

*PUBLICATION APPROVED BY THE BOY
SCOUTS ASSOCIATION*

GAMES FOR CUBS

BY

A. W. N. MACKENZIE



GLASGOW

BROWN, SON & FERGUSON, LIMITED

SCOUT PUBLISHERS

52-58 DARNLEY STREET

Games For Cubs

TO
KENNETH

Reprinted 1945

*Made and printed in Great Britain, by
BROWN, SON & FERGUSON, LTD., GLASGOW, S 1.*

Downloaded from:
“The Dump” at Scoutscan.com
<http://www.thedump.scoutscan.com/>



Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or use expressions 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.

If you find them offensive, we ask you to please delete this file from your system.

This and other traditional Scouting texts may be downloaded from the Dump.

PREFACE TO FIRST EDITION

THE Author begs to thank all those who assisted him in the compilation of this book.

So many people have helped that it is quite impossible to make mention of them individually.

Suggestions for the improvement of the book in future editions and particulars of new games will be gratefully welcomed.

FOREWORD

WHEN a Scout plays a Red Indian Game he makes-believe that he is a Red Indian; when a Wolf Cub plays such a game he *is a Red Indian*.

CONTENTS

Introduction	3
Give Them Beans	4
Games Teaching Cub Tests	4
Singing Games	11
Circle Games	13
File and Line Games	25
Open Formation, etc., Games	36

INTRODUCTION

IN presenting games to Wolf Cubs the Cubmaster must always keep in mind the fact that, to achieve and hold the desired enthusiasm, games must be made *really* interesting to boys of Cub age. Cubs will certainly endure a relay race, but the keenness displayed therein is as nothing to that shown in *precisely the same game* if it is staged as a race between rival tribes of Redskins for, say, the horns of the deadly Dilemma, or to find the lair of the monstrous Pantehnicon or some such similar desperate adventure.

Whenever possible a story should be woven round the game to be played. This makes a tremendous difference and an attempt to illustrate what is meant is given in the games, "Martians" – "The Indian Feather" – "Puppy Dogs' Tails," etc.

It is not possible, however, to invent a suitable yarn for every game, and, in such a case, an attractive title goes a long way in the desired direction. (Compare the titles, "Reef Relay Race" and "The Elephant Hunt," for the same game.)

Always see that the props are in position before the game is described, and make sure that everybody understands the rules *before* starting to play the game.

If you find that some game as outlined does not go down well with your Cubs do not decide to scrap it, but try to find that small adjustment which will transform it into a red-hot favourite.

When you discover that a game is very popular do not play it to death – rather hold it in reserve to be brought forward on occasions when the Cubs have done exceptionally well.

A. W. N. MACKENZIE.

Give Them Beans.

An item which gives a great deal of trouble in the playing of games is the accurate keeping of the scores.

The following system is recommended as being simple, accurate and time-saving.

The Umpire carries a pocketful of beans, and whenever a point is scored the player concerned (or Sixer in a team event) is awarded a bean.

On the completion of the game the beans are collected and the winning player, or team, is disclosed.

Games Teaching Cub Tests

TENDERPAD–THE SALUTE AND HANDSHAKE.

1. – How Do?

THE Pack is divided into any number of equal lines in Indian file.

On the word “Go” each No. 1 player wheels round to face No. 2; says “How do?” salutes with the right hand and shakes hands with the left.

Each No. 2 then wheels round and repeats to No. 3 and so on, the end player running forward to No. 1 and, on completing, runs back to his place in the line.

The team to finish first wins.



How Do

2. – Good Morning !

Players are formed up in a circle with hands behind their backs and heads bowed so that they cannot see what is happening.

One player remains outside the circle.

This player *walks* round the outside of the circle and touches the hand of one of the players.

The player who has been touched *walks* round the circle in the opposite direction from his friend.

At the point where they meet they stop, salute, shake hands with the left hand, say “Good morning” and then *walk* on.

Good Morning. The first player back to the vacant place occupies it and the other walks round as before.

No running is allowed in this game.



FIRSTSTAR-UNIONJACK.

3. – Patron Saints.

The Pack is divided into two teams of equal numbers who squat along opposite sides of the club-room in line.

The lines are numbered consecutively and players face their opposite numbers.

Three chairs are placed between the teams, one at the top, another in the centre, and the third at the bottom. These chairs are indicated to the players to represent England, Scotland and Ireland, respectively.

The Umpire mentions something representative of the flag of one (or two, or all) of the nations and calls a number.

The two players mentioned must touch the chair (or chairs) concerned and resume their places. First home scores a point to his team. (If both players fail to touch the correct chair, or chairs, no point is scored.)

Suppose the Umpire says “St. George – four,” the players concerned will race to touch the top chair and resume their places. If he says (say) “1606 – seven,” the top and middle chairs will be touched, and if he says (say) “Broad white band nearest pole at top – two,” all three chairs will have to be touched.

A few suitable sentences might be: –

“St. Patrick.”

“1801.”

“White background, red plus cross.”

“Signal of distress.”

“St. Andrew.”

“White background, red diagonal cross.”

“Union Jack.”

4. – Flag Corners.

Required. – A number of cards (more than the number of players), each with a reference to, or illustration of, the Union Jack or Patron Saints, some of the references being correct and some incorrect.



The Game. – The corners of the room are indicated as: – *St. George, St. Andrew, St. Patrick and Union Jack*, respectively.

The cards are laid out on the floor, backs up, and on a signal each player picks up one card, and immediately proceeds to his appropriate corner. Those choosing cards with inaccuracies group themselves in the centre of the room.

Flag Corners. Once a player has taken up a position he may not change his mind and go elsewhere.

The cards are examined and each player in the wrong place counts a minus mark against his Six or team. (The Umpire should explain the error.) The cards are collected and the game continued.

Sample references: –

“St. Andrew is the Patron Saint of Scotland.”

“The Union Jack was formed in 1806.”

“Scotland and England were united in 1606.”

“England and Ireland were united in 1606.”

“The present Union Jack was formed in 1606.”

“St. Andrew is the Patron Saint of Ireland.”

“St. Patrick is the Patron Saint of Iceland.”

“St. George is the Patron Saint of England.”

“The Union Jack should be flown with the broad white band nearest the pole at the top.”

“The Union Jack flown upside down means that someone is dead.”

In addition, coloured sketches of the Saints banners and of the Union Jack (correct and incorrect) should be included.

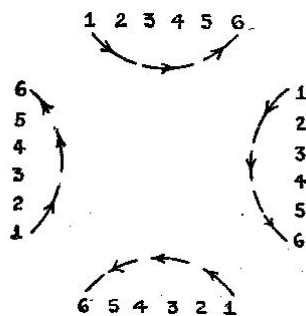
FIRST STAR – KNOTTING.

5. – Reef Relay.

Players are divided into four teams of equal numbers who squat on the floor in positions as shown in diagram

Each No. 1 player holds a length of rope, and on the word “Go” he runs out to the front of his team where he ties a reef (or other stipulated knot).

While he is so occupied the other players of the team move one place to the right.



Reef Relay.

When the knot has been tied, the No. 1 player runs to the other end of his line and the rope is passed from player to player to the new leading player, and so on, until each in turn has added a reef and completed the course.

The team wins which has first got all of its players back in their original positions with all knots correctly tied.

6. – The Elephant Hunt.

A reef-knot inter-Six competition. Sixes are drawn up in Indian file, each player holding a length of rope.

Facing each Six is a chair which represents a wild elephant roaming through the jungle.



On the word “Go” each leading player runs to his “elephant” and secures one of its legs by a reef knot. Realising that his rope is not long enough he shouts “more rope,” and the remainder of his team run forward, and each player, in turn, attaches his rope by a reef, whereupon the captured “elephant” is dragged back to the starting line.

The Six to finish first, with all knots correctly tied, wins.

If any knot is incorrectly made the “elephant” is adjudged to have escaped.

7. – Shipwreck.

A sheet-bend inter-Six competition.

One Six represents 6 boats containing shipwrecked mariners who have put off from a sinking ship.

The shipwrecked men are too exhausted to do anything to help themselves, so the “Captain” (Sixer) of the rescue ship details each seaman to swim to a boat so that they may all be tied together and towed to safety.

Each “boat” holds a thin rope for’ard (in front) and a loop of thicker rope aft (behind).

There is a heavy sea running so the “boats” may bob up and down provided they do not shift the positions of their hands or feet.

The brave sailors tie the boats together with a sheet-bend and tow them to the Umpire.

The time taken is noted and the sides change over.

Each incorrect knot means the loss of a boat and consequent loss of points.

8. – First Star Knots.

A knot-tying relay race.

Sixes are drawn up in Indian file and numbered from the rear. Nos. 1, 2, 4 and 5 each hold a length of rope.

On the word “Go” each rear player ties his rope with a clove-hitch round his right (or left) arm.

The next player attaches the end of his rope with a reef, and the next ties the rope round his middle with a bowline.

The next player attaches his rope with a sheet-bend, and the following player ties the end of his rope with a reef.

Finally, the front player ties a clove-hitch round his own left leg.



FIRSTSTAR–LEAP-FROG.

9. – Leap-Frog Relay.

Teams of equal numbers are drawn up in Indian file with, one player of each team, half way up the club-room, in front of his file and making a “back.” The leading player of each file holds a neckerchief or bean bag.

On the word “Go” each leading player runs forward, “over” the back, touches the far wall of the club-room, and runs back to the rear place of his file, handing the neckerchief to the new leading player in passing. This is continued until each player in turn, carrying the neckerchief, has got over the back.

When the Original rear player has touched the far wall of the club-room, he runs to the player making the back and hands him the neckerchief. They change places, and the original “back” runs to the front of his file.

In this way the game is continued until each player has made a “back” and the teams are in their original formation.



If a player fails to get over a “back” he must return and try again until he succeeds. The file to finish first wins,

FIRST STAR – FIGURE-OF-EIGHT.

10. – Hoppers.

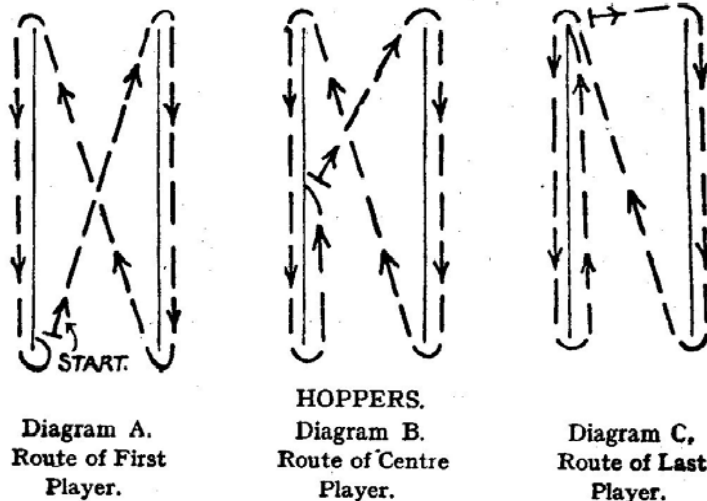
Two teams of equal numbers stand in Indian file, the lines being well apart. (See Diagram A.) The rear player of either file holds a neckerchief or bean bag. On the word “Go” each rear player hops over a figure-of-eight course as shown in diagrams.



When he reaches his original position he hands the neckerchief to his next player, and so on, until each player in turn has hopped over the course.

The team to finish first wins.

Each player must complete the entire figure-of-eight course before handing on the neckerchief.



Note: – For clarity, the routes of the players of one team only are shown.

FIRST STAR – THROWING AND CATCHING.

11. – Catch and Bob.

Sixes stand in Indian file with the Sixers about 6 yards in front facing their files. Each Sixer holds a tennis (or similar) ball.

On the word “Go” the ball is thrown to the leading player in each file, who returns it and bobs down to the “squat” position

The Sixer throws over No. 1’s head to the next player, and so on until the end player of the file has returned the ball to the Sixer, who holds it over his head.

If the ball is dropped the player responsible must recover it and return to his place before returning it.

The Six to finish first wins.

Variation: – As above, but when the end player returns the ball he taps the player in front who stands up for the next catch, and so on.

The Six to finish first wins.

Note: – Let each Cub in turn be leader for the extra practice in throwing and catching.

FIRST STAR – BOOK CARRYING.

12. – Message Boys.

Sixes or teams of equal numbers are drawn up in Indian file, each leading player toeing the starting line and balancing three books on his head and holding a bean bag.

At the other end of the club-room and facing each team is a small chalk circle in which reposes a bean bag.

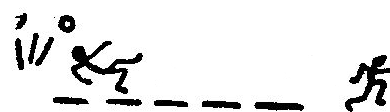
On the word “Go” each leading player proceeds to the chalk circle facing his team and exchanges the bean bags.

He then returns to the starting line and transfers the books and bean bag to the next player.

The game is continued until each player has covered the course.

If a player drops a book or books from his head, touches a book with his hand or does not place the bean bag completely within the circle, he goes back to the starting line and commences again.

The team to finish first wins.



Housebuilders.

13. – Housebuilders.

Each Cub walks in turn along the scaffolding (chalk line) balancing three slates of (books) on his head. When half way along he must catch a brick (ball) thrown by the Umpire standing straight ahead.

He must not step off the scaffolding or let the slates fall or miss the ball.

Each successful player scores a point to his Six.

FIRST STAR – HEALTH.

14. – Microbes.

Sixers stand in a line, regularly spaced down the centre of the club-room, the remainder of the Pack standing, equally divided, along the length of either wall.

On the word “Change” Cubs attempt to avoid being caught by a Sixer in crossing to the opposite wall.

When a Cub is caught by, say, Sixer Jones, he must go through the actions of washing his hands. When one is caught by Sixer Brown, he must pretend to manicure his nails. When one falls a victim to Sixer Robinson, he must manipulate an imaginary tooth-brush. If one is caught by Sixer McTaggart, he must immediately proceed to wash his feet, while the Cub caught by Sixer White must proceed to take deep inhalations of breath through his nose.

Whatever actions the Cubs have to go through in the event of being caught should be explained *before* the Sixers take up their positions.

Cubs should not be allowed to keep crossing beside the same Sixer all the time, but should be moved about the line.



If a captured Cub responds correctly he is allowed to pass on; if he fails he is conducted to the Umpire, who makes a black cork-mark on his nose or metes out some equally drastic punishment.

FIRST STAR – TELLING THE TIME.

15. – THE TIME.



A chalk circles is drawn on the floor about 12 feet in diameter, and the 12 hours are chalked on.

Each time the Umpire chooses a. larger a larger and smaller boy to represent the minute and hour hands respectively, and indicates in some way an hour.

The two chosen boys reply by lying down on the floor with feet at the centre of the circle and with heads pointing towards the minute and hour indicated. The Umpire then chooses another pair of boys.

Appropriate indications might be: –

“Ghosts.”

“Hickory, Dickory, Dock.”

“At what hour does the Pack meet?”

“Cinderella.”

“I went to the theatre at 7 and left in an hour and a half. What time was it?”

“When is noon?”

“My watch is 10 minutes fast and it says 10 minutes to 9. What is the correct time?”

“At what time does the school bell commence ringing?”

When minute and hour hand are indicated for the same hour, as at 12 o’clock, the boys lie alongside one another.

SECOND STAR – SIGNALLING.

16. – Signals.

A sending and receiving game.

Teams of equal numbers are drawn up in Indian file.

The Umpire stands in front facing the files. He signals a letter and the first leading Cub of any file to send the letter of the alphabet before and the letter following the one sent scores a point to his Six. (To begin with, either the letter before or the letter after only should be required.)

The leading players then move to the back of their respective files, when another letter is sent to the new leading players and so on.

Note: – If “A” were sent, “Z” and “B” would score.

SECOND STAR-COMPASS.

17. – North, South, East and West.

Cubs are formed up in open formation.

The four sides of the club-room are indicated as North, East, South and West respectively.

Whenever the Umpire shouts a direction the players immediately jump to face that direction.

When a Cub makes a first mistake (either in facing a wrong direction or in moving too late) he places his right hand on top of his head; for a second mistake his left hand also, and on a third failure sits down in his place.

Note: – To avoid the weaker players falling out each failure might result in the award of a bean and the Six with least beans at the finish wins,



North, South, East
and West.

18. – Eight Point Compass Game.

Cubs are formed up in open formation and the game is played as for “North, South, East and West,” with the addition that the corners of the club-room are indicated respectively as ‘North-East, South-East, South-West and North-West.

SECOND STAR – MESSAGE CARRYING.

19. – Say It Again.

Sixes are drawn up in Indian file at one end of the club-room.



The No. 1 players go forward to the Umpire and a *simple* message of not less than 15 words is repeated over to them two or three times.

They then take up their positions at the other end of the club-room facing their respective files, and on the word “Go” each No. 2 player runs forward to No. 1 and the message is repeated to him until he has got it.

No. 2 then signals to No. 3 who runs forward to him to hear the message and so on, the rear players running to the Umpire after they have got the message.

The order of arrival at the Umpire is noted.

Marks should be awarded for correctness of message and for speed, *but* correctness should be marked as being of most importance.

SINGING GAMES.

20. – Old King Cole.

The Pack is divided into two teams of equal numbers, who squat facing each other on opposite sides of the club-room.

The players are numbered consecutively from one end, each facing his corresponding number. The Umpire stands (or sits) in the centre of the room between the teams.

The game is commenced by all singing the following song: –

Tune: – “British Grenadiers.”

“Old King Cole was a merry old soul,

His name was Dapple Grey;

The clock struck one and down the mouse ran,

And frightened Miss Muffet away.”



Chorus: –

We are a merry family;

We have no time for slumber.

Is it one? Is it two? Is it three? Is it four?

Akela, what's the number?"

The Umpire then states a number and the two players concerned immediately rise, run round the Umpire and back to their places. The player to complete the course first counts a point to his team.

The song is sung again and so on as before.

21. – Battering-Rams.

Teams of equal numbers are formed up in two lines facing each other, the players of each team taking firm hold of each other's hands.

One team advances towards the other while singing the first two lines of the following chorus, and retires while singing the third and fourth lines: –

Tune: – “British Grenadiers.”

“They greet us with a beaming smile,

They greet us with a frown.

But we will take a batt'ring-ram,

And their walls will tumble down.”

While the first line is being sung the standing team grin from ear to ear, and during the second line they turn up their noses and gaze contemptuously at their opponents.

At the conclusion of the verse an end player from the moving line hurls himself between any two of his opponents in an effort to “break down the city walls.” If he succeeds the two opponents concerned in his success are his prisoners; if he fails he is taken prisoner.

The other line then advances and retires singing the chorus, and the game is continued until each player has had a chance of breaking through or until one of the teams is broken up.

Note: – To avoid players dropping out of the game prisoners should be added to the strength of their conquerers.

22. – The Frog in the Well.

Formatio: – Players are arranged in twos on the circumference of a circle. Each couple should be about the same height. They stand back to back and link arms as shown. Each player facing into the circle is No. 1, and each player facing out is No. 2.

Details: – The players sing the following song, each alternately bending forward and lifting the other player off the floor in time to the music: –

Tune: – “My Mother Said”!

“Up we go and down, you see,

First it's you and then it's me:

Here's a pitcher, we'll go to town:

Oh what a pity, we've tumbled down.”

Here the couples drop to a sitting position, with arms still linked and, to the same tune, the following is sung, the Nos. 1 asking the question and the Nos. 2 answering: –

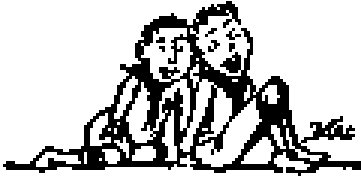
“What do you see in the skies so bright?



I see the moon and the stars at night.
What do you see on the earth, pray tell?
I see on the earth a deep, deep well.
What do you see in the well so clear?
I see a frog and his voice I hear.
What is he saying there on the rock?
Get up! Croak! Croak! Get up! Crock! Crock!"
Here the couples rise to their original positions with arms still linked.

23. – Memory Rhymes.

The Pack is divided into, say, four equal groups seated one in each corner of the club-room.



The Umpire points to one of the groups, who immediately commence singing any nursery rhyme to the tune, "Auld Lang Syne" or "Up in the Morning Early."

When this has been sung everyone sings, to the same tune, the following chorus: –

"AB—CD—EF—GH,
IJ—KL—MM,
OP—QR—ST—UV,
W—XY—Z "

The next group must then immediately take up another nursery rhyme to the same tune and so on, group after group in succession, after the singing of each chorus.

Whenever a group fails to break into song immediately, or sings a nursery rhyme which has already been sung, they drop out of the contest but continue to sing the chorus each time.

The game is continued until the winning group is disclosed.

CIRCLE GAMES.

24. – The Shopping List.



Players are seated in a circle. The first player says to his right hand neighbour: "I've been out shopping"; to which the other replies: "Oh, and what did you buy?" The first player then, before half a minute elapses, must intimate something which he touches at the same time, (without moving from his seat), such as, say, "Neckerchief."

The second player then takes up the story with his right hand neighbour, each player in turn buying something which he is able to touch and which has not been bought by a previous player.

If a player fails to buy something within a minute or buys something which somebody else has bought already he scores a minus mark.

25. – The Grand Mogul.

Cubs are seated on the floor in a circle with the Umpire, who is the “Grand Mogul,” seated in his (or her) throne, a chair.



The Grand Mogul is most fastidious and takes sudden and unaccountable dislikes to things which contain some certain letter.

The game commences by the Grand Mogul saying something like the following: –

“The Grand Mogul does not like (say) E’s, what shall we give him (her) for breakfast?

The Cub on the left of the Grand Mogul must immediately say something to eat which does not contain the forbidden letter. Once something has been said it cannot be repeated.

When a Cub is stumped for a suitable foodstuff, or says something containing the forbidden letter, or repeats something which has already been said, he goes to the Grand Mogul and is rewarded with a cork mark on the nose (or other indignity according to the ingenuity of the Grand Mogul) and returns to his place.

The letter to be avoided should be changed frequently, or the Grand Mogul might be given something to wear as a change or he might be sent to various places for a holiday.

26. – Eengonyama.

Cubs are seated in a circle on the-floor with “IT” standing in the centre.

“IT” holds a bounce ball or a knotted neckerchief and throws it at any player on the circle.

He must also say “Eengonyama” three times before the bewildered circle player says it once.

If he succeeds the players change places; and if he fails he throws to some other player, and so on.

27. – Birds.

Cubs are seated in a circle with the Umpire in the centre.

Each player except the Umpire has his arms folded.

The Umpire tells a story and each time a *flying* bird is mentioned all right hands must be raised and fluttered in imitation of a bird in flight; each time birds in general are mentioned all hands are fluttered; each time an animal, or a bird which cannot fly, is mentioned the arms must remain folded.



On a first mistake a player kneels, on a second he stands, and on a third mistake he is out of the game.

The Umpire flutters his hands as he pleases to trap the players.

The following sample story is given for the guidance of Umpires: –

“To-day I had a stroll through the Zoo. I spent most of my time looking at the **birds**. High up in one tree was a beautiful little **wren** and in another was a mischievous little squirrel which had been chased there by a furious ostrich. An owl and a bat sat gazing thoughtfully at each other while the **sparrows** darted here and there snatching the food

intended for the other **birds** and for the guinea-pigs. It was very interesting listening to the **parrots** chattering at the kangaroos!

“Flying all over the grounds were flocks of Wolf Cubs looking first at the cranes, then at the **bullfinches**, then at the ice-cream stall, then at the **corn-crakes**, then at the bird-warden who was feeding the **ducks and swans** and otters in the artificial pond beside a tree full of monkeys! etc., etc.”

Note: – The “flutters” are in heavy type.

28. – The Snatcher.

Players are grouped close together in a circle kneeling and with hands on knees.

The Umpire, who is the “Snatcher,” is in the centre and within reach of all the players.

Each player is given the name of an animal or bird.

The Umpire tells a story introducing the names of the birds and animals allotted to the players.

Should he mention, say, “lion,” the player – or players – who has been given “lion” must immediately place his right hand behind his back. If the word “bat” is mentioned *all* hands must be placed behind backs until the word is given to place them on the knees again.

The “Snatcher” attempts to capture the hands in motion.

A suitable story might begin: –

“Some animals and birds are seldom seen during the day, the reason being that the light of the sun is too strong for their eyes. However, to make up for this these same animals and birds can see very well indeed when to you and me everything is pitch dark. A notable example is the **owl**, another the **bat**. The **canary** is nearly blind at night but the **tiger** can see almost as well at night as during the day. This gives him a great advantage over the animals which he tracks, and also over the **bat**, and the **canary**, and the **owl**, and the **lion** and the other **bats**, etc., etc.”

Note: – The “movements” are in black type.

29. – My Ship has come Home from China.

Cubs are seated in a circle.



**My Ship has come
Home from China**

No. 1 player says to No. 2: “My ship has come home from China.”

No. 2 thereupon naturally inquires: “And what did it bring?” and No. 1 replies: “One fan,” imitating the use of a fan with the *right hand*. (All players copy.) While still fanning, Nos. 2 and 3 repeat the same story, No. 2 replying finally with: “Two fans,” and adds a fanning movement with the *left hand*, (All players copy.)

With everybody still fanning, Nos. 3 and 4 take up the story, No. 3’s reply being: “Three fans,” and adding a fanning movement with the *right foot*. (All copy.)

No. 4 adds the fourth fan with a fanning movement of the *left foot*. (All copy.)

No. 5 adds the fifth fan with a swaying movement of the *head* from side to side. (All copy.)

No. 6 adds the sixth fan with a swaying movement of the *body* from side to side. (All copy.)

No. 7 adds the seventh fan by looking alternately left and right with the eyes (all copy); and finally No. 8 adds the eighth fan by opening and closing the mouth “goldfish” fashion.

At the end of the game each player is fanning with both hands, both feet, his head, body, eyes and mouth,

30. – The Other Chap.

Cubs are seated, or squat, in circle, with the Umpire in the centre.



The Umpire suddenly points to any player, asks a question and immediately commences counting up to 10, sternly and deliberately, while still looking fixedly at the boy pointed at. The question must be answered by the third boy on the left of the player indicated before 10 is counted, or he goes to a place on the circle which has been indicated as the “dunce’s” seat and the other players move up.

To increase alertness, after the game has been going for some time the questions should be answered by (say) the third player on the right of the one pointed at.

Only simple questions should be put, such as: –

The “How tall is Tommy Jones?” “What evening is this?” “Show me the Cub salute?” “How” many inches to a foot?” “Where do you live?”

31.—Beaver.

Cubs sit on the floor in a circle.

A Cub commences telling a story.

While the story is being told any Cub is entitled to yell “Beaver” and he then carries on with the same story. If he finishes the correct story he scores a point. If he goes wrong any player, including the original player, may yell “wrong” and finish the story, counting the point.

If a Cub starts and finishes a story without being successfully challenged he scores two points.

Another Cub then commences a story, and so on.



Beaver.

32. – Who Said That?

Cubs are seated on the floor in a circle,

Another Cub, who is “IT,” is seated in the centre blindfolded.

“IT” points anywhere on the circle and the Cub indicated must shout “IT’s” name, disguising his voice as much as possible.

“IT” then gets one chance to state the name of the Cub who spoke. If he succeeds they change places. If he fails he points again, and so on.



33. – Good Morning Mr. Jones.

Cubs move round in a circle in the centre of which “Mr. Brown” stands blindfolded, holding a stick.

When “Mr. Brown” raps on the floor all players stand still.

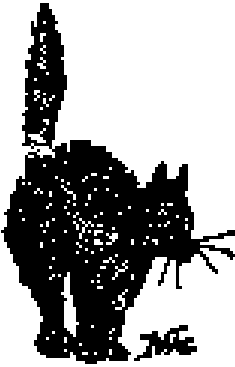
“Mr. Brown” then points his stick at any point on the circle saying: “Good morning, Mr. Jones.”

The Umpire points to the circle player who is nearest to the place pointed at, who replies *in his natural voice*: “Good morning, Mr. Brown.”

If “Mr. Brown” identifies “Mr. Jones” they change places; if not, the players move round as before.

If “Mr. Brown” fails three times the Umpire nominates a new “Mr. Brown” and the previous “Mr. Brown” takes his place on the circle.

34. – Poor Pussy!



Players are formed up facing round the circumference of a circle with another player blindfolded in the centre.

The game is commenced by the players moving round the circle very silently and deliberately.

Suddenly the blindfolded player advances in any direction and secures a victim, who must say in a disguised voice “Poor Pussy,” and then must imitate the “mew” of a cat.

If the centre player fails to identify his prisoner he is immediately released and the game continued. If he succeeds the two players change places.

35. – The Unlucky Dip.



Unlucky Dip.

All players sit in a circle or round a table. Each player has a small piece of paper and a pencil. On the word “Go” he writes upon his piece of paper the name of an animal or object that makes a noise, such as a donkey, a motor car, a train, a factory hooter, a bird, etc., etc. All the papers are collected and mixed up in a hat. Each Unlucky Dip player then draws a paper in turn and endeavours to make the noise made by the bird, animal or object described thereon. He fails to score if the other players are unable to recognise what bird, animal or object the noise is intended to represent.

The Six with most points wins.

36. – The Invisible Ball.

Requirements: – An imaginary ball about the size of a football. Players are seated in a circle.

The Umpire commences by throwing, with both hands, the imaginary ball to one of the players on the circle.

That player immediately claps his hands over his ears.

The player on his right places his right hand over his own right ear, and the player on his left does the same with his left hand over his own left ear.



The Invisible Ball.

This signifies that the player has caught the ball and he now, with both hands, throws the ball to any other player on the circle when the whole performance is repeated as already explained.

Speeded up, this game is quite exciting.

37. – Twos and Threes.



Twos and Threes

With the exception of two players, Cubs form up in pairs in file on a circle facing the centre, with a fair space between the pairs.

One of the two remaining players chases the other around the pairs. To secure sanctuary the “fugitive” player must jump in front of a pair, when the back player of that pair immediately becomes “fugitive,” and so on.

When a “fugitive” is touched the chaser and the “fugitive” change about, the previous “fugitive” chasing his opponent.

38. – Ones and Twos.

This is a version of “Twos and Threes” for a small number of players.

The rules are the same as for “Twos and Threes” except that a single circle of players is formed instead of a double one.



Hunt the Ring.

39. – Hunt the Ring.

All of the players except one are seated in a circle with hands on a string on which a ring is threaded.

The odd player stands in the centre. The ring is passed around the circle, and the odd player tries to spot it by touching any hand under which he imagines the ring is concealed, which is immediately raised. If he succeeds the players concerned change places; if he fails the game is continued.

40. – Get Rid of That Cap.

Wolf Cubs stand in a circle, close together with hands behind backs.

Another Wolf Cub, who is “IT” stands in the centre of the circle.

On the word “Go” a Cub cap is passed round the back of the circle by the players, and at any time “IT” may point to any player and say “You.”

The player indicated must immediately bring both of his hands forward.

If he holds the cap he becomes “IT.” If not “IT” continues his efforts until he is successful, or until the agreed on time limit has expired, when another player becomes “IT.”



41. – Get Rid of That Cap. (Musical.)

Wolf Cubs stand in a circle, close together with hands behind backs.

When the music commences a Cub cap is passed round the back of the circle by the players.

Whenever the music stops the Cub holding the cap scores a minus mark to his Six, or has his nose blackened, or his head chopped off, or other punishment agreed upon.



42. – House to Let.

A circle of chairs (close together) is formed facing inwards. There should be one chair for each player.

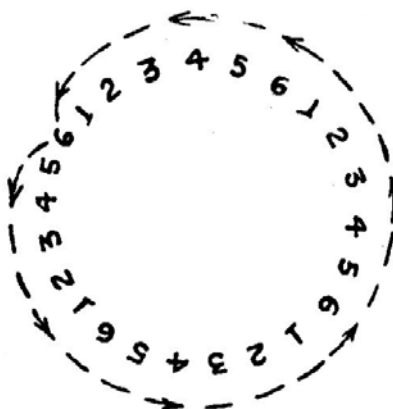
One player stands in the centre of the circle, thus leaving one chair unoccupied.

It is the aim of the centre player to seat himself in the vacant chair (the position of which is, of course, continually changing as the seated players move round to frustrate him).

When he succeeds the player who fails to occupy the chair goes to the centre and the game is continued.

43. – Round the Circle.

Players are formed in a circle, in Sixes, facing round the circumference. (See diagram.)



Round the Circle.

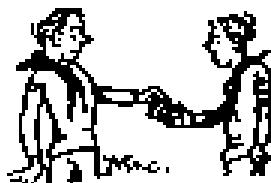
Each No. 6 player holds a Cub cap, and on the word “Go” he runs forward round the outside of circle and back to his place, when he passes the cap to his No. 5 player, who runs round the circle and back to his place, and so on until each player has covered the course.

The Six to finish first wins.

Note: – To avoid complication the course of only one No. 6 player is shown.

44. – Musical Bean Bags.

Cubs are seated on the floor in a circle.



To musical accompaniment a bean bag is passed from player to player.

The music suddenly stops and the Cub discovered holding the bean bag is required to answer a question put by the Umpire such as: “What is the Cub Promise?” “Show me the Cub

salute?” “Why breathe through the nose?” “What compass direction is opposite N.E.?”

If a Cub fails to give the correct answer he is awarded with a burnt cork mark on his nose, or other punishment according to the ingenuity of the Umpire.

45. – Odds and Evens.

The Pack is formed in a circle facing inwards and is numbered in twos.

Two bean bags are required of different colours.

A No. 1 player holds one bean bag, and the next No. 2 player on his *right* holds the other.

On the word “Go” the No. 1 player passes his bean bag to the next No. 1 player on his *right*, while the No. 2 player passes his bean bag to the No. 2 player on his *left*.

The bean bags thus travel round the circle in opposite directions, the Nos. 1 only handling one bag and the Nos. 2 the other.

As soon as an original holder receives his bean bag back again he holds it in the air. First bean bag up shows whether the Nos. 1 or Nos. 2 have won.

The game can be varied by having the bean bags passed back again the opposite way before they can be held up.

If a player drops a bean bag he only may pick it up

46. – Red Hot Bricks

Cubs are formed up in a circle, all facing inwards.

One player holds a bean bag.

To musical accompaniment the bean bag is passed round clockwise from player to player.

When the music stops the Cub discovered holding the bean bag folds his arms while retaining his place on the circle.

The next player then takes the bean bag and when the music recommences, passes it as before until the next cessation of the music indicates a further Cub to fold his arms, and so on.

The bean bag must be *handed* by each Cub to the next player on the circle whose arms are not folded.

The game is continued until the winner is disclosed.



Red Hot Bricks.

47. – Race It.

Players stand in a large circle, facing inwards, with about 8 paces between the players.



No. 1 on the circle holds a ball or bean bag and “IT” stands immediately behind him outside the circle.

On the word “Go” No. 1 throws the ball to No. 2, and so on round the circle, while “IT” races round the outside in an effort to beat the ball back to No. 1.

Players become “IT” in rotation round the circle.

48. – Balloon Race.

Players are formed up in a circle with hands behind backs and heads bowed so that they may not see what is happening. One player remains outside the circle holding two inflated balloons.



This player walks round the circle and places a balloon in the hand of one of the other players.

The original player then turns back the way he has come, propelling his balloon as he goes, by patting it, while the other player propels his round the circle in the opposite direction.

When the players meet on their journey round the circle they must immediately stop, shake hands, say “Good morning,” salute, recover their respective balloons and propel them to the vacant place on the circle.

The first player back occupies the place and the other walks round with the two balloons as before.

49. – The Rival Coppers.

The formation for this game is similar to the “Balloon Race,” except that the player outside the circle holds two pennies.

He proceeds round the circle and places a penny in the hand of any player.

The two players then stand back to back, each balancing The Rival Coppers, his penny on the back of his right hand, holding the arm fully extended.

On the word “Go” they rush round the circle in opposite directions, meet, shake left hands heartily, recover their pennies, and continue their journey to the vacant place.

First back occupies the place and the other proceeds as before.



50. – The Indian Feather.



Indian Feather.

Theme: – “Once upon a time there lived a fierce Red Indian tribe known as the ‘Hoozoo’ Indians.

“This tribe had a wonderful ceremony when a Chief fell to be selected.

“The braves sat round in a circle and a feather was dropped between them. While it was still in the air the braves blew the feather about until it passed over the head or shoulders of one of the contestants. That man silently left the circle and the feather was again dropped.

“The test was continued until only one man was left and he was from that time honoured as a Chief.

“We will now be ‘Hoozoo’ Indians and find who is to become Chief Strongblow.”

Details: – Cubs seated on the floor in a circle fairly close together with feet almost touching in the centre, and with hands behind backs.

The Umpire stands outside the circle and drops the feather near the centre.

The feather may only be mown, and when it drops inside the circle the nearest player picks it up and tosses it straight up in the air.

When the feather passes outside the circle the Umpire again drops it near the centre.

When the Umpire decides that the feather has passed over a player, that player leaves the circle and the remaining players close up the gap.

The game is continued until the winner is disclosed, who is acclaimed and invested as "Chief Strongblow of the 'Hoozoo' Indians."

51. – Butter Fingers.

Cubs are formed up in a circle with a fair space (say a yard) between each of the players.

A further player stands in the centre holding a tennis or other similar ball.

The Umpire stands outside the circle.

The centre player throws the ball to any player on the circle. If that player catches the ball he returns it immediately to the centre player, who at once throws it to any other player on the circle.

If a player misses a reasonable catch the Umpire calls "Butter Fingers!" and that player folds his arms and stands still.

If a ball is thrown too high or wide of a circle player it is returned immediately to the centre player and the game continued.

When the centre player throws the ball to a player who has his arms folded, the number of his victims with arms folded is counted and he takes his place on the circle.

Another player is then chosen as the centre player and the game recommenced."

To be effective this game must be played at top speed.

The player who secures most "butter fingers" wins.



52. – Thunder and Lightning.

Cubs run round in a circle to any popular tune.



Thunder and Lightning.

Akela claps hands any number of times and the players must immediately catch hands in circles composed of the same number of players as handclaps; thus if Akela claps five times, there will be five players in each circle.

All odd players are out and sit in the centre of the circle.

The players then resume their run round the circle until Akela again claps hands. Whatever number of claps are given the players form up in circles of that number. The unfortunate odd people are again dropped out and the game is continued until only two players remain.

53. – Musifeal Mat.

Cubs run round a circle in pairs, holding hands, and keeping time to some well-known tune.

Somewhere on the circumference is placed a mat (or a mat is drawn in chalk), and the pairs jump over this in turn.

When the music stops the last pair to have jumped over the mat fall out.

To avoid Cubs who are out strolling about the club-room, make them squat inside the circle to watch for the winners, who are the last pair to survive.

54. – Bakers' Trays.

Each competing Six forms a circle of about 2 yards diameter.

Each No. 6 player holds an enamel plate, and on the word "Go" he balances it on the head of his No. 1 player.

No. 1 then passes round the outside of his circle, with the plate still balanced on his head, and followed by No. 6.



On reaching his former position No. 1 removes the plate from his head and balances it on the head of his No. 2 player, who passes round the outside of the circle followed by No. 1, and so on until each "Baker" has carried the "tray" round the circle and all of the players are in their original positions.

If the player balancing the plate touches it with his hand he goes back and starts again.

If the plate falls the player conveying it must stop immediately until it has been replaced by the player whose turn it is to follow him round the circle. The Six to finish first wins.

55. – Penny Chase.

The same formation is used as for "Bakers' Trays."

Each No. 1 player is handed a penny, and on the word "Go" he runs round the outside of the circle with the penny balanced on the back of a hand, until he regains his place.

He then hands the penny to No. 2, who repeats the performance, and so on until each player has completed the course.

If the penny is dropped it may only be picked up by the player who dropped it, and he then must finish his tour of the circle. The Six to finish first wins.

56. – Circular Tours.

Each Six is drawn up in a circle facing inwards, the players of each Six holding hands.

Each first player holds a neckerchief, and on the word "Go" he drops the hands of his immediate neighbours and dodges round his circle to the right (or left), out and in under the arms until he returns to his original place, when he passes the neckerchief to the next player on his right (or left), and so on until each player has toured the circle.

The Six to finish first wins.

This game can also be played by dividing the Pack into two larger circles competing against each other.

57 – Adjectives.

Teams of equal numbers squat in circles about the club-room.

The Umpire chooses a letter of the alphabet and asks one of the circles to state an adjective, beginning with that letter which could describe a Cub before 10 is counted.

This accomplished, the same problem is set the next circle and so on, turn about, until one circle is stumped at that letter.

That unfortunate team scores a minus point and the Umpire intimates a new letter.

No adjective, once it has been accepted, can again be given. If a circle fails in this way it scores a minus point and the Umpire chooses a new letter.



58. – Rival Circles,

The Pack is divided into two circles of equal numbers.

The players of each circle are numbered off, the two highest numbers forming a bridge by joining hands.

On the word “Go” each No. 1, followed by the others in turn, runs through the bridge and round the circle to his original position.

When all have completed the course they drop to the “squat” position and the first circle down scores a point.

The game is repeated until the agreed on number of wins has been secured by either team.

59. – Musical Shops.

One player from each Six is chosen as a shopkeeper. (In a small Pack two players from each Six.)

Before these players are formed up in a circle facing outwards they are described once to the other players thus: – “Tommy Timkins – Butcher,” “Jimmy Jones – Baker,”

A number of Cubs equal to the number of “shopkeepers” move round the outside of the circle singing some popular song or chorus.

When the music stops each Cub who has been moving round the circle will stop facing a “shopkeeper” and must immediately whisper an order for something which might appropriately be purchased from that “shop.”

If Johnny Jenkins asks for a loaf from the “baker” he scores a point for his Six. If, however, he demands tripe from the “ironmonger” he is politely informed: “Sorry, you must try the (butcher) for that,” and scores nothing.



Musical Shops.

60. – Whirling Wheels.

Sixes fall in in “wheel-spoke” formation. (See diagram.)

At the centre of the wheel is a heap of bean bags one for each competing Six.

On the word “Go” each No. 6 player grabs a bean bag from the heap, runs round the wheel (as shown in diagram), and back to the outside of his “spoke,” when the bean bag is passed from player to player to No. 5.

No. 5 then runs round the wheel and returns to the end of his “spoke,” and so on until all of the players have completed the course.

The Six to regain its original formation first, with bean bag in the centre, wins.

Note: – For clearness the route of only one player is shown.



Whirling Wheels.

FILE AND LINE GAMES.

61. – Mixtures.

Sixes are drawn up in Indian file, the leading ‘players toeing the starting line and holding a neckerchief.



The Umpire intimates that each player in turn will proceed to the end of the club-room and back with the neckerchief, *but* that no two members of the same Six may use the same means of progression; thus, one only may run, one only walk, one only hop on one leg, and so on. The teams will then require to do some rapid thinking and arranging before the order “Go” is given.

The usual relay race rules are followed, and the Six to finish first wins.

62. – Waiter!

Teams of equal numbers are drawn up in Indian file.

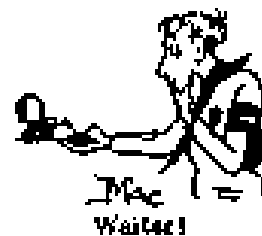
The leading player of each team toes the starting line and holds an enamel plate (back up) and a tennis (or similar) ball.

On the word “Go” each leading player proceeds to the other end of the club-room (or round an obstacle) and back to the starting line, holding the upturned plate in one hand with the ball balanced on top.

On returning behind the starting line he hands the plate and ball to the next player, and so on until all members of the team, have completed the course and the players are in their original formation.

If the ball falls off the plate, or is touched in any way during the journey, that player must go back and start again.

The team to finish first wins.



63. – Bursting the Bags.

Teams of equal numbers, in Indian file, are drawn up at one end of the club-room, the leading player of each team toeing the starting line.



Opposite each team, at the other end of the club-room, is a bundle of baker's paper bags.

On the word "Go" each leading player rushes to his bag depot, picks up one bag and returns beyond the starting line, where he inflates the bag and bursts it in the appropriate fashion.

The explosion is the signal for the second player to rush for a bag, and the game is continued until each player has exploded a bag and the teams are in their original formations.

If a player arrives at the starting line with more than one bag he must restore the extra bag or bags before he blows up and explodes his ration of one bag.

The team to finish first wins.

64. – Washing Day.

A rope is stretched across the club-room near one end, waist high, and at the other end Sixes are drawn up, -seated, in Indian file.

On the starting line, at the feet of each No. 1 player, are six spring clothes pegs.

On the word "Go" each No. 1 player picks up one clothes peg, fixes it to the rope, runs back for another peg, and so on, until he has succeeded in attaching all six pegs to the rope. He then runs to the back of his file, and as he passes No. 2 he taps him on the shoulder.

No. 2 then runs forward and removes one peg from the rope, placing it at the starting line, and so on, until he has removed each peg in turn and placed it at the starting line.

The game is continued until each player has either attached or removed the pegs.

The Six to finish first wins.

65. – A Handful of Trouble.

Teams of equal numbers are drawn up in Indian file, each leading player toeing the starting line.



Facing each team, at the far end of the club-room, is a chalk circle in which is deposited, say, 20 clothes pegs.

On the word "Go" each leading player runs to his circle, gathers up the pegs, returns to the starting line and hands them one at a time to the second player, who transfers them one at a time to the next player, and so on down the file until all of the pegs have reached the end Cub.

He immediately gathers them up, redeposits them within the circle, and resumes his place in the file.

Dropped pegs may only be picked up by the players who drop them.

The team to finish first wins

66. – Buttons.

Teams of equal numbers are drawn up in Indian file, each leading player toeing the starting line and holding a bean bag.

At the other end of the club-room, facing each team, is a chalk circle in which reposes a tin (or cardboard) box containing a length of string, one boot button per player large enough to be threaded on the string and *six extra boot buttons which are too small for threading*.

On the word “Go” each leading player rushes to his box, drops his bean bag, opens the lid, secures the string and ties a knot on the end of it, threads on a button, closes the box (with the string and buttons inside), grabs his bean bag and hands it to his next player behind the starting line, who repeats the performance, and so on until the last player has threaded the final button, closed the box and carried the string and threaded buttons, to the Umpire.

If a player fails to close his box he must go back and do so before handing on the bean bag.

The team to finish first wins.

67. – Murphy’s Teaspoon

Sixes are drawn up in Indian file, each No. 1 player toeing the starting line and holding a teaspoon.



A yard in front of each team is a chalk circle in which reposes a potato, and at the other end of the club-room is a further chalk circle opposite each team.

On the word “Go” each No. 1 player steps to the nearer circle and places the potato in, his teaspoon. He then turns and weaves his way up through his Six and back again, placing the potato in the further circle. He returns to the starting line and hands the teaspoon to the next player (going himself to the rear of his file), who loads up with the potato, weaves his way up and down his Six and places the potato in the near circle, and so on until each player has completed the course.

Potatoes in transit may not be touched with any part of the body and any Cub who drops the potato or touches it (except when loading the spoon), must return to the starting line and begin again.

The Six to finish first wins.

68. – Parcel Relay.

Apparatus: – Brown paper, string, blank label, three articles (say, jacket, shoe and book) for each competing Six.

Sixes are drawn up in Indian file, each boy holding one of the articles.

On the word “Go” the articles are assembled, tied up in a parcel, and the label, properly addressed, attached. Each Cub should take some part in this.

Whenever this has been completed by any Six they commence running a relay race, the parcel being carried instead of the usual bean bag.

The Six to finish first counts 3 points, the next 2 points and the third 1 point.

The Six whose parcel is in best condition at the end counts 4 points, the next best 3 points, and the third best 2 points.

Neat parcelling and correct labelling can also be taken into account in judging the condition of the parcels and awkward articles and strange addresses chosen.

The Six with most points wins.

69. – Exchange.

Teams of equal numbers are drawn up in Indian file, the leading players toeing the starting line.



At the other end of the club-room there is a Cub cap and a neckerchief (or bean bag), facing each team.

On the word “Go” each leading player runs forward, picks up the cap, runs to the end of his file, when the cap is passed from player to player to the new front player, who runs forward, replaces the cap, picks up the neckerchief and runs to the end of his file, when it is passed forward from player to player to the new front player, who exchanges the neckerchief for the cap, and so on until every player has covered the course. The team to finish exchanging first wins.

70. – Walker.

Sixes are drawn up in Indian file, each leading player toeing the starting line and holding a bean bag or neckerchief.

When the music commences the first player of each Six starts off *walking* down to the end of the club-room and back to the starting line. Whenever the music stops the walkers must immediately do likewise; any player whom the Umpire decides has not stopped simultaneously with the music goes back and starts again.

When the first player returns beyond the starting line he hands over the bean bag or neckerchief to the second player of his Six, and so on until each player in turn has completed the course.

Any Cub who runs, or otherwise infringes the rules, must go back and start again.

The Six to finish first wins.

71. – Squankies.

Teams of equal numbers are drawn up in Indian file, each leading player on the starting line.

On the word “Go” the leading players squat, as for the Howl, but with arms *outside* knees and gripping the ankles firmly. They proceed thus to the far end of the club-room (without letting go), lift a handkerchief (or neckerchief) in the teeth and go back again to the starting line. (The handkerchief is not carried – just lifted.)

Letting go or overbalancing is penalised by returning and starting again.

The team to finish first wins.



72. – Balloon Relay Race.

Teams of equal numbers are drawn up in Indian file, the first player toeing the starting line and holding an inflated balloon.

At the far end of the course and facing each competing team is a chair or other obstacle to be passed round. (Or a chalk mark may be made on the floor.)

On the word “Go” each first player propels his balloon down the course, round the obstacle, and back beyond the starting line.

The second player then takes over the pilotage of the balloon, and so on until each player has covered the course.

The team to finish first wins.

73. – Balloon Obstacle Relay Race.

This game is the same as “Balloon Relay Race,” except that each player has to step over a form or other similar obstacle both going and returning.

74. – Needle in a Haystack.

Sixes are drawn up in Indian file, each No. 1 player toeing the starting line and holding an ordinary pin.

Nos. 1, 3 and 5 face forward and Nos. 2, 4 and 6 face back.

Facing each team, at the other end of the club-room, is as large a chalk circle as space will permit.

On the word “Go” each No. 1 player runs to his circle, sticks the pin anywhere in it, runs back to his line and taps No. 2 player on the shoulder. (He then retires to the rear of his file,)

No. 2 then runs forward, searches for and finds the pin and returns it to No. 3, and so on until each player has completed the course;

The first Six to finish wins.



75. – Trains and Tunnels.

Teams of equal numbers are drawn up in Indian file with feet planted sufficiently far apart to allow a player to crawl between the legs.

On the word “Go” each rear player (holding a neckerchief), crawls between the legs of his team until he reaches the front, when he springs up and plants his feet apart.

The neckerchief is then passed back along the line to the new end player, and the game is continued until all of the “trains” have been through the “tunnel” and the players are in their original formation, the rear player holding the neckerchief.

Every player must handle the neckerchief each time it is passed back

The team to finish first wins.



Trains and Tunnels.

76. – Bob to London.

Cubs squat in Sixes in Indian file, the leading player of each Six holding a bean bag.

Half way down the course a rope is stretched (or held) sufficiently low to ensure that each player must “duck” to pass under it.

On the word “Go” each leading Cub places the bean bag on his head, rises, runs forward, ducks under the rope, touches the end wall, runs back, ducks under the rope and returns to his place where he squats. He then hands the bean bag to his next player, who places the bean bag on his head, rises, and so on as before until each player in turn has covered the course.

If the bean bag drops off a player's head he must stop and replace it.

If he touches the bean bag with his hand while it is on his head he must go right back and start again.

The Six to finish first wins.

77. – The Weavers.

Teams of equal numbers are drawn up in Indian file with a fair interval between the players.

The end player of each team holds a neckerchief or bean bag.

On the word "Go" each end player "weaves" his way to the front of his file. The neckerchief is then passed by each player in turn back to the new end player, who immediately "weaves" his way to the front, and so on, until each "weaver" has completed the course and the team is in its original formation. The team to finish first wins.



78. – The Backward Weavers.

Cubs with hob-nailed boots should be barred from this game

Teams of equal numbers are drawn up in Indian file, with a fair interval between the players.

The front player of each team holds a neckerchief or bean bag.

On the word "Go" each front player "weaves" his way backwards to the end of his file.

The neckerchief is then passed by each player in turn forward to the new front player, who immediately "weaves" his way to the rear, and so on until each "weaver" has completed the course and the team is in its original formation.

The team to finish first wins.

79. – Balancing Wand Relay Race.

Sixes are drawn up in Indian file, each leading player toeing the starting line and holding a cane about 3 ft. long.

On the word "Go" each leading player proceeds to the end of the club-room and back to the starting line, balancing the cane upright on the fingertips of one hand.

On returning to the starting line he hands the cane over to his next player, and so on until all players have covered the course.

If a player drops his cane or touches it with the other hand he goes back and starts again.

The Six to finish first wins.



80. – Dribble Ball Relay.

Competing Sixes squat in Indian file, each leading player at the starting line.

Immediately in front of each leading player is a small chalk circle in which reposes a tennis (or similar) ball. At the other end of the club-room is another circle facing each Six.

On the word "Go" each leading Cub rises and dribbles the ball into the other circle and then runs back to his place.

Whenever No. 1 squats on the floor, No. 2 gets up, runs to the ball and dribbles it back to the first circle, and so on until each Cub has had a turn and the team is squatting in its original formation.



Care should be taken to see that the players actually dribble the ball and do not hit it one mighty kick. The ball must be placed within the circle each time, and a player who fails to do this should be called back to rectify his error and return to his place before the next player of his Six can proceed.

The ball may not be handled.

The Six to finish first wins.

81. – Back and Fore.

Teams of equal numbers are seated on the floor in Indian file, the lines being 4 feet apart.

Teams are numbered from the front.

A small circle is drawn in front of, and behind, each file.

Each team has a bean bag which, to begin with, is placed in the front circle.

The Umpire calls out a number, and the player in each file having that number must pick up the bean bag, run to the back circle, leave the bag wholly within the circle, run back to his place in the file and sit down in his place. The first player seated counts one mark to his team.

When the next number is called the indicated players run back, bring the bean bags to the front circles and back to their places, and so on.

The Umpire should examine the bags in the circles each time.

If a bag is not wholly within a circle that team cannot score the point.

This game can be more difficult by using Indian clubs instead of bean bags.

82. – Fizz.

Sixes are seated in Indian file, each leading player at the starting line.

Immediately in front of each Six is a chalk circle in which is a lemonade bottle with the stopper screwed in. At the other end of the club-room is another circle opposite each Six.

On the word “Go” each leading player unscrews the stopper, runs to the other circle and places the bottle, bottom up with the stopper on top, within the circle. He then runs to the starting line and taps the next player, who immediately transfers the bottle, bottom up with stopper on top, to the other circle, and so on, the last player placing the bottle in the circle right way up and with the stopper screwed in.



If a bottle topples over, or if the stopper falls off, or if the bottle is not placed wholly within a circle, the defaulting player must rectify the fault before he may tap the next player.

The Six to finish first wins.

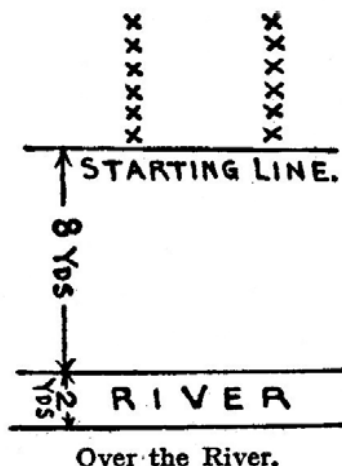


83. – Over the River.

Sixes are drawn up in Indian file, the first player holding a ball or bean bag at the starting line.

About 8 yards away are two chalk lines about 2 yards apart to represent the banks, of a river.

On the word “Go” each first player runs forward, jumps the “river,” turns and throws the ball to the second player, who catches it behind the starting line, jumps the “river” and throws to the third player, and so on.



The Six to have all of its players over the “river” first wins.

No one may run and jump until he has the ball in his hands.

If a Cub fails to jump the “river” he goes back to the starting line and tries until he succeeds.

If a Cub fails to catch the ball he only may retrieve it and return it to the thrower, who then throws it once more.

84. – Relay Targets.

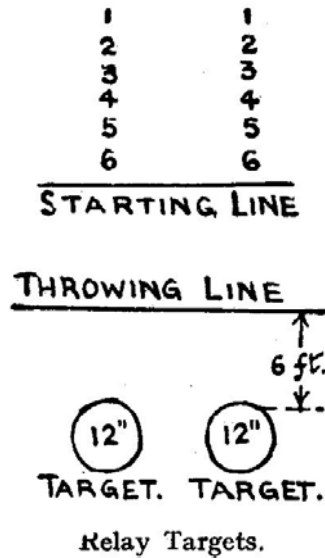
For this game the throwing line should be 6 feet from the “targets,” which are 12-inch chalk circles on the floor. The starting line should be as far from the throwing line as space will allow.

Sixes are seated in Indian file, each No. 1 player holding a bean bag.

On the word “Go” the bean bag is passed overhead forward to No. 6, who runs forward to the throwing line and pitches the bean bag into the target. (If he falls he must retrieve the bean bag and continue trying, from the throwing line, until he succeeds in placing the bean bag completely within the circle.) Whenever he is successful he picks up the bean bag and runs with it to the rear of his file.

The bean bag is then passed overhead as before to No. 5, and so on until each player has succeeded in throwing the bean bag into the “target” and the Six is in its original formation, No. 1 holding the bean bag.

The Six to finish first wins.



85. – Toot-Toot!

The Pack is divided into two or more equal lines in Indian file.

The first and second players of each line are the "engine" and the "guard's van,"



On the word "Go" the "guard's van" couples himself to the "engine" by claspng him round the waist, and they proceed up one side of their line and down the other.

When they again reach the front the *train stops* until the third player (a "carriage") is coupled *between* the "engine" and the "guard's van." The journey is then repeated, and so on, another "carriage" being added each time, until the complete "train" has covered the course.

The "engine" must always be in front and the "guard's van" in the rear. The line to finish first wins.

If the "guard's van" blows a whistle and waves a flag when each further "carriage" has been added it adds realism to the game.

Note: – Variety may be added by commencing this game with the full complement of "carriages" and uncoupling one at a time, the uncoupled "carriages" forming a line in Indian file round which the gradually lessening train rotates.

86. – The Zoo Train.

The Pack is divided into two or more lines in Indian file.

The leading player of each line is an "engine" and the rear player a "guard's van."

The other players of each line might respectively be "wagons" of cats, cows, donkeys, sheep, lions, hens, canaries, pigs, dogs, cocks, and other animals and birds whose vocal calls are generally known.

The Umpire commences the game by saying: "What shall we send to the Zoo?" and immediately says (say) "Sheep."

The player in each line who represents a waggon load of sheep immediately gives voice to the call of that animal, and rushing forward couples himself to the "engine" by claspng that player round the waist. He then waits until the "guard's van" is coupled behind.

The “trains” then proceed up one side of their respective lines and down the other; the “engines” hissing, the “waggon” bleating, and the “guard’s vans” blowing their whistles.

The “train” to finish first scores a point and the players return to their places in preparation for another trip.

As a surprise the umpire might occasionally send (say) “Hens” and “Lions” on a trip to the Zoo together.

Note: – It is inadvisable to keep the same boys playing “engine” and “guard’s van” all the time as they may become giddy.

87. – Three-legged Football.

Teams of equal numbers are drawn up in pairs in Indian file, ankles tied as for three-legged race.



Immediately in front of each team is a small chalk circle in which a bean bag reposes.

On the word “Go” the leading pair of each team kick their bean bag (with centre “leg” only) to the other end of the club-room, round an obstacle facing each team, and back into their circle, and so on until each pair have covered the course, The team to finish first wins.

88. – Grand-dads.

An ear-training game.

Formation: – Four files with Sixer in front.

1st File – Grand-dads.

2nd File – Fathers.

3rd File – Big boys.

4th File – Little boys.

Gait: –

Grand-dads – Slow walk or hobble = minims.

Fathers – Quick walk = crotchets.

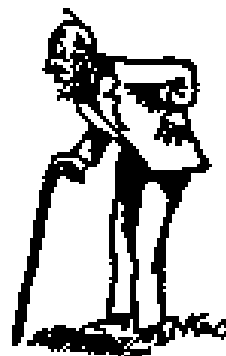
Big boys – Run = quavers.

Little boys – Caper = semiquavers in triplets.

Scheme: –

C. M. plays piano or beats tambourine or tom-tom.

Files move when they hear their own particular time played or beat.



89. – Hullo! Pass It On!

The Pack is divided into two equal lines standing in Indian file, facing in one direction.

The rear player of each line holds a bean bag.

On the word “Go” each rear player taps the player in front on the shoulder who immediately turns round and says “Hullo!”

The end player then says “Pass it on,” and hands him the bean bag.

This is continued until the bean bag has reached the front player, who runs with it to the Umpire.

The team to finish first wins.

Note: – Players must not turn round until they have been tapped on the shoulder.

90. – Jimmy What's-His-Name.

Teams of equal numbers squat in Indian file on opposite sides of the club-room.

The end player in one file is blindfolded, and the leader of the other file points to any player of his team, who moves stealthily up to the blindfolded player, taps him on the shoulder and whispers mysteriously – “A-A-HA” in his ear.

He then resumes his place in his own file, no other player being allowed to move.



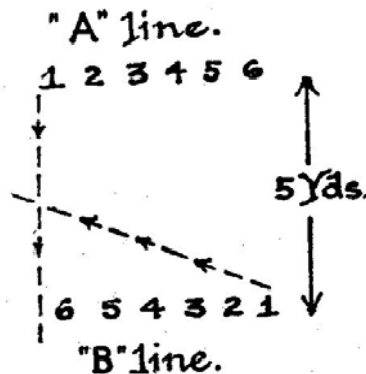
On the word “Right” the blindfolded player removes his bandage and, either from the voice, or the slight alteration of position, or the self-consciousness of the guilty party, he attempts to indicate who tapped him on the shoulder. If he is correct he counts a point to his team; if he fails the opposing team scores a point.

The end player in the other team is then blindfolded and the game is continued until everyone has had his chance of being the blindfolded player.

The team scoring most points wins.

91. – Hoop-La.

Teams stand facing each other in two lines about 5 yards apart, as shown in diagram.



No. 1 Cub of A line holds a large hoop, and No. 1 Cub of B line holds a small hoop.

On the word “Go” No. 1A rolls his hoop slowly across the club-room, and No. 1B tries to roll his small hoop through it. If he succeeds he scores a point to his side.

Immediately each Cub has set his hoop running he goes to the other end of his line, and so the game is continued until each Cub has played.

After each player has rolled a hoop, reverse and give A line the small hoop and B line the large one. The team with most points wins.

92. – Puppy Dogs* Tails.

Formation: – Players are formed up in a line in Indian file, each having his arms round the waist of the player in front.

Theme: – “All of you have seen a playful puppy dog careering around trying to catch his own tail. Just as he is about to catch it, the tail suddenly twists itself away and, as no self-respecting dog likes to be seen going about without any tail, the body does all that it can to assist the tail to escape. So on the puppy goes, chasing round and round, determined to catch his tail or know the reason why.”

“Now we will play at ‘Puppy Dogs’ Tails.”

“(Tommy Jones) at the front is the puppy dog’s head, the rest of you are the body, except (Billy Smith) at the end, who is the tail.”

Notes: – Do not have too long a line of players.

Do not play the game if there are sharp corners, or valuable china ornaments, liable to be bumped into.

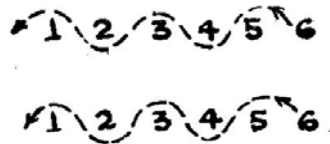
Have a new “head” and “tail” each time.

93. – Great Snakes.

Each Six is drawn up in line, players standing with feet wide apart and touching the near foot of the Cub on either side.

Each No. 6 player holds a bean bag.

On the word “Go” he crawls between the legs of each player of his Six until he reaches the other end, where he takes up his position with feet wide apart.



Great Snakes.

The bean bag is then passed from player to player along to No. 5, who repeats the crawling process, and so on until all of the players have crawled over the course.

The Six to finish first wins.

OPEN FORMATION GAMES.

94. – The Last Gasp.

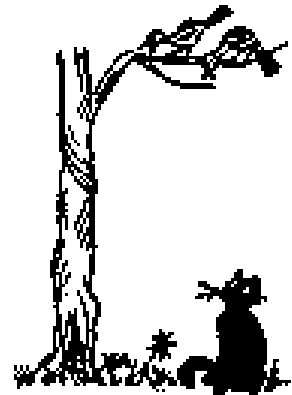


The Last Gasp.

Players sit in a large circle on the floor, with leg straight in front.

On a first signal each player inhales a deep breath, and on a second signal each whistles a sustained note while the breath lasts.

Whenever a player has to stop whistling from lack of breath he lies back “dead” and the last player sitting up wins.



95. – The Cat and the Birds.

All of the players, with one exception, are “birds” and adopt the “Cub Howl” position but with hands on hips.

The other player is the “cat” and pursues the “birds” on all fours.

Whenever a “bird” is tagged he changes places with the “cat”!

96. – Treasure Hunt.

In advance, stick several drawing pins about the club-room in such places as in the wall, *under* chair seats, etc.



On the word “Go” the search commences, and as a drawing pin is discovered it is removed by the player spotting it.

On a time limit Sixers report to the Umpire with the pins discovered by their Sixes, and the Umpire points out the positions of any drawing pins not discovered. The Six with most drawing pins wins.

97. – Blindfold Horse-Race.

One “horse” from each Six stands at the starting line blindfolded, and with a rope attached to either arm to act as reins. Each “horse” is driven by a member of his own Six.

Near one corner of the club-room are two Cubs facing each other and holding hands up to form a bridge.

Near another corner is a single Cub who represents a tree, and in the middle of the floor is a balloon (or there can be a balloon for each player).

On the word “Go” the “drivers” guide their “horses” (by the reins only), under the bridge, round the tree and finally try to induce them to sit fair and square on the balloon.

The horse which bursts the balloon wins for his Six.

98. – Steps.



Players take up positions standing anywhere on the floor of the club-room, except behind forms, etc. They may not move other than as described later.

A blindfolded Cub moves about the floor attempting to catch the players. Any player who is in danger of being caught may move in any direction – one, two or three steps to avoid him.

Whenever a player has completed a total of three steps he may not move again.

When a player has taken his first step he places his right hand on his hip; after his second step his left hand on his hip, and after his third step he folds his arms, stands still, and hopes for the best.

When a player is caught he changes places with the blindfolded Cub, who takes his place amongst the others.

The game is then resumed, each player being again entitled to a total of three steps.

99. – Blind Man’s Buff Reversed.

All of the players are first blindfolded.

The Umpire taps one player on the shoulder and that player removes his bandage.



Blind Man's Buff
Reversed.

On the word “Right” the blindfolded players grope about trying to catch the “free” player, who mingles with the others.

When blindfolded players catch each other they release one another at once and continue their search. When a blindfolded player catches the “free” player he gets one (or other agreed on number) chance to state who he is.

If he fails, the “free” player is released and the hunt goes on.

If he succeeds, all are again blind folded and the Umpire chooses a new “free” player as before.

100. – What Is It?

One Cub is withdrawn from each Six and they are each instructed individually to decide on the expression of an emotion, such as: – Anger, fear, hate, love, hauteur, scorn, doubt, disdain, amazement, disbelief, amusement, surprise, and so on.

The “statues” form up in line and adopt their expressions, while the remainder of the Pack, by Sixes, decide on what they are each attempting to represent.

The Six with the most nearly correct list wins.



101. – Pandemonium.

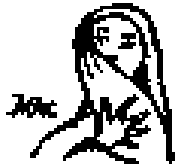
Each Cub is privately given the name of a bird, animal or vehicle, and on a prearranged signal each player continues making the appropriate noise of the bird, animal or vehicle allotted to him.

On the second signal the pandemonium ceases and each player writes a list of the various noises he thought he heard.

One mark is allowed for each noise correctly noted and a mark deducted for each noise not in the official programme.



102. – Name the Indian.



The Pack is divided into two teams of equal numbers who group themselves at opposite ends of the club-room, *facing away* from the opposing team.

Each team is provided with a blanket.

The captain of either team indicates a player, who is then wrapped in the blanket with the eyes only showing.

On the word “Right” the “Indians” manoeuvre slowly towards each other.

The player who calls the name of his opponent first scores a point to his team.

The number of guesses allowed may be decided upon in advance, if desired; or if more than, say, three guesses are taken only ½ mark may be awarded.

103. – Rabbits and Trees.

Players are grouped about the club-room in parties of four. Three players of each group, holding hands in a circle, represent the roots of a tree, and the fourth player, inside the circle, is a terrified rabbit hiding from a fierce dog which is prowling through the forest searching for his favourite supper – rabbit.

The dog (a further player) is posted in a corner of the club-room, and another player (a thoughtless young rabbit feeding on parsnips) is posted some distance from the dog.

On the word “Go” the dog gives chase to the thoughtless rabbit, who must elude capture (tagging) until he is able to dodge inside the roots of a tree.

Unfortunately, in this forest, each tree root is only capable of providing shelter for one rabbit at a time; so the rabbit already there must immediately dodge out and attempt to reach security amongst the roots of some other tree, and so on.

When a “rabbit” is caught he becomes the “dog” and the Umpire nominates another “rabbit.”

The game is recommenced by the Umpire saying “Go.”

Note: – When a “rabbit” finds sanctuary in the roots of a tree he should change places with one of the “roots” who has not yet had the chance of being a “rabbit.”

104. – Martians.

Formation: – The Pack is divided into two teams of equal numbers, and the teams sit on opposite sides of the club-room facing each other. Either team has a Captain, who chooses the player to compete each time.



Theme: – “Perhaps you have heard that men have long wondered whether there is life on Mars. Well, I’ll tell you a wonderful secret; there *is* life there, and the inhabitants are very much like what we are except that every Martian has only one leg on which he hops about.

“There are two races there. Green men and Red men, and they are continually at war with each other. An extraordinary thing about the Martians is that you could take an axe and try to chop them up, or a rifle and try to shoot them, it would all have no effect. The only way one Martian can kill another is by treading on his shadow.

“The team on my left are the Green men of Mars and the team on my right the Red men of Mars.”

The Game: – The Captains nominate a different player each time.

The competitors hop about on one leg trying to alight on each others’ shadows.

A Martian who changes feet or uses both is “dead.”

The player who succeeds in alighting on his opponent’s shadow scores a point to his team. The team with most points wins.

105. – Stalking the Deer.

Theme: – “When wild animals are stalking their prey they crouch down and remain motionless whenever the slightest sign of suspicion is shown, and they do not move again until the victim’s fears are set at rest and it has resumed its journey.

“To-night I will be a startled deer and you will all be a pack of ravenous wolves tracking me through the forest, waiting your opportunity to spring on me the moment I am off my guard.

“You will follow me in single file, quietly and secretly, and every time that I turn round to see if I am being followed you will immediately crouch down in the ‘squat’ position. The ‘wolf’ whom I decide is last down each time drops out, and so on until only the best stalker is left.”

Details: – The “wolves” follow the “deer” around the hall in single file, walking upright, noiselessly and intently watching every movement of the quarry. Whenever the “deer” swings round they immediately squat until the “deer” is reassured and resumes its journey.

The last “wolf” down each time drops out, and so on until the winner is disclosed.

N.B. – The “squat” position for the “wolf” is recommended rather than that Cubs should throw themselves to the floor as, in their enthusiasm, Cubs are very liable to injure themselves in their determination not to be last.



Stalking
the Deer.

106. – Nobody Wants It.

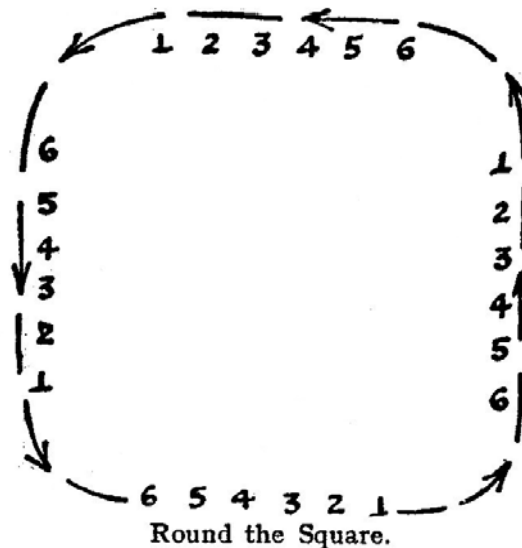
This game is best played out of doors in a fairly large space within definite boundaries.

One player has a football or bounce ball and chases the other players, attempting to hit one of them with the ball.

Whenever he succeeds the player who has been hit picks the ball up and gives chase to the rest.

107. – Round the Square.

Players are divided into four teams of equal numbers and squat on the floor in positions shown in diagram.



N.B.—For clarity the route of only one player is shown.

Each No. 1 player holds a bean bag, and on the word “Go” he runs round the square to the right as shown by the dotted line.

While the players are running the others all move one place to the right.

When the No. 1 player reaches the other end of his line (*see* diagram) he squats on the floor, and the bean bag is passed from player to player to the new leading player, who covers the course, and so on until each player has carried the bean bag and the ears are in their original places.

The team to finish first wins.

108. – Square Relay.

Teams of equal numbers squat in the form of a square. (*See* diagram.)

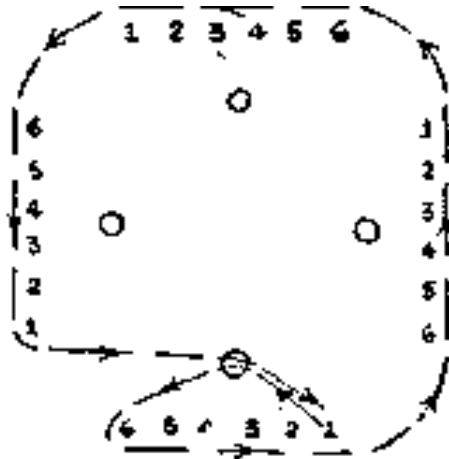


In front of each team a chalk circle is drawn in which reposes a bean bag. Beginning with No. 1 in each team each Cub in turn runs to his circle, picks up the bean bag, runs round the *left-hand* side of his team, round the entire square and back to the circle. He leaves the bag there and

returns to his place.

Whenever he squats No. 2 runs out, and so on until each Cub gets a chance.

The team wins whose Cubs are all in the squatting position with their bean bag in the circle.



Squate Relay.

N.B.—For clarity the route of only one player is shown

A variation of this game can be played with the bean bags in a single circle midway between the teams.

109. – Aeroplane Rides.

When a new Cub joins the Pack do you give him a ride in your aeroplane?

You have not got one? Nonsense!

Our aeroplane is an ordinary wooden form. First of all, blindfold the Cub, who wants a ride, then lead him to the plane. A hefty Cub stands at end of the form, which is turned upside down, and when the passenger steps into the plane and announces where he wishes to go, the pilot starts the engine. This is done by making a hissing sound. Then the form is lifted very slowly and slightly swayed from side to side. The passenger is allowed to place the tips of his fingers on Akela's shoulders. As the 'plane rises, Akela stoops gradually lower and thus gives him the impression that he is a great distance off the ground when in reality he is only about a foot. Then a board is held above his head and when his head touches it, someone shouts "Watch out, you are at the ceiling! Jump for goodness sake! Quickly!"

He jumps, and when the scarf is taken from his eyes, can hardly believe that he was so near the floor after all.

Note: – Nervous boys should not be introduced to this game.

110. – Blow Tennis.

An inter-six contest.

A piece of cord is stretched across the centre of the club-room six or seven feet above the floor.

Two sixes take up position one on either side of the cord.

The Umpire throws a balloon in the air above the cord and both teams blow.

If the balloon lands on the floor it counts a goal against the team on whose ground it falls. The balloon must not be touched in anyway.

When a goal has been scored the Umpire again throws the balloon above the cord.

The game may be played on time limit or on a certain number or margin of goals.