

## CUB GAMES (by 1<sup>st</sup> Durbanville)

**Ball Bounce** Place carton about 2m in front of each Six. Draw a chalk line in front of each Six, Cubs in turn, try to bounce the ball so that it lands in the Carton. Try and have a fairly deep carton so that the ball wont bounce out again. *Cartons and tennis balls*

**Balloon Football** Cubs form 2 teams and sit on floor facing each other with their legs stretched out so that feet almost touch. 2 Cubs are goal keepers to stand behind team and keep score as well as throwing balloon back into play. Each team tries to pat balloon over heads of the opposite team so that it falls on the floor. As soon as balloon touches ground, a goal is scored. After a short while, a second balloon can be used for more excitement.

**Barefoot Marble Race** Cubs to remove shoes and socks. Place two marbles on start line in front of each team. At signal, 1<sup>st</sup> Cub in each line grasps marbles with toes and walks to finish line and back. If he drops it, he must pick it up with toes before continuing.

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

**Blast Off** On whistle blast, all Cubs must get off the floor (Climb on things). Last one loses a life.

**Blindman's Purse** Prepare a bag with coins. Sixes line up at one end of playing area. Each Cub is given a number, the same in each Six. Call out a number and a sum of money, e.g. 25c. The Cubs with that number run forward, pick up bag and feel for the right coins. The first Cub to produce the right coin, earns a point.

**Cat and Mouse** The Pack lines up in 3 or 4 lines, each line of Cubs joining hands across. One Cub is chosen as 'cat' and one as 'mouse', the cat chases the mouse up and down lines. When leader blows whistle, Cubs turn right angle facing down by holding with new Cubs. When leader blows again, the lines form across again. When cat catches mouse, new pair is chosen.

**Catchers** Pack is grouped in Sixes in corners of hall. Start game by spin the bottle in middle of play area. When it stops spinning, it points to one of the Sixes. The Cubs in this Six immediately become catchers and try to catch the other Cubs who run freely until whistle blows. 1 min is enough. No-one may start running until the bottle has stopped spinning. If bottle lands on same Six, spin again. Six with most catches wins.

**Catch the Tail** Form a line, holding on the waist of player in front. Just like young animals who twist about trying to catch their tails, the head of line has to try and touch the person at the tail end. The body of the line do their Best to help keep the tail away from the head. If head succeeds in touching tail, or line breaks up, choose new Cubs for head and tail.

**Canoe Race** Stand astride in relay formation. Place stick/pole between legs. Run, making noise to other end of field and back, rowing.

**Chewing gum contest** In Sixes, each Six sees who can make the longest string of gum.

**Chocolate Dice** Cubs sit in a circle and throw dice, whoever throws 6, sits in centre and starts uncovering chocolate with knife and fork until next 6 is thrown, change places, etc.

*Chocolate, knife, fork, plate*

**Circle Chase** arrange Cubs in big circle, number them in 3's. Call one of these numbers and the Cubs with that number run around the outside of circle in a given direction. Each Cub tries to touch the player in front of him. A player is safe when he gets back to his place untouched. Winners are the Cubs who have touched the most players. *(or when a number is called the Cub run around the outside of circle in a given direction and first one back in own place is winner.)*

**Clumps** Cubs run around the playing area. Akela blows whistle say 3 times, Cubs quickly get into groups of 3. Any Cubs not in a group loses a life. If 1 is called Cubs must sit on floor, last one to sit, loses a life.

**Code Game** Give each team a coded message which they have to decipher.

**Conserving Water** In relay formation. Have to carry a full mug of water without spilling. Hand to next boy in line – repeat. Winner is with most water.

**Crab Soccer** Two teams on hands and feet backwards. Soccer rules apply.

**Crocodiles and Humans** In crossing rivers people had to be very wary of crocodiles. A river, drawn by means of chalk or rope. One Cub, the crocodile, lies flat in middle of river. The rest line up on one bank, ready to cross. They walk warily until the whistle blows, when they may run but the crocodile rises and tries to catch them. Those caught become crocodiles. Last Cub left is winner.

**Crossing the Swamp** Draw two lines across the hall about 1m apart, this is the swamp. Two Cubs are crocodiles, and stand in the swamp. Rest of Pack group at one end of the hall and try to cross the swamp. Crocodiles may not leave swamp other than to fetch beanbag / try to hit as many Cubs below the knee with the beanbag. If hit, Cub changes place with crocodile.

**Desert Warfare** The commands are:

*“Arabs!”* – Cubs rush to one end of the room making war-like noises.

*“To the Fort!”* – Cubs rush to the other end of the room.

*“Water Hole!”* – Cubs kneel and scoop up water with their hands.

*“Sand Storm!”* – Cubs crouch down and pull imaginary blankets over their heads.

*“Camels!”* – Two Cubs make a camel and a little one jumps on his back.

*NOTE: “Camels” is only called once and makes a glorious riotous finale.*

**Dutch Football** Pack is in 4 teams, one standing in each section with a ball. On 'go' all Cubs must hop on leg and try to keep all balls out of their section by kicking them with foot they are hopping on. On call 'Pack' they must all stop dead where they are and any section with no ball in it gets a point. Leader to be quick to notice where the balls are when 'Pack' is called as they easily roll into another section. Cubs may change feet. The team without a ball in their square wins a point. The team with the highest points at the end, wins.

**Feathers** Teams line up in relay formation with a plate of 6 feathers about 1m in front. On 'go' Cub picks up plate with feathers from floor and races to end of playing area and back to hand the plate to next in line. Any feather dropped must be picked up before Cub holding plate can go any further.

**Filling Santa's Sack** On go, Cubs pat their balloons in turn through air and try to pat them

into carton, Santa's sack. If balloon touches ground a Cub may pick it up throw it into the air, and continue patting till in the sack. When the Six have all balloons in sack, they come to the alert. *Balloons and cartons*

**Find the Bomb** Send Cubs out of room with asst., who tells them that a report has come through that a bomb has been placed in the hall, and the police want the Cubs to see blindfolds

where it is hidden. They must not touch it, as soon as they know where it is, they must go to their Six corner and sit down. First Six to sit down is winner. Best played in dark or blindfolded Cubs must listen for the ticking and try to make their way to where the sound comes from. *Clock & blindfolds*

**First Home** Cubs in group at end furthest away from outside door. On 'go' Cubs must rush out of door right round the hall and back to Six boxes and get ready for Grand Howl First Six standing at alert is the winner.

**Feet up** Cubs run freely all over the hall. On blow of whistle, all Cubs lie on floor with feet in the air. Last one to go down loses a life. Winner is Cub with most lives left.

**Fifty** Each Six sits in a small circle and is given two dice. Members take turns to throw the two dice hoping the values will be the same - two 1s, two 2s and so on. Doubles score five points with two 6s counting 25 points. But a double three removes the whole score. The first Six to score 50 wins.

**Group Photographs** Tell the Pack you are press photographer, taking special photos. In Sixes, when a subject is called, each Six has a few moments to think and get into frozen positions to represent the photo.

**Guided Missiles** A small pebble for each Six. Sixes go to different corners of play area. One Cub from each Six takes his shoes off and is blindfolded. These Cubs stand in centre of area, a pebble is placed halfway between Cub and Six with Cub facing his own Six. On 'go' the blindfolded Cubs move forward feeling with their feet for the pebble, their Six shouting out instructions to help them find the pebble. Cub to feel and pick up pebble is the winner. Change Cubs and continue playing.

**Ha, Ha, Ha** Arrange players in a circle. Have the first one say 'ha', the second in turn, 'ha ha, the third, ha ha ha' and so on around circle. The ha's must be said without laughing. Those laughing are eliminated. The one in the longest wins.

**Hopping Tommy** In two teams opposite each other, numbered. On number called, the Cubs hop forward on one foot, arms crossed and try to bump their opponent until he is forced to put his other foot down.

**Hunt the Shark** Cubs stand anywhere in the hall and must not move from their positions. One cub acts as a shark and runs in and out amongst the hunters (other Cubs). The hunters pass a (paper) ball around among each other. If the shark is near enough, the Cub who has the ball at the time tries to hit him below the knees. If the shark is hit the Cub who hit him takes his place.

**Land, Sea and Air** Cubs form a circle. Akela has a ball which she throws to a Cub from the centre. As she does so she calls either 'land', 'sea' or 'air'. The Cub who catches the ball must give the name of something appropriate. No duplications allowed.

**Lighting the Christmas Candle** Each Cub has a turn at lighting the candle. Repeat the Cub promise and return before next Cub goes forward.

**Longest Rope** Each six is given one rope of equal lengths. The other ropes are placed in a pile in centre of hall. Leader calls 'go' one Cub from each six runs to centre and gets one rope and goes back to corner. That rope must be tied to six rope before another rope may be fetched from pile. When there are no more ropes, the leader goes around to check the knots and a score for each six is given. *(10pts for longest rope, 5pts for second longest, 5pts for each correct knot)*

**Message** Cubs to form up in relay formation, standing apart across length of hall spaced apart. Front Cub to read message and memorize, pass on quietly to next Cub and so on to last Cub who comes to front and says message to leader. Then read original message.

**Musical Monkeys** The whole Pack changes into Banderlog and moves around in time with the music while playing. When the music stops, every monkey must promptly sit down on floor. Last one standing is caught by Kaa (a Cub) and is taken to his home near the music. Each monkey caught falls in behind Kaa and the whole line moves out to collect new monkey until all the Banderlog have been swallowed. Kaa then moves once around the room hissing to slow and measured music.

**Musical Picture** The Pack sits in a circle, each Cub with paper and crayon. The Scouter plays music and Cubs begin to draw a picture. After about 10 seconds the music stops and each Cub moves his picture to the right. When music starts, he continues with picture. Repeat till cub's original picture arrives back to him.

**Nets** Two Cubs form a "net", while the rest of the Pack are 'fishes'. The 'nets' try to catch a 'fish' by dropping their arms, with their hands held together, over a 'fish's head. Once a 'fish' is caught it becomes part of the 'net' and when fourth 'fish' is caught, the 'net' separates and becomes two separate 'nets'. The game goes on until the last 'fish' is 'netted'.

**Obstacle Course** Put obstacles in the way to go over or under, like chairs, boxes, etc.

**Pandemonium** Put a folded newspaper in the middle of the playing area. Each Cub picks his secret instructions for Cubs instructions from a hat. Half say "Keep the newspaper neatly folded on the floor" and the others say "Pull the newspaper apart and throw the pages in the air". Give a signal to start – and stand back!

**Patience** A suit of cards for each six, ace to ten. Ten cards for each six laid out at random, face down on a table. One at a time, the Cubs run up and turn over a card. If it is not the ace, they turn it face down again and run back, next goes, etc. When ace is turned up, lay it face up, the next card then is two, and so on. Play until all cards face up in correct order.

**Poacher** One Cub is chosen to be a poacher. He stands at one end of hall with his back to other Cubs, who stand in a circle facing inwards. The person in charge points to a Cub in the circle who becomes the "farmer". Poacher is then told to turn around and enters the circle to pick up the bean bag (which is apple). He picks up the apple and gives dashes out through the gap he came through and the farmer gives chase, trying to catch him before he reaches home. New farmer and poacher at restart.

**Rats and Rabbits** in 2 teams, lined up back to back. Name them 'rats and 'rabbits. Call out

rats or rabbits rolling the r - r-r-r-rats or r-r-r-rabbits (so that Cubs can't guess what is coming. If rats is called they turn and chase the rabbits who race to touch the opposite wall. The rabbits caught join the rats team. Continue until all of one team are caught or time runs out.

**Ring the Target** Tip over a chair and use the legs as “legs” for a Quoit game, using home-made rings or rings from fruit jars. This can be run as a relay.

### **Rocket Relay**

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

**Scavenger Hunt** Collect at least 3 items per Cub of pollution on the Cub grounds.

**Scouts Pace** On whistle, run 20 paces, walk 20 paces, hop 20 paces, walk 20 paces, etc.

**Smugglers and Detectives** Pack is divided in two teams, smugglers trying to get supplies to the fort. Detectives stalk and catch smugglers, search them. When caught, count to 50, after which detective must release him and he can proceed. If his supplies is found when searched, he has to go back to collect some more supplies. *Sweets / stones*

**Snatch the Bobbin** Draw a circle at either end of room. Place 3 cotton reels in centre. Pack divided in two teams and line up either side. Number Cubs, when called those Cubs run and pick up a reel from centre to place in their circle, they return to see go gets the remaining reel. Winner gets a point for his team.

**Sounds** Let the Cubs sit with their backs to the Scouter, with eyes closed. Scouter makes the noises. (Jingle bells, ring a bell, strike a match, rustle matches, cough, spin wheel paper, turn tap on and off, close a door, spin wheel, cough, etc) Cubs can call out what they hear or write down what they hear.

**Spillikins** The Pack sits in a circle with the medicine bottle in the middle. Each Cub takes it in turn to place a match on the top of the bottle or on the matches already there. If a Cub knocks off any matches while adding his match he must take all the matches he has knocked off. The first Cub to get rid of all his matches is the winner. (Or the one with the least matches in hand is the winner.) *Require: 6 matches per Cub and 1 medicine bottle(not too small)*

**Squiggles** Each Cub is to draw a picture using a number or letter of the alphabet.

**Steptag** Cubs take up positions in the room. One is blindfolded and moves around the room, attempting to catch others. Anyone who is in danger of being caught may move on, one two or three steps in any direction. Once a player has moved 3 steps, he must stand still and hope for the best. The skill of game lies not in using a step until necessary, once the 3 steps are gone, the Cub must remain stationary. He can, however, crouch down or sway his body provided he does not move his feet.

**Submarine Dive** Draw small circles around room, with one less than the number of Cubs in Pack. Cubs run around according to direction. When whistle, say “submarine dive” each Cub tries to get into a sub. One who is left out stays on a submarine for the next game until all have been occupied. Winner is last to get vacant sub.

**Swop Tag** The Pack is divided into 2 teams. One team wears caps, the other without caps. Have chalk dens marked at each end of play area. Start by having 'caps' chasing 'no caps'. Any Cub touched must go to den of opposite team. The 'prisoner' Cub may be released by one of their own team getting past defenders and patting the prisoner twice on their back. After a time, change over and have 'no caps' chasing 'caps'.

**Tadpoles** in two teams. Team A stands in a circle with one Cub in centre holding the ball. Team B stands in line, like the tadpole's tail, coming from the middle. When called GO, the Cub in middle throws ball to his team, one by one. Meantime, Cubs in B in turn run around the circle and back to place. When last Cub in B is back in his place, the leader blows whistle and team A stops. Team A says how many throws was made and change teams.

**Time** Sixes line up at one end of hall, a clock face at opposite end. Call out a time appropriate to Cubs age, and Cubs run up and set the hands at correct time. Game continues until all the Cubs have had a turn. This is not a race to see who finishes first. Each Cub who sets the right time within time limit earns a point for the Six.

**Tunnel ball** ball/balloon for each team. Stand at attention in lines, the front Cub has the ball. Pass the ball between their legs until the back Cub gets it. Back Cub runs to the front and continues until the original Cub is back in the front. Winning team is the one with all Cubs at attention with ball in front. Alternative is pass from back to front.

**Tunnel Race** Two teams with partners facing each other, hands joined to make tunnel. Chalk line in front and back so that team stay in area. On word "go" first couple run down sides to back, join hands and go through tunnel to front. 2nd couple then goes through to front and then along side to back and through tunnel to their place and so on.

**Undershoot** A track about 2m wide is drawn across the centre of hall. A further line at each end of hall. Cubs in two team. A Scouter walks up and down in centre area pushing a chair in front of him/her. This is moving target. Object of game is for Cubs to "fire" the ball through their legs, throwing the ball at chair. (*Chair, 2 balls, chalk - 1pnt for hit on chair, 2pnts for shot between legs, 1pnt off for hitting Scouter*)

**Who's first** Cubs stand by themselves all over the hall. Scouter in charge of game calls out an order and on whistle, the Cubs obey, seeing who can carry out the order and get back to his place first and sitting down. The winner is the Cub scoring the most points by the end. *To start the command is 'find a place by yourself where you can't touch anybody or anything, Orders: a) run around another Cub without touching him and back to your place. B) run around two Cubs and back. C) hop around one (or two) other Cubs and back, and so on.*

**Who's missing?** Cubs walk in a circle. Leader gives a signal they all cover their eyes leader touches one of the Cubs on shoulder, he leaves room asap and quietly, while others still walk with eyes closed. When leader calls stop, the Cubs stop walking and uncover their eyes. The first one to give the name of the Cub who is missing is the winner. Check for cheating.