

Cub Scout Games

1. Broom Riding - 2 brooms, 2 teams - boys in pairs. One pulls, one rides. Drag to turning line, switch places and drag back; tag next pair.
2. Paper-wad Basketball - 2 stacks of paper; 2 teams; 2 laundry baskets 5' to 10' away. On "Go", they wad up 1 piece of paper and try to throw it in basket. Each boy gets 5 papers. Winner: team with most paper balls in basket.
3. Nail Driving Contest - Hammers, blocks of wood, nails. Variation 1. One boy drives one nail all the way in. Variation 2. One boy gets one whack on one nail. The den or team to get their nail driven is the winner.
4. Balloon Burst - teams, blow up own balloon, run down to chair, sit on own balloon to burst it and run back to tag next person on team.
5. Nosey-lip-card-contest - 2 rows of boys. Place a playing card between upper lip and nose. Without using hands, pass it to person next to you who receives it with his upper lip and nose also. If card falls, hold card on floor and pick it up with your nose and lip. Continue to end of line.
6. Gift Wrap - good for Dec. Pack Meeting game. One Mom or Dad from each den stands up front. On "Go", one boy begins wrapping TP around parent from ankle up. When whistle blows, he runs back and tags off next boy who continues wrapping. Winner - best wrapped parent!
7. Water cup relay - 2 teams; place water in cup and put on head. Race to turning line and back. Relay race.
8. Potatoe Race - Place potatoe on toe of shoe; walk to line and back. Relay style.
9. Paper bag relay - Give each person a paper bag. On "Go", first boy in each line runs to turning line, blows up paper bag, pops it, throws in waste basket, runs back to tag off.
10. Water gun relay - Put out the fire of a candle with a water gun from about 10' distance.
11. Bean Bag Toss - Put poster boards with drawn on targets, on floor, toss bean bags at them. Count up score. Makes bean bags by putting beans in a sock and tie a knot.
12. Washer pitching - Pitch washers in egg cartons - most in, wins!
13. Bounce Ball - bounce a ball into a laundry basket from about 10'. Relay style.
14. UFO - sail paper plates for distance.

15. Ping Pong Blow - blow ball for distance - one long blow only

16. Windbag Hockey - two teams; At opposite ends of room , place chair. The space between the front legs is the goal. Both teams get down on all fours in center of room. Leader starts game by dropping table tennis ball between them. Both teams try to blow ball through the other team's goal. No goalies used. If ball hits a player, he goes to the "penalty box" for 1. minute. Variation : use two balls.

17. Name the Tune - two teams; Time one minute. One boy starts humming a song until a teammate identifies it. One point for each song identified until time runs out. Team with most points wins.

18. Milk carton drop - stand with back to wide-open, empty milk carton. See how many crayons, pennies, or clothespins you can drop over your shoulder before one minute is up.

19. Paper Putt - equipment: wastebasket, newspaper ball, broom. Lay basket on side. How many swings to get ball in basket? Keep track. Relay style.

20. One Minute Scavenger Hunt - Find ordinary items: comb, string, book, paper, pen, etc., and bring them back in one minute.

21. Paper Airplane Catch - Standing a few feet apart, play catch with a paper airplane. Count the number of catches you complete in a certain amount of time.

22. Snow Ball Fight - Divide the room or area in half with a line (rope works) Divide the Den in half. Have dozens and dozens of socks wadded up into balls. Place half on one side and the other half on the other side. On "Go", they start throwing the balls into the other half of the room. After it has gone on long enough, yell "stop". The side with the fewest snowballs, is the winner.

23. Super Bowl - Relay teams. One adult for each team. He or she stands 10' - 20' away from team. On "Go", first boy in each line throws a football through the adult's arms which forms a circle to the side of them . They keep track of points scored for their team. First team to 10 or 20, is the winner. Each boy runs up to retrieve their own pass, and pass it back to the next boy in the line.

24. Bowling with Squeeze-its - Use squeeze it juice bottles for bowling pins. For balls, you can use aluminum foil packed together in a ball . Styrofoam and tennis balls can be used also.

25. Knots - Group of 10 to 12 players stand facing in a circle. All players reach into the circle and hold hands with two other players - not the person standing next to you or not holding both hands with one person. The object is for one group to untangle themselves before all other groups without anyone letting go of hands.

26. Keep it up - Circle formation, holding hands, six to eight players. Each group given a balloon. When music starts, players try to bat a balloon into the air with body parts and keep it from touching floor. Hands cannot be used. If anyone lets go of hands or if the balloon touches floor, group performs a task (jog around gym, push-ups, jumping jacks etc.)

27. Body English - Divide into small groups. Have them form letters with their bodies lying on the floor or standing up. The rest of the group tries to guess the letter. Can also make numbers, spell words or from objects.

28. Blind Sequence - Have blindfold for each boy. Start out in a circle with all children blindfolded. Explain that they have to line up according to height, shortest to tallest, without speaking! If the group speaks, they must start over. The leader keeps boys from straying from the group.

29. Sealed Envelope Contest - Give each person a sealed envelope with a blank 8 1/2 x 11 sheet of paper folded inside. Cubs are told they are to write their names on the envelope, then open it and make a design or figure out of the paper by folding and tearing it. Time - 5 min. Then they are asked to put their figures/ designs back in the envelope and hand in for judging. The prize is given not for the paper design, but to the Cub who opened his sealed envelope in the neatest manner!

30. Hockey-steal-the-bacon -two equal teams lined up facing each other. Number them off starting at opposite ends. Put a hockey puck and two hockey sticks in the center. Call a number. That number from each side runs out, picks up the stick and hits the puck to make it go through their own line.

31. Hear, Hear Game - This is a game of identifying sounds. Leader produces sounds from behind a screen or in another room while Scouts listen and write down sounds. Sample sounds: sandpaper on wood, deck of cards dropped or shuffled, golf ball or ping pong ball bounced on floor, electric mixer, bursting paper bag or balloon, pencil sharpener, tea kettle whistle, crack egg in bowl, electric knife, two dice shook in cup, strike of a kitchen match, dust buster, etc.

32. Blind Feeding the Blind - pairs; Each boy is given a spoon and a small bowl of popcorn. All boys are blindfolded. Pairs feed each other popcorn with a spoon. First pair finished is the winner

33. Torpedo - Six cubs are selected to be "submarines. They are blindfolded and seated in two rows facing each other about 10' apart. Each has 3 bean bags or nerf balls. The rest of the boys are the ships trying to pass through the sub- infested waters. They can either make a motor noise or be quiet - you decide. The subs launch their torpedoes (throw their soft objects), aiming of sound. If a cub is hit, he is out. Then change subs and ships.

34. Crab crawl Relay - 2 teams; On "Go", first boy in each line, lies on his back, supports himself with his hands and feet, places a tennis ball on his stomach, and proceeds crab style to the turning line. If ball rolls off, he must replace it on stomach before continuing. When he crosses that line, he picks up the ball and runs back with it to tag off next boy. First team finished, wins!

35. Three-legged Football - Equipment: neckerchief for each Scout, 4 chairs, ball. Method: At each end of your meeting room, place two chairs about 5 feet apart to form goals. Organize Cubs into 2 teams. Pair up by tying inside legs together with neckerchiefs. One pair on each team acts as goal tenders. Place ball in center with both teams taking positions in front of their goals. On "Go", each team tries to kick the ball through the goal of its opponents, using untied legs only. Winner - team with most goals after 5 minutes of play.

36. Ring Ball - Cubs form circle. One cub in middle. Ball (big nerf ball, volleyball, playground ball etc.) is thrown around and over circle. "It" tries to intercept the ball and force it to touch the floor. If he can make it touch the floor, the cub who last touched the ball goes to the center and game continues.

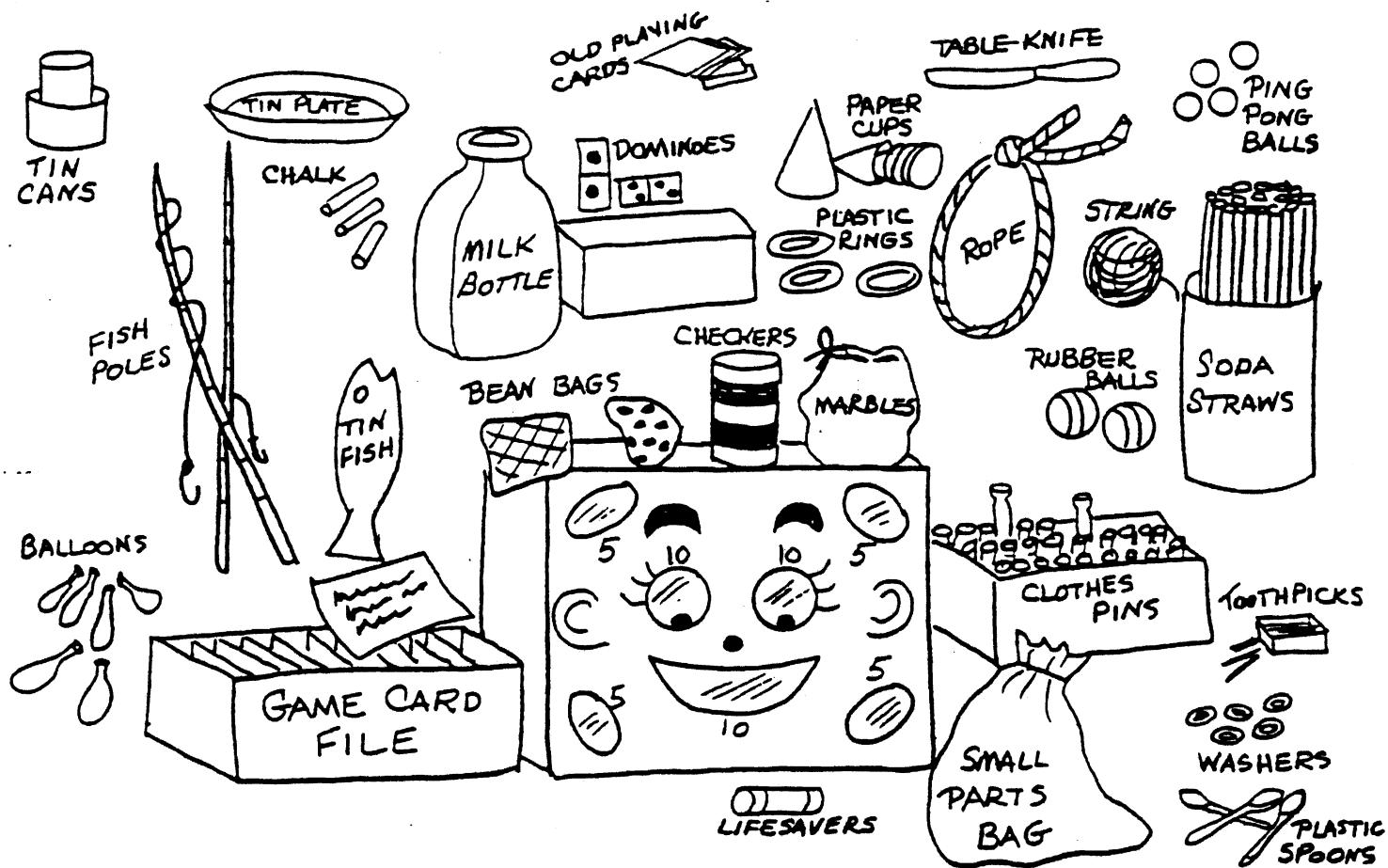
37. Poison Circle - Equipment: chalk, large rope. Tie ends of rope together to form a large circle. Draw smaller, inner circle on floor or pavement with chalk, or spray paint on grass. All grab ahold of the rope with both hands and tug, trying to pull other boys into the circle, while staying out of it yourself. If you get pulled into the poison circle, you are out. Game continues, until there is one winner.

38. Blast Off - One cub is Mission Control. The others are given the names of planets and seated around the room. Mission Control walks around the room, calling out the names of various planets. When his planet is named, a player gets up and follows Mission Control. When most of the boys are walking, Mission Control calls, "Blast Off", and all players, including those still sitting, must find a new seat. The player left standing is the new Mission Control.

39. Skateboard Plunger Relay - Shuttle relay style. Cubs sit on skateboard with feet on board. They use the plungers to propel themselves from start line to next line. If they use their hands or feet, send them back to start. Cub must cross the line before passing skateboard and plunger to next team member.

40. Blanket-Chariot Relay - Each team consists of 2 blanket pullers and one rider. On "Go", pull down around chair and back to start. Every boy gets a chance to be a rider, so keep rotating positions. Variation: blindfold "horses" and have rider shout directions.

GAME CHEST



Blocks of Wood

Skittles
Bowling
Throwing Games

Clothespins

Drop in Bottle
Pitch Targets
Wrestlers
Clothesline Relay

Curtain Rod Rings

Tossing Games
Bottle Games

Soda Straws

Bottle Pickup
Bean Relay
Ping-Pong Ball

Toothpicks

Lifesaver Pass
Stack on Bottle
Pick up Sticks

Spoons

Carry Ping-Pong Ball
Snap Ball at Target

Marbles

Rolling Games
Tossing Games
Pop Marbles

Paper Cups

Tossing Games
Blowing Relay

Tin Plate

Spin the Plate
Toss Cards Into Plate
Toss Washers

Ropes

Champ Nit Games
Quoits
Tug-of-War

Rubber Ball

Throw and Catch
Ball Toss
Spud Ball
Pass Ball

Bean Bags

Duck on Rock
Toss Games
Hot Potato

Balloons

Balloon Burst
Relay
Water Balloon

Tin Cans

Stacking
Toss Games