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The Book of Cub Scout Games

EDITED BY
V. C. BARCLAY

With a Foreword by the Founder



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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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DEDICATION

This book is dedicated to all the Cub Scouts and their Leaders who sent me their own Pack Games for inclusion in it. May they be rewarded by the thought of all those who will spend happy evenings as a result of their good turn.

FOREWORD

PLAY IS THE FIRST GREAT EDUCATOR

THIS is the text on which I have preached in the *Handbook*. Just as for young animals, so for the Cub Scout, 'play is the thing.' I have advocated in the book that the principle for dealing with Cub Packs is that of making the Cubs a happy family – not a family, but a happy family.

But when they play they should be encouraged not to mess about but to play heartily. Games properly organised develop the important items of laughter, good nature, and comradeship as well as physical health and activity, while team games further develop unselfishness, *esprit de corps* and fair play.

But through it all I continually lay the stress upon laughter. Another text that you will find in the *Handbook* is that 'he who laughs much lies little.'

It is, of course, easy to state generalities like these. It is another matter to devise the details by which they can be put into practice. This important part of the proposition Miss Barclay has by her unique experience with Cubs successfully achieved, and in the following pages she gives a *resume* of games such as will be of infinite value to the teachers of young boys in putting into them the foundation of Character, Health and Happiness.

ROBERT BADEN-POWELL.

NOTE BY THE COMPILER

May I draw attention to Chapter VII, which was added in the third edition. It should be used in conjunction with Chapters I and III. It contains the same type of games, but rather better ones. May I also remind you of my other {and later} book, *Games for Camp and Clubroom*, as none of the games in that are included in the present book, and many of them are good alternatives to these older games – some being of quite another type, as they were collected abroad. (Same publishers. Price 3s. 6d.)

The old introduction has been replaced by the following more practical pages. Some of the paragraphs are taken from the book mentioned above.

Why Play Games?

Games are admittedly a very important part of Pack life. Here are five good reasons why you should include plenty of them in your programme.

1. The boys love games; and the Pack should give them what they like, especially when it is something so good for them.

2. They are the best training in discipline, because they make for self-discipline while in strenuous action, and self-control while excited.

3. They are the best form of physical exercise because they consist of natural movements, done at the boy's own pace; and supply as much exercise as each needs. And, what is more, the joy and keenness they provoke are as much a tonic to the nervous system, as the exercise is a means of toning up the muscles, quickening the breathing, and increasing the circulation.

4. Games are true character training in a number of ways. The many virtues that get practised while playing the great variety of games that are possible in Cubbing, get built up into the character, because they are practised voluntarily, with real joy and enthusiasm.

5. Games make for quickness, deftness, poise, suppleness, resource of the body and its members in adapting to situations. A boy who has not played all these games of ours is obviously clumsy compared to a Cub.

Make the Games Cubby

Many of the games in the various books are, of course, played by the Scouts – but you cannot leave them out on that account. One of the ways to prevent the Cub becoming too familiar with what he will find again on going up to the Scouts, is to dress the games up in a romantic setting – not only the Jungle story, but Indians, Explorers, Highwaymen and Police, Detectives, Giants and Tom Thumb, Robinson Crusoe, Peter Pan. (Avoid war settings, however).

This is not only a matter of the name given to the game, but of all sorts of details that a resourceful Akela will be able to think out. It adds to the pleasure of boys of that age. And if it adds to the work of Akela, well, all that is worth doing in Pack life means preparation.

For Cubs of Different Ages Cubs are young animals in a state of rapid change. At 8-9 they need games that are either romp or make-believe or (like Jungle dances) both. Cubs of 9-10 want something a bit more enterprising – 'acting' rather than make-believe; a rough and ready contest with beginnings of co-operation; opportunities of displaying individual skill. Cubs of 10-11 already want games that are becoming more the games of a boy than of a child, they need Scout games, though they are, of course, only doing Cub work still.

Cubs over 10 should play Scout Games

I believe that Cubs of 10-11 ought to play games where there is keen contest, team work, skill, endurance, pluck, agility, discipline, if they are to be ready to take their place happily in the Troop.

First, because Cub training of a boy over 10 must include the beginnings of these more virile things if it is to be adequate. We must beware of keeping the Cub a child longer than nature meant, in hopes that it will be more of a change to become a Scout and therefore hold his interest. Keep the Scout programme fresh of course; but don't keep incipient Scout virtues from growing naturally and being trained aright and pruned in a healthy way.

Secondly, the boy will take his place more happily and easily in Troop life if he feels at home playing the games the Scouts play. A raw recruit would expect to be a bit clumsy as compared with trained Scouts; but a boy who goes up as a Cub well developed in various other ways, wants to be a success, and valued by his Patrol as a member who helps it to do well in games and contests. In the matter of the various Scout subjects, he will soon pick them up, if well trained in the Cub tests. But if in the matter of games, he has had chiefly jungle dances, acting, and so on, he will be handicapped when it is a question of co-operation in a team, quick and silent obedience, skill of eye, hand and foot, and an understanding of the rules of the games – which may not be explained fully, just for the benefit of one new scout.

In the short life of Cubhood, and with the child's love of repetition and the small boy's untiring enthusiasm, the Cub is not likely to get fed up with any game. Rather, he will enjoy Troop life all the more for finding there the very games that made Pack life such fun.

Teams for Games

It has been pointed out by writers on Scout games that where Patrols are being used as games teams, there should never be a mixing of Patrols to equalise numbers; better let one Scout run twice, if the Patrol is short, than fill up the vacancy with a member of another Patrol. This idea is very true as regards Scouts; games-playing can strengthen Patrol spirit, and nothing should be allowed that interferes with this. The rule does not, however, apply to Cubs, for three reasons.

First of all, the Six is much less of a 'gang' than the Patrol. This is as it should be, not only because it fits in with the nature of boys of that age, but because the Pack aims at being a happy family and not a set of Patrols.

Secondly, between the ages of 8 and 11 boys vary more fundamentally in character than between 11 and 15: 8-years-old wants to play quite differently from 10 and 11-years-old: he is still a child. Whereas the boy of 10, even of 9, is already very much a boy.

Thirdly, you find a larger number of slightly abnormal boys during Cub age than later on: *e.g.* the very troublesome and disobedient, the very quarrelsome, the very timid, the deficient, and so on. It is partly that boys join a Pack who would not join a Troop; and partly that at that age they are more individualistic, less adaptable to outward circumstances, have not learnt to conform to accepted standards of behaviour.

In a fairly large Pack it is often best, then, to make up two or more different groups, playing different games, under different leaders. The obvious way of grouping is by age.

If, however, games are being used to correct bad tendencies or encourage good ones, groups are made up quite differently – though why Akela picked the Cubs as he did, is not known to any of them. Incidentally, to have got all the 'unmanage-ables' into one group under a resourceful leader will allow of wonderfully peaceful and successful games-playing by the rest of the Pack. If only for this reason it should be done, occasionally. But, more important still, it is a chance of dealing more directly with the unmanageables.

Joy

Whether a game is physical training, or character training or instruction, one thing it must be – enjoyed by the players. This is the chief justification of games.

A good game makes the players of it perfectly happy for the time being – joyful, keen, full of laughter and excitement. Now this is good in many ways.

To begin with it is a tonic physically. It braces up the nerves and muscles and increases circulation. It is not only the exercise that does this, but the joy. Imagine, for instance that you are standing opposite a row of boys, their eyes fixed on you wondering what you are going to say. You tell them about a lively game which is going to fill the rest of the evening, describing its romantic details, its exciting moments, its chances of testing skill and courage. The eyes grow bright, the faces round and smiling, the bodies at ease, but toned up ready for action. So far there has been no exercise; just the joy caused by hearing about a game has had a physical effect.

But supposing, instead of speaking of a game you had administered a scolding about bad conduct and a solemn warning to miscreants. Now look at those faces. They are not pink and smiling; the eyes are dull; there is an awkward tension of the body – boys given to fidgets are fidgeting; shoulders droop with inertia. So far, no physical effort has exhausted those boys: it is just that they are suffering from the opposite of joy. If, then, mere talk can have this marked physical effect, what must the actual playing of a happy game do for these young bodies which a long spell of sitting still over homework has tired out?

The joy caused by the playing of games is also a mental tonic. Depressed, anxious or disappointing thoughts are crowded out. Even boys suffering from apathy, discouragement or a sense of inferiority, can find in games something to help them back to health of mind. The consciousness of personal success, energetic action, co-operation with others, the excitement and happy laughter, all put the boy back in the condition in which it is natural for the young to be.

Play plenty of games then, and try to enjoy them, yourself, as much as the Cubs do.

V.B.

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The Place of Games in Relation to a Cub's Health

CHAPTER I

ACTIVE GAMES – INDOORS*

* For additional games of this type see Chapter VII.

Circle Games. – Keeper and Poacher – Tunnels – Fait in – Knotting Tug o' War – Whack 'Em – Escaped Prisoner – Filling up the Gap – I Have a little Dog – Hands Up – Jehosaphat – Catching the Stick – Spin the Platter – Ring on a String – Bump – Changing Places – Round the Ring – Knock the Block – Master of the Ring.

Games with Sides. – Snatch the Hat – Scalps – Rats and Rabbits-Hop It – Up Jenkins – Feather Football – Air Polo.

Other Games. – Clear the Decks – Take Cover – Maze – O'Grady Says – Mowgli and Shere Khan – The Cave – The Blind Giants-Look out for Shere Khan – Mowgli and Bagheera – Musical Monkeys – Follow Grey Brother – Mowgli in the Circle – Where's My Rabbit – Pop goes the Weasel – Muffin Man.

Bean Bag Games. – Butter Fingers – Circle Catch It – Outer Tag.

Note. – The games included in this chapter I have termed 'Indoor Games' not because they are best played indoors – no active games are best played indoors – but because they are games it is *possible* to play indoors. A large number of Cub meetings have, of necessity, to be held in club rooms, and it is a good thing to realise what a large number of active games can be played even in quite a small room.

There are just a few points to give attention to in order to make the game a success.

In games where the *score* is the interest it is of utmost importance to have a good scorer. If the games are in the hands of the Sixers these should take it in turn to stand out of the game and score, but better still, have a Scout Instructor. There should be a regular scoring tablet and pencil, or, better still, a small blackboard and chalk.

Where a definite position is required as for 'Scalps,' 'Rats and Rabbits,' etc., chalk marks should be made.

As to the number playing, most of these games are best if limited to about 18. If your pack is a large one divide it up, and have two games in progress at the same time. Points to note about this are as follows: – Have someone definitely in charge of each game – don't try to keep an eye on both. Then, unless you are one of those lucky people with two rooms, it is best to have two sets of the same game in progress at the same time; otherwise the Cubs in one set will be inclined to look away at the other, to see what is happening; and if it looks more enthralling than their own game, will be inclined to desert to the other camp. As to the method of dividing – by Sixes, is, of course, the quickest (picking up should not be allowed in this case – the two camps are not competing against each other, so there is no need for even strength). Another method is big boys in one lot, little ones in another; then while the big boys are playing some more elaborate game, like 'Spin the Platter,' or 'Air Polo' the little ones can be playing 'Musical Monkeys,' or 'Follow my Leader,' which the older Cubs would not care for so much.

Keeper and Poacher

The wood, is formed by the Cubs falling in, in a circle, holding hands. They each represent a tree.

The Poacher is a Cub who is sent out of the room.

The Keeper is one of the Cubs in the circle, whom the Cubmaster chooses.

A cap is placed on the floor, in the centre of the circle.

When the poacher is called into the room, he may enter *the wood* through any of the gaps (*i.e.* under the arms of the Cubs), but he *must* go out by the gap he came in by. He does not, of course, know which Cub is the keeper. His object is to pick up the cap and get out of the wood before the keeper can touch him. The keeper can only touch him while the cap is in his hand.

The keeper's object is not to give away his identity till the moment comes to pounce.

If the poacher escapes, he can be a poacher again – so on, till he is caught. If he is caught he comes back to the circle; the keeper becomes a poacher; and 'a new keeper is chosen by the Leader. Between every entry of the poacher *the wood* should move round, and so alter the position of the gaps.

A new keeper is chosen for each round whether the poacher is caught or not.

Tunnels

The Cubs, in Sixes, fall in, in single file, and stand with their legs as widely straddled as possible.

At a given signal the boy at the end of each file becomes a *train*, *i.e.*, he falls on his knees, and crawls through the tunnel as quickly as he can.

On reaching the end of the tunnel he stands up (so becoming the first boy in the file).

As soon as he is up the last Cub now becomes a tram in his turn, and the performance is repeated. So on till every Cub has been through the tunnel.

The winning Six is the one of which the Sixer first finds himself again at the head of his Six.

N.B. – The last Cub must never *start* crawling until the one in the tunnel has come to the end and stood up. If he does, his Six is disqualified.

Fall In

The Pack falls in, in one rank (or two-deep, if it is a large Pack). The *order* of falling in must be carefully decided (*i.e.* by Sixes, or by height.)

The Leader takes up his position exactly opposite the Senior Sixer (or boy on the extreme right of the rank). He then tells the Pack that he is going to run away to another position in the room, and clap his hands. As soon as they hear the clap (but not before) they must run as quickly as they can, and fall in again in exactly the same order, *viz.*, Sixer opposite Leader, rank to his left, in proper order.

The performance is repeated about ten times, as quickly as possible – Leader only waiting to run off again until the last boy is in place, and the rank standing at the alert.

The game may also be played by the Leader running off, and shouting, 'Pack, Pack, Pack!' The Cubs answer, 'Pack,' and run to form the Council (or Parade) circle round him.

N.B. – As much noise and shouting as they like may be made by the Cubs as they run up, but each must fall silent as he comes to the alert, in his own place.

Knotting and Skipping Race

The Sixes fall in, in line. Each Cub is provided with about two feet of cord. At a given signal they run out into the middle of the room, and each joins the bit of cord he holds on to the next boy's bit so forming one long cord. The Six uses this as a skipping rope, turned by the Sixer and the Second. The first Six to have had each Cub skip three times wins.

Whack 'Em.

Form a circle; all bend inwards, hands behind back. One boy falls out, holding a knotted scarf or a boxing glove on a short piece of cord. He runs round outside the ring, and quietly places the scarf in the hands of one of the Cubs, and retires as quickly as possible to his own

place. The Cub holding the scarf tries to whack his right hand neighbour before the latter can get away and run round the circle back to his place. The pursuer gets in as many vigorous whacks as he can before the pursued reaches safety, and then proceeds himself to place the scarf in the hands of another Cub. The game proceeds as above.

Escaped Prisoner

Form a circle, all holding hands tightly. Place a 'prisoner' in the centre. The prisoner may now proceed to try and escape by either getting under or over the gate, *i.e.*, under the clasped hands of the Cubs or over them. *He may not break through.* If the prisoner manages to escape he runs away as fast as he can, while the whole lot of Cubs, with a yell, make after him. The first to catch him and bring him back then takes the place of the prisoner, and the game proceeds as before. (The same boy may not be prisoner twice. If he succeeds in catching the escaped prisoner a second time he must name a boy for the prison.)

Filling up the Gap

Form a circle. One boy runs round, outside, and taps another boy on the back, and continues to run round in the same direction. The Cub touched runs in the opposite direction, and tries to get to the gap before the Cub who touched him. The one failing to reach the gap then goes round again as described.

I Have a Little Dog

Circle, holding hands. One boy walks round the ring holding a scarf and repeating, 'I have a little dog, but he won't bite *you*, and he won't bite you, and he won't bite you,' until he reaches the boy he has picked on. Laying the scarf on that boy's shoulder, he says, 'But he will bite *you!*' and runs away round the circle and in and out under the hands of the others, pursued by the 'bitten' one until flicked with the scarf, when the pursuer becomes the owner of the dog and goes round as before.

Hands Up

All hands held above the head, palms outwards. A Cub takes his place in the centre of the circle and tries to smack the hands of anyone before these can be lowered. Hands must be raised again immediately. The smacked one takes the place of the middle boy.

Jehosaphat.

Circle, holding hands. Two Cubs are placed within the circle; one of them is blindfolded. The blind Cub cries, 'Jehosaphat' and the other must answer, 'Yes Sir,' at once. The blind Cub tries to catch Jehosaphat, judging his direction by his voice. When Jehosaphat has been caught two new Cubs occupy the middle of the ring. (This game is really a variant of 'Blind Man's Buff,' but being in a circle is easier to play, with Cubs.)



Catching the Stick.

Catching the Stick

Circle, facing inwards. A Cub stands in the centre supporting a short broom-stick upright on the floor by resting the palm of his hand on the top of it. He then suddenly removes his hand from the stick, calling on a Cub in the circle by name, as he does so. This Cub must try to catch it before it falls to the ground. If he succeeds he goes into the centre to support the stick and the game proceeds as before. If he fails, the middle boy again lets go of the stick, calling on another Cub. (The stick must not be held, but merely balanced in an upright position by the palm of the hand being pressed upon the top of it.)

Spin the Platter

The Cubs squat in a circle on the floor either sitting, or as for the Grand Howl (preferably the latter). Leader spins a bread platter, or tin plate, in the centre of the circle, and calls on any Cub by name, who must spring up and catch it before it settles. The Cub who succeeds most often in catching it wins.

Ring on a String

Circle. A long piece of string runs through the hands of all the players, and is secured by a reef knot. A ring has previously been threaded on the string, and is concealed in the hand of one of the players. A Cub takes his place in the centre, and all the players move their hands backwards and forwards, as if passing on the ring. If the Cub spots who is holding the ring, he may smack the hands of that player, who must instantly hold them up. If the ring was in his hands he changes places with that Cub. The ring must be on the move all the time, and must not remain in one boy's hands. It may be passed in either direction.

Bump

A large circle of chairs, stools, boxes, and up-turned tubs or pails is made (chairs, etc., of *different* heights being put next to each other, all touching). A Cub sits on each. One rises, and stands in the centre. This leaves one chair empty. The Cub on the left of it promptly moves on one, and fills it up, his chair being promptly occupied by his neighbour, and so on all round the ring. The centre Cub tries to sit on the vacant chair before it is filled. If he succeeds another Cub takes his place.

Changing Places

Large circle. Cubs two arms' distance or more apart. They are numbered consecutively, from one, onwards, and then 'shuffled,' so that the numbers no longer run consecutively. One Cub (who was out of the room, during the numbering) then takes his place in the middle. Leader calls out any two numbers. The players answering to these must run across and change places, the centre Cub trying to fill the vacant place while they are doing so. If he succeeds, the player whose place he has occupied goes into the centre, and the game proceeds as before.



Round the Ring.

Pushed Around

About 12 Cubs kneel or sit on the floor in a ring, feet pointing inwards, allowing just enough room for a Cub to stand up in the centre. The centre Cub holds himself perfectly stiff and rigid, and then lets himself fall on to the outstretched hands of the Cubs forming the circle, who push him round from hand to hand. If a player lets him fall he will forfeit his turn of being 'pushed around'.

Knock the Block

An Indian club, block of wood, or something similar is set up, and by a circle of Cubs, holding hands, is formed round it. They try by pulling to get one of their number to knock it down. Each Cub who does so falls *out*, until only one is left, as victor. The object in the middle should be one which will fall over easily, and be high enough to be difficult to jump over. The circle should move round and round the object, first in one direction, then in another.

GAMES WITH SIDES

Snatch the Bag

Fall in the Cubs in two ranks (9 or 12 in each rank) the ranks facing each other, 6 or more paces apart. Number from opposite ends. Some object such as a bean-bag is placed in the exact centre between the two ranks. The Leader calls out a number. The two Cubs answering to that number each start out, with a view to picking up the bag and getting back to their own line with it. But once the player has the bag in his hand or is touching it, he can be 'tagged' by his opponent, when the bag must be replaced in the centre, and both players return to their ranks. If, however, one player can pick up the bag and get back to his own line, he has scored a point for the side. Players should not rush out blindly and seize the bag. They should dart out, keeping an eye on each other, and by feints or other forms of strategy, steal the bag from under the nose of the enemy, and spring back to their line. Score should be kept by the Leader.

Scalps

This game is similar to the last, the only difference being that 12 bags are placed in a line instead of one, and the players number from the same end, instead of from opposite ends. The object is always to take the *end* bag. The side which holds most scalps at the end of the battle has won.

It is a good variant of 'Snatch the Bag' as it teaches the Cubs greater precision, for, should one player take a bag from the wrong end, or from the centre, the boy who has taken the right bag obviously wins. Also it simplifies the scoring as it is merely a matter of counting the scalps.

Rats and Rabbits

Divide the boys into equal sides, calling one side rats and the other rabbits. Sit them in the centre of the room, back to back. Then commence telling them a story which will introduce rats and rabbits. Every time the word rat is mentioned, the rats jump up and make a rush for the wall facing them, the rabbit's object being to touch them, before they reach this wall. If a rat is touched, he joins the rabbits. The proceeding is reversed if the word rabbit is mentioned. The story is continued until all the boys are on one side.

A simpler way of playing this game is merely to shout 'R-r-r-rats!' or 'R-r-r-r-rabbits!' The long roll before gives the Cubs a moment of thrilling suspense to hear which side is to run and which to chase. In playing the game this way it is best to count the boys caught on either side, and keep a score, not to transfer the prisoners from one side to the other.

Hop It

Pick up sides. The two sides, each under its Captain, stand some 6 yards apart. One Cub is sent out from either side, hopping on one foot, his hands clasped tightly behind his back.

The object of each is to knock the other down, or cause him to put both feet to the ground, or to unclasp his hands. The hoppers may change feet as they like, provided both feet never touch the ground at the same time. When a boy is conquered he joins his conquerors side. The game is won by the side which has the most players on it when the whistle blows.

Up Jenkins

The players sit (9 or 12 a side) at a long table. A sixpence is given to one side or the other. The players on the side holding the coin must all keep their hands under the table. The coin is secretly put into the hand of one player. When that side declares itself to be ready the captain of the other side calls out 'Up Jenkins!'

All hands are put on the table, knuckles upwards. The captain then tells each boy in turn whom he believes *not* to hold the coin to take off one or other, or both, of his hands. If he succeeds in clearing the table *of all empty hands*, and leaving only the fist containing the coin, his side has scored a point and receives the coin; the game proceeding as before only that the captain is on the other side. Should the captain remove a hand containing the coin, he has lost the game for his side, and the other side scores one. If the side holding the coin wins, they keep the coin and the game proceeds as before. A new captain is chosen for every game.

There are several elaborations of this game which should be introduced gradually, when the Cubs have learnt it in the simpler form.

At the command 'Up Jenkins!' all fists are raised at arms' length and kept there, while the players listen for the next order. The captain can give one of the following orders: –

1. 'Crash 'ems.' The hands are brought down with a crash, open palms to the table. The noise will probably cover the metallic sound of the coin, but care is needed to stop it flying out as the crash comes. The hands are kept still (palm to the table) until the captain has ordered them off, as before.

2. 'Crawl 'ems.' The fists are lowered to the table, and then slowly opened, the fingers seeming to crawl out, until the palms are flat on the table. (Those not holding the coin should act well to draw off attention from the unfortunate player who is trying to keep his coin from chinking. The coin may be held in any way – between the fingers, or the thumb and palm, if desired.)

3. 'Dance 'ems.' The fists are lowered to the table, and opened, the finger-tips resting on the table and dancing (a variant of this is 'Crab Pots' in which the fingers are stationary)

4. 'Picture frames.' The fists are kept up at arms' length, and turned knuckles outwards. The hands are then slowly opened, only the backs being shown to the other side. The captain proceeds to pick them off, while in that position, (other commands can be invented.)

A good rule to introduce, among sharp Cubs, when the game has been played for a while, is to say that others, besides the 'captain,' may give orders, but that should a single one of these orders be obeyed the game is lost to the side which is careless enough to take orders from one who is not 'captain'. This demands that every Cub be very wide-awake and self-controlled. A little good acting on the part of a pretending 'captain' may catch out even the sharpest.

Feather Football

Players are divided into sides, and sit along each side of a table. A line at each end defines the goal. A downy feather is set floating in the centre. It must be kept up by blowing. A goal is won by the side which succeeds in blowing the feather over the goal line. Points are scored against the side which allow it to settle on the table. For this purpose a vertical line should be marked down the centre of the table. A variant of this game is to have the Cubs in a

group, standing up. All keep the feather in the air by blowing, and he on whom the feather can be made to settle loses a point for his Six.

Air Polo

A tape is tied across the room at the height of an average Cub's neck. The two sides (consisting of 6 to 12 Cubs) stand one on either side. An air ball is held in the centre of the tape and let go at the whistle blast. Each side tries to prevent the air ball touching the ground by patting it upwards and over the tape, so that it may descend on the other side. It may not be *held* by any player, but must be kept up by patting. A chalk line should be drawn on the floor beneath the tape to make sure which side the air ball touches. The ball must fall fairly over the tape. If it is knocked beneath the tape and falls on the ground of the other side it is 'no goal' and a *free pat* to the side on whose ground it fell.

Relay Races

(See Chapters VI and VII.)

OTHER GAMES

Feet Up

Cubs romp all over the room. At a short blast from the whistle everyone must sit on the floor with his feet in the air. The last Cub to get his feet up loses a point for his Six.

Maze

Cubs fall in in fours, with the exception of two boys. The Cubs standing in fours hold hands with the boy in the file on either side. One of the two remaining players (who may be called the mouse) starts running up and down between the lines, chased by the cat. At the command 'Change!' the Cubs let go of their neighbours, right turn, and catch hold of the hands of the boys now on either side of them, thus changing the direction of the alleys the cat and mouse are running up and down. This may be in favour of the mouse, who will thus be saved from the cat, or *vice versa*. The fun of the game depends a great deal on the judgment of the person giving the order. He should change the direction often. A fairly short time limit should be fixed, at the end of which, if the cat has not caught the mouse, two new players are chosen.

O'Grady Says.

Cubs fall in as for drill. Leader gives orders, but, unless the order is prefixed by the word "O'Grady Says" it must not to be obeyed. A Cub who moves at any order not thus prefixed falls out, and this continues until all Cubs are out or until the time limit has expired. It is a good thing to let each Sixer in turn give the orders. A good variant is to have two people giving orders. They stand *behind* the ranks: only *one* may be obeyed, and the Cubs must differentiate between the two voices. 'O'Grady' need not be said, of course.

Mowgli and Shere Khan

About 12 Cubs form up in a line, each holding round the waist of the Cub in front of him, and representing the father and mother and all the brother Wolves. The smallest Cub is put at the end, representing Mowgli. A neckerchief is tucked loosely into the back of his shorts, and hangs down as a tail. One Cub represents Shere Khan. His object is to snatch Mowgli's tail. The Father Wolf and the whole family turn and twist about, so as always to keep Mowgli away from Shere Khan, and to face him themselves. The game proceeds for three minutes. If at the end of that time Shere Khan has not succeeded in getting the tail, the Wolves have won. A new Shere Khan, Father Wolf, and Mowgli should be chosen each time.

The Cave

An open door represents the cave, two blindfolded Cubs, one on each side father and mother wolf. The other Cubs-jackals – try to approach the cave one by one, through the door, so

quietly as not to be caught by the wolves. Touching does not stop a Cub – he must be *held*. At the end of the time limit, if the number of jackals *through* exceeds the number of prisoners, the wolves have won: if *vice versa*, the jackals.



The Blind Giants.

This game resembles 'The Cave,' but instead of a door two chairs are used, placed with the backs facing each other 40 inches apart. Between these stands two blindfolded Cubs holding hands, and holding on to the backs of the chairs. Jack the Giant Killer must pass under the clasped hands of the giants or between their legs. The Cubs representing the blind giants may only let go of each other in order to hold Jack and must not let go of the chairs. Score as in the last game. (It is advisable to have a Cub sitting on each chair, to keep it steady.) Cubs go up one at a time and have a try at getting through. He may approach from the back or the front.

Look Out for Shere Khan

Any number of Cubs can play this game provided the room is large enough. One Cub is chosen as Shere Khan and he hides in some part of the room, while the rest with their backs turned, are standing at their *home*. As soon as the Cubs have counted 50 or 100, aloud, they all scatter to look for Shere Khan. The Cub who finds him first calls out, 'Look out for Shere Khan,' and all the Cubs run to their *home*. If Shere Khan catches any while they are running they become *tigers*. All the *tigers then hide*, and the game continues until all the Cubs are *tigers*.

Mowgli and Bagheera

Not more than 6 or 12 Cubs should take part in this game (which is merely the old game, 'I see You, Go Back' renamed, to make it Cubby). One Cub (preferably a Sixer) takes the place of Bagheera the Black Panther, who proposes to give Mowgli a little stalking practice. Bagheera stands with his face to the wall, while the Mowgli Cubs arrange themselves in a row with their backs against the wall at the opposite side of the room. As the starter cries 'go' the Mowgli Cubs begin to move up to Bagheera, taking *long* stride on tip toe, as quickly as possible, a few steps at a time, their object being to get near enough to touch him on the back without being caught in the act of actually moving. Between each few steps Mowgli 'freezes,' which, as Bagheera has taught him is the best way of becoming invisible in the jungle. Bagheera turns round for a moment as often as he likes, and if he catches sight of any Cub actually on the move he points to him, crying, 'Mowgli, I saw you move, go back.' The Cub has then to go back to the wall and begin all over again.

The game goes on until Mowgli succeeds in touching Bagheera. A new Bagheera is then chosen.

Musical Monkeys

This is similar to musical chairs, only that no chairs are required. The whole Pack changes into the Bandarlog, and dances all together in any way it likes, while someone plays the piano. When the piano suddenly stops every monkey must promptly sit on the floor. The last

one left standing is caught by Kaa (a Sixer) and carried off to his abode, near the piano. Each monkey caught by Kaa falls in, in a long line, the whole line moving out to collect each new monkey, as the music stops, until the whole Bandarlog crowd has been *swallowed* by Kaa. Kaa then moves once round the room, hissing to slow and measured music, and the game ends.

Follow Grey Brother

Grey Brother takes the new Cubs hunting. As they are inexperienced they must follow everything he does exactly. He runs round the room, leaping over imaginary tree trunks, swimming across rivers, climbing over rocks, crawling through gaps, 'freezing,' killing a deer, etc., and finally back to Mother Wolf's den, the Cubs doing everything he does.

Where's My Rabbit?

(A new form of 'Hunt the Slipper')

The Wolves have been out hunting. Grey Brother has caught a rabbit. He asks Mowgli to hold it for him while he catches another. Mowgli and the Cubs sit in the circle, and pass the rabbit round for inspection. A bean-bag is the rabbit, or some other suitable object. Presently Grey Brother returns and says to Mowgli, 'Where's my rabbit?' Mowgli replies: 'Forgive me, O Grey Brother, the Cubs have stolen your rabbit.' Grey Brother then goes round the ring searching for his rabbit, which is passed round under the drawn up knees of the Cubs. When Grey Brother gets back his rabbit he gives it to any of the Cubs he likes, except the one from whom he has just taken it, and takes his place in the circle. The new Grey Brother then gives his rabbit to a new Mowgli, and the game proceeds as before. No Cub who has allowed the rabbit to be found may become Grey Brother.

Pop Goes the Weasel

Cubs form into small circles of three, holding hands, with a weasel in the centre of each. An odd weasel occupies the centre of the room. All dance round, singing the rhyme. At the word 'pop!' all the weasels pop out and form a ring in the centre with the odd weasel, and dance round once, to the tune. At 'pop' all weasels pop back into their holes (the small circles) and the one who fails to find a hole becomes the odd weasel. The weasels then change places with one of the Cubs forming the small circles, and the game continues.

Muffin Man

All the players are blindfolded except one. They scatter about the room. The one who is not blindfolded takes a bell and moves about ringing it all the time, and trying to avoid being touched by any of the blind men. The blind man who succeeds in touching him becomes muffin man (Any player who feels himself caught must at once say 'blind man,' so that the other player may know that he has not caught the muffin man.) If, at the end of three minutes, the muffin man is not caught, he scores a point for his Six.

Master of the Ring

A circle is drawn on the ground. Players stand shoulder to shoulder inside the ring, with arms folded. At signal being given the players try to push their neighbours out of the circle with their shoulders. Any player overstepping the line drops out of the game, also any player who unfolds his arms or falls down.

BEAN BAG GAMES

(For Cross Throwing and other Team Games *see* Chapter VII)

Butter Fingers

The Cubs form a large circle. A bag is tossed from one to the other in any direction. If dropped by a boy, he must kneel down and catch in that position if the bag comes his way again. If he succeeds in doing so he may stand up again, but if he fails he must sit cross-legged.

If he fails a third time he must fold his left arm. A fourth time he folds both arms and is 'dead.' The Cub or Cubs left standing when the whistle goes are winners. A *bad throw* is penalised as much as a miss, the umpire ordering the thrower to kneel down.

Circle Catch It

The Cubs form a circle. One boy stands in the middle. A bean bag is thrown about from boy to boy in any direction. The centre Cub tries to catch it. If he does so he throws it up in the air, and whoever succeeds in catching it before it falls to the ground goes into the middle. If no one catches it, the Leader appoints a new middle man.

Outer Tag

The Cubs form a circle. The bean bag is passed round from hand to hand (not thrown). A Cub runs round outside the circle. He must tap the back of any boy he can catch holding the bag. If he succeeds he throws up the bag (as in the last game).

CHAPTER II
QUIET GAMES – INDOORS

Earth, Air and Water – Zoo – Hissing and Clapping – What am I – It – the Old Soldier – Unwinding – Clumps – Whispering a Message – Scotland Yard – Cub's Nose – Sharp Ears – Creep Mouse – General Post.

Earth, Air and Water

Cubs sit in a circle; one stands in the centre holding a ball or bean bag. He throws it to any Cub, saying either 'Earth,' 'Air,' or 'Water,' and then proceeds to count 10. Before he reaches 10 the Cub must name an animal if 'Earth' has been called; a bird if it was 'Air'; and a fish if 'Water.' A beast, bird, or fish already named by someone must not be called a second time. Should the Cub succeed in naming a bird, beast, or fish he takes the place of the middle boy and calls. Should he fail the middle boy carries on.

Zoo

Cubs squat in a circle. Every boy takes the name of an animal. One Cub squats in the centre. He may call out any animal, and repeat the name three times, quickly. The boy who is that animal must try and jump up before the name has been said for the third time. If he succeeds he takes the place of the boy in the middle; if he fails the middle boy calls out another animal.

Hissing and Clapping

The Cubs are divided into two parties. One party goes out of the room. The Cubs who remain in the room each sit on a chair, with an empty chair next them. They then each choose a partner from the Cubs outside. When they are ready each of the 'out' boys comes in, in turn. He goes up to any Cub he likes and kneels on one knee before him. If he goes up to the Cub who has chosen him, all clap, and he takes his place in the empty chair. If he has gone to the wrong Cub, all hiss, and he goes out again. The game continues until all the chairs are full.

What Am I?

A paper is pinned on to the back of every boy, bearing the name of either a jungle animal, well-known person, historical character, etc. Each boy goes about asking the others questions, such as 'Am I an animal?' – 'Am I fierce?' – 'Am I a tiger?' – 'Am I a man?' – 'A good man?' etc. Only 'yes' and 'no' may be answered. The first one who discovers what he is has won. He reports to the Cubmaster at once and has his paper taken from his back and

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pinned on his chest. He then goes about answering other people's questions. The game ends when every boy has discovered what he is, or at the end of a time limit.

It

Cubs all sit in a circle. One Cub (or a visitor) who does not know the game comes in. He is 'It,' though he does not know it. He is told that they have thought of a certain person, and that he may ask any questions he likes about his appearance, qualities, etc. They may only answer 'yes,' and 'no.' The person asks questions, unconsciously asking them about himself. This fact causes immense amusement. The game ends when he guesses who 'it' is.

The Old Soldier

Someone (preferably the Leader) impersonates the old soldier. He comes in and asks all kinds of questions, but in answering no one may use the words, 'yes, no or nay, black, white or grey.' The old soldier asks questions that may trap the Cub into using the forbidden words. The moment a Cub mentions one of these words, all the Cubs point at him and he has to stand up, a bad mark being scored against him.

Unwinding

. This should not be played with more than 10 or 12 Cubs in a group. They sit on the floor in a circle. Someone names, at random, anything that comes into his head. His left hand neighbour says, 'That reminds me of - ' and mentions what he is reminded of. Whereupon his neighbour says, 'And that reminds me' - and so on, until about fifty things have been mentioned. The unwinding then begins. The first to speak begins with the last thing mentioned. 'That reminds me,' is said, but the order is gone through backwards, proving a good test of memory, though not very hard, as each thing leads back to the one before it. Anything under the sun may be mentioned so long as it is even remotely connected with the thing mentioned before. *E.g.* A bike reminds me of wheels, wheels remind me of a train, a train reminds me of going to camp, going to camp reminds me of the sea, the sea reminds me of shrimps, shrimps reminds me of being ill when I ate tinned ones.

Clumps

Cubs should be divided into groups of 6, or at most, 9. It is essential for a grown-up to be playing in each group. One boy is sent out from each group, and these retire from the room and decide together on something known to all - say, the first Star ever won in the Pack. The boys then return to clumps other than those they originally belonged to, and sit in the centre. Everyone may then ask them questions - not direct but leading questions, and the boy in the centre may only answer 'yes' or 'no.' The first question asked should be 'Is it animal?' or 'Vegetable?' or 'Mineral?' or 'Abstract?' The questions will then be something as follows: - 'Is it big?' - 'Is it hard?' - 'Is it long?' - 'Is it useful?' - 'Is it in this room?' - 'Have we all seen it?' - 'Are there others like it?' - 'Does it belong to a Cub?' - and so on, until the object is arrived at, when the members of the clump clap, and the other clumps have to give up and be told what the object is. Then more boys are sent out, and the game proceeds as before. The questioners must speak very softly, for if leading questions are overheard in other clumps, they may give away valuable information.

Whispering a Message

The Cubs are divided into two more teams and each team stands in a line about 2 yards between boy and boy. The first boy in each team is told a message which he must whisper to the next boy and so on down the line. The team which passes the message correctly right down the line, and reports it to the Leader first wins.

Scotland Yard

A third of the number present are thieves, and the remainder detectives. The detectives inspect the hands of the thieves, who then go out of the room. The detectives are divided into

two parties. One of the thieves puts his hand round the door. A detective must name the owner of the hand. Detectives from either part play alternately and must name the boy loud enough to be heard outside. If he is right a point will be scored for his side (the scorer being outside the door with the thieves). But whether he is right or wrong must not be made known until the end of the game. {Feet may be put round the door instead of hands.}

Cub's Nose

A number of paper bags are put in a row. Each contains something different in it which smells, such as coffee, tobacco, onion, leather, rose leaves, orange peel, etc. Each Cub in turn may smell each bag for 5 seconds. When he has tried them all he writes down in order the contents of each, or tells them in a whisper to the Leader.

Sharp Ears

The Cubs stand in a circle, a blindfolded Cub occupying the centre. The Leader points at any boy in the circle, who must whisper or speak softly the name of the centre Cub. He must guess the name of the speaker by the sound of his voice. If correct he may go on; if wrong he must give his place to another (or he may be given three chances.) When the game in this form has become too easy the centre boy may call on the Cubs to imitate any animal he likes to name, and the one pointed at by the Leader must do so. The centre Cub then guesses the name from the sound made.

Creep Mouse

The Cubs form a circle; one in the centre, blindfolded, is the cat. Each Cub in the circle represents a mouse and creeps up towards the cat in turn. As soon as the blindfolded Cub hears a sound he points in the direction which he hears it. If he points at the advancing Cub he must stop where he is and sit down. Another *mouse* then creeps forward. When all have crept the one who has been able to sit down nearest the cat wins. The circle should be very large – as large as the room permits. There must be *complete* silence among the other Cubs.

General Post

The Cubs sit round the room on any chairs, tables, etc., available. Each takes the name of a town or country and tells the Leader who writes down the places in a list. A Cub is blindfolded and placed in the centre. The Leader then calls the names of two places, and the Cubs representing these must change places without being caught by the blindfolded Cub. An elaboration of this game is to have letter post, parcel post, and telegrams; letters walk, parcels hop, and telegrams run. When the Leader says 'General Post' all change places at the same time.

CHAPTER III

PLAYGROUND AND FIELD GAMES

Release – Spoon – Crouch; or Shere Khan and the Gidur-Log – Clear the Circle – Jump the Bag – Three Deep – French and English – Tails – Deer Stalking – Guarding the Tree – Defending the Flag – Circle Flag Raiding – Storming the Hill – Witch – Hathi and the Hunters.

Note. – A good deal of what I said in the note to Chapter I applies to the games included in this chapter. Also it must be remembered that all the games included in Chapter I are equally good for the playground, and will be much more beneficial in the open air and much more exciting in the larger space. Therefore all those games in Chapter I may also come under the heading of playground games.

The games in this chapter are those which require more space than is available indoors, otherwise they differ little in general principles from the indoor active games; the same rules apply to them with regard to people in charge of each group, careful scoring, numbers taking part, etc.

The chief points that will require attention beyond those mentioned in the note to Chapter I are as follows: – Boundaries to the running space in games like ‘Crouch,’ ‘Hot Rice,’ etc. markings of *homes* or *dens*, which would be very clearly defined, as also *territories* in games like ‘Defending the Flag’ and ‘French and English.’ On an asphalt playground a lump of whitening does the trick, but in a field or garden some other way must be devised. Small pegs with caps hung on them would do; a long piece of tape pegged down close to the ground can mark the boundary line between the ‘Trench’ and ‘English’ territory.

‘Tournaments’ and ‘Cavalry Charge’ should only be played on grass. Several of the games played with *bean bags*, indoors, are more fun played with *balls*, out of doors.

It is inadvisable to use a football for such games as ‘Ball in the Circle,’ or for any game, unless you mean the boys to kick it. To ask a Cub to keep his feet off a football is to ask too much. If you want not to have to scold your Cubs during the games half-hour remove all such temptations.

The Cubs are divided into two sides. One side is ‘out,’ the other ‘in.’ A place is marked as a den for the ‘in’ side. One boy is placed as warder. All the ‘in’ boys chase the ‘out’ boys. If one is touched he is a prisoner, and is put in the den. Anyone from, the ‘out’ side can release all the prisoners by running through the den. It is up to the ‘in’ side to keep their enemies from approaching near enough to do this, while the warders must look out sharply for anyone who manages to get through the ranks and approach the den.

Spoon

A large paper basket is placed at one end of the playground. The Cubs fall in at the other, One Cub stands half way between. He holds a wooden spoon in his hand. At a given signal he runs and hits one of the Cubs with it, and then dashes away towards the basket, the Cub dashing after him. He puts the spoon into the basket and runs for the gap in the ranks at the other end. The Cub who was hit takes the spoon from the basket and tries to get back and nil the gap first. Whichever succeeds in doing so takes the spoon and goes into the middle, the game proceeding as before.



Spoon.

Crouch.; or Shere Khan and the Gidur-Log

The home of the Gidur-log {Jackal people) is clearly defined at one end of the playground. At the other end is a circle, of about 10 feet in diameter. In this circle crouches the tiger, grunting and growling over his feast of deer meat. The Jackals run out of their den, and form a circle round Shere Khan, hoping to get a scrap. Every now and then Shere Khan gets tired of the Gidur-log and rises. The moment he rises they all run for their den (but they must not run till he gets up.) If Shere Khan catches a Jackal, he takes him back to the circle, telling him that if he will help to keep off the rest of the Gidur-log he can have the scraps. Shere Khan and the Jackal then crouch together in the circle, and grunt and growl over their meal. When they get up the Jackals rush away, as before. If

they catch any, these join them in the circle, and the game proceeds till all the Gidur-log are in the circle, but one, who is the winner.



Jump the bag.

Clear the Circle

This game may be played either with a rubber ball or a bean bag (preferably the latter). A circle is marked out, about 10 yards in diameter. All the Cubs (or a given number) get inside, one Cub stays out and throws the ball or bag at those in the circle. Whichever Cub is hit must come out and help hit the rest, by standing on the opposite side of the circle and throwing the ball when it comes his way. Each Cub hit comes out and helps, until there is only one left, who is the winner. The Cubs can move about as much as they like, within *their* circle, and jump over the ball, but no matter where they are hit they must leave the circle.

Jump the Bag

Cubs stand in a close circle (indicated by a chalked line). The Leader or Instructor stands in the middle with a small bag, weighted with sand or small stones, on the end of a long cord. Leader swings the bag so that it flies round and round above the ground. Leader gradually pays out the cord until it becomes necessary for the Cubs to jump to avoid it. The Cubs must not jump away from the bag but straight over it so that they keep their feet on the chalked line. Any Cub hit by the bag, or caught jumping away from it instead of over it, falls out, until only one is left in, who is the winner. (With regard to falling out, *see* note to Chapter I.)

Three Deep

The Cubs, with the exception of two, form a large circle consisting of couples. The Cubs in each couple stand one behind the other facing towards the centre of the circle. Each couple must be at least 2 paces from those on either side – more, if possible. The two Cubs who are not part of this circle come into the centre. One runs away, and the other tries to catch him. He may run anywhere within, or close outside, the circle, and dodge round the couples. If he wants to stop, he can run and stand in front of any of the couples. The back one of the two Cubs in the couple must immediately run away, being chased by the Cub in pursuit. If this Cub manages to touch him, the order is immediately reversed, the chaser becomes the chased and can now himself seek safety in the way described.

Release the Prisoner

This is best played in a field or a large playground. The Cubs are divided into sides. A large territory is defined as the battlefield, and divided into two equal parts. (A footpath may serve as the dividing line, or a line be marked with whitening or a long piece of tape pegged down. Some 30 yards behind the line, on either side, are placed about a dozen objects – *e.g.* bean bags or sticks, which are looked upon as a store of ammunition. A guard is placed in front of this, and must remain at least 3 paces in front unless actually chasing. The rest of the Cubs scatter over the ground some being detailed by their captain to defend, others to attack. At a given signal both sides attack simultaneously. The object of the attackers is to get all the

ammunition belonging to the other side over on their own. They may be taken prisoners by being touched once they are on enemy territory, *unless* they have succeeded in picking up one of the objects, when they are safe to retire to their own ground with it. Not more than one object may be taken at a time. Prisoners are placed behind the ammunition store belonging to the side which has captured them. They may be released by one of their own side touching them. The released prisoner and his rescuer must then return to their own territory, before setting out again on the attack, and must return hand in hand, otherwise they are liable to be taken prisoner again. The winners are those who succeed in capturing all the enemy's ammunition, or who have most ammunition when the whistle blows.

The Cubs are divided into two parties. Lengths of cord are tucked loosely into the backs of their shorts. The members of each side are differentiated somehow, *i.e.* by having the sleeves rolled or down, caps or no caps. At a given signal they rush forward, and try and get each others tails. Once his tail is taken the Cub is dead, and the side which has captured most tails wins. This game may be played in the open; but it is better played as a stalking game in a place where bushes afford cover. No one may hold his tail, or tie it on to his clothing. All captured tails should be tied round the waists of the captors. Cubs who have lost their tails and are dead must at once leave the battlefield, and go to the place previously assigned to them.

Deer Stalking

This game can only be played when there is plenty of cover in the way of low bushes and trees. The Leader (who is the deer) stands in a given spot, and the Cubs run off. When he blows his whistle they all start creeping up towards him, as if they were panthers stalking their prey. The Leader looks all about him, and as soon as he sees a Cub he calls out his name. The Cub must immediately stand up, and come and stand by the Leader, who may then send him out 30 yards or so to start again. If a panther can manage to touch the deer he gives a yell, and all the panthers spring from then-hiding place upon the deer. If no one has managed to touch him before a given time the Leader calls 'time.' and all the panthers stand up. The one who has got nearest without being seen wins.

This game may be played in a place where there is no cover, the deer being blindfolded, and pointing in the direction in which he hears a sound, instead of calling out. There must be an umpire to determine who has been pointed at and to see that he falls out.



Guarding the Tree.

Guarding the Tree

Three Cubs guard a tree, which should stand in the midst of undergrowth which gives good cover, such as bracken, gorse, etc. On the low branches of the tree are hung a number of short cords (or pieces of rag). The object of the attackers is to obtain these. A ring about 20

yards from the tree is marked out. The Cubs scatter beyond this ring. The three guards stand under the tree, and keep a sharp look out. If they can spot an attacker as he creeps up outside the circle they call his name. He must then stand up and go to a given place before starting out again. If, however, an attacker manages to get inside the circle he can stand up and run for the tree to try and get a cord. He can only be stopped by being touched by a defender. If he is touched he must retire to a given spot before having another try. If he succeeds he keeps the bit of cord as a trophy, and goes out once more to the starting point and creeps up again. The Cub with most cords wins.

Defending the Flag

Flag raiding, proper, comes under the heading Scouting Games, Chapter V., but the following forms are more suitable to be counted among the field and playground games.

Circle Flag Raiding

A circle about 20 yards across is marked out and a flag planted in the middle. One Cub is posted to defend it. He may touch any boy who enters the circle and put him out of action, whether he has the flag in his hand or not. Any Cub who can get out of the circle with the flag wins the game and becomes the defender. There should not be more than 12 attackers to one defender. Several games may be in progress at the same time.



Circle Flag Raiding.

Storming the Hill

A steep mound or hillock (such as abound on Hampstead Heath and in many places in the country), or a high bank or cutting, is chosen as the place to be defended. A flag on a stick about 3 feet long is planted in the ground. A number of defenders are chosen from 4 to 6 (depending on the ground and on the number of attackers). These take up their position around the flag. They may be as close as they like but must not touch it. The attackers, under their captain, surround the hill. At a given signal they attack, rushing up the hill or bank. The defenders push them down as they reach the top; or some of them may go forward and prevent the attackers from coming up. There may be pushing or grappling, but no hitting. There is no putting 'out' on either side. As soon as an attacker has got the flag he dashes away towards his own base, calling on his side to rally round him. All the defenders give chase. If they can manage to catch the raider who is running with the flag and hold him down he must throw away the flag at once. If his side can pick it up and dash on with it they may do so, but if the defenders can pick it up, they must be allowed to plant it once more on their hill. There must be no tug-of-war over the flag. If this takes place the boys who have done it are disqualified by the umpire, and must fall out of the game.

Witch

Any number can play this game. One boy is a witch, and catches any Cub he can. These two hold hands and chase the rest. When a third is caught he, too, joins on, and so on

until a long line are chasing two Cubs. The one who remains alone uncaught wins. Should the time whistle blow, the witch will have won if it is composed of more boys than those still free, or *vice versa*,

Hathi and the Hunters

Hathi the elephant takes the centre of the playground, and roves up and down challenging any one to get in his way or run past on his ground. The rest of the Pack is divided into two parties of hunters, one party is black men, the other white, and are differentiated by wearing a black or white armband. The white men are each allowed in turn to call one of the black men to come across and change places with them. As they run Hathi tries to catch one of them. If he succeeds that one must stay with him, and, holding on to him, wait for someone to run across again. Everyone caught joins on to Hathi. At 'time' Hathi wins if he has more boys than either side. Otherwise the white men or the black men win, according to which there are most of left.

CHAPTER IV

GAMES FOR SIXES

Cock Fighting – Sack Bumping – Hand Wrestling – Push o'War – Push Him off – Rope and Blanket – Let 'Er Buck – Stick Tug – Are Ye There, Moriarty? – Baiting the Badger – Walking the Plank – Stepping Stones – Knock the Bucket – Skunk Tag – Sharks and Sailors – Far and Near – Freezing.

Note. – The games given in this chapter are games or contests where only a small number of boys or a single couple takes part. These are unsuitable for a whole Pack of Cubs, because Cubs do not like being lookers-on; they all want to *do* all the time.

In a Six, however, it is different. In some of the games the six boys can be easily occupied; in others the couples take their turns, and there being only three couples the lookers-on have not long to wait.

Also, such games form a very good occupation for that 20 minutes devoted to work and play under the Sixer, provided the Sixer thoroughly understands the game and has proper control of his boys. The playing of games by a Six alone and unsupervised is a very good thing to encourage. The Cubs enjoy it, and it is excellent practice for the Sixer in teaching, maintaining discipline, adjudicating and being patient.

The games described in the foregoing chapters are not suitable for Six work, as they require more than six boys. I remember once seeing four Cubs trying to play 'Whack 'Em'. It was not a huge success. But these games are the only ones the Sixer will know, unless you teach him some specially for his Six. The following are rather contests of skill or strength than games, but anything in the way of a contest appeals strongly to Cubs.

A few of these games are inter-Six games; for instance, 'Sharks and Sailors' and 'Let 'Er Buck.' But all the games included in this chapter can be used as inter-Six competitions, and the Sixes should be encouraged to challenge each other at any of the contests. They should be left to carry off the competition for themselves. The Instructor may be called in as judge, perhaps.

New games and contests should be played between the Sixers themselves at Sixers' meetings, so that they may thoroughly understand a game before attempting to teach it to their Six.

CONTESTS
Cock Fighting



Cock Fighting.

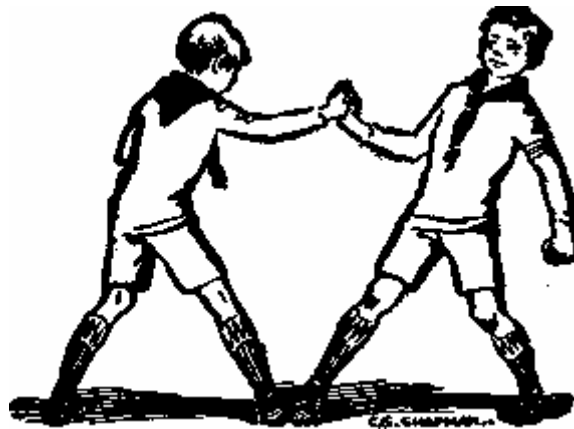
Two Cubs squat, knees up to chin, arms clasped round knees. A short stick is placed beneath the knees and over the arms. Hopping in this position they try to knock each other down, or make each other loosen their hold. Three rounds should be allowed.

Sack Bumping

Two boys each in a sack, which should be securely held up by improvised braces over the shoulders, take their place in the ring. They must keep their arms folded. They now proceed to try and knock each other down by hopping and bumping or dodging their opponent as he hops forward. Three rounds should be allowed.

Hand Wrestling

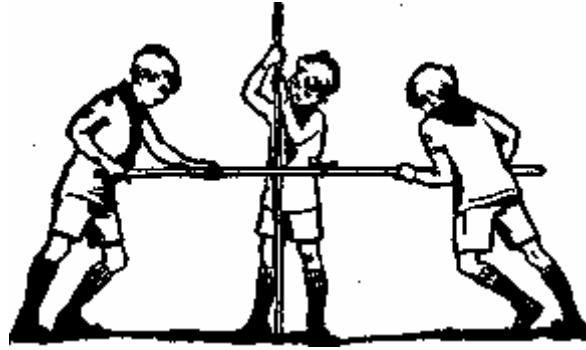
Two Cubs stand facing each other. They place the outside of their right feet together, the left feet being placed backward, knees slightly bent. They join right hands, palm to palm, knuckles upwards and fingers clasped. Each tries to force the other to lift or move one or both his feet or to lose his balance. The Cub who does so loses.



Hand Wrestling,

Push o' War

Two broomsticks are required for this. One Cub stands holding a stick perpendicularly, resting firmly on the ground. Two others face each other, holding a stick horizontally across the upright one. A piece of ribbon marks the exact centre of the horizontal stick. The two Cubs then proceed to push, the object of each being to push the other away until he can stand level with the upright staff. Care should be taken to keep the ends of the staff away from the body.

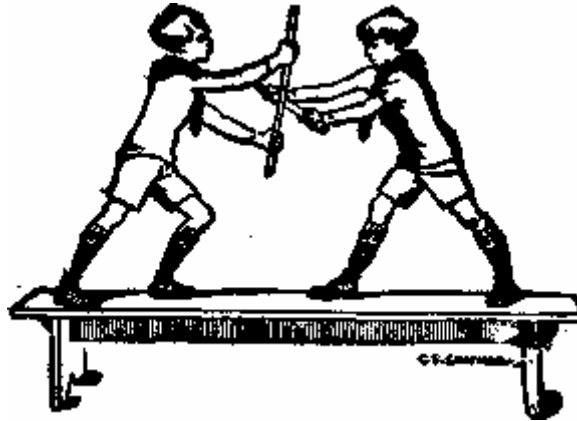


Push o' War.

Push Him Off

A steady form and two short pieces of broomstick are required for this. The Cubs stand on the form facing each other. They raise their sticks, grasping them with a hand at each end, so that the centre of one is thrust against the centre of the other. At the word they begin to push, the object of each being to push the other off the form without losing his own balance.

No other means save pushing with the stick against the opponent's stick is allowed.



Push Him Off

Rope and Blanket

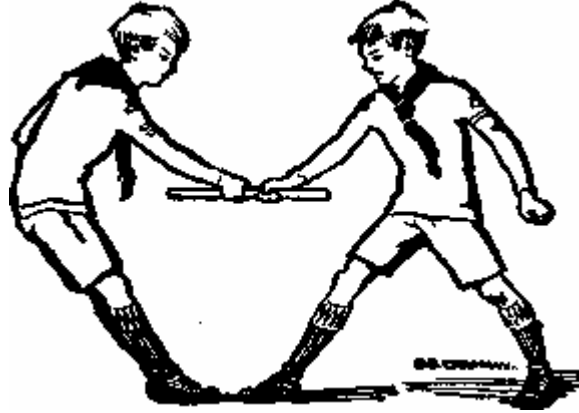
Two Cubs face each other in the ring. One is armed with about 4 yards of rope, the other with a blanket. The object of each is to take the other prisoner, and make him fast, one trying to secure his opponent with the rope and the other to render him helpless by wrapping him up in the blanket.

Let 'Er Buck

This is an American game, also called 'Busting the Broncho.' A big Cub takes the place of the broncho. He stoops slightly, places his hands on his knees or grasps firmly the edge of his shorts. He must not remove his hands from this position during the entire contest. A small Cub, the rider, mounts the broncho whom, he is to break in. He clasps the waist of the broncho with his knees, but may not bring his feet in front, they must always be kept out to the back. With his hands he grasps the broncho's shoulders, but may not put his hands round the broncho's neck, or head, or clasp his hands round the broncho's body. The broncho jumps, bucks, wriggles, dodges, plunges, and does everything he can think of to throw the rider off his back. If any part of the rider's body or feet touches the ground he is considered thrown, and the broncho wins. If the broncho falls or if he removes his hands from his knees, he is 'broken,' or if the rider succeeds in staying on his back for 3 minutes.

Stick Tug

Two straight lines, parallel to one another and 5 feet apart, are marked on the ground. Two Cubs take up their position in the centre between these lines. They each take firm hold of the centre of a short stick with either the right or left hand.



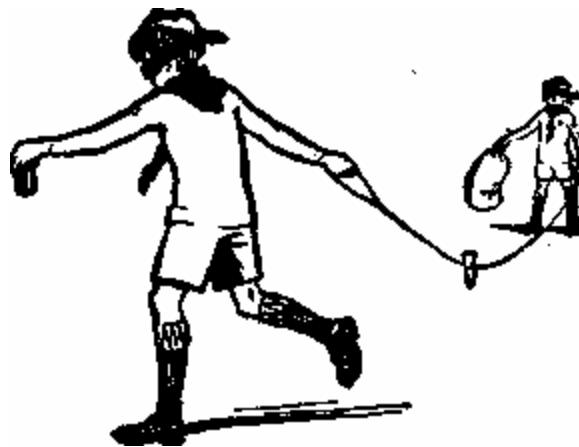
Stick Tug.

At a given signal each tries to pull his opponent over his respective 'home' line. A player is pulled over his when both his feet are across the line. Only one hand may be used in pulling. A player who uses both hands, falls down, or lets go of the stick is considered beaten.

Are Ye There, Moriarty?

Two Cubs are blindfolded. They kneel on the ground a few feet apart. One Cub is Moriarty, the other O'Flynn, O'Flynn holds a firm roll of newspaper, as a club. He cries 'Are ye there, Moriarty?' and Moriarty cries 'Yes,' and ducks his head or puts himself in any position in which he imagines his head will be out of the range of the swipe he expects from O'Flynn, though he must not move his knees from the given spot. O'Flynn lets fly at the place he judges Moriarty's head to be from the sound of his voice, but must not move his knees either. They are given a one-minute round and O'Flynn scores a point each time he smacks Moriarty's head with his club. They then change about, and Moriarty takes the 'Club,' and gets his own back on O'Flynn. The one who scores the most points wins.

Another way of playing this game is for the two boys to hold left hands, and each be armed with a paper club. They call alternately.



Baiting the Badger.

Baiting the Badger

Two ropes, each about 8 feet long, are tied to a heavy weight, or fastened to a heavy tent peg knocked into the ground. Two Cubs are blindfolded, and represent the badger and the baiter. They each hold the end of the ropes. The badger has a tin with a pebble in it, and the baiter carries a pillow or a kit bag stuffed with straw. The badger rattles the stone in the tin and runs round the weight on the end of his rope. The baiter tries to find him and knock him with the pillow. Both must keep their rope quite taut or they will get entangled in it, and trip up.

OTHER GAMES

Walking the Plank

A 4 or 6-inch drain-pipe is laid on the ground (or a couple of boards edgewise). A stone about the size of a large egg is placed on the ground at the end. Each Cub in turn tries to walk the plank, pick up the stone, turn round and get back. The game continues for a given time, every Cub having had an equal number of turns. At the end the Cub with the largest number of stones has won. Bean bag or other object may be used instead of stones.

Stepping Stones

Instead of using a pipe, as above, a stream is marked out crossed by stepping stones, represented by chalk marks or bits of cardboard nailed to the ground, or, if available, large flat stones. The stepping stones are in a twisting line, some near together, some far apart. The Cub must cross the stream without letting his foot touch the water. Scoring as above.

Another Way

Mark out seven or eight rings on the floor with chalk. The size may be varied, but roughly 2 feet in diameter. Number them in any order which is not consecutive, marking the figure inside each ring. Divide the boys into two groups. Each boy must jump from ring to ring in the order they are numbered, *i.e.*, from 1 to 2.

1. A boy's feet must land within the ring, and having landed there he must not move outside until he jumps to the next one.

2. A boy may not touch the ground with his hands in order to balance.

If either of these rules is broken the boy is disqualified.

The boy scores the number of points that is marked on the ring he reaches without breaking either rule. The side that scores the greatest number of points wins.

Knock the Bucket

Played like French cricket, only the Cub stands on an up-turned bucket and the ball must knock the bucket.

Skunk Tag

This game is from the Sioux Indians. The Cubs scatter over a given area. One player is 'it.' Each of the remaining five holds his nose with one hand, and holds up his foot with the other. As long as he keeps in this position he cannot be tagged, but if he lets go with either hand he can be tagged by the Cub who is 'it.' He may stand down when 'it' is making for another boy, or he may run away from 'it' within the game area, and 'catch hold' just in time to be safe, as 'it' comes up with him. If he is 'tagged' he becomes 'it'.



Skunk Tag.

Sharks and Sailors

The idea of the game is as follows: – Some sailors are shipwrecked in the Pacific and are drifting on a raft towards a coral island. They are attacked by sharks and as the raft is only made of loose spars, their legs are exposed to the shark’s attack. Fortunately, however, they carry pistols. Six Cubs are sharks, six sailors. Sailors’ pistols are represented by a ball of newspaper at the end of a piece of string about 4 feet long. The sailors get on to a table and kneel on their ‘lives’ – strips of newspaper, A shark is dead if hit by the paper ball. A sailor is dead if his life is snatched. The sharks are not allowed to attack all together. They pass by one after another in a ‘school.’ This needs a very wide-awake umpire. (The game is played between two Sixes.)

Far and Near

The Six goes along a road. The Sixer carries a card with the name of each of his Cubs. Certain things are to be looked out for – as empty match box, rook flying, tracks of a dog, etc. The Cubs spread out over the road, keeping their eyes open for the required things. Directly one sees one of the objects he runs to his Sixer and points it out, or, if possible, he brings it to him. A point is scored against his name. The Cub who gains most marks during the walk wins.

The following details and points to be scored are suggested in *Scouting for Boys*: –

Every match found	1	point
Every button found	1	„
Bird’s foot track					2	„
Patch noticed on stranger’s clothes or boots					2	„
Grey horse seen	2	„
Pigeon flying	2	„
Sparrow sitting	1	„
Ash tree					2	„
Broken chimney pot	2	„
Broken window	1	„

Other things may be added as desired, but the score should be kept to 1 or 2, or it becomes too difficult for the Sixer to score quickly.

Freezing

Baloo the bear taught Mowgli the Law of the Jungle. The snake hiss, ‘Hist – we be of one blood you and I,’ saved him from death. But Baloo also taught him to ‘freeze’ when danger was about.

In England the best sentinel of the woods is the jay, but the pee-wit also gives his mournful plaint Tee-wit’ if danger is about.

This game may be played while the Cubs are at work or play, on the ordinary Six work.

The rules are as follows. The Cubs do any Cub work, or play Cub games, turn somersaults, etc. The Sixer suddenly cries 'Pee-wit, warning,' when every Cub 'freezes' – that is, he remains still in whatever attitude he is until the Sixer cries 'Pee-wit, no one about,' when he can go on with what he was doing. Should a Cub move after the warning he is considered killed by the wild and puts on his cap back to front, or ties his scarf differently. The game goes on until only one Cub is left who is not killed.

The sixers can vary the cry to that of different birds and beasts.

CHAPTER V

SCOUTING GAMES

Whistling Hare and Hounds – Find the Swag – The Rich Baron's Men – Explorers – Buried Treasure – Spot the Enemy – Tracking – Sharp Nose Tracking – Flag Raiding – Redskins and Palefaces – The Gentlemen of the Road – The Smugglers' Cave – Dick Turpin's Ride.

Note. – *Scouting* games are not nearly so likely to be successful with cubs as playground games. They love short and intense excitement, and can't grasp strategy. They are apt to lose interest in the scheme of warfare, and become engrossed in the interest of the moment, such as a family of frogs, or blackberries on the hedge that forms their cover. Nor can they grasp 'cover' – bold deeds in the open hold a much greater appeal and appear far more noble. The intense fascination of scouting proper has not yet awakened in the boy, as it is bound to do in a few years' time.

To play scouting games successfully with Cubs, the Leader must be a Scout of experience, or at least a person with the power of imagination, which foresees what will happen under given circumstances. He must avoid circumstances which would divert the attention of the Cub from the direct interest of the game. Also he must be able to explain the game clearly and graphically beforehand, and awaken his Cubs' enthusiasm for it. Small Cubs should *not* be included in such games.

I have not here given many scouting games and I have purposely omitted some well-known ones, such as 'Spider and Fly,' 'Bomb Laying,' 'Catch the Thief,' 'Wool Collecting,' etc., which, knowing Cubs very well, I feel would not be successful. I have tried to include at least one game for each kind of occasion on which one requires Scouting games.

'Spot the Enemy' (taken from the well-known game, *Scout meets Scout*) can be played between two Packs in the country, and is a good way of getting to a rendezvous at some distance when ordinary walking would be dull. As a game Cubs don't see much in it.

'Explorers' is also a good way of camouflaging a walk; 'Whistling Hare and Hounds' is a good game, but the run must not be very long. Tracking, especially if disguised under the form of 'Cowboys and Indians,' is popular and practicable. All these games are for scouting over a fairly long distance. Dispatch running must take place within fairly restricted boundaries or the people in ambush very soon lose all interest. A very much more popular form is 'The Rich Baron's Men', and, as far as I know invented by my Pack. It has been played successfully in Green Park, and would do well, I should think, in a big garden, or in a couple of fields and a copse.

'Deer Stalking' is a good way of practising the art of taking cover. 'Flag Raiding' is yet another form of Scouting game. Given suitable country it is quite good, but it is almost

necessary that a Leader should play, on each side or a good Scout or a really good Sixer, while an umpire on the boundary line is essential.

‘Paper Chase’ and ‘Wool Collecting’ are not good, as only the two or three good runners of the Pack get any fun. The rest get tired out and left far behind in the first; and find no wool so lose interest in the second.

Whistling Hare and Hounds

Two boys are hares. They are provided with a Scout whistle, and given two minutes’ start. As the hounds start, the Leader gives one long whistle blast. This is the signal for the hares to start whistling. They must whistle every 60 seconds. They can judge roughly by counting their paces, going at a jog trot, and whistling every 150 paces. Or they may be directed to whistle every hundred yards, if they are fairly good at judging distance. The ground must afford plenty of cover, and the hares should go by a very roundabout route, doubling on their own tracks. If they get tired they may lie in ambush, and need not whistle so long as they are not moving. The hounds may possibly run past them, 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 again 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, such as their scarves worn on their heads, etc. There should be some trophy for them to fetch from the place they are making for, as a token that they have really been there.

Find the Swag

The Cubs representing the police are scattered about all over a given track of country (about half a mile). Two boys representing burglars, and carrying ‘the swag’ hidden on their persons, are started by the Leader five minutes after the police have set out. The thieves, wearing their scarves round their waists, try to get through to a given place – a house, for instance – and hand over the swag before a certain time is up. If a burglar is caught by a policeman, the latter may search him for the swag, while he counts 60 at the rate of 2 per second. If he cannot find the swag he must set his prisoners free and count 100 before he follows him. (Hiding swag in shoes is barred.) If the captor finds the swag he takes it and the Cub’s scarf, and the two boys report to the Leader. The burglar is out of the game, but his captor may return to it and help to catch the other burglar runner. If either runner gets through the burglars are counted the victors.

The Rich Baron’s Men

Two sides. One is Robin Hood’s men, and is marked by wearing necker on heads or round waist. They scatter over a given track of ground, which should have some cover. The other party is the retinue of a rich Baron, travelling through the forest from the King’s Court to his own Castle. The Baron himself carries a bag of gold (*i.e.* a paper marked ‘bag of gold, 30,’ hidden about his person). The rest carry things like ‘bottle of wine, 10,’ ‘a haunch of venison, 15,’ ‘roast goose, 10,’ ‘baron’s wardrobe’ (each article marked 3), ‘jewels, 20,’ ‘silver dishes, 10,’ so on, according to fertility of Leader and Cub’s imagination. The more skilful Cubs are given the more valuable things. They may hide the paper anywhere on their person, except inside their shoes or underclothing.

The Baron’s party sets out together, but gets in a panic, and divides, each man trying to get through to the Castle on his own. If a Robin Hood’s man catches a Baron’s man, he may search him while he counts 60, and then must let him go until he has got himself out of sight (or until the Robin Hood’s man has counted 100).

If the paper is found, the Robin Hood’s man keeps it, and also ‘kills’ the Baron’s man by taking his necker.

At a given time, the whistle is blown and all run to the Castle. The points on the captured papers are added up and also those on the papers that have got through to the Castle, and have been handed over to the Leader. The side with the most points wins. (Papers neither captured nor got through to the Castle count nothing.)

Explorers

A party of explorers sets out (Leader in charge). They decide to leave reports as they go so that, should they never return, their tracks may be followed up by future parties. At 20 yards from the starting place they bury or hide a paper, saying 'We are proceeding due south' (or in whatever direction they are proceeding). 50 or 100 yards on, according to the nature of the country, they hide another dispatch, again giving the compass direction in which they are proceeding. This they do every 50 (or 100) yards. The whereabouts of the message must be clearly indicated by a chalk mark, or a strip of rag tied to a branch, or a freshly peeled bit of stick in the ground. A quarter of an hour afterwards, the second party starts.

They easily find the first message. After that their only means of following up is by reading and following the compass directions. At the end of a mile (or half a mile) the explorers reach their destination and sit down and tell stories about Livingstone or other explorers until their friends catch them up. No noise must be made, as it may give the show away as to the whereabouts and enable the second party to find them without having to read the compass directions. (*Note.* – Leader or Instructor should accompany each party. The Cubs should be encouraged to decide on the compass direction in each case, which should be verified by Leader with a compass, before being written down, or followed up.) The Pack should be given, before starting, an instruction on judging compass direction.

Buried Treasure

The Pack assembles on the outskirts of a piece of wooded ground. The Cubs are told a yarn which terminates in the disclosure that certain hidden treasure lies in the wood. Its whereabouts is described. For instance, it must be 20 paces north-east of an oak tree, which has a hawthorn bush 5 yards on one side of it and an ash tree 7 yards on the other side of it (the locality should not be definitely fixed by anything too obvious, such as a pond, a building, or a gate). The Cubs work in Sixes, and try to discover the spot. They should move quietly, keeping well in touch, for it is important not to give the show away when the spot is located and before the treasure is found lest another Six should rush up and find it first. The treasure may consist of sweets or fruit, and should become the property of the finders.

Spot the Enemy

Two parties out reconnoitring, both at the same time, and both making for the same place, but from two spots each half a mile from the place which they desire to reach. 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 towards the place. Should one member of the party see the enemy he must quietly give the alarm for all to lie flat, and then report their position to the Leader in charge. If the Leader can spot the enemy himself he blows his whistle, when everyone shouts – which annihilates the enemy. Should one party succeed in getting into the place it lies there in ambush and waits for the enemy, when it acts as described above. (The members of the respective parties keep together all the time, and do not extend.)

Tracking

This game should be played by fairly small parties – 12 or even 6. It can only be played when the ground is muddy. Two Cubs start five minutes ahead of the rest. One carries a stick with the lid of a cocoa tin fastened to the end of it. Every few paces he jabs it down on the ground, so leaving a track. He may leave false trails by running down a lane leaving tracks and

then doubling back to his original road and carrying on his tracks from there. This will delay his followers. The other Cubs start either five or ten minutes after the two fugitives, and try to catch them before they can get to a certain place. They must follow the tracks exactly, and may not try to cut them off.

Sharp Nose Tracking

This is played on the same principle, though a much smaller area should be covered. Instead of a tracking stick the two Cubs each carrying an onion, which they rub on every gate, stump, tree, or wall they pass. The others follow up the smell.

Flag Raiding

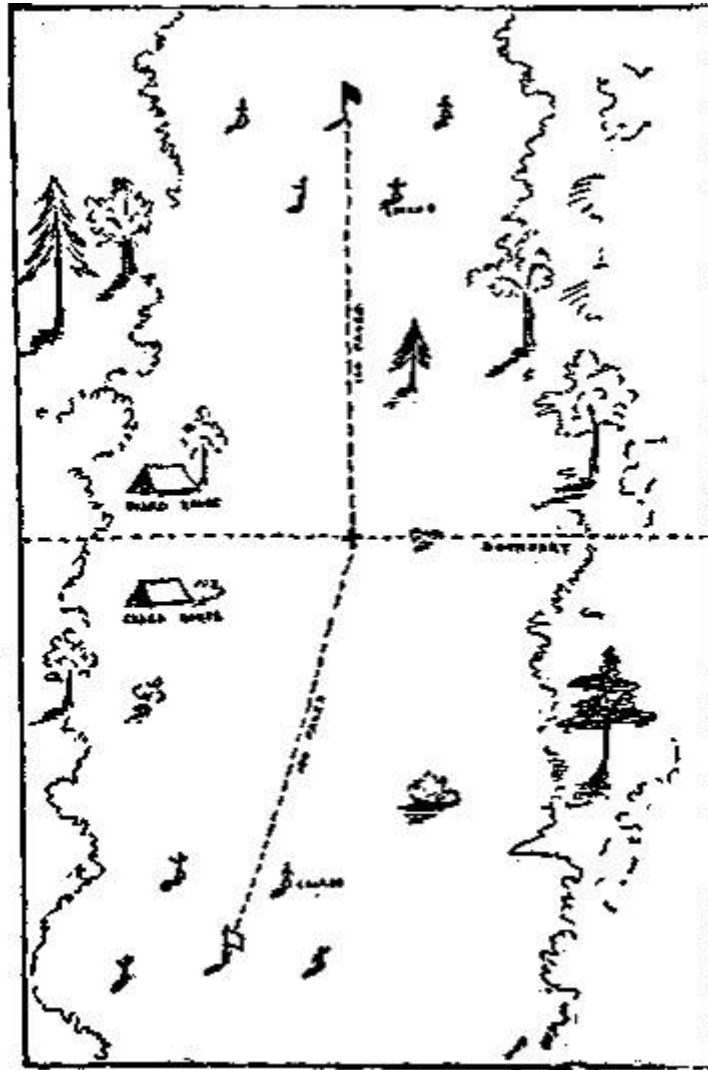
A heath with bushes and trees is the best place for playing this game. The Cubs are divided into two parties. Some definite line such as a path or ditch or road forms the boundary line between their respective territories, and a point on this is chosen as the *centre point* of the boundary. At the distance of 100 paces from this point each party plants its flag. The flag pole must be planted in the ground, but may be placed in any position desired, *i.e.*, either in the open or where there is cover. Cubs may be posted to guard the flag, but they must not stand nearer than 25 paces from the flag unless an enemy Cub gets within this area, when the guards may follow him. The captain of the side places his men and arranges the various stratagems by which the enemy flag may be approached. The Cubs belonging to each side are differentiated by one side wearing their scarves on their heads. Each has a piece of wool loosely fastened round his arm above the elbow. To take him prisoner this must be broken. When about five minutes have been given for preparations the Leader blows his whistle and the raid commences. Any Cub found on enemy territory may be taken prisoner. His wool having been broken he is led to the guardhouse. The guardhouse belonging to each side is a spot, such as a tree, mound, fallen tree trunk, etc., in each territory 15 paces from the *centre point*. The prisoner must stay here, touching the tree trunk (or whatever else is decided on) and can be rescued by any member of his own side who can reach the spot and touch him without being caught. The prisoner cannot be released unless he is touching the tree. Once the rescuer has touched the prisoner both may return to their own territory in safety. A fresh piece of wool should be fastened to the prisoner's arm, obtainable from the umpire, who should be somewhere near the *centre point* of the boundary. Only one prisoner may be rescued at a time.

Should a Cub succeed in getting the flag he should run for his own territory. If he can get over the boundary line his side has won. The umpire should blow his whistle, and the game terminate. Should he be caught before he can cross the line he must at once relinquish the flag, which is planted on the spot at which it was rescued, and the Cub is put in the guardhouse. The game continues until the flag is carried across the line. At the end of a given time (say three-quarters of an hour) if neither side has succeeded in capturing the flag of the other the umpire blows his whistle, and the side holding most prisoners is declared to have won.

Redskins and Palefaces

A party of Cubs representing squatters sets out across the prairie. They are expecting a party of their friends to follow in a few days. They leave tracks for them —> pointing along the road they are to follow, either drawn on the ground or chalked on trees, etc.: X against roads and paths they are not to follow, while every few hundred yards they leave a letter, the place being indicated by the sign [] >. The letter should report their progress, or anything of interest that has been met with. About a quarter of an hour after the departure of the squatters, a party of Redskins (the remainder of the Pack) cross their trail. These are wearing war paint and feathers. They decide to follow the Palefaces and steal their horses and anything they can get. They follow up the trail and find the letters. At the end of about a mile the squatters, having lost their way, halt and send back a scout to reconnoitre. He goes carefully in case of enemies and discovers the Indians on the track of the squatters. Concealing himself carefully he hurries back

and warns his friends, who promptly conceal themselves and wait. They see the Indians drawing near and prepare to defend themselves. They wait until the Indians come as near as possible, keeping themselves carefully concealed, and then they dash out and commence the attack, which consists in the Indians scalping the squatters (by snatching their caps) and the squatters tearing off the Indians' feathers. The Indians should have their own war cry, and the squatters a shout of their own which both utter as loud as possible during the fight. Anyone scalped must instantly give forth a piercing death squeal as loud as he can, and fall down dead. The same with the Indians. At the end of three minutes the Leader blows his whistle, and the corpses are counted. The party with least dead wins.



Flag Raiding

A large number of games of attack and defence can be invented with the general rules the same, the imaginative details varying; the *make believe* appeals to the Cubs and provides variety. The general rules are that the Pack should be divided into two parties, distinguished from each other by wearing their scarves differently, and a piece of wool tied loosely round their arms. To kill them or to plunder their goods, as the case may be, this must be broken.

The Gentlemen of the Road

A party of merchants carry their money (wool) to bank. The gentlemen of the road hear of it and attempt to capture them. If desired a third party may come to the rescue of the merchants in the shape of the High Sheriff and his Bow Street runners.

The Smugglers' Cave

A gang of smugglers are conveying goods from the 'boat' to their 'cave' (two previously defined spots) when they are surprised by the Preventive men.

Dick Turpin's Ride

'London' and 'York' are two spots defined before the game commences. The Pack splits up, some Sixes tracking, some lying in ambush for Dick Turpin (Leader or Instructor). He wears scarves or wool according to the strength of the Pack. If he reaches York with all his scarves he goes free; if with some he is imprisoned; if without any, he is hanged. Many varieties of this game can be made under different guises with a little imagination.

CHAPTER VI

TEAM RACES

Round and Back – Indian Club Race – Change – Over and Under – Stride – Pass It On – Kangaroo Race – Flag.

Note. – The chief point that requires attention in team races – which, by the way, are extremely popular with Cubs – is that they should be played with scrupulous fairness. In the intense fever of excitement it is very difficult to 'toe the line.' I find that there is a prevailing idea that 'toe the line' really means back heel on the line. I am inclined to think that it is easier to keep entirely behind a line, whatever may be technically permissible.

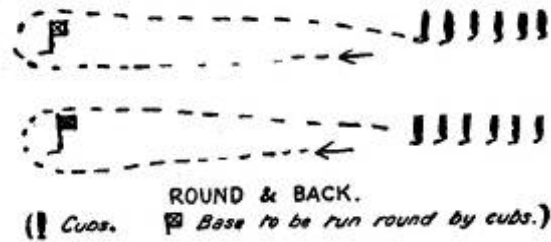
Then in 'Over and Under' the object should pass from hand to hand and not be flung over the heads of two or three boys at a time. If it is dropped care should be taken that it is replaced in the hands of the Cub who dropped it. It seems unnecessary to mention such points, but observation of umpires proves that it *is* necessary. The umpire at Cub games should be a person of scrupulous conscience – not one of your kind, adaptable, easy-going people. The races are best run between two teams; better have two sets of two than one set of four. One umpire to each set of two is enough.

In arranging the teams the boys should be carefully sized; it makes each lap more even.

'Round and Back' is the best form of relay race to start with in taking such races for the first time. Once the Cubs have caught on to the idea, and got bitten with the excitement, the other variations can follow, and the boys may be encouraged to improvise new activities to be performed on each lap – a somersault, a high jump, an obstacle to be surmounted, etc. 'Flag' is the next easiest race. 'Indian Clubs' is more suitable for the older boys; it requires patience and self-control, and a good deal of patience for those waiting their turn in the team, or standing when their turn is over.

Round and Back

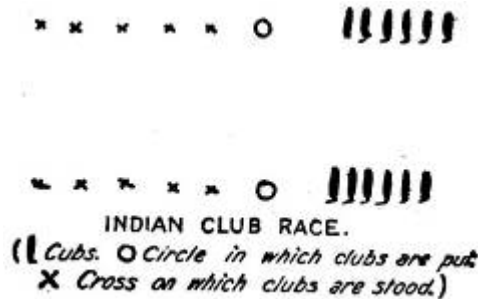
Sixes or teams fall in, in single file, some 3 yards or more between each file. Opposite to each file at the other end of the playground stands a boy (or a flag may be placed there instead). The front boy in each file holds a handkerchief. At the word 'go' he races round the boy (or flag) and back giving the handkerchief to No. 2, who races round, and gives it to No. 3, and so on. The race is won by the team in which No. 6 first gives the handkerchief to No. 1 Cub. Care should be taken that the boy who is at the head of the line each time toes the line properly and does not step forward to receive the handkerchiefs.



This is the simplest form of a team race and may be varied in many ways, *i.e.*, an obstacle to be got over, a leap-frog to be performed on the way, a somersault turned at a given point, a high jump cleared, etc.

Indian Club Race

The Cubs fall in as for the last race. In front of each file is a small circle. Ahead of this and about a yard apart are a row of crosses, extending in the direction in which the files are facing. On each cross stands an Indian club. The first Cub in each file runs out and brings in the clubs one at a time, in any order he likes, placing them upright in the circle. As soon as he has brought in all the clubs he runs round, and falls in at the back of the file. The second player then runs forward, and puts back the clubs one by one on the crosses. As soon as he has accomplished this he takes his place at the rear of the file; while No. 3 brings in the clubs. This is continued until all the players have been out and moved the clubs. The team in which the first player once more heads the file, wins.



Change

The players fall in as after the last game. Two circles are marked on the ground about 2 yards apart. Three Indian clubs stand upright in one of these. The first player runs out and changes the clubs from one circle into the other, and runs back, falling in at the rear of the file. The second player then runs out and changes them back into the first circle, and so on until all players have been out; the winning team being that in which the first player once more heads the file.

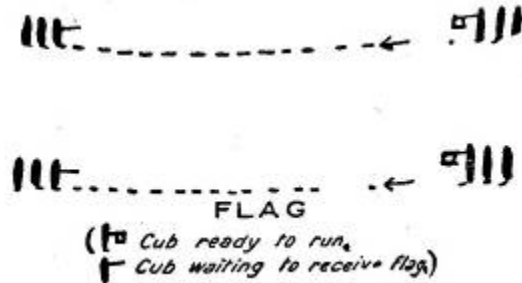
Over and Under

The Cubs are divided into two teams and stand in files. Some object such as a bean bag is placed in the hands of the boy heading the file. At a given signal this boy holds the bag above his head. It is seized by the second boy who does the same, No. 3 seizing it and passing it back over No. 4, and so on, right down the line. If the bag fails to pass through the hands of one of the players, the umpire blows the whistle and the other file scores a point, the race recommencing. As the bag reaches the last boy in the line, he cries 'about turn' and turning himself thrusts the bag between his legs. The boy immediately behind him catches hold of it, and passes it on, between his legs, and so on down the line. The team in which No. 1 first gets hold of the bag, and holds it up, wins. (The bag must not be thrown down the line between the feet

Flag

Sixes (or teams) fall in, 3 standing in single file at one end of the playground, and 3 exactly opposite them at the other. There should be about 3 yards (or more) between each file.

The front boy of each file holds a little flag. At the word 'Go' the two boys holding the flag race to the front boys in the other half of their teams who are standing immediately opposite them, at the other end of the playground, and give them the flags. These race back and hand the flags to No. 2 in the file opposite, who races back, and so on. Each time the boy hands a flag to the Cub at the head of the team, he himself falls in at the rear of the file. The winning team is the one in which the last boy first gets back with the flag to the boy who originally started.



CHAPTER VII

PACK-ROOM AND CAMP GAMES

This chapter was added in the third edition; the games are of the same type as those in Chapters I and III.

Why Play Games?

May I remind everybody that games are not mere fill-up-time, let-off-steam, things but almost the most serious part of our training. Here are some reasons why we should have heaps of games in our programme. The boys love games; and some of them will not get very many, except with us. They are the best possible training in discipline, because they make for self-discipline while in strenuous action. They are the best possible form of physical training because they are natural exercise, and supply just as much as each individual needs. And, what's more, the joy and keenness they bring are as much a tonic to the nervous system as the exercise is a means of toning up the muscles, quickening the breathing and increasing the circulation. Because games are true character training. I have no space to explain it here; you can think it out for yourselves. All the virtues that get practised while playing the various games get built up into the character because they are practised voluntarily, with real joy and enthusiasm; they make a groove that will never get effaced. And in merely outward attributes they make for quickness, deftness and good temper. A boy who has not played all those quaint games of ours is obviously clumsy compared to a Cub.

Make the Games Cubby

Many of the games in this book are, of course, games that are played by the Scouts – and were played by the Scouts before ever there were Cubs. One way to prevent the Scout games getting stale in the Pack is *always* to dress up games in a romantic setting for the Cubs – either the Jungle, or things like Robin Hood, Highwaymen, Explorers, Indians, Detectives, Giants, Robinson Crusoe, Peter Pan, etc. And not only as to the title of the game, but make every detail fit in with the scheme. The Cubs love it. It is good for their imaginations. It gives the game an added value in many ways. Naturally, it is a little more work for the Leader; but then no games or yarns are much use unless specially prepared. How easily the setting and details may be

worked up, may be seen if you will look at other pages of this book, and remember that the games given here were all *war* games in the earlier editions of this book. Just as it was possible to change war games into Jungle or folk story games, so Scouting games or ordinary clubroom P.T. games can be dressed up in some new way, and be hardly recognisable when, in years to come, they are met again in the Scout room as a form of P.T. The game can be dressed according to the story going on at the time. This is worth thinking out carefully, and will add to the value of the story-telling as well as to the enjoyment of the games. To put into *act* what is in his mind is natural to the quite young boy. At Cub age he has not grown out of the tendency (as shown by juvenile delinquency). Cubbing is out to use the boy's natural tendencies.

PACK GAMES

Groups

Cubs march round in large ring; the Leader calls 'Groups of 4' (or any number that will not divide the Cubs evenly). Cubs promptly group themselves and cling together, *e.g.*, 18 would make four groups and two over. The last two who try to join a group fall out. Game proceeds as above, until only two are left, who are the winners.

N.B. – Note carefully how many are marching round each time, so as to call a number that will leave one or more odd Cubs when groups are formed.

Who's Missing?

Cubs march in a circle. On command 'Shut eyes' all shut their eyes and march on. Leader catches one and pulls him from inarching circle and puts him outside the door. Command 'Turn inwards, mix up.' All mix up, still with eyes shut. Command 'Open eyes: who's missing?' All look at each other, and the first one who spots the missing boy shouts his name. Repeated 10 or 12 times. The winner is the Cub who has spotted the missing one most often.

Advertisement Hunt

Cut out a lot of well-known picture advertisements from papers and magazines. Cut each picture in half. Place one set of halves all about the room. Give other halves to Cubs. They then try to match their half. When they succeed they pin the halves together and bring them to the Leader who supplies another half. The Cub who has succeeded in putting together the largest number wins.

Ball Through Legs

Cubs form circle, fairly close together, feet apart. One Cub stands in centre with tennis ball. He throws ball and tries to get it through the open legs of one of the Cubs. The Cub must try to stop the ball from going through by bringing his feet smartly together.

Creep Mouse

A better way than on page 19. Cubs all together at one end of room. One blindfolded Cub sits at other end, with whistle at his feet. Leader stands behind blindfolded Cub and signs to one of the Cubs, who creeps up and tries to get the whistle without being *pointed at* by the blindfolded Cub. The blindfolded Cub must point in the direction of any sound which he hears. Leader acts as Umpire and calls out if the Cub is pointed at; he must then return to his place. If Cub succeeds in getting whistle and blowing it he takes place of blindfolded Cub.

N.B. – Only one Cub to come up at a time and all others must keep very still and make no noise. Blindfolded Cub must drop the hand between each point, not circle his arm round the room.

Poor Pussy

Cubs sit in circle. One Cub in middle is pussy. He crawls in front of a Cub and mews three times, trying to make the Cub laugh. The Cub strokes his head and says 'Poor pussy' three times, trying not to laugh. Then he goes to another Cub and proceeds in the same way. Leader

acts as Umpire and gives a time limit to each Cub. At the end of game he declares winner to be the one who has made the most boys laugh. (Cubs who laugh have to forfeit their turn as pussy.)

Passing Things

Cubs stand in two files, facing inwards. Two sets of articles (same articles in each set) are passed down the files from one Cub to another. If a player drops an article he must pick it up himself. The side wins which has all articles passed down file first and placed on table or chair.

N.B. – Articles should be varied, *e.g.* a book followed by a pin, then a cap, a penny, an overcoat, a cigarette card, etc.

Kneeling Pat Ball

Preparation. – Draw two parallel chalk lines, 3 feet apart, down the room. At ends, draw two goals, 3 feet square. Cubs kneel outside the lines in two rows, one row playing into one goal and the other row into the other goal (and defending their own).

Play. – Referee drops air-ball into centre of ‘field.’ Each team, tries to pat it up the line and into goal of opponents.

Scoring. – A goal is scored if ball bounces fairly in the goal-square.

Penalties. – Free pat to other side if any Cub *holds* the ball, *throws* it instead of patting, *stands up*, or *obstructs* the field by lying across it. Cubs should keep their hands off ground.

N.B. – A referee wanted at each end, and two linesmen, who catch the ball if it falls behind players, and throw it back into centre. Ball should be kept low. Have an extra one in reserve in case of accidents.

Bench Balloon

Preparation. – Place two benches facing each other, 4 feet apart. Cubs all sit.

Play. – *Pat* balloon across to each other.

Scoring. – A goal is scored when balloon touches the ground *behind* either bench.

Penalties. – Free pat for other side if a player stands up or holds the ball. Referee wanted, also two linesmen for throwing ball back into play if it goes out of reach, at ends of benches. If it touches ground in the middle between benches, can be patted up by players, remaining in play all the time.

Another Form of Above

Players sit on the floor, their legs stretched out and touching feet of opponents. Play as above.

Catch the Balloon

(Similar to Catch the Stick)

Cubs stand in circle, facing inwards. One stands in centre and drops balloon, calling on a Cub, by name, as he does so. The Cub must try to catch balloon before it touches the ground.

Who’s Voice?

Cubs stand in a circle. One becomes blind man and stands in centre, blindfolded. Leader points to a player, who says the name of centre man, just once, disguising his voice as he likes. If centre man guesses right who spoke he stays in centre (counting his score) and so on until he makes a mistake. The player who has disguised his voice sufficiently to take in the blind man then takes the centre and game proceeds as before, new blind man’s name being said.

Who Are They?

Cubs fall in a line. One is blindfolded. He passes down the line, feeling each player once, from head to foot, and guessing who he is. The number he gets right is noted down by leader. So on, till all have had a turn.

N.B. – Two Sixes are enough for a line. If there are more in the Pack another set should be playing at the same time.

Walking the Plank

Draw parallel chalk lines on floor, . 8 inches apart. Cubs one at a time shut their eyes and try to ‘walk the plank’ (*i.e.*, walk straight down between lines). At about 10 yards Leader calls ‘Stop, sit down.’ The Cub who succeeds in sitting down nearest to end of ‘plank’ wins.

Statues

All jump about. Leader calls ‘Pack.’ Silence, stillness, and every Cub has frozen into a statue (or groups of 2 or 3) Leader walks round and tries to spot what the statue represents. He declares which is the best statue or group and which the most *still*.

Rocks

Can be played by any ordinary number, in clubroom of any size.

Preparation. – Draw chalk circles (‘rocks’) each about 2 feet across in a ring round the room. Cubs stand on these. One Cub stands in centre (not on a rock).

Play. – Cubs throw a tennis ball to each other, as fast as possible, in any direction, or across the ring. Centre Cub tries to intercept it. He may only stay in the centre during *one minute*, and then changes places with one of the others.

Scoring. – Ball caught ‘on the wing’ 3 points; taken from hands of a player, 2 points; off the floor, 1 point. Each Cub keeps his own score; no sides in this game.

Penalties. – *Free* point to centre Cub every time a Cub gets off his rock; one toe on, counts. Centre Cub may not push Cubs off rocks, he forfeits his turn if he does. After a little practice the game can be played very fast and becomes exciting. Best in small clubroom; if in large, two fielders needed outside ring.

Guess the Tune

Pack sit in circle, Sixes slightly apart. Someone sings a tune to la, very slowly. First Cub to recognise it calls out the name. A point is scored to his Six. Someone else sings and so on until some 20 tunes have been given. Winning Six is the one with most points.

Stepping Stones

A *zigzag* course marked out all round the room, by stepping stones drawn with chalk and numbered, distances apart varying. Each Cub in turn tries to hop the course, feet together. A point to the Six for every Cub who succeeds and does not fall in the river.

Rodeo

One Cub pick-a-back on another. A third is a steer and has a cord tied round his chest, under his arms. Pools are marked with chalk, on the floor. Steer tries to pull horse and rider into pools but avoid stepping in one himself. Whichever steps in pool first falls out and is replaced by a new steer or horse and rider. (Not more than 3 sets should play at one time.)

Chucker

Any ordinary number can play. Preferable in the open (but possible in large clubroom). Large bean bag or old boxing glove required. Divide Pack into two teams. Mark them clearly, scarfs round waists, sleeves up, or caps and no caps. Teams mix up. No ‘places’ allotted or goals marked. Referee needed.

Play. – *One* team starts throwing the bag between its own members, counting aloud as it does so. The object is to get it caught six times and this counts as a goal. Other side tries to intercept the bag, and if successful starts throwing it between its members and counting as before. If bag falls on ground counting starts again, by whichever side picks it up.

Rules which must be strictly observed: –

- 1) Bag may only be thrown to a player 3 or more yards away.
- 2) Bag may not be thrown back to player from whom it has just been received but to another player first.
- 3) No shouting to attract attention, either from thrower or catcher. The game should be played in silence, except for the counting.
- 4) No player may charge other players, or touch the player with the bag.
- 5) Bag may not be held more than 3 seconds by any player (referee must be strict on this).

N.B. – The art of this game lies in the passing. The bag should not be thrown at random, but to a definite player. The boy with the bag must spot quickly who is in a good position for catching, *i.e.* no member of other side ready to intercept. After every goal, referee should throw bag up.

TEAM GAMES AND RACES

Boat Race

Sixes in files. Cubs sit, each with hands on shoulders of Cub in front. Sixer sits facing the file as ‘cox’ and holds the hands of first Cub. Leader calls ‘Ready – 7 strokes, go.’ They swing backwards and forwards as if rowing; cox counts. When strokes are completed, all jump up, rush to end of room, and sit down in same order, arms held above heads. First ‘boat’ there wins.

N.B. – ‘Cox’ must count for the full stroke, backwards and forwards. Different numbers may be called up to 10.

Chariot Race

A chariot consists of five boys in a line, holding hands. Centre boy is charioteer. Two or more chariots take part.

Preparation. – Place a handkerchief (bunched up) about 30 yards from where the chariots are standing; one handkerchief opposite each chariot. On word ‘Go’ the chariots dash up and wheel round handkerchief. As they wheel the charioteer picks up the handkerchief with his teeth and without letting go of the other players. First chariot to get back, without having broken and with handkerchief wins.

N.B. – Best played on grass but possible in large clubroom.

Squat (Ball Throwing Practice)

Cubs fall in in files. Best thrower becomes leader and stands facing the file. He throws tennis ball to No. 1, who throws it back and immediately squats. Leader throws ball over head of No. 1 to No. 2 who throws it back and squats. So on. Until it has reached No. 5, who throws it back and does not squat but instead touches the head of No. 4, who quickly stands up ready to catch, and so on till No. 1 is up again. First team to be standing up wins.

Over-Necker

Fall in, in files. No. 1 holds a ‘neckerchief. On word ‘Go’ he gives one end to No. 2, and they hold it, *taut*, about 6 inches from the ground. They then run down the line so that Nos. 3 and 4, 5 and 6 have to jump over it both feet together, hands on hips. On reaching end of line, No. 1 falls in at back, and No. 2 dashes back and gives end to No. 3, and same thing is repeated till all have run and No. 1 is at the front again.

Long Jump

Fall in in files. On word ‘Go’ No. 1 jumps out as far as he can and stands fast. No. 2 runs to him, ‘takes off’ from where No. 1 is standing and stands fast where he has jumped to.

No. 3 runs as far as No. 2 and 'takes off.' So on until all have jumped. The team which has reached the furthest point wins.

Whirligigs

Cubs are divided into teams. At command 'Go No. 1 in each team runs round his team. When he gets in front of his team again No. 2 holds on to him and they both run round team. This proceeds until all Cubs have joined on and raced round. They then all fall on the ground in same position in which they started, the winning team being the one down first.

N.B. – The Cubs must not let go of each other when running round.

Ball in Box

Place box in centre of room. Sixes fall in about 4 feet from it, each Six a little apart. Each Cub in turn tries to throw ball into box. One point scored to Six for every successful attempt. Six rounds then add up scores.

Arch Relay Race

Cubs fall in in files.. At other end of room place a big Cub opposite each file. He forms an arch, hands and toes on ground. Cubs run as in ordinary relay race, but have to dive under arch and get back.

Dressing Relay Race

Cubs fall in in files. A coat and cap are given to No. 1's in each file. At given signal they race to a stated point, at same time putting on coat and cap. When they get back they take off coat and cap and hand them to No. 2, who proceeds in same way. The winning team is the first one to have coat and cap placed on ground at starting point after each Cub has run.

N.B. – Umpire must see that no boys undress until they are at starting point.

Singing Belay Race

Sixers, each with paper and pencil, go out of the room. The Sixes fall in in files. The No. 1's are given the tune of a well-known song, each the same. The No. 2's another song and so on to each set. The Sixers are then called in, and each go to a distant corner, as far apart as possible. The No. 1's race each to his Sixer, and sing the tune to la. Sixer writes down tune and Cub races back, touches hand of No. 2 and he races to Sixer and sings. So on till all have run. The winning Six is the one in which the Sixer has most songs correct, and is ready first.

Rope-Rings Relay

Make a ring just large enough to pass over a Cub's body, (*e.g.* with knotting cords) place on floor. Each Cub runs out, passes it over his head and body and leaves it on the floor for the next Cub. Proceed as in ordinary relay race till all have run.

Tin Bowling Relay

Articles required for each team. A stick and round tin (cocoa, custard or salt tin). No. 1 of each team bowls tin with stick to given place and back again and then hands stick and tin to No. 2, who proceeds in same way and so on until all the team have run.

Balloon Patting Relay

Teams fall in in files, facing wall and about 8 yards from it. No. 1 of each team has a balloon. At signal, No. 1 in each team throws balloon up in the air and pats it to wall and back again to No. 2. Then No. 2 pats it to wall and back again to No. 3 and so on all down the file. The balloon must not be held, only patted.

INSTRUCTIONAL GAMES

Compass Clapping

Cubs stand in circle at 8 points of compass, one Cub in centre, blindfolded, facing north. Leader signs to a Cub who claps his hands once. Centre Cub says which point it was and so on 12 times. Cub who gets the most right out of the 12 wins.

Compass Running

Cubs sit on floor in a line. North is clearly shown (*e.g.* Pack flag placed there) and other points defined. One Cub volunteers to be the runner. Leader calls out points of the compass quickly, and Cub runs in the direction, turning from one to the other as quickly as they are called. If he makes the slightest mistake, all the rest yell and he has to sit down and another Cub becomes the runner.

Groans (First Aid)

One Six lies on the floor at one end of the loom, each Cub having been previously told whether he has a sprained ankle, burn on arm, cut head, grazed knee or cut finger. Two other Sixes are divided into pairs. On word 'Go' the pairs each run to a patient and feel him to find out what's wrong. He groans when injured part is touched. The suitable bandage is then applied. The first set to race back with bandage really well put on wins. (Patient runs too.)

CHAPTER VIII

SPORTS

Note. – Cub sports and the necessary practice for them are an excellent form of games, so long as nothing is included that might strain the boys – long races, for instance. But to carry off sports for Cubs successfully arrangements must be in the hands of someone who understands Cubs. Still more important is it that the officer in charge, on the day, be a person who understands the difference between Cubs and Scouts, otherwise no one will enjoy the afternoon.

As to arrangements, all must be carefully planned so that each event follows quickly on the last, and there is no hanging about. The whole thing should be over in about two hours. The arrangement of the ground should be such that each Pack is given a definite place to itself, not too near the course. Within its allotted territory the Pack should be quite free to riot as much as it likes. To expect Cubs to behave in a comparatively orderly way for two hours is cruelty to children; it will, moreover, tire you out and exhaust your patience. If, however, it is understood that the Cubs may tear round, and turn somersaults and wrestle with each other, no one will be either tired or bad tempered by the end of the day. The Cubs who are interested in athletics will watch the sports. The Cubs who prefer rolling about on the grass will roll. Meanwhile the important people in rubber shoes and singlets will have been collected from each Pack and herded together in a certain place, ready to come out on to the course for each heat. This enclosure should be in such a position that the competing Cubs can easily see the course, as they are likely to be intensely interested in each event.

A board should be provided for showing the results. Rules and explanations, especially in the case of gymkhana races, should be very clear in the written directions sent to each Pack, and should be clearly repeated to the Cubs themselves when they are formed up for the race (*e.g.* Boat Race; that to win, the whole boat, including the cox, must be over the line, etc.) In the case of high jump a large circle of seated Cubs should be made round the jumping poles, allowing plenty of room for the boys who wish to take their run from the side. High jump at Cub sports is often spoiled by people crowding in close.

There should be an officer in charge of the whole proceedings; another in charge of the Cubs in the enclosure, a starter, and at least two judges at the finish of every race. Points should

be given for every event (including separate heats), and added together; a cup or other trophy being awarded to the Pack gaining most points. Prizes may be given to the individual winners of the finals, who will not necessarily belong to the winning Pack. (It is advisable to stipulate beforehand that no one boy can carry off more than three prizes.)

The prize distribution should follow immediately on the end of the sports.

Division of Cubs

Cubs should be divided into two classes according to age, for each race and event; or different events may be arranged for the boys of the two classes, *i.e.*, more serious contests being arranged for the older Cubs, and a larger number of 'gymkhana' races allotted to the younger Cubs.

Races

The ordinary flat race is the most popular with the Cubs themselves. 100 yards is suitable for boys over 10; 80 yards for boys under 10. These should be run off in heats.

Heats in Racing

When there is a large number of entries for a race, their number is reduced to manageable limits by trial heats, run off some little time before the sports day. In the first heat all competitors run the course in groups of about 8. The winners of each group are retained, the remainder being out of that particular event. On a following day those who are still in the race (*i.e.*, the winners of the first heat), if they are still too many are re-grouped and run the course again, and as before, the winners are kept and the rest thrown out.

The number of heats to be run depends upon the number of entries, the sole idea being to have only the 'favourites' running in the final and so keep the actual sports a lively affair.

Relay Race

Teams of 8 should take part. The course should be in the form of a square, one set of Cubs standing at each corner, and one set in the centre of each side of the square. The number of yards between each set depends on the space available; 50 yards is suggested. (If a square is impracticable, an oblong course would do as well, 6 boys forming the teams.) The boys standing at the start, each hold a handkerchief. At the word from the starter they race to the next set of Cubs, each one giving the handkerchief to the boy in his own team (who occupies the corresponding place in the rank to that which he himself held at starting.) Immediately on receiving the handkerchief this boy races on to the next set, and so on, until the last boy races to the finish (which is the same place as the start.) (In each case after giving the handkerchief to the next boy in his team the Cub falls out of the race. It is advisable to put the best runner of the 8 last.)

Leap-Frog Team Race

Teams of 6 stand in single file, 5 yards being allowed between each team. At the word 'go' the front boy in each team runs forward 3 yards and makes a back. The whole team flies over him, each boy stooping 3 yards from the last. Each team must go over 3 times, which will end the race at about 54 yards from the start. The winning team is the one first standing at the alert over the line.

Gymkhana Races

Obstacle Race

Suitable obstacles may be formed from anything handy, *i.e.*, chairs to be either got under, or through the backs of; benches to be climbed over; a jump made from a taut rope about 2 ft. high; an old tennis net to be got under, a horizontal scaffold pole to be 'turned over,' a set of boys to be leapfrogged over, and so on. (Plenty of space should be given to Cubs at every obstacle, *e.g.*, don't ask 15 Cubs to scramble through 2 empty barrels, better have 15 chairs;

don't put an ordinary high jump as an obstacle, use a long rope, so that all can jump simultaneously if necessary.)

Monkey Race

Cubs form up in line, 3 yards distance from each other. At the word 'go' they run forward on hands and toes. The distance should not exceed 30 yards.

Crab Race

Cubs proceed backwards on hands and heels, chest upwards. The race should not exceed 15 yards. If no one succeeds in going the whole way, the boy who gets furthest is declared the winner. The race may also be run face downwards, Cubs proceeding backwards.

Leap-Frog Race

Six (or more) boys are placed 6 yards apart, one set being assigned to each boy taking part in the race. At a whistle from the starter these boys make backs. At the word 'go' the racing boys start flying over their respective line of Cubs. The winner is the one first over the last back. Form should be taken into consideration, a fair straight 'fly' being required at each back. Lobsided flies when only one leg really goes over, should be disqualified by the judges.

Hopping Race

The race should not exceed 40 yards. Changing of feet should be allowed once only during the race, and that at a given point half-way.

Dressing Race

Each boy divests himself of cap, scarf, jersey and shoes. These are placed each in a separate pile (all one boy's things together) about 3 yards apart in a line. The boys fall in 50 yards distant. They have to run each to his pile, dress and get back to the starting place. The first one getting back with his things *properly* put on wins.

Alternative. – The things may be placed in piles of like garments instead of each boy his own pile, all shoes in one pile, jerseys in another, etc.

Potato Race

Each boy holds a wooden spoon with a large potato resting on it. The race should be about 50 yards. Anyone steadying the potato with his hand, or picking it up with the help of hands or feet if it falls should be disqualified.

Duck Under Race

A line of Cubs kneels just far enough apart for the boys to be able to place their hands on each other's shoulders, thus making a series of small arches. Another line of Cubs sits cross-legged 6 yards behind them. At the word 'go' these jump up, pass through the arches, and race to a given spot 50 yards away where they must touch a line. They then race back through the arches once more. The first boy sitting in his original position wins.

Dribbling Race

Each boy has a football, this he must dribble for 40 yards. The first to cross the line wins. No kicking is allowed.

Throwing Race

Teams consist of 6 or 12 boys. These are lined up 10 yards from each other. Each team has a cricket ball. The race consists in throwing the ball from boy to boy down the line. The team in which the last boy gets the ball first wins. (A team is not disqualified by dropping the ball, so long as it passes through the hands of each Cub.)

High Jump

A large circle of Cubs should be formed round the jumping poles. The Cubs should sit cross-legged and not allow lookers-on to pass through. This ensures that the Cubs jumping have

as long a run as they need either straight or from the side, and are not balked by the crowd being too near on the other side of the jumping poles. Entrants should be divided into two classes, those under and those over 10. For boys under the jump should begin at 2 ft., and be increased to 2 ft. 2 ins. for the second jump, and 2 ft. 4 ins. for the third; after that inch at a time. For Cubs over 10 the first jump should be ft. 4 ins. and be increased in the same proportion. Cubs should jump in the same order, *e.g.*, by the number of their Packs, the lowest number jumping first. All those who get over run back, going up one side of the circle to their starting place. Any who fail are kept back and given another chance, when all have jumped that height. A second failure puts a boy out of the contest. A thin lath of wood should be placed across the poles as a rope is apt to remain on the pegs even when not properly cleared, and tends to make the contest unequal. (Cubs looking on should be told not to speak to the jumpers, nor to cheer them on when they are running for the jump.)

Long Jump

This should not be included in sports unless a properly prepared jumping place, *i.e.*, earth well dug and sifted, is available. The same points should be noted as mentioned in high jump.

Games Suitable for Indoor Displays

Whack 'Em	Cock Fighting
Catching the Stick	Rope and Blanket
Spin the Platter	Are Ye There, Moriarty?
Knock the Block	Baiting the Badger
Snatch the Hat	Skunk Tag
Scalps	Skinning the Snake
Maze	Any Team Races, Knotting Races
O'Grady Says	Kangaroo Race
Mowgli and Shere Khan	Tunnels
Musical Monkeys	Living Compass
Pop goes the Weasel	Form the Compass
Circle Catch it	Fall in
Jump the Bag	Sack Bumping
(From Chapter VII. Most of these are specially good for displays).	
Groups	Boat Race
Ball Through Legs	Chariot Race
Poor Pussy	Squat Ball
Passing Things	Long Jump
Kneeling Pat Ball	Dressing Relay
Bench Balloon	Rope Relay
Statues	Tin Bowling Relay
Rodeo	

THE PLACE OF GAMES IN RELATION TO A CUB'S HEALTH

By DR. H. HERB

(Sometime Senior Assistant School Medical Officer to Manchester
Education Committee).

IN the first place, we must get rid of a popular fallacy regarding games. A great many people have an idea that the object of games and exercises of all kinds is solely to develop the muscles of the body. The idea has received considerable encouragement from advertisements of certain systems of physical training showing illustrations of men with enormously developed muscles.

Now games and exercises have much wider functions to perform than that. They, in fact, stimulate the growth and development of practically every organ of the body, and materially assist the functions of these organs.

For convenience, physiologists are in the habit of grouping the organs of the body in systems, according to the part they play in the economy of the human organism. Those we are concerned with here are: –

1. The Circulatory System – Heart and blood vessels.
2. The Respiratory System – Chiefly the lungs.
3. The Digestive System – Stomach, intestines, liver, etc.
4. The Excretory System – Skin, kidneys, lungs, intestines.
5. The Nervous System – Brain, spinal cord, and nerves.

1. The Circulation of the Blood is accelerated by games and exercises. Here there is a double action – (a) the heart itself is stimulated to act more quickly and efficiently, and (b) the action of the body muscles in the game or exercise drives the blood in the veins more quickly back to the heart, and therefore secondarily stimulates the heart's action. This increased action of the heart muscles, when frequently repeated, strengthens those muscles and makes the heart more able to bear sudden strain when this is necessary. Regular games and exercises, that is to say, prepare the heart to stand any sudden and unusual effort. A man, for example, who has regularly practised games is more able to run to catch a train without discomfort than a man who has been of sedentary habits and who soon becomes breathless, gets palpitation, and may nearly collapse if he persists in his efforts.

2. Respiration is quickened by exercise. The result is that more oxygen is taken into the body – and oxygen is essential to the function of every organ – and the impure carbonic acid is got rid of more quickly. Repeated exercise in this way makes for purer blood, and as a result of that, better general physical development and probably longer life.

The difference made by position and movement to the amount of air inhaled in breathing may be illustrated by a few figures. If we denote the amount inhaled while lying in bed as 1, that inhaled in sitting up is 1-4, in walking three miles an hour is 3-3, and in swimming 4.

3. Digestion. – Appetite is improved by exercise, and in addition exercise stimulates the flow of the various juices necessary to digestion, and thus the food eaten is more thoroughly digested. Now the nutrition of every human being depends not on what he eats, but on what he digests. Consequently exercise produces better nourished individuals. It is matter of common observation that men of splendid physique often eat very sparingly; at the other extreme we find the puny under-sized child, whose mother assures us that he 'eats everything before him.'

4. Excretion. – Normally, certain poisons are formed in the body by its various chemical processes, and are got rid of by the skin in perspiration, by the kidneys in the urine, by the lungs in breathing, and by the bowel. Exercise stimulates each of these organs to greater activity in excretion; in the case of the skin and the lungs we are all conscious of the stimulus to perspiration and breathing. More rapid excretion of the poisons means greater health of the body generally. Many diseases of later life are largely due to the persistent imperfect excretion of toxins from the system.

5. The Nervous System. – Here one is confronted at the outset by the fact that some men of the greatest intellect have been men who took little or no exercise. It is open to question, however, whether this brain development has not been at the expense of other parts of the nervous system: great brain power is not infrequently accompanied by much general nervous instability.

It is certainly a commonplace that to the average man active exertion within actually assists the brain to work. Not only that, but the tone of the whole nervous system is raised by games and exercises. The men and women who play games regularly and avoid excess are less liable to functional nervous diseases, such as hysteria and neurasthenia. There appears to be some ground for believing that, had there been before the war more playing of games and less looking on at other people playing, there might have been a smaller number of nervous diseases resulting from war's conditions.

From the point of view of prevention of disease we may say, then, that games may prevent permanent damage to the heart by making it strong enough to resist a sudden strain; as regards the lungs, games may prevent tuberculosis, for in suitable games and exercises no part of the lung is left unexpanded, and it is in the unexpanded or lazy parts of the lung that the danger of the development of phthisis resides. They also tend to prevent indigestion, various toxæmic conditions and various functional nervous diseases.

Games v. Exercises. – Games have the obvious advantage over exercises in that they are not so uniform or so rigid and regular. Exercises, too, give practically no scope for independence and originality. Any one particular exercise, too, only develops one small group of muscles: no game is so restricted in its benefit. But we must not disparage exercises, for both are essential.

Choice of Games. – It may be said that all active outdoor games will, in varying degrees, stimulate all the functions spoken of, so that choice here matters little. But in regard to their effect on the muscles of the body differences arise. No one game exercises all muscles; different games exercise different groups of muscles. Consequently for a uniform muscular development the first essential in games is variety. No one game should be played too often to the exclusion of others.

This stipulation especially applies to boys of the age of the Cubs, for they are at a period of fairly rapid growth, and if one set of muscles is developed while another set is neglected the boys will not be developed normally or in proportion.

A further essential point is that no one game be played too long at any one time. If any group of muscles is exercised for too long a period without rest there is a risk of straining the muscles and interference with their normal growth. Running and chasing games are excellent, in so far as they give intervals of rest, but exercises involving long endurance, *e.g.*, long walks or runs, are utterly out of place at this age. Short, simple and varied games with opportunity of rest from time to time should be the ideal.

It is true that a short, quick run may sometimes cause some immediate damage to the heart, but it is remediable by rest, and is only temporary; a long run may, however, cause dilatation of the heart which may become permanent. And in any case, boys who are growing have only a limited amount of staying power. It should not in these days be necessary to add that so far as practicable all games should be played in the open air.

Dangers. – A few words must be added about the possible dangers. Any game may be played to excess. Among the danger signals are breathlessness – especially quick and shallow breathing – palpitation and pain in the region of the heart, specks before the eyes and throbbing of the eyeballs.

Excessive exercise may also drain the brain of blood, and interfere with the development of the brain and nervous system. It is a well known physiological fact that while in general physical exercise will cure the fatigue of brain work, and brain work may be efficiently carried out by one who is fatigued by physical exercise, the facts are not so when either is carried to excess.

The question often arises whether certain boys should or should not play games. On this point it is not easy to lay down definite laws. Even a medical man may have a difficulty in saying definitely that a certain boy should not play certain games. In some cases only an actual trial will settle the matter. A medical opinion is always desirable but in general we may say that boys with heart disease, boys with a definite history of tuberculosis, boys with a definite physical defect or deformity, should not as a rule play games to any large extent – they certainly cannot in competitive games compete on equal terms. There is also a type of over-grown, thin lad who is not suited for general participation in games; and one need scarcely add that boys who have had a recent severe illness, *e.g.* influenza, should not, for a period of months probably, take an active part in games.