardboard
1 biro*

A bushy area. A Leader is the Stag and puts on a brightly coloured jumper and is given a sheet of cardboard and a ballpoint pen, and 5 minutes start. Then the rest of the Pack has to catch the Stag. When a Cub Scout finds the Stag, the Cub Scout's name is signed on the card so that the signatures form a consecutive list of those catching the Stag. Alternatively if the Stag sees a Cub Scout but that Cub Scout does not catch the Stag, the Stag writes the name on other side of cardboard, also in consecutive order. Cub Scouts catching the Stag score 10, 9, 8, etc. so that only the first 10 score points and all Cubs observed by Stag are fined 3 points. Time limit.

SPLIT MONEY

*Gear required: quantity of 'money'
bronze, silver, gold*

Lay 3 trails of money (bronze, silver, gold). Robbers have stolen it and split it as they ran away. Follow them, picking up money as you go, but be careful you are not seen by the other groups. If you are spotted and tagged you have to surrender your money, so spread the money through your group so you don't lose the lot. You must try and capture your robber and bring him back.

CIRCLE CHASE

Gear required: a whistle

Cub Scouts in a large circle all facing same way and all the same distance apart. On signal, everyone runs trying to tag the Cub Scout. Anyone tagged drops out. When a whistle blows again runners reverse and go in opposite direction. Running is only around the circle, not through, or anywhere else in playing area.

BLINDFOLD STUNT

*Gear required: 24 blindfolds
10 different objects*

In centre of the playing area set out about 10 objects. Place each Six about 60 metres away from the centre of the area, each Six in a different corner (e.g. N.S.E.W. corners). Blindfold all Cub Scouts and on signal Cub Scouts have to make their way to the centre, retrieve an article and make way still blindfolded to base. Time limit.

LOST IN THE FOREST

*Gear required: Large number
of pieces of
paper with
animal names
written on*

Many pieces of paper, each with the name of an animal written on it. If there are not enough names, the animals may be duplicated. The Leader hides the bits of paper over an area with carefully defined and understood boundaries. The Leader tells the Cub Scouts that a lot of animals have lost their memories and are wandering about in the bush. Cub Scouts must find them within 5 minutes. At the Leader's call, all return. Cub Scouts can mime the animal they found, others guess, or can just give points for most animals.



SMUGGLE THE KEY

Gear required: 1 piece of wood

A home base is marked and a large area set out as the playing area, all other areas being out of bounds. Divide Pack into two teams, one the Smugglers ($\frac{1}{4}$ of Pack), another team Police. The Smugglers are given a small object, *the key* (small piece of wood, etc.) which they slip secretly to one of their number, then go off and hide. Police start in pursuit, aim being to arrest the Smuggler with the key. When they catch a Smuggler, the Police places a hand on top of the Smuggler's head (must then stop struggling) and Police yells *Deliver up the key*. If the Smuggler has the key it must be given up, if not the Smuggler goes free. If a Smuggler can get to home base with *Key*, Smugglers win, and go out again for next game. If caught, new teams are selected.

KING BALL

Gear required: 24 hats

All Cub Scouts wear caps or hats, except one who has the ball. He tries to hit anyone, retrieving the ball each time. When he succeeds in hitting a victim, the latter also removes his cap and both Cub Scouts try to hit anyone with a cap. Game ends when there is only one player left still wearing a cap.

FIND THE TREASURE

*Gear required: treasure
trail laying equipment*

Lay a trail from 3 different points leading to just one treasure in the middle. Divide Pack into 3 to start at the 3 different places.

KIM ON THE RUN

Gear required: number of portable items

The Leader, carrying a number of items, walks through the bush holding one at a time up. Cub Scouts must stalk and remember objects. (Leader has an assistant to write down names of Cub Scouts spotted). Time limit. See which team has most. Lose a point if spotted.

SPOOKS

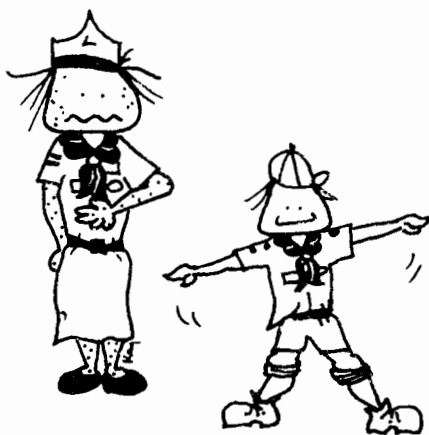
*Gear required: 1 mop
1 sheet*

Someone with a sheet and a mop inside held high goes off into the bush. Cub Scouts must creep up and surround the spook. When within about 4 metres all must shout to lay the spook.

THE BLACK DEATH

Gear required: 24 pieces of paper with a different disease written down on each

Pack divided into 2 sides, Diseases and Antidotes. A Leader heads off with the Antidotes. A few minutes later the Diseases set out. Aim is to get through the (A) Leader and lay the Leader low with all kinds of obnoxious complaints:- measles, yellow fever, housemaids knee, etc. These complaints are printed on slips of paper and issued one at a time by Leader of Diseases to the members of that side. The Antidotes surround (A) Leader wherever the Leader goes and attempt to prevent the diseases reaching the (A) Leader. All catching however must be done out of (A) Leader's sight. The (A) Leader does as much as possible to help the Antidotes, such as leading the diseases into ambushes and so on. A captured disease surrenders the slip of paper to the captor and then tries again. In addition, on one slip of paper *The Black Death* is printed. For this there is no antidote, so should antidote catch Cub Scout with this slip, the Cub Scout becomes a Disease and transfers to other side. As a counteraction one of the antidotes is *Penicillin*. Any disease caught by *Penicillin* becomes an Antidote. If *Penicillin* and *Black Death* meet nothing happens.



THROW A HORSESHOE

*Gear required: number of horse shoes
steel peg*

Stand behind a line and throw horse shoes at a steel peg.

GAMES REQUIRING NO GEAR

INVADE THE ISLAND

The Leader sets off some distance away to try and invade creep to a given area. Cub Scouts must try and capture the Leader.

MIDNIGHT ESCAPE

Nominate the Sixers as Guards. The remaining Cub Scouts have to escape from a specific place to another specific place without being caught.

OBSTACLE BUSH RACE

Up trees, under fallen trees, walk plank, over fallen trees, up over rocks, round trees 2 or 3 times, etc.

STALKING

Cub Scouts in a line, one player about 20 metres away, back towards them. Cub Scouts try to move up to the latter without being seen on the move. Cub Scout at the end may not turn before having counted to a number between 10 and 30 since last turning. Every Cub Scout caught moving has to go back and start again. First to touch wins. Change places.

SARDINES

One Cub Scout goes and hides and the rest try to find the Cub Scout hiding. As each person finds the hider they hide in the same place alongside (quietly). Game continues till all are in the one place.

SHADOW TAG

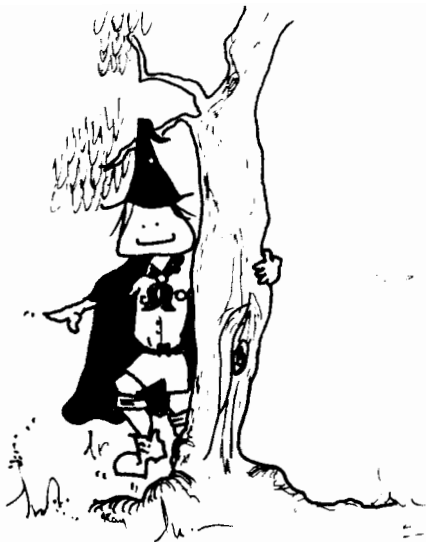
Must be played outdoors on a sunny day. One player is it. It tries to tag another Cub Scout by stepping on their shadow. The player caught in this manner then becomes It. Cub Scouts must stay in the sun where they will cause a shadow, and should not run into shade.

THE KIDNAPPED LEADER

The Leader is taken away by half of the Cub Scouts and hidden. They then proceed to prevent the other half from recapturing the Leader, but must not remain within a certain distance. The Leader remains in hiding until discovered and then moves as directed by the Cub Scout who finds the Leader. The Leader may be captured and recaptured during the course of the game. The side in possession of the Leader at a given time limit wins.

WITCH HUNT

One person is chosen to be the witch who hides somewhere in the bush. After counting to 10 the hunters start the search. When they call out, *Where are you Witch?*, the witch must answer with a ghostly crackle, then slip away to another hiding place. Whoever catches the witch becomes the next witch.



ZULUS STALKING

4 Cub Scouts as Zulus at end of an area, rest of Cub Scouts a good distance away. The Zulus stand with back to other Cub Scouts who must stalk towards them. Occasionally the Zulus will turn round quickly. Caught Cub Scouts sit down and remain where they are.

RUNNERS AND CHASERS

2 teams, Runners and Chasers. Chasers stand together in a given area, eyes closed, count to 100 while runners hide. Then chasers begin to hunt, and when a runner is tipped they have to return to base. The idea is to capture all runners, but a speedy runner can save captured friends by stepping inside the base (circle) without being caught. When all runners caught, change sides.

RELEASING THE PRISONER

This game is best played where there is a certain amount of cover. The first thing to do is to decide upon a Prison. A tree is most suitable. Cub Scouts are divided into teams, the Hunters and the Hunted. At a given signal the Hunted run off. Half a minute later the Hunters go in search of them. The object of the Hunters is to capture the Hunted, and as each Hunter makes a capture the prisoner is taken to the prison and left there. The members of the Hunted have two objects, for they not only have to escape capture themselves, but they also have to try to release the prisoners. This they do by getting to the prison and touching as many prisoners as they can. The moment the Hunted start moving in to release their comrades, so the task of the Hunters in making captures becomes easier. If there are a lot of Cub Scouts it is a good idea to start with 2 or 3 prisoners as this tends to prevent the Hunted from scattering too much, as they have to release prisoners right from the start. If a Hunted is caught while trying to release a prisoner, then both become prisoners.

CAMOUFLAGE

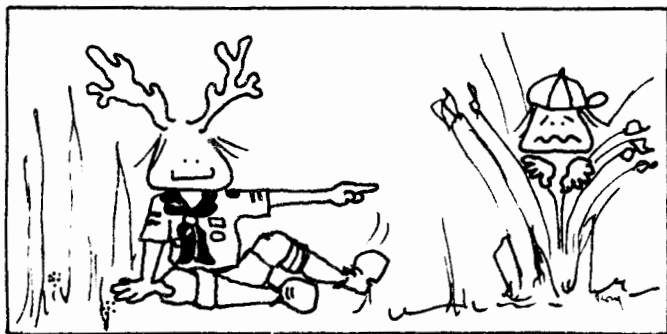
There is nothing original about camouflage but it can be great fun for the Cub Scouts, either practising it or detecting it. Observation comes into both of these. Take one Six at a time and let them place themselves in positions where they can see you and in which they are partly visible to you, though protected by natural camouflage. When all are placed tell them to freeze, and invite the rest of the Pack to try to spot them. After a short interval get the hidden Six to stand up and identify themselves.

CROOKS

Each Leader is a crook with a funny name. They are spread out over a wide area, and each team of Cub Scouts is given a different name to ask for first. When they find the Leader who responds to this name, the Leader then gives them another name, until they have completed the full circle and returned to the starting point.

DEER STALKING

One Cub Scout is the deer and goes and browses in the bush. The rest try to get within 6 metres of the deer without being seen. If the deer see someone the deer names them and points, and that Cub Scout must retire up to 50 metres well back. If the deer hears a stalker near, the deer may stampede, but not more than 3 times. First Cub Scout to get within 6 metres becomes the deer.



TOURNAMENT

This game should be played on soft grass. All the big Cub Scouts are horses and each chooses a small Cub Scout to be a knight. They range up in 2 lines, about 20 metres apart, each knight at least 3 metres from those on either side. At a signal the horses trot out into the field and the knights grapple. They may **not** hit, only grapple. The victor is the knight who remains on the horse. Horses may **not** fight.

INDIAN PATH

All the Sixes except one sit down in 2 lines, each with their backs to a track covered with dead leaves and twigs. The remaining Six one by one try to walk down the track as far as they can without being heard. If the others hear a sound they hiss. The one who gets farthest has the place marked. The remaining Sixes have their turn.

TAKE COVER

Cub Scouts romp around field. At signal all must disappear from sight before 10 is counted. Anyone visible has name called out.

TASTY SCIENTIST

In a busy area. One Six are the scientists stranded and trying to reach safety at a nominated spot. Rest of the Pack are cannibals who are hungry for a tasty scientist. A scientist is ready for the pot only if lifted clear of the ground.



HUNTERS AND AVENGERS

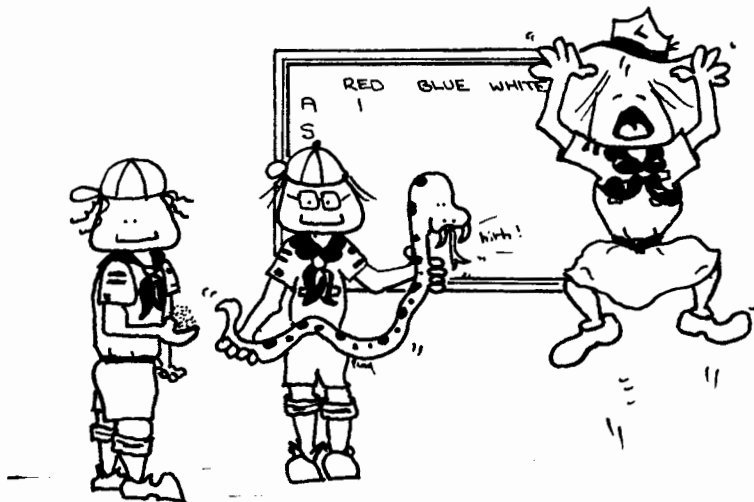
Divide Pack into two teams, Hunters and Avengers. Set up a prison and place 3 Avengers there and tell the other Avengers that at a given signal they are to disperse. 30 seconds later let the Hunters loose. Object of game is for the Hunters to capture the Avengers, and when an Avenger is caught the Avenger is carted off to prison where the Avenger has to stay till released. The Avenger can be released by any uncaught Avenger dashing into Prison and tagging as many prisoners as possible. All tagged Avengers are then free to leave prison. Time limit. Change sides.

HIDE AND SEEK

Divide Pack into 2 teams and appoint 2 captains. The captains select a common base (tree, rock, bush, etc.). The captain of team A (Hiders) leads the Cub Scouts away to hide. While team B look the other way, Captain A arranges vocal or finger signals with the team and instructs each one as to the course to take back to the common base. Captain A then returns to Captain B who sets out with B team (Seekers). The Hiders try to creep even closer to the base without being seen. If a Hider is seen by a Seeker, the Seeker captain yells "Run Seekers" and both sides dash for the base, and the last from each side to reach base loses a point for the side. The sides change roles. If the Hiders Captain is satisfied that the team are well placed, the Hiders Captain shouts "Run Hiders" and the Cub Scouts get off the mark for the base. All members of the Seekers have to move a stipulated distance from the base within a certain time.

ALPHABET HUNT

A Leader with a score board. Each Six has to find an object beginning with one letter of the alphabet (say K), then when found, first back to the Leader scores a point. Then something with S. Six to get 10 points wins.



THIEVES AND SOLDIERS

2 teams. A team stand with their backs to B team, while B team decide which one of their numbers is to have the treasure and be the one A team must chase. Reverse sides.

FREAK PLAN HUNT

The Leader has previously *doctored* a plant or tree in a certain area, e.g. grass growing on a gum tree, or daisies on a banksia tree. See which Cub Scout can see it first.

MAN HUNT

Usually centres around escaped prisoners or animals who must be caught. In a well covered area. It might be necessary for escapers to blow a whistle every couple of minutes. Alternatively, to encourage quiet stalking, the Leader could stand at a specified point and call out names of any seen trying to approach as near as possible.

GET LOST

A Leader in the centre with Cub Scouts in a circle. The Leader with eyes closed counts to 10, then calls out names of any Cub Scouts that can be seen. Cub Scouts return to the circle and this time the count is 9, then 8, etc. Cub Scouts have their name called out, stay in circle with the Leader and help. Cub Scout's correct name must be called. If a mistaken identity is given the person is still in game.



INDEX

A

Air lift	26
Air raid	14
Alphabet hunt	52
Ambush	24
Attack and defence	23
Attacking the line	24
Autographs	43

B

Ballooney	15
Battle of balls	10
Beach ball relay	15
Blindfold stunt	45
Blizzard	19
Boat race	17
Bomb post	41
Bomb Toss	13

C

Calling all cars	29
Camouflage	50
Camp cricket	9
Cat's tail	25
Cavalry charge	32
Circular Tug of War	27
Circle chase	45
Circle flag raiding	32
Compass treasure hunt	22
Colour blind	6
Convoy	24
Crooks	50
Cups up	14
Customs officers	6
Customs post	18

D

Dampeners	17
Deer stalking	50
Dick Turpin	27
Duck in water	16

E

Escape	21
Explorers	33

F

Fill the bottle race	13
Find the swag	34
Find the treasure	46
Flannel fight	13
Fools football	9
Freak plant hunt	53
Freezing	32
Friend or foe	29

G

Get lost	53
Gold fossicking	38
Guard the totem	11
Guarding the tree	31

H

Have you got the body	44
Harbour boom	6
Hide and seek	52
Hit or miss	8
Hit the tree	8
Hit the whistler	16
Hoojah hunt	36
Hunters and avengers	51

J		P	
Indian path	51	Pandemonium	19
Invalidate the island	48	Pieces of eight	38
K		Pioneers and Indians	25
Kick off	10	Pitch	6
Kick the can	42	Plate golf	29
Kim on the run	46	Poste haste	39
Kim's game		Prisoner calling	27
"A Whatsamacallit Tree"	19	Q	
Kim's rounders	21	Queen's messengers	21
King ball	46	Quick draw Harry	15
L		R	
Labels	28	Real life stalking	35
Lantern stalking	5	Reese ball	28
Laying the ghosts	7	Releasing the prisoner	49
Lost in the forest	45	Rescue party	26
Lost Sixers	44	Robbers and soldiers	43
Lucky mascots	37	Robin Hood and the Sheriff	38
M		Rockets	41
Madame Guillotine	12	Rumpelstiltskin	42
Magic herb	37	Runners and chasers	49
Man hunt	53	S	
Midnight escape	48	Sardines	48
Missing obstacle race	20	Scaips	24
N		Searchlight	4
Night attack	4	Secret space ships	36
Night base	7	Sentry go	30
Non-stop cricket	8	Shadow tag	48
O		Shoe tracking	35
Observation tramp	30	Shooting boomerangs	40
Obstacle bush race	48	Ski race	33
Operation missile	19	Smash and grab	9
		Smugglers	28
		Smuggler's message	22
		Smuggler's treasure	22
		Smuggle the key	46

Snap it quick	39
Spies among us	23
Spies in camp	5
Split money	44
Spooks	46
Spot the colours	7
Spot the enemy	36
Squeezy bottle battle	13
Stag hunt	44
Stalk torch	6
Stalking	48
Stalking games	40
String Kim	5
String trail	19
Swim chase	15
Swimming relay	15

T

Tail tally	23
Take cover	51
Target shooting	11
Tasty scientist	51
Tax collecting	24
The black death	47
The kidnapped leader	48
The pebble game	20
The rich baron's men	34
The swaggie's ride	35
Thieves and soldiers	52
Three ball throw	9
Throw a horseshoe	47
Time bomb	26
Torch and whistle	5
Torchlight hide and seek	4
Tournament	50
Trails	18
Treasure hunt	22
Trees	12

U

Under water tag	16
Upstarts and downfalls	40

W

Wanted	4
Water bucket	11
Waterfall	13
Water knotting	15
Watering the horses	14
Watery grave	17
Wet fireman relay	17
Wet trail	14
Wet tug of war	16
Whistle chase	26
Whistling hare and hounds	33
Will o' the Wisps	5
Witch hunt	49
Wood magic	41

Z

Zulus	30
Zulus stalking	49