

The New "Gilcraft" Series. – Number Four

GAMES FOR CUBS

By **MANY OLD WOLVES**



Published by arrangement with
THE BOY SCOUTS ASSOCIATION

by

C. ARTHUR PEARSON LIMITED
TOWER HOUSE, SOUTHAMPTON STREET
STRAND, LONDON, W.C.2

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First Published 1952

Reprinted 1955

Reprinted 1957

Reprinted 1959

MADE AND PRINTED IN GREAT BRITAIN BY
MORRISON AND GIBB LIMITED, LONDON AND EDINBURGH

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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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CONTENTS

- I. PACK GAMES
- II. CIRCLE GAMES
- III. STAR TEST GAMES
- IV. TEAM GAMES (AND INTER-SIX COMPETITIONS)
- V. RELAYS
- VI. FIELD OR PLAYGROUND GAMES
- VII. SENSE-TRAINING GAMES

FOREWORD

EACH generation needs its own Games Book and the old Gilcraft book of *Cub Games* has now been thoroughly revised. Some of the games were duplicated, some of them were rather silly and more suitable for little girls than little boys, and some of them were too elaborate and quite obviously were never played. All these have been discarded. There have been added the great majority of the Cub games which have appeared in the pages of *The Scouter* from 1945 to 1951 inclusive.

The classification of Cub games is not easy and in this book it is a very rough and ready one, but probably it seems from the Cubmasters' point of view, the most useful. Games should form an integral part of every Pack meeting, although not, of course, to the detriment of the badge work. A Cub expects to learn, is entitled to learn, and the badge system is the path along which he advances to Scouting. But some of this learning can be done by games, and the games, anyway, will help him to release some of his high spirits, make a noise (which he likes doing), help him to play for a team instead of for himself (which he finds difficult), and altogether will help in that character training which is one of our fundamental aims.

One other thing must be borne in mind: play all sorts of games. Don't just have those games at which the star athletes can show off. Cubs who are weak at Team Games and Relay Races often prove splendid at Memory and Sense-training Games. Arrange your games so that every Cub has a chance to do something for his Six: it will help his self-confidence as well as his Cubbing. The games are to help the boy, not the boy to help the games.

We hope this book may be as valuable to you in your Cubbing as its predecessors have been. To all those who have indirectly contributed to it by sending their new ideas to *The Scouter* all of us are indeed grateful.

REX HAZLEWOOD, *General Editor.*

CHAPTER I

Pack Games

1. Abroad for the Day

THE Cubs are all going to cross the Channel, but before they go they must have their passport photos ready. Get the Pack Artist to draw some funny pictures of Cubs (just the head and shoulders) which must be given out to the Pack. The Cubs must then line up and “pass the customs” by showing their photos and trying to look as much like the picture as they can.

You then have as many “gangways” as Sixes. (These are chalk lines.) The Sixes have to walk up their gangways, single file, on to the deck. Sixes are then issued with identical numbers of beans and matchsticks and given five minutes to see who can make the best ship outline on the floor. By the time the best ship has been judged they will have crossed the Channel. Winning ship’s passengers allowed off first. (Back down the gangways.)

Before they go any farther they must change their money. This can be done in the form of a relay race, each Cub bringing up his penny and receiving two beans or discs. If preferred, they can change their money and receive “foreign currency” before going on board and after showing their passports.

They then have considerable difficulty shopping in a foreign tongue. (Each Cub given a simple word in written semaphore or morse, which he must translate by running round the Den looking for clues. A pack of semaphore or morse cards should be spread around.) Those who know their code should be given a longer word to de-code. As soon as a Cub finds out his word, he can ask an Old Wolf for whatever it is, i.e. “bread,” “meat” or “icecream” and pay his beans. First Six to spend all its money, wins.

Don’t forget to re-cross the Channel before going home!

2. Animal Tag

All the Pack, except one who is the hunter, are the zoo, and each has the name of an animal. The hunter is at one end, and the zoo at the other. The hunter calls an animal, and the Cub indicated runs to hunter’s base at the same time as the hunter runs to the zoo base. On his return he tries to tag the animal before it can get back to the zoo. If he succeeds, the animal becomes the hunter.

3. Bean Shapes

Each Six has a bag of haricot or butter beans – small pebbles would do. The beans, etc., are emptied in a heap in front of the Six. Akela calls out the name of an animal, article, etc., and the Cubs try to make the beans into the requisite shape.

4. Bear Hunt

One Cub is the bear and has inflated balloon tied on back; this is his heart which the hunters try to break. Bear drops dead when this is done, but he has three dens about the course in a triangle and is safe when in his den. He is obliged to come out when chief hunter counts 50 and must go the rounds of the three till the hunt is settled. The bear also has a club of newspapers and each hunter has a cap, and once the hunter’s cap is off he must drop dead where the hat falls. Tackling is forbidden. The bear wins by killing, or putting to flight, all the hunters.

Games For Cubs

5. Bird Families

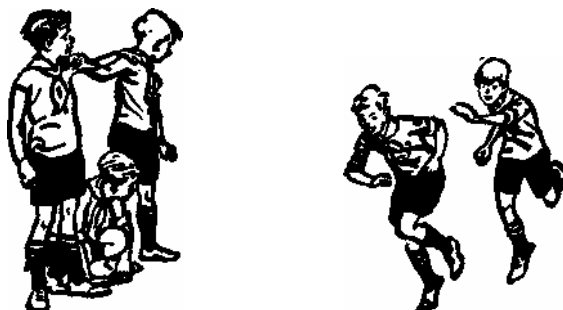
Pack is divided into two families, blackbirds and starlings. Two chalk circles at opposite ends of room, one the starlings' nest, the other blackbirds'. Starlings walk, blackbirds hop all the time. All play about together well mixed in centre. At signal, bird families return to nests walking or hopping as case may be. The first family complete in nest wins.

6. Blindfold Orders

Pack in columns all facing same way and all blindfold. Akela gives orders such as Right Turn, Left Turn, Quick March and so on. Very amusing to spectators.

7. Bunny Holes

Cubs in threes. Two standing with hands on each other's shoulders are the tree, the third crouching down between them is the rabbit. There should be two odd Cubs, one of whom is made a dog and the other a rabbit. Dog chases rabbit, who can take refuge by running into any tree. As he runs in, the rabbit already there must run out. If dog touches rabbit they change roles.



8. Camp General Post

The Pack stand in a circle with caps at their feet. Each chooses to be some article in a rucsac going to camp. One Cub stands blindfolded in centre; he represents the owner of the rucsac. Akela tells a yarn: "Billy Bones went to camp; packed his kit very badly. When lorry shakes, *toothbrush* gets mixed up with his *spoon*." The Cubs named toothbrush and spoon have to change places. If Billy Bones catches one, Bill goes into the rucsac, and the "article" caught becomes Billy. And so on. When the lorry goes over a hole in the road, everything changes its place.

This game might be followed by making a list of the necessary articles to be put in a rucsac, and a demonstration of how they should be packed.

9. Cap Chase

Cub caps are placed on a line about 6 inches apart, and another line is drawn about 20 feet away which is throwing line; all Cubs are behind this. At "Go!" No. 1 throws ball or other object into the caps, and when an object is in a cap the owner shouts "Mine," and runs to get it. The thrower tries to catch him before he can touch the cap. If caught, the cap owner receives one dud which is recorded by an object in his cap. Continue until one Cub has scored three duds.

10. Catch the Colours

Two groups needed. Two different coloured pieces of wool, one colour to each group to be tied round arm.

One player from each group is chosen to be catcher, and they try to catch as many of the Cubs wearing the other colour as they can. When caught the Cub runs to the den of the captor. The team which has most Cubs uncaught when whistle is blown has won.

11. Change

Pack is divided into two sides, each taking position in diagonally opposite corners of the room. One Cub is in the middle, and calls "Change." The sides change places and Cub touches as many as he is able. These stay in the middle and help catch.

12. Crocodiles and Negroes

Two lines chalked on floor represent banks of river. Width depends on space available. One Cub lies flat in middle of river; others line up on one bank ready to cross. They walk warily until whistle is blown when they can run, but crocodile rises to feet and tries to catch them before they reach other side. All those caught become crocodiles and last left becomes winner.

13. Deer Hunting

Pack divided in half. One half at each end of hall represent deer and have a piece of paper fixed to each side of jersey. Bagheera in centre can kill deer by pulling off both pieces of paper. When killed the deer help Bagheera. Deer run up and down hall as they like, but cannot be touched when over the chalk line drawn at each end of hall.

14. Do This, Do That

Leader stands out and makes any simple movement (hips firm, knees bend, etc.), and says "Do this" and all do the same as he did. If he says "Do that" none must move.

Last left in is the winner.

15. Dumb Man's Sing-song

The Cubs write the names of their favourite Camp Fire songs on slips of paper. Someone collects the slips and shakes them up in a box or hat. Then two of the Cubs become "dumb men" and they come to the hat and one of them draws out a slip, and they act that song. When the other Cubs recognise the song they begin to sing it. If it is right they sing one or more verses as Akela decides, out if they are wrong they are hushed up. When once the Cubs have discovered the song two more "dumb men" have their turn, and so they go on until all the Pack have been "dumb men."

16. Earth, Air, Fire and Water

Cubs in a circle. One in the middle armed with cap or bean bag. He throws it at someone and calls "Earth!" The reply must be the name of an animal, before the middle Cub has counted ten. Failure to name an animal means changing places with the thrower. If the thrower calls "Air!" the reply must be some bird. For "Water!" the reply must be some fish, and for "Fire!" all he must do is whistle for the fire-engine. No creature once named must be named again. This keeps everyone alert.

17. Explorer's Message

Two Cubs, who have not yet learnt to signal, are exploring the jungle when an important message is brought to them that they must at all costs deliver to a third Cub. Alas, this Cub is separated from them by a wide tempestuous river and their only method of getting the message across is to shout or act it. The messenger and the receiver stand on opposite banks of the river, which is represented by two chalk lines containing the rest of Pack, who jump up and down to prevent the message getting through.

18. Farmyard

Players in circle round room are each in secret allotted names of some bird or animal, two players to each animal. On word to go each makes his appropriate noise and tries to find his pair. Pairs, when "found," go and sit down. Donkey may be allotted to one only, who is therefore left alone braying.

19. Go on Now

Akela makes some everyday action, say, combing hair. When he stops each Cub must do something in the same cycle, say, putting on hair-oil or brushing hair, e.g. Akela – wipes shoes on doormat; Cubs – shake hands in welcome, press bell, etc.

20. Hopping Pirate

One Cub stands in the middle of an allotted space while the rest of the Pack is at one end facing the Cub in the middle who is the pirate. The pirate challenges a Cub by name who then advances until he is level with the pirate when he has to hop on one leg to the opposite side. The pirate, also hopping, chases him and tries to make him put both feet on to the ground (tripping and handling are not allowed). If the pirate is successful the captive joins him, and another victim is challenged. If, on the other hand, the Cub is successful in getting across, the rest of the Pack attempts it in turn. Any Cub captured becomes a pirate. The game goes on until one Cub is left.

21. Hot Potato

Pack sitting in ring, one Cub in middle who cannot claim a seat until he has captured a potato, or something similar which will not bounce, which is being passed round or tossed across circle. When he does touch it, the sitting one who last had it yields his seat and so on.

22. I Live Here

Before you can play this game you need a number of small circles drawn on the floor, two less than the number of Cubs. Then all except two Cubs stand in the circles. One of these two is the man who is very rich and is going round the country buying up houses without the tenants knowing it. Then he runs up to a house and says "I live here," whereupon the person who did live there runs to another house and says the same thing, and so on. Meanwhile the police have been on the trail of all these people who remove without telling them and a policeman runs round trying to catch them changing houses. When he does, the one caught becomes the policeman and when he is caught a new pair are chosen.

23. Inspection Games

As a change from formal inspections try: –

Train. Pack "chuffs" round as train, with Akela as driver and Bagheera as guard. At each stop, driver and guard examine tickets (teeth, scarves, nails, etc.).

Games For Cubs

Jungle Trail. Seeonee Pack is taken for walk through jungle by Baloo, calling at lairs of various animals who look for certain items of cleanliness and neatness. Kaa – cleanliness; Akela – smartness of uniform; Bagheera – clean shoes for good hunting; Hathi – for things forgotten, subs., etc.

Stations. Six in file. Hands on shoulders of Cub in front.

Sixer is engine. Next four Cubs are coaches. Last Cub is guard.

Akela is stationmaster at every station. Baloo inspector.

Engine warms up with appropriate noises.

Guard blows whistle. Trains move off.

They go anywhere in room – imaginary lines cover the floor everywhere.

Akela blows whistle; trains gradually draw into platform, e.g. in lines in front of Akela.

Akela calls out name of station – or card could be shown with name printed VERY boldly on it.

Name of station No. 1, “Earby.”

Baloo then enters train and inspects ears. Any Cub not having clean ears is sent off train.

Trains start off again as before. Other stations: –

Hanky Park	Inspect Hankies
Nailsea	Nails
Grinstead	Grins
Handforth	Hands
Shoeburyness	Shoes
Neckar	Neckerchief
Ayr (!)	Hair

These are genuine names. Neckar is a river in Germany.

24. King on the Throne

One Cub sits on a chair at one end of hall and he is the king. Pack at other end are his subjects. They decide on a certain thing and then come up close to the king and act it, e.g. mowing the lawn. When the king guesses correctly he gives chase and any of his subjects he succeeds in catching becomes a minister and has to help him chase.

25. Leader of the Band

Each Cub represents an instrument. Akela is the conductor and leads his band into a silent or noisy recital. When Akela begins to play an instrument, the Cub playing that instrument must jump up and take over the conducting until Akela changes back or takes over another instrument.

26. Lifeboats

The Pack is on a sinking ship. Akela is captain. She calls out an order, and then a number. The number indicates the capacity of each lifeboat. The order must be obeyed before anyone gets into a lifeboat. Those who do not find a place in a boat lose their lives.

Example. – “Turn three somersaults: five!” Each Cub turns three somersaults, and then endeavours to find a place in a group of five Cubs anywhere in the room. If there are twenty-four Cubs, four must inevitably be drowned. Vary the number each time.

27. Lost in the Jungle

Slips of paper on which names of jungle animals are written (use duplicates if not enough names) are hidden over a certain area. The Pack is told that a lot of jungle animals have lost their memories and are wandering about; the Cubs must find them within 5 minutes. The Pack gathers at Akela’s call, and the Cubs in turn describe the animal which they have found without saying the name. The rest of the Pack must guess which animal is intended.

28. Monk's Penance

Blindfold Cubs without shoes, or, better still, shoes and stockings. A number of peas are scattered on the floor, and at the word "Go!" players collect the peas, finding them with their feet and picking them up by hand. It can also be combined with undressing and dressing relay.

29. Nets

Two Cubs form a net whilst rest of Pack become fishes. The net tries to catch any fish by dropping their arms (hands held together) over a fish's head. If the fish is caught it becomes part of the net, and so on, until all are caught. Two or more nets may go at once.

30. Nobody's Airship

Two sides, each side of a cord about 5 feet above the floor. Each team tries to hit a small balloon with their hands so that it hits the ground on the other side of the cord. The hand may not be raised above the shoulder. If the balloon hits, either the player at fault drops out or the game may be scored in points.

The balloon must, of course, be hit over the cord.

31. Novelty Line

Two lines marked on ground. Pack behind one line. No. 1 has to cross over to other line in any manner he wishes; when he reaches other line No. 2 starts going in any manner he likes, except it must be different from No. 1. No. 3 does likewise and so on, till all have been, and all in different ways.

32. Obey Orders

For this game Cubs must be very smart and listen carefully. So get ready. Akela tells you that when she calls a certain number you must do a certain action. For instance:

1. Stand with right leg up;
2. Put tongue out;
3. Hold left foot with right hand;
4. Sit down;
5. Hold nose and ears;
6. Pull a funny face;

and so on. When the number is called any Cub who does a wrong action loses a life. After three lives lost he is dead and out of the game. When you get clever at it you can have as many more orders as you like.

33. Paper Patterns

This is a simple exercise in fingercraft Each Cub is a sheet of newspaper, and told to tear out from it outline, for example, an elephant or a daisy or a ship, tearing must be done without any drawing and without employing a knife or scissors; fingers alone may be used. The best is picked out, when all have finished. Alternatively, the Sixers can all be given one pattern, the seconds another, and so on down the ranks. Then the best of each pattern will be chosen, and the Six with the most winners is the victor. (This is also a good exercise in tidiness, every Cub picking up his own scraps!)

34. The Pavement Artist

Provide a number of sheets of dark brown or black drawing paper (failing this, ordinary brown paper will do) and some coloured chalks, also three or four beans or counters for each Cub. One Cub, the Pavement Artist, sits on the floor with an upturned cap in front of him, and proceeds to draw anything he likes.

Meanwhile, the other Cubs, who are sitting some distance away in a semi-circle round him, try to throw their beans, one at a time and in turn, into his cap. The first one to succeed changes places with him, and he too starts to draw a picture. On ceasing to become the Pavement Artist, the Cub initials his attempt, whether finished or not, and places it on exhibition. If he gets another turn he may either start a new drawing or complete and improve his old one.

Every picture counts a point to him, but at the end of the game, the artists' efforts are judged on their merits, so that a Cub with one good drawing may beat others with several poor or mediocre attempts.

35. Penning Sheep

Various pens are marked out on floor; twelve players, in lines of four holding hands, are the shepherds, the rest are the sheep. The shepherds try to catch the sheep or to drive them into a pen. A caught sheep is put into any pen the shepherds like. As soon as there are four sheep in a pen they join hands and become another shepherd.

36. Picking up the Cork



Kneel down, and place a cork upright in front of you, about 18 inches away. Hold your hands behind your back and try to pick up the cork with your teeth. Mind your nose!

37. Pin Figures

This is a memory test in drawing. One Cub performs a set of actions such as hopping, skipping, signalling, etc. Afterwards, each Cub attempts to draw a strip of pin figures depicting these actions in the correct order.

38. Puzzle People

Paste on firm card full-length pictures of famous and well-known people. Then cut them out in puzzle shapes, about three pieces a picture.

Hand the cut-outs (well mixed), one piece to each Cub, and at a given signal they are to run round finding the other two Cubs with the rest of their famous person, returning to Akela with the completed picture, and naming the person, to win the three points given to each of the first three groups with completed pictures.

It's a good idea to include local celebrities, including Scouters and County Scouters.

39. Rafts

Spectacles, etc., should be removed for this game. The Cubs are told that they have been shipwrecked in waters infested with sharks and crocodiles, but that there is one raft which may not be big enough to hold them all (draw this in chalk on the floor). At a given signal they must "swim" to this raft and try to get on it, but at a given second signal the sharks will come along and grab any projecting limbs.

After this, the remaining Cubs are told that the raft now turns over and a bit breaks off (draw the bit broken off), and the game is repeated with "rafts" of diminishing size until only one Cub is left, and, presumably, rescued.

40. Scarf Run

Teams in single rank and numbered. The game commences by a player coming out to the front of the team, calling out a number and running to a line and placing the scarf on it and endeavouring to get back to his place before the player whose number he called gets the scarf and whacks him with it.

41. Shades

A piece of cardboard is either crayoned in squares of different colours or else pieces of material or paper are used. Pack has a minute or more to look at this and then is shown another card having same colours but differently arranged. They look for another minute or so and then note the changes.

42. Sheep Dogs

Three Cubs join hands and become a dog; the rest of the Pack scatter.

The four corners of the room represent sheep pens. At "Go!" the dog tries to catch the sheep.

Each sheep caught is put into the nearest pen. When three sheep are caught they become a dog, and, joining hands, come out into the centre and help chase.

43. Shipwrecks

Akela gives the following orders, in any order and without allowing breathing space. All must be obeyed instantly.

"To the ship!" All Cubs run to, say, north end of room. "Man the boats!" All Cubs run to, say, south end of room. "There's a big one coming over!" All Cubs lie flat on floor.

44. Shops

Players round room, all Cubs are various shops. Leader calls out name of shop, a letter, PAUSES, and then a number. Players of that number, as soon as they have thought of something beginning with that letter which is sold by that particular shop, run to that shop and tell the Cub "in charge." First scores 1 and second 2, etc. Lowest total at end wins.

N.B. – The pause is essential to make all think.

45. Singing Chain

The Pack make one long line and the first in the line is given something that he can hold up in the air and that will rattle when he drops it. Then the leader starts to sing any song and the team pick up the song and sing it with him. They all march round and the leader holds his tin, or whatever you give him, up high so that all can see it. After a few minutes he drops it and as soon as he does all the Cubs sit down, the last down is not out but comes to the front, becomes the leader and starts off the next song. (This is a very good game for those Packs who just cannot seem to sing at Camp Fires. When they get into the habit of singing with others their singing will improve very much.)

46. Sit Down Tag

All Cubs stand around the Pack Den, and one is chosen for IT. IT must try to touch any of the players, and immediately one is touched he sits down on the floor and is out of the game. The last player standing up is IT the second time.

47. Soldiers and Brigands

Two files of Cubs are placed at opposite ends of the room.

One file represents soldiers with faces to the wall, and the other file robbers facing the backs of the soldiers.

The idea is for the robbers to creep up, and when close to the soldiers, clap hands, and then race back home.

The soldiers, directly they hear the clap, turn round and chase the robbers, and in order to test the self-control of the soldiers the clap may be delayed for some seconds. Any robber caught before reaching home becomes a soldier, and the game can proceed until all the robbers are captured.

This game bring out alertness and speed; it is also very good for teaching self-control. It is quite good for warming up the boys in cold weather.

48. Spot the Errors

An Old Wolf tells a story, purposely making lots of mistakes, and sees how many of these the Cubs can spot. They must listen and remember, then the Sixes may get together in their lairs for a few minutes, and then let each Sixer in turn tell one thing they have spotted, and see which Six can score the most. The story may be general, containing star work items, or if liked it may have a special bearing on Rules of Health, Highway Code, or what you will. Be careful to clear up all possible misunderstandings before dispersing the Cubs!

49. Statue Ball Tig

This is an easy game to play and one in which every Cub can pit his wits against the rest of the Pack. Except for one Cub the Pack stand at points all over the room; no Cub should be able to touch the nearest Cub to him. The idea of the game is that the Cub by himself at the end of the room must run in and out of the other Cubs who try to catch him out by throwing the bean bag at him. The rest of the Pack must not move *their* feet and should try to get him out by passing the bean bag to each other rapidly. When he is out the one who was skilful enough to touch him with the bean bag takes his place and tries to dodge the shots of the rest of the Pack.

50. Steps

Players take up any position, standing on the floor of the clubroom. One player is blindfolded, and his object is to touch any player who would then become IT. Players may take a total of three steps only, in any direction, backwards, forwards, or sideways, to dodge the blindfolded player.

When a player takes a first step he places one hand on his hip. After the second step he places his other hand on his other hip. After the third step he folds his arms. This enables every player to see at what stage the others are.

After a player is touched all players are allowed their full ration of three steps again.

51. Story Game

With the Sixes in file, each Cub takes the name of an animal, etc., according to the story to be told. Akela begins to tell it. Each time an animal, etc., is mentioned, the Cub bearing that name leaves his Six, runs round a mark and returns to his place in the Six. Many variations may be made with such a story as here follows, according to Akela's ingenuity.

Man lived in tent in Indian jungle, made himself happy with his *horse* and *dog* and *cow* Daisy. Tribes round friendly. One night native bearer reported *cow* lost, and man-eating *tiger* seen in neighbourhood down by river. He dressed, took his gun, bridled *horse*, whistled to the *dog*, which ran yapping at his heels.

As they progressed the *man* began to be much bothered by a *mosquito* which buzzed around his nose. "Ah-ha," he thought, "this means water is near. A *mosquito* always gets tiresome near a

river.” So he whipped up his *horse* and the procession went on, hot and rather weary but looking out for tracks of the *tiger*. Suddenly the *man* dismounted, having spotted two trails, that of the man-eater and that of a *cow*. Those of the latter were deep and rather uneven. “Poor old Daisy has gone slow and lame here; by now she’s probably forming part of the *tiger’s* inside.”

At this point the *mosquito* gave him a jab on the nose, and made him so angry he never noticed the *dog’s* hackles had gone up, and he was growling furiously. They had come to a little clearing by the side of the river, and there, swaying to and fro and done to the world, was Daisy the *cow*. The *man*, however, lost no time in unslinging his gun, and *mosquito* bite all forgotten, he flung the reins of his *horse* to his *dog*, which caught them in his teeth.

Silent they stood, when a rustle was heard in the undergrowth, and there to the left was a wicked pair of eyes in a great head – the *tiger*! Not a second to spare. As it drew itself together, the rifle was flung to the *man’s* shoulder, and the shot rang out as the great man-eater sprang into midair. With a ghastly scream, half-snarl and half-roar, the great brute fell dead within a yard of his prey. The *man* shouldered his gun, swung himself on to his *horse*, whistled to his *dog*, leading Daisy the *cow*, quite forgetting his *mosquito* bite, proceeded home, where the *tiger’s* hide now makes a most imposing rug.

Note. – Sixer=*man*; No.2=*horse*; No.3=*dog*; No.4=*cow*; No.5=*tiger*; and No.6=*mosquito*.

52. Swatting Bluebottles

Cubs in circle with Mowgli in the centre. Mowgli waves them round to the right and they skip round singing “Mowgli went into the jungle, the jungle, etc. and what did Mowgli see?” When they stop and turn inwards Mowgli calls out “Frogs!” The Cubs then hop like frogs outside the circle. At Mowgli’s whistle they hurry back and skip round again, singing. Then Mowgli cries “Crabs!” The Cubs then go down on hands and toes and crawl sideways away from the circle. The third time Mowgli cries, “Tortoises!” and the Cubs crawl away slowly with hands turned inwards, every now and then closing up and keeping still as though drawing into their shells.

When back in the circle again, Mowgli holds up four fingers, to remind them that this is the fourth time, and the singing changes to “What did Mowgli *do*?” After an appreciable pause Mowgli shouts “Swatted bluebottles!” He then runs after the Cubs trying to touch them with a rolled-up newspaper. Any Cub “swatted” runs to the side of the room and stays there until there is a complete line of swatted bluebottles.

53. Threading the Needle

Cubs in Sixes join hands and hold them up like arches. Akela holds up fingers to indicate a number, e.g. two fingers means that the Sixer has to lead the way through the second arch. Cubs must keep hold of hands and follow Sixer through arch.

54. Traffic Lights

Cubs in one large circle represent traffic; Akela in centre is traffic signal. When arm is held up straight, GREEN, and Cubs all run. When at right angles, AMBER, and Cubs stop. When down at side, RED, all sit.

Last Cub seen moving is out or loses a point.

55. Train to the Stars

A train is built in the middle of the den from chairs or forms. Some seats have “1st” on them and some have “3rd.” Not enough seats for everybody would make it more realistic! Barriers are put up, with Sixers in charge to clip the tickets. Tickets can be issued by Old Wolves. These are different coloured slips of paper, and each one has on it the name of the “station” where Cub must get out. Some will be marked “1st” and some “3rd.” Stations to be arranged

beforehand, according to needs of the Pack, i.e. “Skipping,” “Hopping,” “Compass,” “Rules of Health,” etc.

When all the Cubs are in the train, some, of course, strap-hanging, the guard blows his whistle and they pretend they are moving until the porter calls out: “Alight here for Skipping!” when the train stops, and all concerned get out and are met by an Old Wolf with a skipping rope!

The rest travel on until the porter calls another station. If Akela is single-handed, or with only one helper, the number of stations must, of course, be modified, with Sixers in charge at some of the “stations.” Proper spaces should be allocated for the different “activities,” and don’t forget to return home again by the 5.30. Cubs get back into the train in the reverse order to that in which they got out, and when they all arrive home they must pass through the barriers once more and give up their tickets.

56. Traveller’s Trunk

One Cub goes out of the room. The rest take the name of something one takes on a holiday – bathing-suit, spade, book, stockings, etc. The Cub outside comes back and says he wants to fill his trunk, and that he wants something beginning with the letter P. If there are any Cubs who have chosen to be something with P they step forward and the player with the trunk has to guess what they are. He has only one guess for each, and if he is wrong the Cub representing that object sits down; if he is right the Cub joins the traveller.

A traveller should only be allowed six letters, another Cub then taking his turn. In a very small Pack each traveller may be allowed to go through the alphabet until all players are either with him or sitting down. The traveller with the greatest number of “things in his trunk” wins.

57. Trip to Town

Any number of Cubs can go with Akela. He or she describes what is happening and all supply suitable actions.

They go by bus and Akela collects the fares – real ones if subs, are not yet paid. Tickets are imaginary, but Cubs are asked to memorise the numbers on them, in case they are lost. An old woman boards the bus and stands for lack of a seat. (These characters may be played by Baloo.) The Cubs are expected to take appropriate action, in the pauses of the narrative. Akela mentions a town or suburb through which they are passing. Arrived in London, the Pack has to cross a main road crowded with traffic. . . . A blind man also wants to cross. . . . Safely on the other side, a woman with a laden shopping bag drops one of her parcels. . . . They go to see Big Ben (any clock) and note the time. . . . They go into the Park to listen to the band, but are only just in time to hear “God Save the Queen.” . . . A man has lost his spectacles and is hunting for them. . . . When they are found, he offers the finder sixpence. . . . On the way back to the bus station they see a man with a fleur-de-lis button-hole badge. . . . They cross some more roads, and are tempted to step out behind a stationary bus. At the bus station they have to remember what towns they came through, in order to be sure of the right bus, and also the number of each ticket. Lots of other incidents may occur, some for fun, some for observation and the practice of good turns.

58. Watch Colours

Get a dozen thick postcards, and a packet of assorted sheets of coloured paper with gummed backs. Cut the sheets to the size of the postcards, and stick them on using a different colour for each card. Then turn the cards over and stick on a second set, taking care that no one card has the same colour on both sides. You are now ready for the game. Stand the cards up in a row against a wall or a ledge, and give the Cubs a period of time to memorise the order of the colours. The Cubs then cover their eyes with their caps – no peeping – and you quickly turn over two or three cards and so expose the colours on the other side – eyes open and let the Cubs say which cards

have been turned – in order please – no shouting out of turn. If that is too easy then place the cards on a table in some form of design, take a mental note, close eyes, you alter the design and turn cards – eyes open and arrange the cards as they were, but be sure YOU have not forgotten the original order.

59. Water Truce

Two parallel lines, about six feet apart, are marked on the floor. Akela stands in “stream” at one end, and Bagheera, with a torch, at the other. Half Cubs are on one bank, rest on other; they are the jungle animals coming down to drink; each Cub can act the part of an animal, howling, etc. The game begins by Akela saying:

“The pools are shrunk, the streams are dry,
And we be playmates, thou and I,
Till yonder cloud – Good Hunting! – loose
The rain that breaks our Water Truce.”

The Cubs can drink safely as long as the sun (torch) shines, but as soon as the clouds cover it (torch off), the rains have come, and the truce is over. Cubs must then run to their corners before Akela catches them. The game can be fast and furious as torch is switched on and off. If the torch comes on while a Cub is being caught, he can shout, “Water truce!” and be released.

60. Witch Doctors

About every fourth Cub is chosen as witch doctor. These run about putting spells on all the Cubs they can by touching them. When bewitched a Cub stands transfixed and still, till spell has been taken off by being touched by free Cub. Thus there is a race between witch doctors and others. A time-limit should be fixed, and if all are not bewitched in that time, witch doctors are deemed to have lost. Distinguish witch doctors from others by scarf round arm.

CHAPTER II

Circle Games

61. Act with Me

PLAYERS in circle round leader act with him a series of actions typifying a well-known scene.

E.g., Day in camp; Fire, fire; Meeting night; Going to the pictures, etc.

62. Bag Circle

The Pack is in a circle and numbered off in, say, fives. A bean bag is placed in the centre of the circle. Akela calls a number. All Cubs bearing that number run right round the outside of the circle until they come to their own gap, through which they may dart to seize the bag.

63. Basket Game

This is a quiet game played as the Cubs sit in a circle. Akela puts in a basket as many articles as there are players – a varied assortment such as hair brush, trowel, spectacles, piece of lump sugar, torch, and so on. The basket is placed on a chair at some distance. Each Cub goes in turn and draws out an article without letting the Pack see. (A paper carrier could be placed to receive each article as it is withdrawn and noted.) The first Cub doing so then starts a story, bringing in the name of the article as unobtrusively as possible. The pack may guess what it is when the Cub ends

his first instalment of the story. The next Cub then continues it after withdrawing another article, and so on till all are used.

64. Bear Chase

Large circle with one Cub, the bear, in centre who calls out number. All walk round that number of footsteps to the bear counting aloud, sometimes slow, sometimes fast. On reaching number all run to den at other end. bear tries to catch one player, who if caught joins bear in circle.

65. Brothers

The Pack is in two equal circles, one inside the other. Players pair off, one outside with one inside. Each pair is known as brothers. The inside circle faces left, the outside right. At "Go!" all run round until signal, then break away and find brother. As brothers find each other they join hands and sit down. Last down makes a change in uniform. Continue till someone makes three changes.

66. Castle and Tunnel

Cubs form two concentric circles; each Cub of outer circle has his partner. In the centre of the circles are some curtain rings (or other suitable objects) one less than the number of Cubs of outer circle. On the word "Go!" each Cub of the outer circle has to run around once and then to dive between the legs of his partner and take one "ring." He must then jump on his partner's back holding it above his head. The Cub that does not get a "ring" leaves the game. The two circles may then change places, and the game carries on as before with one less "ring" each time in the centre.

67. Cat and Mouse Variations

1) *The Marked Gap*. Three of the gaps are marked by players holding up a scarf between them. The mouse may go through any gap, but cat may only go through gaps so marked.

2) *Two Mice*. Two mice are inside the circle, one cat outside it. The cat tries to get in but players prevent him by dropping arms and drawing close together. If he gets in, mice may run out. Cat must be allowed to run out after them. They may take refuge by getting back in circle, and again cat is kept out. If one of mice is caught, game starts again with new players as cat and mice.

3) *Two Cats*. Two concentric circles. Outer one has an opening. The mouse is safe when in centre circle. There are two cats outside. Mouse must come out and try to cross line chalked on floor 4 or 5 paces away. He may come out anywhere he likes, between players. Directly mouse gets on open space between outer circle and line, cats give chase. They may only enter passage between circles if mouse has come outside; they must enter by opening, and not pass between players. When mouse gets on open space one cat gives chase, the other entering passage to cut off mouse's retreat to safe centre. If mouse crosses line he has won and becomes cat and chooses his partner to be new cat, also new mouse. If cat catches mouse he has won and chooses two new cats and becomes mouse himself.

4) *Cat, fly, and Robin*. There are three players running. Robin chases fly, but must at same time run away from cat.

68. Catch the Balloon

Players seated on floor in circle, numbered but not in sequence. Leader in centre holds a small balloon, and as he drops it he calls a number. The player with that number tries to catch the balloon before it touches the floor.

69. Catching the Stick

Circle, or circles, facing inwards. A Cub stands in the centre supporting a short broomstick upright on the floor by resting the palm of his hand on the top of it. The Cubs in the circle are numbered. The centre Cub suddenly removes his hand from the stick, calling a number as he does so. This Cub must try to catch it before it falls to the floor. If he succeeds he goes into the centre to support the stick and the game proceeds as before, the other Cub taking over the vacant number. If he fails, the middle boy again lets go of the stick, calling on another number. (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.)

70. Circle Chase

Pack in large circle, counted off in fours, numbered 1 to 4. All players bearing number called step backhand run round circle trying to tag fellow in front. Runners tagged from behind are OUT. When that four have been round, re-form circle and call another number.

71. Circle Football

Cubs in circle bounce football to each other while Cub in centre tries to intercept. When he obtains the ball he has to throw it between the legs of one of the Cubs. When he has succeeded that boy has to take his place in the centre.

72. Come Along

All Pack but one in chalk circle with right arm stretched out. Cub outside runs round and after a bit calls out "Come along!" and gets hold of an arm. This player joins on and runs round circle again then grabs someone and calls "Come along!" and so on until 6 or 8 are running. Then first runner calls out "Home!" when all dash to get in circle. One left out is new runner.

73. Crash

Players move round in a circle, and leader says, "Sit down in (say) fives." All who do not get into a group of 5, sitting on the floor, fall out.

Variation. – Leader tells a yarn, and whenever he mentions a number all sit down in groups of that number.

74. Dodger

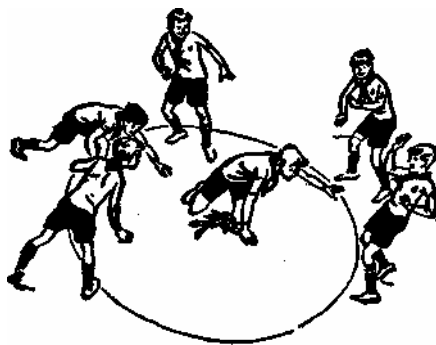
For a small Pack or several teams of 12 to 14 Cubs.

Each group forms a circle joining hands and opening out to the full extent of their arms. Players in each group are numbered. No. 1 stands inside the circle while Nos. 2 and 3 stand outside it. The object is for No. 1 to run round any player or players 3 times without being caught by either No. 2 or No. 3 before getting back into the circle. Count the number of successful dodgers at the end of the game. Nos. 2 and 3 must not enter the circle. When No. 1 has either dodged or been caught he joins the circle, No. 2 goes into the circle and becomes the dodger, and No. 3 is joined outside the circle by No. 4, and so on till all have a turn as being either dodger or catcher.

75. Dog in Manger

One Cub in middle of circle (4 paces across) protects a heap of stones or sticks of wood by kneeling over them.

Three others try to steal them without being touched. They start outside the circle and must retire when touched.



76. Dying Pigs

Players sitting in circle; at first signal each player inhales a deep breath, and at next signal lets it out with a long sustained whistle. As each player runs out of breath he lies down, dead. Last to die wins.

77. Five Clubs

The Pack forms as large a circle as possible. One Cub in the centre has five Indian clubs, ninepins, or ginger-beer bottles, standing up on given points some distance away from each other. A football is thrown by the other players, as fast and as often as possible, to knock over the clubs. The centre player tries to get all standing up again. If he succeeds he has won, and can choose another to take his place. In any case change the Cub in the centre after some chosen period.

78. Fox and Rabbit

Materials: Two coloured bean bags.

Formation: Parade circle.

Starter takes one bean bag (rabbit), which he sends on its way. A moment later he starts the other bean bag (fox). It must catch the rabbit before the rabbit reaches the starting-point.

79. Grab the Ball

Cubs form circle in Sixes. Each Six numbered. Football in centre of circle. When a number is called, all Cubs of that number run round outside of circle, and when they reach their place again, run into centre. The first one picks up the football and tries to get it out of the circle through his own space. The others are allowed to tackle and try and get the ball away from him.

80. Grey Brother's Care

The Pack, all but four Cubs, form a circle which is Grey Brother's cave. They link arms, but there is an entry between each of them. Mowgli has just arrived in the cave and is squatting between Grey Brother and Mother Wolf. These two are holding hands across his head, which limits their action, and they are blindfold. It is dark in the cave, but Mowgli can see and may scream at approaching danger. Shere Khan is prowling outside the cave. He can just squeeze in at any of the holes, and his object is to touch Mowgli without the two Wolves hearing his approach. Mowgli, being still a baby, cannot talk or move, but can yell.

81. How D'You Like Your Neighbours?

The pack sits in a circle. One who plays IT stands in the middle of the circle, and starts the game by asking any one of the players, "How d'you like your neighbours?" The player thus addressed may answer, "I don't like them." IT then asks, "Whom would you prefer?"

Games For Cubs

Answer “X and Y” (names of Cubs). The two Cubs named must then change places, IT endeavouring to capture one of their seats. The player addressed may answer: “I like them – but I am going to move!” This is the signal for all to change places. If IT obtains possession of a chair, the one left out becomes IT.

82. In the Pond

Players in circle round leader just outside a chalk line.

On order “In the pond” all jump in.

On order “On the bank” all jump out.

If order “In the pond” is given when all are *in* none must move, and *vice versa* for “On the bank.” Such orders as “On the pond,” “In the bank,” must be ignored.

Two mistakes fall out. Last player remaining wins.

83. Land, Sea, or Air

The Pack sits in a circle. One Cub stands in centre – IT. If IT stands in front of a Cub, and makes a *rolling* motion with his hands, the Cub must give the name of an animal that lives upon land before IT has counted ten. Should IT pass his hands *backwards* and *forwards* over each other, palms down, to indicate waves, the Cub must give the name of a fish or sea creature. If IT places his hands at either side of his head, and makes a *flapping motion*, the Cub must give the name of some bird. No player must give the name of any creature already given by a previous player.

84. Laughter

Pack in circle. Akela throws handkerchief in air and immediately everyone laughs and keeps on until it touches the floor, when all must stop. Any who fail to laugh at once, or continue after it has fallen, leave the circle. Last one in wins, and is leader for next round.

85. Little Toomai in the Stockade

This can prove a very exciting game. Cubs in a circle. Number off, with the exception of one boy. Each Cub is a stockade post. Actors: Little Toomai, and in centre of circle Kala Nag and a wild elephant who has to be captured. Little Toomai who is, say, a No. 1 Cub, gets on to the back of the unnumbered stockade post, while a No. 2 cub gets on to the back of Kala Nag. He has a rope tied into a circle, big enough to throw fairly easily over the wild elephant Cub. The latter should always be the same number as Little Toomai. By dodging in the circle the elephant must do his best not to be caught by the rope. If he is caught, then two marks go to the No. 2 side, but if the rope falls to the ground then Little Toomai and Kala Nag’s rider may both jump down and make a dash for it. The one who picks it up first gets one mark for his side. Next round Little Toomai is a No. 2 Cub and Kala Nag’s rider a No. 1.

86. Looking-Glass

Pack marches round in circle to music or singing or whistling, one Cub in centre. On signal, or when music stops, Cub in centre faces one in circle and performs actions which his opposite number must reflect as looking-glass does; e.g. if centre Cub puts out his left arm, other Cub must put out his right. If outside Cub correct, he changes places.

87. Mang the Bat

Cubs stand in a circle, with one Cub (as Mang) in the centre, blindfolded. He holds a small branch in his hand. At the word to go he advances till he touches one of the Cubs in the circle with

Games For Cubs

the branch, at which he says, "I am Mang, the Bat." The Cub touched replies, "We be of one blood, brother!" Mang then has to guess who the Cub is.

88. Matthew, Mark

Players in circle numbered from one. Numbers 1, 2, 3, 4, are *also* Matthew, Mark, Luke, and John. Matthew starts by saying, "Matthew to . . ." (some other number or name) . . . say 7. That one should at once say "7 to . . ." (another number or name); and so on.

Any player failing to pick it up at once goes to the bottom, the others move up and take their new numbers or names.

89. Neighbours

The Pack divides into two, and half go out of room. The remainder, blindfolded, sit in a circle, each Cub having an empty chair beside him on his right. Those outside return as noiselessly as possible and take the empty seats. At a given signal the new-comers either sing or make the noise of an animal. All stop together. Each blind man in turn has one guess as to his neighbour's identity. If correct, he removes his bandage. When each has had one guess, the umpire may signal for noise once again. After this second chance, the players change

90. Open the Door

Pack in circle, holding hands, making prison for one inside; this boy goes from one of his jailers to another, saying, "Open the door," to which they each reply, "The chief would be angry"; suddenly the prisoner dives below the arms of two of his jailers and escapes or not. If he gets away, the careless jailers are dismissed and prisoner goes back to prison until only two boys are left.

Prisoner now marches at head of dismissed jailers round and round two trustworthy jailers who form arch for them to go under, shouting, "Oh! Father, I've a thorn in my foot, so I got put out." The two forming arch catch a boy just as in "Oranges and Lemons" and make nun choose "Butter" or "Honey." The prisoner at head is last to be caught, and all through acts as the "father" replying to his children and answering, "May Yah-Sin help you, my lads!"

At end of game two teams carry off the respective representatives of "Honey" and "Butter" shoulder high.

91. Pass along the Car

Players seated round a large circle of seats of various heights, one player in the centre and one vacant seat. Players move round the circle to occupy the next seat as it falls vacant. Player in centre tries to occupy the vacant seat first. When he succeeds the player ousted takes his place.

92. Passing the Stick

Players in circle pass a stick round one to another whoever is holding it when the whistle blows puts his hands behind his back and is missed next time the stick comes round, but does not fall out. Continue till only two are left.

93. Poor Pussy

Players in a circle seated on floor with "pussy" in centre. Pussy mews three times to anyone he wishes, each mew must be answered by stroking and the words, "Poor Pussy." Any player laughing in the effort loses a point or becomes pussy.

Pussy may make any grimaces or actions but must not speak, going all the time on all fours.

94. Postman

Pack on floor in circle. Each Cub has name of town. One player has scarf in middle. At two different places a log is placed to indicate a pillar-box. Postman calls out, "I have a letter to deliver." The players call out, "Where from?" The postman call out name of town and runs about pursued by Cub who represents this town. The postman suddenly places his scarf in one of the pillar boxes and makes a dash for the vacant place. The pursuer picks up scarf and tries to hit postman before he can get in. If he succeeds the postman is sacked and has to stay down; other player becomes postman.

95. Rescuing Mowgli

Mowgli is shut up in the ruined summer-house at the Cold Lairs. The summer-house is made by a circle of Cubs. They number off, and odd numbers link hands behind backs, even numbers ditto. Mowgli is in the middle. Kaa is outside, and charges in battering-ram style. If he is able to enter he gets two marks for his Six, and is allowed to swallow several monkeys chosen by him with his freezing eye. If he does not break through within three minutes, another Kaa takes his place from another Six.

96. Rikki-Tikki and Nagaina's Egg

Cubs in a circle, but the Cub representing Rikki-Tikki must stand in a chalked square (about 2 feet) and must not move out of it. The egg is behind his feet. Chalk a line in front of him, 2 feet distant. Beyond this Nagaina kneels and from there tries to regain her egg. Rikki-Tikki may move his feet as he likes as long as he keeps within the square. Two minutes is given to each Cub acting Nagaina. If Rikki-Tikki allows the egg to be taken, another Cub takes his place, and if Nagaina does not regain it another Cub takes "her" place. The 2 feet distance line may be increased for a big Cub with longer arms, as the case may be.

97. Ship A.B.C.

Cubs in a circle. The Old *Wolf* starts with the first letter of alphabet and the game would go as follows: –

"First letter?"	"A."
"Name of ship?"	"Alice."
"Name of the captain?"	"Anderson."
"Going to?"	"Africa."
"Coming from?"	"Asia."
"Laden with?"	"Apes."
"Next letter?"	"B," and so on.

Cubs must not be too long answering, but count ten slowly!

98. Shopping

Cubs sit in circle. One Cub goes outside. While he is away the others decide what he shall be when he comes back. If they decide upon a policeman, for example, they call him back, and he has to ask each Cub in turn what he is to buy for himself. One will say black boots, another a whistle, another an electric lamp, and so on. If the shopper goes right round the Pack without guessing what he is he pays a penalty.

99. Shuffled Letters

Pack in circle. Twenty-six slips of paper (each bearing a letter of alphabet) are mixed up inside a hat. Akela picks them out one by one; announces what letter it is, and gives a clue to the

Games For Cubs

word (beginning with that letter) which she is thinking about. The first Cub to guess the word is given the slip of paper. The one with most slips at end wins.

*Examples – Letter: M. Clue: “I am thinking about an animal in *Jungle Book*.” Answer: Myna. Letter: D. Clue: “I am thinking of a county in England.” Answer: Devon.*

100. Side by Side.

Two sides, Reds and Whites; each Red has a White for partner; they fall in a double circle, partners facing, Captain in centre. Couples should be two or three paces apart. Captain shouts orders, “Back to back!” or “Face to face!” as often as he likes and must be obeyed smartly. When he shouts “Side by side!” all players change places, choosing a new partner and falling in by his side in one big circle. Captain, who wears a colour, tries to secure a partner. If he succeeds, player left single becomes Captain. Couples who make a mistake in obeying order, or do not move quickly, may be ordered out of circle until that round is over.

101. Snake Sting

Pack in circle. One outside is Kaa who walks round trailing rope. Kaa taps someone on the back and then runs round as fast as he can. The Cub who has been stung runs after trying to catch tail. If Kaa gets to vacant place before tail is caught, he still remains Kaa.

Tail must be caught by hands and not trodden on.

Make circle large enough to make good running-track.



102. Something to Eat

Cubs in circle, with one in centre who has ball.

Akela calls out a letter and centre Cub throws ball to any player who must catch it and name something edible beginning with that letter before the centre Cub counts ten. If he fails, or uses something which has already been used, he loses a life.

103. Squatting in the Marsh

Let the Cubs pretend they are stuck in a bog or marsh and are floundering about in the effort to reach safe ground. At last one of them says, “If I don’t rest I’m done!” How do they rest? They manage to get into a circle, hands on shoulders of Cub in front. The leader says “Sit,” and each Cub sits on the knees of the one behind. A firm circle of sitting Cubs can be made, if carefully done.

104. Swat the Fly

Form circle, standing shoulder to shoulder. A club of paper or something soft is passed round, being kept out of sight of player who is IT in the centre. As often as possible, players slap IT with the club, but if a player is touched while club is in his possession he becomes IT.

105. Ten-Second Chain Break

Two teams; each forms a circle, one inside the other. Hands are joined, inner circle standing close together and outer spread out. At signal "Go!" circles rotate in opposite directions. At a blast of the whistle, both stop and the inner, having released hands, try to break through the outer or *vice versa*. They try to escape for ten seconds. Teams change places and game is repeated. Team having greater number able to escape wins.

106. Unmusical Bumps

Players move round in a circle, whenever leader blows his whistle all sit on the floor, and last down falls out.

Variation. – Leader tells a yarn, and whenever a prearranged word is spoken (it, the, and, etc.) all sit down.

107. Up River!

For this game the Cubs stand in twos in a circle, one behind the other and facing inwards. The inner circle are the rocks in the river.

The first order is "Up river." On this command the outer circle of Cubs walk round the inner circle. The next order is "Down river." The boys turn round and walk the other way. These commands follow on: –

"Swift river." – The Cubs run in the same direction.

"Shoot the rapids." – They run in and out of the rocks as in "In and out the windows."

"Indians." – The rocks make a noise like Indians.

"Under the bank." – This is for cover, they run on in the same direction until they reach their partner and squat in front of him.

The last home is out, of course.

108. We Don't Like Tea

The Cubs sit in circle. Akela asks one Cub: "Do you like tea?" Cub answers, "No, I like bananas, cake, ginger-beer, etc.," anything to eat or drink so long as there is no letter T in it. The game goes on until some Cub either makes a mistake, or repeats something that has been said before.

Changes can be made by Akela varying the letter. The letter of the word chosen is the letter the Pack must avoid.

109. What Time is it?

Each player collects for himself twelve stones varying between the size of a pea and a pigeon's egg. Players sit in circle, stones in caps between legs. One begins taking so many stones in hand, closes fist, and shows it to left-hand neighbour, saying, "What time is it?" The other guesses number of stones held; if right, he wins the stones. If wrong, he gives the player the difference, e.g. if he says "six o'clock" and player was holding four, he will hand over two. He then takes up some stones and his left-hand neighbour guesses. Game continues for given time, when player with most stones wins.

110. Who is Going to be the Redskin Chief?

One of the Cubs is to be chosen as Indian Chief, and he has got to be very nippy and fast. The Pack forms a big circle. In the middle there are placed five bottles. The Chief goes into the middle and his job is to keep the bottles standing upright while the other Cubs try to knock them

over by throwing a football at them. Whoever manages to keep the bottles standing for a given time is quick enough to be "Indian Chief."

111. Who's Missing?

Cubs form Parade Circle and the order "Right turn!" is given. On the command "Quick march!" Cubs march round in circle keeping regular distances. A whistle is blown and each Cub covers his eyes with his hands, continuing marching. As they pass the Cubmaster touches one boy on the shoulder; this boy immediately falls out and hides behind a screen.

The moment the cub is hidden the whistle is again blown, all Cubs uncover their eyes, and turn inwards. The first to call out the name of the missing Cub scores one point *for his Six*.

A Cub repeatedly getting very far out of the circle whilst blind may lose a point for his Six.

The game should not continue for more than five minutes.

112. Wooden Spoon

Cubs in a circle facing the centre with paws held out. A pail is placed in centre of circle. One Cub walks round inside the circle with a wooden spoon with which he taps the paws of anyone he likes, then runs to pail, drops spoon in and dashes back to space in circle left by the boy who has given chase after being tapped, picked up spoon from pail and tried to touch first Cub before he gets back to space.

CHAPTER III

Star Test Games

113. Ball-Passing Race

EACH Six selects a centre man, who retires to one end of room while the Cubs are numbered consecutively, but in irregular order. The centre men then return to their circles. At a signal, No. 1 calls "One!" to attract the attention of the centre man, who throws a ball to him. Just as No. 1 returns ball, No. 2 shouts his number, and so on till each Cub has received the ball.

114. Balancing Books Relay

Teams in file; each player in turn goes up and down the course balancing two or more books on his head. If they fall *off* he must start again. First team to finish wins.

115. Ball-Throwing Game

Cubs form a circle with one in centre. Ball is thrown across circle and one in centre tries to intercept. Each Cub must remember how many times he catches the ball, and as he catches it stamp his foot that number. Cub who throws the ball to someone who has already caught it four times has to change places with Cub in centre. In the event of boy in centre intercepting the ball the Cub who threw it takes his place and counting recommences.

116. Bounce and Pass

Pack in rows about 2 yards between each Cub. No. 1 bounces ball on ground and then throws to No. 2 to catch. No. 2 catches, bounces, and then throws to No. 3, and so on. If Cub makes bad throw (so not caught) he must run after ball, return and make another throw. First team at alert wins.

117. Capturing Elephants

Each Cub is given piece of rope of same length. At opposite end of room is a chair for each Six; the chairs are wild elephants in the jungle. On "Go!" each Sixer runs to tie up his elephant but finds rope too short and shouts for help. Ropes are joined, using reef knots, and line is fixed to chair by clove hitch and Six drag their elephant back to den. First Six with all knots correct wins. If knots are wrong, the elephant, of course, escapes.



118. Catch Rounders

Pack in circle with Akela in middle holding ball. At "Go!" Akela throws ball to each Cub in turn who returns it to centre. One Cub outside has to run right round circle before ball is returned to Akela from last Cub.

119. Circle Catch Ball, or Bean Bag

Played in ordinary way with Cubs standing still, but can also be played, i.e. Cubs walk round in circle and Cub in centre throws ball to one of their number who must catch it whilst walking and throw back to Cub in centre.

This can also be played with Cubs running round in a circle.

120. Compass Blind Man's Buff

Boy in centre of circle blindfold and faced north. Two boys in circle are directed, aloud, by Scouter, to change places, such as south-east and south-west. The boys endeavour to change places silently without being captured; if caught go in centre.

Variations. –

(a) Boy in centre is told to find his way to centre point in southern half, i.e. S.W. or faced west told to find N.E.

(b) Two boys in centre: one faces north, the other south. Each is told to find his way to point in reverse half circle.

121. Compass Cards

Letter cards according to number in Pack, each card to bear one point of the compass, but only one card to be marked "N." Turn cards face down in a circle. On command Cubs pick up cards; on second signal turn them over, and Cub with card marked "N" holds it up, and the rest take up their positions according to the cards in their possession, taking the north from the Cub holding the north card.

122. Compass Drawing

Give every Cub a piece of squared paper and mark the point where he has to start. Tell the boys that we'll make a trip and that every boy must indicate the route on this squared paper. One side of a little square or the diagonal of this square on your paper means a mile. Now for the drawing: e.g. Go two miles east; after that: 1 N.; 1 S.E.; 2 S.; 4 E.; 1 N.E.; 1 E.; 1 S.W.;

Games For Cubs

2S.; 1S.W.; 3 S.; 1 W.; 3 N.; 3 W.; 3 S.; 1 W.; 3 N.; 1 W.; 1S.; 1 W.; 2 N.; 2 E.; 2 N.; 1 W.; 1 N.W.; 1 N. The result of your trip will be a drawing of a dog.

You can vary the scheme, and use all other squared paper drawings you can design.

123. Compass Puss in the Corner

A revolving circle with boy in centre who calls "Halt!" names two compass points and begins to count. If two named have not changed before count of 15 is reached, the counter then tries to get into one of their places, or takes a place which has not been properly filled, or one vacated by a boy who was not called. One in centre must not move until 15 has been counted; increase or reduce count to make a close race.

124. Compass Relay

Sixes in rows. Opposite each Six compass is chalked on floor but only north marked with other points indicated. Akela calls out a point and No. 1s step out and place pencil on compass pointing in correct direction before 6 is counted. If correct, player falls in behind compass; if incorrect he returns to rear of Six. Another point is called and No. 2s step out, and so on. First Six complete behind compass wins. It saves time to have judge for each Six.

125. Drop Ball

An odd number of Cubs form circle and one Cub in the centre. One ball is thrown around circle to each alternate player. Cub in centre has other ball and may throw it to anyone he likes. Of course he usually throws it to the one just about to receive the one passing round the circle and one is likely to be dropped. If it does he changes place with the Cub in the circle.

126. Duck on the Rock

The Pack, numbered consecutively, are in line. A block of wood some distance in front has "Duck" on it. A keeper is appointed who stands by the rock and calls out a number. The Cub indicated throws ball to try to knock off duck; if successful gets a free passage to other side. After throwing and unsuccessful he attempts to get ball and return to throwing line without being caught by keeper. If caught he takes keeper's place.

127. Fire-Ships; A Knotting Test

This is a contest between two Sixes. Akela might first of all briefly recount the story of the Armada, and the game could be prefaced by some of the Cubs acting the Drake and bowls episode. For the game itself, six yards of red picture-cord would make it much more realistic. The Cubs of one Six, using lengths of the red cord, divide into three couples. Each Cub then ties a bowline round his waist, after which the partners knot their free ends together with a reef knot, thus making three fire-ships. The fire-ships (red cords) now sail into the middle of the room or playground. The Spanish ships (plain cords) must now try to cross from one end of the room to the other without being burnt, i.e. touched by the fire-ships. After so many rounds, marks being allotted accordingly, the red cord Six changes over with the other Six. Any ship breaking in half (a granny knot) or sinking (a fall) will have marks deducted.

The Armada atmosphere might be prolonged by playing that old favourite "Singeing the King of Spain's Beard." The King sits blindfolded on a chair, wearing a paper crown and a beard composed of paper "hairs" or strips, each bearing a question on Cub work. This can be made by sewing them on to a piece of tape passing under the chin and tied on top of the head. The Cubs creep up in turn and try to twitch out a "hair" without being heard. End with a circle, when questions are read out and answered accordingly.

128. Flag Game

Set the task of assembling cut pieces of coloured paper so as to form Union Jack. Speed and neatness to be considered in judging. Questions can also be put concerning certain details of the flag.

Variation. – Pieces can be assembled making apparently perfect flag but with one or two misplaced. Pack can attempt to identify and point out these.

129. Flying the Compass

There is a big air race on to-day. Planes are coming from all points of the compass. Each Cub is a plane and takes up position at compass point (large Packs two at each point). A Cub in centre acts as starter. Starter calls plane from north approaching south-east. The two Cubs indicated run to change places, but starter tries to get there first. If he succeeds, unlucky plane has crashed and remains in centre as starter. Any Cub running to wrong point or starting when another point is called loses a point.

130. Frog Chase

Pack in circle. Pack bend down. Two Cubs outside. A chases B. When tired, B leaps over back of a Cub in the circle. Cub leapt over takes place of Cub being chased.

131. Flying the Flag

Sixes in file, a small Union Jack to each. A flagstaff is marked out on ground about 10-20 yards in front of each Six. On word "Go!" each Sixer runs out and flies flag from staff right way up, then runs back and touches off next Cub who fetches Flag back to No. 3 who flies flag again. So on alternately down the Six. The flag must be right way up each time.

132. Highway Cards

A series of cards with road signs. About a dozen with no captions. Cards are put on chair. The Cubs line up in relay form. They race forth, grab a card, call out the words which should be on the card and when correct race back, then next boy carries on.

133. Hop It

Two sides are picked. 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 cause the other to put both feet on 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 conqueror's side. The game is won by the side which has the most players on it when the whistle blows.

134. Inter-Six Ball Game

Each Six forms a circle, arm's length apart. One Cub in each circle holds a tennis ball, the others, clasping their own hands together, hold their arms out in front of them to represent a hoop.

At "Go!" the Cub with the ball throws it through the "hoop" on his right, catches again and proceeds round the circle in this way until he reaches his place, when he gives the ball to the Cub on his right and himself forms a "hoop." First Six to finish wins.

135. Jackio

The Cubs are divided into two teams and each has a ball. In the centre of the room is an upturned ginger-beer bottle, with a ball resting on it.

No. 1 team has the first throw. One Cub throws the ball, and tries to hit the ball off the bottle. If the ball goes off and the bottle remains upright, that is 4 points. If they knock the ball off and the bottle over that is 2 points.

Meanwhile, the other team must try to catch the ball which is thrown before it has bounced. If they do this it is 4 points; if the ball has bounced once and is then caught it is 2 points. If it has bounced more than once before it is picked up, it counts nothing.

Then the other side has a throw, and the game goes on until all the Cubs have had a turn at throwing, or until you are tired of it. The side with most points wins the game.

136. Johnny Head-in-Air

A course is drawn on floor with chalk to represent a path 2 feet wide, and crosses room in large zig-zags; here and there a pond is shown by drawings of fishes. Johnny has a weight (such as a book) placed on head and tries to walk the course; every time he puts a foot in a pond he loses a point. If he puts both feet in, he is drowned and cannot walk again. Six marks off equals drowning, so does book falling off his head. Last Johnny left alive is winner, or, if it takes too long to play out, one with least points lost when time is up.



137. Lame Dog

Cubs in two teams. Opposite each team are two circles as far apart as space will permit. In one of the circles is a bean bag.

At the word "Go!" first Cub hops out to the circles, and still hopping, kicks the bean bag from one circle to the other. First six to finish wins.

138. Leap Frog Game

Cubs in circle bend down as for leap frog but with heads to centre. One Cub chases another who is safe by jumping over the back of any one of the Cubs bending down. The Cub over whom he has jumped then has to run away in order to escape being caught. If he is caught then he becomes pursuer.

139. Making the Union Jack Race

For this a set of the various crosses that compose the Union Jack is required and can easily be made from cardboard and red and blue ink. The pieces are jumbled up. Each Six in turn makes up the Union Jack from them, being carefully timed. The Six taking fewest seconds wins. The flag must be quite correct (broad white stripe at top, etc). In making the pieces the proportions must be correct.

140. Master of the Ring

Players group together; small chalk circle is drawn about a yard outside the group. Each player folds his arms, hops on one leg and tries to shoulder others out of ring. Anyone unfolding his arms or putting down his foot is also out of the game. Master of ring is the one who stays in the longest.

141. Matching Facing

In this, Cubs are lined up facing one another in two rows. The one row are given the letter cards A, B, C, D, and so on, and the opposite row are given the signalling cards A, B, C, D, so that the pairs are exactly opposite one another. The Akela then calls a letter, and the first Cub to hold up either the letter or the sign indicating that letter gains a point. It always sounds as if the Cub holding the actual letter is bound to win, but Cubs get to recognise (as we want them to) the signal sign just as easily as the letter in time, and so the signal-sign people often win.

In the same way the game can be played by signalling, that is to say, a Cubmaster can signal a sign, and the opposing lines can compete against one another as suggested before.

142. Matching Game

This can either be played with all the boys in the Pack or with the Star boys. It is a simple game, but a very effective one. Cards, either the letters or the signalling signs, are placed upon the walls at intervals. The Cubs are then given the cards which match, and on the word "Go!" they have to run up and get hold of the card which corresponds with the one they are holding and run back with it to Akela. Another way is to pin the signalling signs on to the "tummies" of the Cubs, and give the other Cubs the letters face downwards. On the word "Go!" the Cubs rush to find the other Cub with the card that matches, take him by the hand and run with him to Baloo.

143. Monkey Nuts

The Pack stand in a large circle. Each Cub *except one* places his cap on the ground in front of him. In the centre of the circle is a cap filled with folded pieces of paper on which is written a "Cub" question. These papers represent "Monkey nuts." At the word "Go!" the Cubs turn right, and dash round circle outside the caps until Akela calls "Stop!" when each Cub tries to sit down behind a cap. The odd man out must go into the centre and pick a "nut" from the cap. If he can answer the question, all is well. If he fails, he loses a life.

144. Musical Books

Pack in circle with each Cub balancing a book on his head. Cubs march round to brisk music and whenever this stops, Cubs must go down on one knee, still without touching the book. If book falls to the floor the Cub loses a life, and must turn his scarf back to front, push down one stocking, or show the fact in some other way. The game goes on till an agreed number of lives is lost. A whistle may be blown to take the place of the music.

145. Musical Hop

Cubs form double circle. Partners hold hands and move round singing. When whistle blows, the outside circle hop round past three inside boys, who stand still and then run into centre and grab an article from the floor. There should be one object less than the number of boys in the outside circle, so that the Cub who does not obtain an article and his partner are out. One object is, of course, taken away after each grab.

146. National Anthem

Akela has an envelope for each Six. In this is a blank sheet of paper, and a small number of slips. Each slip is one word of the National Anthem written on sticky paper. Sixers must paste up the words in their correct order, so that they have two complete verses when finished. The Six to finish first wins.

147. Nature, Month by Month

This is really just an idea to help the Cubs to remember what month in the year certain things in Nature take place. It can be used as a game or just for instruction, whichever you find works best with your own Pack. All you need is a collection of pictures or, if you are good at this sort of thing, drawings, to illustrate any birds, animals, flowers or trees. Stick each on a piece of card and on the back put the month that that particular thing is seen. For example, snowdrops in January, the dates when certain birds arrive or migrate, etc. All things of a kind can be mentioned. Frog-spawn, caterpillars, holly, apple blossom and lots of other things. Not only can you interest the Pack as a whole with this, but you can work your Cubs up to Observer standard and have Nature yarns in the winter months as well.

148. Parcel Relay

Teams in file; opposite each team a piece of brown paper, some string, and an object to be put in the parcel. Each first player runs up and makes up the parcel to the satisfaction of the Leader, and runs back to start the next, who undoes the parcel, rolls up the string, and folds the paper neatly for the next to remake the parcel, and so on. First team to finish wins.

149. Rikki's Cricket

Cubs divide into two lines, facing one another, about 5 yards apart. Each side decides which country or county it will represent (i.e. England and Australia, or Glamorgan and Yorkshire): they then toss to see which side will go in first and the winners become Batsmen and the losers Fielders. Each Fielder is given a rope.

Akela (who represents the Bowler) calls out the name of a knot (or alternatively, the use of a knot) and at the word "play" Batsmen at once begin scoring by running up to their opposing Fielder and back to their places. As soon as a Fielder has tied his knot he holds it up above his head as a signal to his opponent to stop scoring runs.

At the end of a prearranged time (say a minute) the Batsmen add up their total score, adding a boundary (6) for each knot uncompleted or wrongly tied.

Fielders then have their innings and become Batsmen and the game ends when a certain number of innings (say four) is completed.

The players then return to their countries or counties (i.e. Six Corners) to prepare for the next match by practising any of the knots which had defeated them.

150. Ring Ball

Each Six forms rings with one Cub in centre with ball. Rings not to be too small but equal number in each. Centre Cub throws ball to one in circle who catches it, runs round outside and back to place. He then throws ball back to centre and sits. Centre Cub throws to next and so on. The ring all sitting first wins.

151. Russian Scandal

Akela whispers a message to Sixers who stand away from their Six. First Cub runs up to Sixer who passes the message on. Second runs to first and so on. The last Cub has to do whatever the message said. For example, "Search for treasure (sweets) in Akela's pockets."

152. Semaphore Alive

Cubs in Sixes, semi-circle, or lines, facing Akela. Each Cub in Six represents a different letter; Akela should be sure that Cubs have learnt their own particular letters in semaphore. Akela

then signals one of the chosen letters and Cubs representing that letter stand up, signal the letter themselves and sit down again. The letters can be changed several times during the game.

153. Semaphore Drawing

Sixes in corners. One Cub in each Six must know semaphore (or Morse). The other Cubs each have paper and chalks. Akela signals a word to Sixers and others who are learning semaphore who tell their Six what it is, who then draw the object while the Sixer returns to read the next word. The Six with the most correct objects wins.

Note. – This game is useful to a single-handed Akela as it keeps other Cubs occupied while she practises semaphore with older ones. The words can be made up of letters from first circle to begin with. There should be a clear semaphore chart near by.

154. Semaphore Relay

Cubs in Sixes and numbered. Akela signals, e.g. R, and calls a number. The boys of that number have to run to other end of hall and back again. C means crawl, H hop, S skip, W walk, etc.

155. Shutting the Windows

The Cubs form up in two teams, behind each other, at one end of the room, and are told that they are in the garden. The windows of the house are drawn on the floor by chalk lines, each point of the compass having two windows. The north is indicated, but none of the other points.

The Old Wolf then says, “Snow is drifting in the windows from the north,” or “The rain is coming in through the S.W. windows,” etc.

The Cubs then run into the house to close the windows. This is done by squatting down behind the windows in their teams.

After shutting the windows the Cubs return to the garden each time.

156. Signalling Bottles

In this several Sixes may play, and they are usually stood in line with a bottle a few yards ahead of each Six. Akela then calls a letter and No. 1 from each Six runs up to the bottle and signals the letter, reverses the bottle, and then runs to the rear of the Six. The excitement is, of course, that the bottle job is not very easy, that the signalling has to be known, and that the Six who is really nippy stands a chance, too.

157. Signalling Game

Prepare a series of cards of the letters of the alphabet in Morse or semaphore, indicating at the top which way up the card should be held. Prepare also another series with the ordinary letters of the alphabet. Shuffle the cards, and deal.

One Cub then starts by asking another whether he has a letter (Morse or ordinary) which will pair with one that he holds. Cub No. 2, after having given a card or replied in the negative, asks another Cub for a card to complete his collection. That Cub wins who first has all his cards.

158. Skipping Chase

Two teams are spaced alternately to form a circle facing inwards with hands behind backs. One Cub runs round and places skipping-rope in hands of any opponent who runs to centre of circle and tries to skip as many times as possible while first Cub is making another circuit (two in all) and returning to his place. The rope is then passed to neighbour of first Cub, an opponent, and

above is repeated until all have had a turn. Team to finish with lowest number of skips registered against it wins.

159. Star Test Match

Pack arranged in threes round the course. No. 1 stands under arch made by Nos. 2 and 3. All face anti-clockwise. A circle in the centre contains as many weights, e.g. books as teams. At the starting signal, each No. 1 runs into the centre, picks up a book, returns to the rear of his own arch, places the weight on his head, runs through the arch, and continues running round the circle, passing under every arch. On arriving back to his own team, each No. 1 hands the weight to his No. 2 who runs through his own arch, as did No. 1. No. 1 takes the place of No. 2. When No. 2 returns, No. 3 carries on. When No. 3 has returned, the weight is placed on the ground, and a circle is made round it.

160. Stop – Caution – Go

Played with three coloured torches – red, green and yellow. When green light is shown Cubs may run anywhere in the room. Caution light – they scurry behind lines drawn down side of room. Red light – all freeze.

161. Stork Ten-Pins

One Six, storks; another Six, hunters. The storks stand in a row, on one foot; the hunters in turn roll a ball, trying to hit a stork on the foot or ankle. The stork dodges by hopping. A hit is scored when a stork is touched by the ball on the foot or ankle, or when he puts the other foot on the ground. One point is scored for each hit. The sides change after each innings.

162. Watch It!

Indicator discs could be made and fixed to a pole to form a box: two green, on opposite sides, two red, on opposite sides, and one yellow, under one of the reds, for practice. (Cubs might make these.)

The Pack should be divided roughly into quarters, one against each wall; Akela stands in the middle with the pole. “Lights” should be changed fairly often, each lot of Cubs rushing madly from end to end while the green is in their direction. They must stop directly it turns red. If there is a collision, when the other teams are released, that Cub falls out and goes to hospital.

CHAPTER IV

Team Games (and Inter-six Competitions)

163. Advertisement Hunt

A COMPLETE newspaper is required for each Six, all to be of the same issue. Each Cub has one sheet and some perhaps two sheets of the paper. Akela calls out that she wants a certain picture or advertisement which she knows appears in the paper, and the first Cub to tear it out and take it to her wins a point for his Six.

164. All Change

Circles are drawn at the end of the room with the name of a station written inside. Cubs are given the name of a station and when their name is called, run to the appropriate circle. First Cub

there scores a point. When all the Cubs are out, Akela calls "All change," and Cubs run back to their Six. First team to squat in correct order scores a further point.

165. Alphabet Quiz

Divide your Pack into two teams both sitting on the floor facing each other. The game is very simple and one that the Cubs will enjoy after some strenuous activity. Number one in one of the teams then asks his opposite number in the other team to name as many things starting with a certain letter in the alphabet as he can in fifteen seconds. The Cub who asks the question is allowed to choose the letter that he wants as long as it is not X, Y or Z as these are too difficult. A point is given for each word he thinks of and then he returns the question to his questioner with another starting letter. Add up the points in each team until they have all had a go and see who has the most. This game is a very good test of the boys' vocabulary, and in these days of abounding Americanisms anything that we can do to improve their vocabularies is of great value.

166. Bag Dip

Sixes are drawn up in Indian files at one end of the lair. At the other end the Old Wolves hold bags, one for each Six. Each contains about half a dozen identical articles, such as cotton-reels, pencils, etc. The Sixes are numbered, and as Akela calls a number and a certain article the corresponding Cubs run down, dip into the bag and try to pull out the required article. First Cub to produce the correct article puts it back in the bag and runs to his place in his Six – scoring a point for his Six.

167. Balloon Race

Teams join up in pairs and have to run one pair at a time carrying a balloon on their shoulders between their heads.

168. Bang the Ball

Sixes in files. The first Cub is blindfolded. At a reasonable distance in front a mallet is placed, and at five or six paces beyond it there is a ball, both in line with the players. At "Go!" the blindfolded players run forward and pick up the mallet, then pace outward to the ball and endeavour to hit it. The first to hit the ball wins, and the next heat is run off. Place a time-limit on each player. Care must be taken to see that the players are not too near each other, otherwise some damage may be done.

169. Birds

Sixes in corners with pile of bird pictures in centre of room. No. 1 runs to Akela, who gives a name of a bird. Cub returns to his Six and describes the bird, but may not give its name. When Six guesses right, the Cub giving description runs to pile, finds his bird, and takes it to Akela. No. 2 continues, and so on.

170. Blow Ball

Played by two teams on a large table, with a goal marked at each end. Each team tries to blow a ping-pong ball through their opponents' goal. The ball must not be touched, even by an over-anxious nose.

171. Building a House

Four teams stand one in each corner of the room and make a circle. A square is drawn in the centre of the room and each team is told which wall it must build. At a given signal the teams skip or run round in their circles. Then at a second signal they run and stand on their line. The first to be standing at alert and making their wall wins.

172. Canoes

Each Six is a canoe; Cubs crouch in pairs, each Cub having a stick as a paddle. If odd Cub, he can be steersman at back. Give practice in paddling together in time. Then have races. If a canoe loses rhythm, it must stop and start again.

173. Capital Letters

The Pack is in rows. One Cub from each Six in turn comes out in front and hops the outline of a capital letter. If the other Sixes guess the letter a point is scored for the Six doing so. After practice some outlines of animals, etc., may be attempted.

174. Circle Ball Dribble

Cubs in circle in Sixes (Parade Circle). Each Sixer is given a ball; on command the ball is dribbled by each Sixer at the same time in and out the Cubs in the circle until he comes to his Second who immediately carries on in the same way, passing the ball on to the next Cub in his Six when he has gone round, and so on until the whole Six has dribbled the ball. First Six sitting down complete is the winner.

175. Clocks

Cubs in two teams. In front of each is a largeface drawn on the floor. First Cub holds a pair of cardboard hands, runs forward, and places them at the time called by Akela. They then run back and hand the hands to the next Cub who repeats.

176. Clothing the Trees

Sixes in rows. In front of each Six a number of leaves; each Six has the same, but in different order. (In winter play with carbon impressions or stencilled ones.) Leaves, etc., marked with colour of Six. At other end of room names of trees are marked. Cubs in turn collect leaf and put in appropriate place. Good trees are oak, horse chestnut, sycamore, ash, lime, and beech.

177. Come to the Store!

Akela provides two matchboxes containing the following coins, or cardboard money: two one shilling pieces, four sixpences, three threepenny-bits and three pennies, making 5/- in all. The Cubs are in two teams, the leading Cubs each holding a matchbox in hand. Akela and Baloo place themselves at the far end of the room (or field if out of doors) with a chair or log as counter, facing the teams. They each have available six articles for each team, placed one at a time on the "counter," e.g. pencil, penknife, india-rubber, etc. They must have planned beforehand what each article will cost, the whole amounting to 5/-. The first Cub runs up and inquires the cost of the article put before him. "One and nine," Akela may say, and the Cub opens his matchbox (purse) and pays the required sum. He then picks up his purchase and runs back to his team, touching the next Cub, and passing on ; his matchbox. The first team back in place wins.

Suggested prices, lid., 1/9, 1/7, 4d., 3d., equalling 5/-. For the next heat Akela can vary the prices, always remembering that the total must be 5/- and that there are six purchasers.

178. Cowboys and Indians

Two teams, each member of which has brown paper bag large enough to slip over head and rest on shoulders. Bags previously marked Red (Indians) and Blue (Cowboys). Each has also distinguishing mark on right arm; former, scarf, and latter, piece of string or rope. A base is chalked off in opposite corners, sides taking up position in own base, with bags on. Cubs then creep on hands and knees as silently as possible to opposite base. If two meet they feel on arm to identify and let own side go on, but if opponent the first to snatch bag, scalps the other and wins point.

179. Crab Race



Blindfolded Cubs proceed on hands and feet, or hands and knees, to crawl sideways along a straight course (about 15 yards) and finish between two marks about 8 yards apart.

180. Cricket Practice

The Sixes stand in file at one end of the room with their legs as wide apart as possible. The Sixer faces his Six at least 10 yards away, and has a small cricket bat. No. 1 bowls a tennis ball to the Leader, who tries to hit it back between the legs of his Six. He scores one if he hits the ball at all, and four if he returns it through the legs. After receiving two balls he retires to the back of his Six, No. 1 becoming the batsman and No. 2 the bowler. The Six scoring most, wins, time being no object.

181. Dressing Dummy Race

Teams in file, one player of each team some 15 yards in front. Each player is given some bit of ribbon, crepe paper, lace, etc.: one can have a burnt cork for making-up. Each player runs in turn to the dummy and does his share of the decorating. Best-dressed dummy at end of allotted time wins.

Or first team to produce a reasonable-like make-up to that of (say) Queen Elizabeth wins. Properties must be reasonably easy at first.

182. Dumb Crambo

One team goes out of the room, the rest choose a word which may be a noun or a verb, (say) "moat", and tell the acting team that it rhymes with (say) "boat." The acting team then act in dumb show all the words they can think of which rhyme with the given word, until they hit on the right one. Then another team goes out and the one taking the shortest time to succeed wins.

183. Dutch Football

Firstly, divide the room into four sections with your chalk, then your Pack into four teams, one standing in each section with one ball. On the word "Go!" all the Cubs must hop on one leg and endeavour to keep all the balls out of their section by kicking them with the foot that they are hopping on. On the command "Pack" all must stop dead still where they are and any section that has no balls gets a point. Akela must be quick to notice where the balls are when the command "Pack" is given as they will probably roll into another section. If you wish to avoid this, rag dusters rolled into a ball could be used instead of ordinary balls.

184. Fishing

Each Six has a fishing-rod. (The usual bent pin on string, of course.) In a pond in the middle of the room are a number of fish.

On the fish (which have a loop through the nose) are written instructions. When a Cub has hooked a fish, he reads his instructions, runs to Akela, and performs his task. Then he runs to his corner.

First Six home wins. (For this game, two ponds are advised. One containing Tenderpad and the other first Star work.)

185. Form Xs

Any number of teams. Leader calls out a letter of the alphabet, and the team first forming up in such a way as to make that letter wins. Lying on the floor may well be substituted, and makes the letter formed easier to read.

186. Grappling Irons

Six versus Six. Cubs in Six formation, knees bended with hands on hips of Cub in front. Two Sixers, with Cubs behind, face each other, grip hands and try to pull other Six over line.

187. Highway Code

Sixes in files, the Cubs numbered: each file behind a marked main road with a cross-road cutting across the middle of it. Akela describes a traffic situation and calls out the requisite number of Cubs from each Six to deal with it. Points for every Six taking the action laid down in the Highway Code. (It is advisable to have a judge for each Six.)

Specimen questions: –

1. You are a pedestrian: walk down the carriageway.
2. When is it illegal to hoot? (Verbal answer.)
3. You are a policeman: stand at the cross-roads and stop the traffic before and behind you.
4. You are a pedestrian: lead an animal down the carriageway.
5. Why are there sometimes two white lines running parallel with the kerb of a road? (Verbal answer.)
6. You are a convoy of slow-moving vehicles: proceed to the end of the road.
7. You are a motorist: park your car in the roadway.
8. Give the order in which automatic signal lights appear. (Verbal answer.)
9. Ride a horse down the carriageway.
10. You are a motorist: turn to right at cross-roads.
11. You are a policeman: signal to traffic in front of you to proceed.
12. You are a motorist approaching a hump-backed bridge (near far end of main road).
13. On which side of footpath should a pedestrian walk? (Verbal answer.)
14. You are a motorist at the cross-roads: signal that you are going straight ahead.
15. Why are there sometimes three white lines running parallel with the side of a road? (Verbal answer.)
16. You are a motorist: at the cross-roads signal that you are going left.
17. You are a policeman: stand at the cross-roads and signal traffic at your side to approach.
18. You are a motorist going to overtake another car: do so, taking the necessary precautions.
19. You are a motorist: signal to car behind to overtake you.
20. Ride one horse and lead another down the road.

188. Hunting with Bagheera

Divide your Pack into equal teams and have them in line at one end of the room. In front of each team at the far end of the room should be a chair that has a fairly wide space between the legs, but not too wide, and all the chairs must be the same. Then you tell the Cubs a little about Bagheera who was the greatest hunter in the jungle and that he always said that the most important thing to remember when you are stalking an animal is to be very, very quiet. "Softly, softly, catchee monkey." Then on the whispered word "Go!" the leaders of each team hold the hands of the Cub behind him, and that boy the one behind him, and so on until they are all linked together. Then they must all creep forward to the chair and try to crawl through on their backs or fronts until they are all through, then back to their place where they all crouch in line without a sound. It is not a race: it is the team that makes the least amount of sound that wins and are proclaimed the greatest hunters in the Pack.

189. Jobs

Cubs stand in their lairs in Indian file. Akela, with list of jobs, and Bagheera, with scoring apparatus, stand in centre. Akela calls the first in each file, who run up to Akela and perform the job given to them, while Bagheera scores. They then return to their lairs. Akela calls another number, and gives another job, another point being awarded to the winner. Continue till all have had jobs. (The best way of scoring, with three Sixes, from a Cub's point of view, is – 3 for the winner, 2 next, 1 for last.)

List of Jobs. – Find an evergreen leaf, or run to the seat and hop back. Touch leather (their shoes). Bring three pebbles, or tell the time by the church clock. Bring a white flower (daisies in the grass). Run backwards to the seat, turn a somersault, and hop back to Akela. Send in semaphore the last three letters of the alphabet. Go S.W., etc.

190. Jungle Pictures

With the Sixes in file, place a piece of brown paper and a piece of white chalk at the end of the room opposite each Six. Akela then calls the name of a jungle animal. Each Cub in turn runs up to his own Six paper, and makes one stroke only, then runs back to his Six and sends next Cub. (The Cubs are given two or more turns according to the difficulty of the animal to be drawn.) Akela then decides which is the best drawing.

191. Kho-Kho

This game comes from the Gujerati country, and it is splendid for giving plenty of exercise in a small space. The Pack divides into two sides, runners and chasers. The chasers sit on the ground in a line, facing alternately to the right and left, with two yards between each. The chaser at the head of this file is IT. The runners are standing at the other end of the file, and IT chases them round the file of sitting chasers. After making one circuit of the file, they are allowed to break through the file from one side to the other at any gap; but it is important to remember that *IT may never break through the file nor change his direction.* Whenever IT wishes, he may change places with any other chaser. To do this, he touches him, saying "Kho-Kho," and the new IT runs out either to his right or left, but *on that side of the file to which he is facing*, while the old IT sits in his place. The science of the game lies in frequent changes of IT at such moments as the new IT may easily catch a runner passing in front of him.

Each runner drops out when he is touched; and when all have been caught the sides change places. That side wins which takes the shortest time to catch all its opponents; or, alternatively, a time-limit may be set. No runner or chaser may go beyond the boundary, which should be (at the most) about 10 yards on each side of the file.

192. Market Day

This game requires cardboard coins or their equivalent in paper tokens. Each Six should have six shillings' worth of money, the same number of coins for each.

Cubs are in lines as for relay. Akela calls out name of article and price, i.e. "Cub scarf, 2/-." First Cub runs up to chair, takes off scarf, and puts down 2/- with it, runs back and gives change to second boy. Akela calls "shoelaces, 6d. each." Second Cub runs up, takes out laces, and with 6d. for each lays them down and runs back with change to third boy, and so on, until each Cub has found article and paid for it. Game tests skill at quickness with money and finding article. Articles need not be clothing – anything will do so long as there are sufficient things. Akela must plan costs to last six shillings and not more.

193. Nature Fibs

Sixes in rows. Two circles side by side in front of each Six at opposite end. Circles marked R for right and W for wrong. Cards in front of each Six marked: starlings have webbed feet; snowdrops are seen in whiter; larks nest in trees; acorns grow on oak trees, etc.

Cubs put in appropriate circles.

194. Minefields

Each Six becomes a Liner, blindfolded by a fog (*and* a scarf) and crossing a minefield. The Sixer is Radar, left on the coast from which the ship is about to sail. Radar may call "Port," "Starboard," "Ahead" and "Astern." Squatting Cubs form the mines and must be stationary. If touched, however, they explode, and the whole liner sinks and becomes dangerous wreckage. Two, three or four liners may sail at once from different coasts, each endeavouring to reach the coast opposite it. In the event of a collision they both sink.

195. Mines Alive O!

Split your Pack into two teams. One sits in two lines down each side of the room facing each other. Half the remaining team sit on the floor in between these two lines at odd spots. (Mark these spots so that the next team will sit on the same places.) Then one at a time the ones left are blindfolded and the leader has to shout directions to lead him through the minefield to the dock at the other end. As soon as he starts to give his orders the other team start to fire at him by saying hi turn all down the line and up the other side, "Bang-fizz." This should be done as quickly as possible and the idea is to drown the leaders' instructions. So the noise you will hear will be, "Bang-fizz-bang-fizz-bang-fizz," and so on.

Count the number of successes and see which team has the most. Although not many succeed they are much quieter and ready for a yarn at the end of it.

196. Money, Money, Money!

First let each Six settle down in its lair with some pennies, halfpennies, threepenny-bits and a sixpence if anyone's rich enough, and cut out as many paper coins for themselves as they can. They will need at least ten minutes. Some can pencil the outlines on postcards, one or two can do the cutting out, and those with the neatest writing should pencil in the values, but not attempt any "scenery." (This is a good opportunity for Akela to have a quiet word with the new chums, or help a backward Cub with some Star work.)

After the coins have been inspected (perhaps we are all in the Royal Mint) each Six lines up, and its pile of money is placed in a circle at the far end of the Den. One at a time the Cubs run to the pile, pick up one "coin" and then search round the Den for something which that coin will buy. (In the meantime the Old Wolves have placed lots of slips of paper round the room with appropriate objects written on them, such as "box of matches," "daily paper," "pencil,"

“bus ticket to so-and-so,” “lemon,” etc.) Cubs check then- purchases with the Old Wolves and see which Six has shopped the best.

As a variation, the “goods” can be placed in a pile before the Sixes, and the money scattered about the Den. If liked, real objects can be used, but this will require rather a large bag when Akela comes to Pack. It might be fun played with real objects at a Parents’ Evening.

197. Noughts and Crosses

Nine marks are made on ground, 8 round the sides of square with the 9th in the centre, each being the same straight distance from its neighbour. Two teams play – 3 Noughts and their Captain, and 3 Crosses and their Captain, distinguished by wearing and not wearing caps. Captains toss for which team begins. Winner sends out player who stands on one of the marks. Other Captain then sends out player. They continue to send players alternately until all are out. Their object is to get three in a line. When all are in place they may order their players to move one space, giving orders alternately. Players may only move straight, not diagonally. As soon as one team has three players in a row all fall back into line, new Captains are chosen and another round begins.

198. Pack Hockey

This is an uproarious game. The Pack are divided into halves and each half sits close against the two long sides of the H.Q. as close to the wall as they can. Each side is then numbered 1, 2, 3, 4, 5, etc. In the middles of the two remaining sides hockey goal mouths are chalked (or otherwise indicated). A tennis ball and two chair legs (or two “quarters” of a Scout staff) are in the middle of the room. When Akela calls a number (e.g. 9) the two “nines” rush out, each grab a “stick,” face each other and do a proper hockey “bully off” by tapping floor and crossing sticks three times. After that each tries to put the ball into his opponent’s goal. They can race after it anywhere, e.g. get it from underneath the sitting (and usually by this time screaming-with-excitement) Cubs. There are no rules, except that deliberate kicking of the ball is not allowed. Akela’s decision as to goals is final.

199. Paper Pictures

In each Six corner or lair draw a square on the floor with your chalk. Make this about two feet square. Then give each team or Six some sheets of paper; if you can obtain coloured paper so much the better. Then give them about ten minutes in which to tear up the paper and make a picture in the chalk frame. They can tear out trees, people, houses or anything they care to. You will find that this is a great game for the Cubs, and once again it is a game where they can use their imagination and invent whatever they please to go in the frame. Do not give them anything to cut the paper with, but let them use their fingers to get the shapes they desire.

200. Patchwork Quilt

Each Six is equipped with a set of not more than six coloured pencils or crayons. These are put a few feet away from the Six, together with a rectangular piece of white paper divided into squares. The size and number of these squares may vary, but convenient dimensions are sheets of paper 6 inches by 9 inches divided into squares of 1½ inches each. The squares are blocked in by the Cubs in turn, each Cub using any colour he chooses, subject to the following conditions: No two like colours may be used in adjacent squares, nor two spaces in harmonious colours, e.g. red and purple.

With plenty of empty spaces at first it is easy to conform to these rules, but as the game advances it becomes difficult to avoid being forced into one of the moves. Fix a scale of points, for the order in which the quilts are completed, e.g. 50 for first; 40 for second, etc. The colours

Games For Cubs

are then checked up, and 5 points deducted for every mistake, also 2 points for any square that Akela considers is not completely filled in. The game can be slightly varied by calling it “Stained Glass Windows,” and drawing, instead of the rectangle, an arch divided into diamond-shaped panes by diagonal lines.

201. Pony Express

Akela tells the story of the pony express, how the messengers had so little time that they never touched the ground when changing horses, but leapt from horse to horse in their hurry. “Horses” are spaced out over the course, the smallest in each Six is the messenger. Any messenger touching the ground on the change-over should go back one stage.

202. Racing Partners

Two teams of pairs are needed for this game. For a small Pack one team could run, and then run again and try to beat its own record, timed by Akela.

The front right-hand Cub of each team holds a ball. At the word “Go!” the *left-hand* Cub runs to a chalk line half-way down the Den and stands with his right hand on his hip. When he is “set” his partner runs up to him, throws the ball through his bent arm and catches it at the other side, sprints to the end of the Den, sprints back, links arms with the Cub at half-way house, and they both run back together. The ball must then be handed to the right-hand Cub of the next pair, and the retiring pair go to the back of the team. This race must be run smartly, and special points given to straight lines.

203. Rats and Cargoes

Sixes in a room, yard, or field (if a field it must be at night). Each Six is given 2 or 3 rubber mice or other small objects. At either end of the room are heaps of cardboard squares (representing cargoes), and the person taking the game has an electric torch.

Sixes start the game from their own corners, the lights are turned out, and the object of each Six is (a) to collect as many cargoes as possible, and (b) to pass on the mice to other Sixes. Only one cargo may be collected at a time, and when cargo has been collected Cubs must move on to the other set of cargoes to collect one so that there is continual movement. While some are moving from one corner to another the light is being shone round the room. If it shines on a Cub and he is seen to be moving, his name is called out and at the end each name called out counts minus one, each cargo collected counts plus two, and each mouse in the possession of a Cub counts minus three.

204. Robot Team

Three Cubs form the Robot – green light, amber light, red light, one behind the other (coloured discs on chests). Two teams come running from a distance towards the Robot at a fast pace. The team which most successfully draws up when red light shows gains marks. If green light showing, teams may race by, and then start again.

205. Schooner, Ahoy!

The Pack are told that they are shipwrecked on an island. Suddenly a schooner is sighted. How can its attention be caught? Each Six is allowed five minutes to think out ways and means, e.g. hoisting Jack upside down, SOS, fire signal, etc. At the end of the five minutes each Six in turn comes forward and acts its method.

206. Seashore

Pack at one end of room behind a line. About 1 lb. beans or shells strewn in a line across far end of room.

At "Go!" Cubs come to seashore. Akela calls out, "Tide's coming in, tide's coming in!" Cubs begin to pick up shells *one by one* and continue until Akela calls, "Tide's in!" when they rush back to far end of room pursued by Akela. Any Cubs caught return to act as sea, until all are caught.

Cubs retain their shells whether caught or not, and at close of game Sixes pool and count their own shells.

207. Ship Shapes

This game is played by Sixes. Akela calls out type of boat and Six run to demonstrate this – for example: *Canoes*: Each Cub sits on floor, feet out in front, and paddles from side to side. *Punts*: Two in each boat, one lying back on cushions, the other poling. *Lifeboat*: All Six rowing hard, with ropes at the back of boat for life-saving. *Dinghy*: One Cub, arms out as sail, and the other Cub steering. All types of boat can be used with different plans for each. Points go to best and quickest Six.

208. Shipwreck

Ship strikes a rock. Cubs swim ashore on to a desert island.

Ship will take some time to sink.

Captain decides that crew will swim out to ship and rescue what each thinks will be of most use to them on the island.

A number of cards are placed all over the deck of the ship . . . (one end of the Pack Den). Each card has printed on it a name of an article or a description of the goods, e.g. 5 lb. butter, 20 lb. sugar, £5 note, 40 lb. sausages, blankets, tent, rope, a gun, magnifying glass, bathing costume, 100 cigarettes, a sheet, dead donkey, cow, hens, seeds, dog, a Bible, etc., etc. Sufficient cards for two for each Cub and a few over.

On the back of each card, unknown to the Cubs, are marks (in code) according to the value of each. Some will be worth nothing, e.g. £5 note, gun (no ammunition), cigarettes, etc.; 20 lb. sugar might score 20 points, and so on.

Cubs line up on desert island in Sixes. On the word "Go!" one Cub from each Six swims to the ship, looks at the cards without picking them up and selects one card, swims back with it, and the next Cub from his Six sets out. Each Cub goes twice.

Each Cub in turn reads out what he has rescued. Pause when necessary for comments from Cubs, e.g. what is the use of a £5 note on a desert island?

Finally, collect up the cards and add up the marks. Six with the highest score wins.

209. Silhouette Observation Game

Collect a number of figures which advertisers use as trademarks. Cut out and black in with Indian ink. Hang up or distribute, giving points to team which identifies most.

210. Surprise Story

A paper bag for each Six contains five or six different articles. Each Six then has to make up a story, bringing in all the things they have found in the bag. After a given time the Sixes in turn act their stories, using everything that was in the bag.

211. Swop the Handkerchiefs

Players arranged in two teams lined up opposite one another and numbered from different ends. Two chairs between teams, one at each end; a red handkerchief is tied to one, and a white one to the other. Numbers are called, and players indicated run to their respective handkerchiefs, untie them, and run to other chair and tie to that, regaining their places. First in scores point for side, and so on.

212. Thread the Needle

Cubs line up in Sixes and number. Akela mentions two numbers next to one another, e.g. 1 and 2 or 6 and 7, etc. The numbers called hold their hands up where they are, forming an arch (or eye of needle), and the rest of the Six quickly pass through the "eye" (they being the cotton) and back to a straight line.

213. Thread the Paper

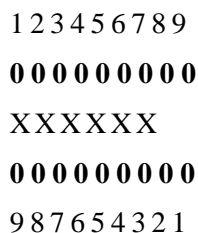
Each team has a piece of string about a foot long. When you have the teams in position as for a relay race, scatter in front of them a lot of small squares of paper (roughly about two inches square). The game is this:

On the word "Go!" the first in each team runs forward and picks up one piece of paper, folds it in half and tears out a piece from the middle. The idea is to tear out as much as he can and leave a square ring of paper. This he threads on to the piece of string. Then he opens the bit torn from the middle and places it on the floor in front of his team.

The second in the team does the same thing, and so on until all the pieces of paper are picked up. Points are awarded, firstly, to the team with the most paper rings on their piece of string (three to the team with the most, two to the next, and one to the third), and, secondly, to the team who have the longest line of paper when the bits torn out are placed on the floor end to end. It does not follow that the team with the most rings will have the longest line as it depends on the size of the bits torn out. Total the points gained together and the team with the most is "triumphant over all."

214. Three Dogs and a Bone

Two teams as in diagram. Chalk circle 1 foot diameter in front of each player. Six bean bags or other object between two lines.



Akela calls out, say, "Fours!"; then the two No. 4s run and each picks up one bean bag, and returns and puts it in his circle, runs back and picks up another and does the same. The first to have the three bean bags in his circle and to be at alert in his place wins a point.

215. Touch and Squat

Cubs in rows. On signal run about room. Akela then names something, e.g. form, picture, colour, or material, etc. Each Cub then touches as indicated and runs back to place in Six. First Six complete wins.

216. Trade Winds

Each Cub makes a folded paper boat. Each Six has a chalk coast line along its side of the Den on which it places its boats. At a central point on each coast line a main port is indicated by a chalk circle. Cubs try to blow their ships into port on the opposite coast.

217. Treasure Hunt

Akela hides various articles about the room or field. Each Cub has a paper telling him what he has to find. At "Go!" all hunt about. The first Six to find their treasures may have some small prize.

218. Tree Game

Select about six trees of distinctive form (e.g. oak, elm, willow, lombardy poplar, etc.), and make a separate outline-drawing of each – these need only be very simple diagrams so long as they convey the correct impression of the shape. Draw a corresponding set of their leaves, or better still, use the actual leaves if they can be obtained. The Pack should be allowed a few minutes to practise copying and memorising these before the game begins. Akela picks at random from both sets and holds the example up, whereon a Cub runs up and, if it is a tree outline, draws the corresponding leaf, and *vice versa*. The first Cub to hand in a correct, complete, and recognisable sketch scores a point for his Six.

219. Tree-hunting Expedition

Photos, or unnamed pictures, of trees, all numbered, are placed round the den. If the Cubs have not gone far on the Trail of the Trees, it would be advisable to place beside each picture a real leaf or an impression of the leaf. The Cubs can then be told of a forest which has just been discovered, and can be asked to explore it and report on the kind of trees in it. They are sent off in Sixes, the Sixer being provided with pencil and paper on which to write down the names of the trees that they know. The Cubs must keep in Sixes, and must be back in a certain time, say, three minutes for twelve trees. The Six with the greatest number of trees correct wins.

220. Trees and Snakes

Two Sixes fall in, in ranks. Cubs hold hands and raise arms high so as to form arches. These are trees. Two other Sixes face them, also holding hands, but so as to form a chain. These are snakes. At "Go!" snakes wind in and out of the arches; first snake to be back in position and not having broken wins. If a tree is knocked over the running Six is disqualified. Trees and snakes now change over. To add excitement, Akela may call, "The wind is blowing!"; the branches of the trees start to wave up and down, which makes the snakes' progress more difficult.

221. Unmuddle-Me

Akela chooses a sentence with as many words as there are Cubs; each word is written on a different slip of paper. The slips are folded and each Cub picks one, and at the same time receives a pin from Akela.

At "Go!" all look at their slips and each pins his slip upon his chest. The Cubs then go hunting for their place in the sentence. The last to find his place pays a penalty. This can also be an inter-Six game or a Pack game between two teams, each with the same sentence.

222. Walls

Pack seated in files of Sixes, and numbered *off*. Each wall or boundary is given a letter and a colour, e.g. A, B, C, D; red, white, blue, black.

Akela calls either the four letters or the four colours in any order, and then calls a number. Each Cub bearing that number must run and touch the walls in the order named before returning to his place.

223. What Colour?

Sixes stand in relay formation. About 10 yards in front and behind each Six there is a circle marked. A bean bag in each of the circles in front. Instead of being numbered, all Cubs are given colours – the first Cub in each Six can be “red,” the second “green,” etc. Akela calls out a colour, and all the boys of that colour must run and transfer the bean bag from the circle in front to the circle behind their Six. First Six to stand properly scores a point. The next time the bag must be taken from the back to the circle in front. Later Akela does not call out colours but objects, e.g. “letter-box,” “Cub’s garter-tabs,” etc. Great thing is to know just where the bag is before you start running!

224. What is it?

This was suggested by a well-known feature in children’s comic papers, and needs a little preparation. Take a picture or a drawing of a subject with a clear, bold outline – animals are most suitable – and place consecutive numbers at intervals along the line particularly at the main points and prominences. Then take one tracing for each Six of the numbers only. The first Cub runs up and joins 1 to 2, the second Cub, 2 to 3, and so on, until all the numbers are linked up.

225. What, Who, and Where?

Akela cuts out pictures of definite interest or importance from recent newspapers. Only picture is there and all clues are removed, but Akela keeps key. Pack in rows at one end; Akela at other; and Cubs run up, one from each Six, to try to identify picture. First Cub to do this takes picture back to Six, and next from each Six comes up until all have had turn. Sixer collects pictures from Cubs and Six with most wins.

Suggested topics. – Well-known cricketers, footballers, boxers, aviators, statesmen, etc., recent events, historic sites, etc.

226. What would you do?

Akela tells brief yarn about some incident in which Cubs are involved (accident or any dilemma), stops at the crucial moment and calls on one Six to act what they would do in the circumstances. Akela should name which Cub shall portray which character and help to set the scene in imagination.

227. Wheel Ball

A cross is formed of six Cubs on each wing. The four Cubs at the hub bounce a ball to the next Cub, who goes on to his next, and so on. All wings do this at same time and when one has finished they sit down to win.

228. Woggle Balancing

Two Sixes in line face one another about 6 feet apart. On head of each No. 1 place woggle. Each tries to dislodge other’s while retaining his own. If both come off together, start again. Otherwise, winner tackles No. 2, and so on.

229. Yes or No (or What is it ? or Clumps)

Players in teams. One member of each team goes out of the room, and these settle on some object. They then return to any team but their own, and will only answer “ Yes” or “No” to any question; if this is impossible they remain silent.

The first team to discover the object wins.

CHAPTER V

Relays

230. About-Turn

SIXES in rows. Start in ordinary way, but on signal each Cub turns about and continues in that direction until his course is complete. *Variation.* – 2 Sixes v. 2 Sixes. Cubs in pairs, turn without losing hands.

231. Adventure Story

Akela tells a story, stopping frequently at certain phrases, when certain things happen. These are the phrases: –

“*Over the river.*” – All but the front boy lie flat on back and the front boy straddles to end of line and runs back to place.

“*Under the bridge.*” – All but the *last* boy feet-astirde, and he tunnels to front and runs back to place.

“*Across the stepping-stones.*” – Hop a figure of eight *as a team.*

“*Met a friend.*” – Half the Six runs to one end of hall, half the other, and on return they form a double line.

“*Ran round the houses.*” – All run round hall and back to places.

232. Alphabet

Arrange the Sixes in rows, each No. 1 having a piece of chalk and a piece of brown paper at the other end of room opposite his own Six. At the word “Go!” No. 1s race up to the paper and write “A,” returning to hand the chalk to No. 2s, who run up to write “B,” and so on until all the alphabet has been written. The first Six to finish correctly wins. This sounds easy, but in the excitement mistakes are often made.

233. Arches

Teams in line; the two players at one end of each line hold up their arms to form an arch, and all the line join hands. The player at the end away from the arch runs up the front of the line and through the arch, pulling the rest after him. First team back in line wins.

The arch may also be made in the centre and both ends run through at the same time.

234. Avalanche

Cubs are in file while each Six is about 2 yards apart, and about 3 yards between each Cub. At “Go!” the Cub in the rear runs to the Cub in front and clasps him about the waist with his arms, and the two run forward to do likewise to next Cub, and so on. The gradually accumulating body moves forward on to the finishing line, and the team which wholly crosses first wins.

235. Ball over Rope

Each Cub runs with a ball to a rope about 8 feet high and throws his ball over the rope, catching it as it comes down the other side.

236. Ball-Shoot

The Pack is in rows close together in the file. The Cub in the rear rolls a ball to the front, and when it reaches the first Cub he picks it up and throws it into a bucket about 6 feet in front. Each Cub has six throws. When the ball is in the bucket he gets it out, and runs to the back of the Six to roll the ball along as before, and so on.

237. Bean

Teams in file; in front of each team a row of small circles about 3 feet apart, and a larger circle just in front of the first player, in which are as many beans as there are circles. Each player in turn moves the beans one by one into the smaller circles, one to each circle, and then one by one returns them to the large circle before sending off the next player. Team to finish first wins.

238. Blunderfoot

Teams in file and identical sets of stepping-stones marked on floor for each team, with distinctive marks for sound stones and bad ones. First player of each team runs over the stones, but if he steps into the water or on to a bad stone he must start again. As soon as he is over, the next starts, and so on. Team to finish first wins.

239. Chinese Crab

Pack in Sixes. Sixer is on hands and knees facing rest of Six, with his toes on chalk line drawn about 3 feet in front of Six. At given signal, Cub proceeds backwards, still on hands and knees, to a chalk circle or cross, drawn on floor about 12 to 15 feet in front of Six. He goes round this mark and then, still backwards, returns to back of Six, when next Cub starts off. First Six finished and sitting with arms folded wins.

240. Clock Tick

The Cubs should be at the end of the room, sitting on the floor crosslegged and blindfolded. When this is done place a clock with a loud tick on the floor at the other end of the room. You will find that an alarm clock is the best type to have. On the word "Go!" the first in each team moves forward towards the sound of the clock, when he touches it he returns to his team and the next one goes and so on until all the team have been and are once again seated in their places. Make sure that none of the blindfolds cover the ears as the boy will not have much chance against the others if this happens.

241. Cotton Wool Straws

Cubs in teams with each boy having a drinking straw. First boy runs to chair at other end on which there is a piece of cotton wool. He has to pick this up on the end of his straw by drawing in his breath, and carry it back to his team. If he drops it on the way, he must not use his hands to pick it up.

242. Crab

The Cubs in Sixes. At the word "Go!" No. 1 holds No. 2's right ankle. Both hop together to the end of the course and back. Nos. 3 and 4, etc., continue the game.

243. Fanning

This is a favourite relay race. Each fellow has to fan, with a plate or a piece of cardboard, a small piece of paper up the room to a small circle into which he has to get it completely. The trouble starts when there are several papers in. When the next Cub comes, in fanning his own in he fans the others out! The papers should be slightly curled.

Variation: fan ping-pong balls with cardboard or wooden fan.

244. Farmyard

The Cubs, who are each given the name of an animal, are blindfolded. At the signal they run (or walk) in turn to their Sixer who is at the opposite end of the room, guided by his imitation of their animal. When the Sixer is reached, the Cub returns guided by his Six.

245. Firemen

Cubs in Sixes represent firemen, and pretend to be asleep. At call of "Fire!" they jump up, put on cap, scarf, and shoes, and each firemen grabs a piece of rope, which must be joined to make one long line for each Six. They run to the scene of the fire at the other end of room, and rescue the "damsel in distress" (one for each Six) by tying a bowline round her and dragging her back to the fire station.

246. Going for a Holiday

Sixes line up with the Sixers facing them at the opposite end of the room.

Each Cub is given the name of a station and the Sixer is given a list of the names against each of which is the price of the fare.

One Cub in each Six has a quantity of money (brown and white cardboard).

On the word "Go!" each Cub runs in turn to the booking-clerk (the Sixer); names his station, and is told the fare. He then runs back, asks "father" for the right money with which to buy his ticket, and purchases same. First Six to finish wins.

247. Goods Trains

Sixer is driver and Second at rear with whistle as Guard. This is the train. Each Cub supplies one article, cap, belt, etc., and these are placed at intervals up the track. Sixer runs to first article, with No. 2 of Six hanging on behind. They pick up the article, return to fetch No. 3, and so on until all the goods are retrieved and the whole train, including the guard – whistling furiously – has been down the track and back. The first train standing quietly at its platform is declared "Flying Scotsman II." Trains must not, of course, break *en route*.

248. Grim Grip

First Cub jumps, both feet together, with thin book gripped between knees and carrying small ball to end of lair and half-way back. From half-way line he throws ball to No. 2, who must catch and then do likewise.

249. Hoop-la

Circle in centre containing various objects. Teams in file. First man runs up to circle; picks up hoop and throws it over an object, then back to file in various ways, e.g. – *Skipping-rope* means skip back; *bean bag*, balance on head; *scarf*, tie round ankles and hop; *ball*, bounce back.

First team home wins.

250. Hop Scotch

As in all relay races Sixes form up in file at the end of the room. A chalk circle is drawn at each end opposite each Six. A small block of wood is placed in the near circle. Each Cub in turn hops and has to kick, with the foot on which he hops, the block into the other circle; i.e. No. 1 kicks it up, No. 2 kicks it back to the first circle, and so on.

251. Linked Words

Pack in files of Sixes. At end of room are two heaps (A and B) of single words written on cardboard slips. Each heap contains words complementary to words in other heap, e.g. Fish – Chips; Dundee – Cake; Ceylon – Tea, etc.

At “Go!” No. 1s run to heap A, take a card and return to place in front of Six. No. 2s read it and dash off to heap B to find the word that pairs, and so on till heaps are finished.

252. Mixing the Pudding

Each Six squats on the ground at one end of the room and each Cub in the Six is given the name of something used in making a pudding. All first Cubs might be “flour,” all the second Cubs could be “suet.”

When Akela calls the name of one of these ingredients, all Cubs with that name run to the end of the room and back to their Sixes again. The first to get back wins a point for the Six.

Sometimes Akela will call, “Now we are going to mix the pudding,” and the entire Six must run to the end and back. The first Six to get back in its place wins.

253. Needle Threading

Cubs in Skes. Old Wolf in front of each Six holding needle and cotton. First Cub runs up, takes cotton and tries to thread needle as Old Wolf holds it. When he succeeds he runs back and second boy does likewise, and so on.

254. Obstacle

Sixes in file between their leaders. The course marked as follows;

1. In front of each Leader a loop of cord.
2. A rope stretched across the room (2 feet high).
3. Two hats or circles, one containing a ball, the other a bean bag.
4. As large a space as may be allowed.
5. A chair, on which are several stones.

On the whistle, No. 1 wriggles through the loop, jumps the rope, exchanges the ball with the bean bag, hops to the chair, collects a stone, and runs back to his Six, jumping the rope again as he returns. No. 2 may start as soon as No. 1 is through the loop. The Six to be first back in a straight line, each with a stone, wins.

255. Passengers

The engine-driver in front, and the guard behind, face the way they are going. The passengers, however, are alternately back-to-the-engine and facing-the-engine. Between the carriages – that is, between Cubs who are back-to-back – are couplings, consisting of two scarves knotted together with each end tucked into a belt. These couplings must not part, or the train must stop while the guard links them up again. Passengers facing each other, hold each other’s arms and so help with the steering. It is obvious – or it soon will be – that the wheels must move in time, so if each train leaves a “platform,” it must be made clear that it moves off, when the guard blows the whistle, with the foot nearest the platform. The race between two or more trains may

Games For Cubs

be over a straight or circular course, but it is more important to keep the couplings intact that to win the race in pieces.

256. Picnic Party

Teams in file; each player in turn runs up the course, inflates a paper bag, bursts it, puts the bits in the waste-paper basket, and runs back to start the next. First team to finish, leaving no debris, wins.

257. Planting Flowers

Sixes in rows. In front of each Six a number of flowers; each Six has same but in different order. Use cards if flowers unobtainable. Flowers must be marked with colour of Six. At other end names of flowers are marked. Cubs in turn collect flower and put in appropriate place.

258. Poison Snake

Pack in rows; each Cub kicks a 3-foot length of rope up room and returns.

259. Potato

Pack in Sixes. Six caps in file 3 yards away. Six potatoes or balls in heap in front of first cap. At "Go!" No. 1 places a potato in each cap (carrying only one potato at a time). Collects them all again and replaces them in a heap.

260. Rearrangement

Sixes in file at end of room. Each Sixer is given a set of cards. These bear a series of figures or else the letters of a word, one to each card. On "Go!" the Sixer runs to other end, arranges them in correct order (if numbers, consecutively; if letters, to form word) and returns.

No. 2 runs out, collects the cards, and brings them back to No. 3, who repeats Sixer's actions. So on down the Six. If enough judges, each Cub may be made to arrange the cards and take them back himself.

261. Chairs

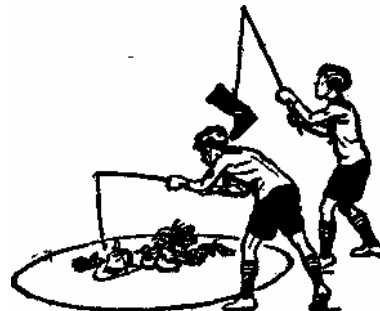
A good race can be made by tilting two chairs backwards so that they lean against one another. The Cubs have to race under these. If they are touched, they fall over, and the miscreant has to balance them again before getting back to his Six.

262. Ring Cup and Ball

Place two cardboard rings, about 2 inches (not more) in circumference, at a distance from each team. On one round place a ball. The game then proceeds, each Cub running to pick up the ball from one round and place it on the other before returning to his team. Cubs disqualified if the ball rolls off its respective round of cardboard before the next boy comes to change it. First team to be back in order wins.

263. Rummage Sale

A piece of clothing, hat, or gum boot, etc., is wanted for each player; each thing tied round with piece of string, also one fishing-rod for each team. Clothes are scattered in the centre. Teams in file. No. 1 runs up to circle, picks up rod and fishes for a garment, which he puts on and runs to back



Games For Cubs

of file. First team clothed wins. Clothes can be as odd as possible; scarf tied over head or one gum boot can be enough.

264. Safety Cards

Make a pack of eighteen cards for each Six, viz. six red, six yellow and six green. Each pack placed face down on the floor, in front of each Six, in file.

Each Cub in turn runs up to pack and draws a card. If it is red he goes to back of Six to await another turn. If yellow, Cub stands aside to await the "All Clear." If green, Cub races up to the Old Wolf, at end of Den, and hands it over. The yellow Cub may also run when anyone in his Six gets a green.

The first Six to reach Akela wins.

(N.B. – Packs must be well shuffled.)

265. Shoe

At half-way line, players take off shoes, run to end of course and back, put on shoes and return, touching off next man.

Shoes should be of same general style.

266. Signals

Each Cub is a "car driver." In front of each Six, as far away as possible, is a *chair* to represent the "street corner." The first Cub from each Six runs to the "corner," turns right, giving correct signal, and back to the end of his Six. Then he runs again to the corner, this time turning left, giving correct signal, and back to the end of his Six. "Drivers" must remember to give the "stop" signal when they get back, for until this is given the next Cub cannot run.

Six finishing first *and* giving correct signals wins.

267. Skin the Snake

Teams in file, legs apart, each player holding the left hand of the player behind him by passing his right hand back between his legs. On "Go!" last player lies down and the rest move backwards, passing over him. As each player reaches the next one lying down he lies down too as soon as he is past him. When the last player has lain down he gets up and moves forward over the others, pulling them up after him. Players hold hands the whole time. First team down and up wins.

268. Stepping Stones

Players are given two pieces of cardboard, each about 9 inches square. Starting from line, each stands with one foot on card and places other just where he can step on it and yet reach card behind – the idea being to cross floor using cards without touching floor. Any who touch floor must start again.

269. Straddle

Sixes stand in single file with the Sixers holding a ball. About 10 feet from the starting-line a small circle is marked. All except the Sixer stand astride. At a signal the Sixer runs to the circle, touches down the ball and returns with it to his Six. The ball is passed down through the tunnel. When each Cub has passed the ball he kneels down. The last Cub who gets the ball straddles over the others to the front of the Six, and repeats the performance of the Sixer. The Six finishes when the Sixer is in front again.

270. Submarines, Ships and Jets

This is a quick race, the quicker the better, and needless to say, the warmer. When the Cubs are in relay formation the two biggest chaps in each team come to the front and face their team. There are three commands to be given in any order, which are as follows:

One – Submarines. The two at the front join hands and with them held about one foot off the ground they run up to the team who have to get down flat enough for the hands to pass over them.

Two – Ships. The two again join hands but this time they hold them so as to form a hoop. They run to the team who each in turn must climb through the hoop.

Three – Jets. This time they hold hands at waist level and once again run up to the team and the team must climb over as though flying over an obstacle.

Although the Cubs are in relay formation it is obviously not a relay race but just the best way for them to stand.

271. Ten Shillings

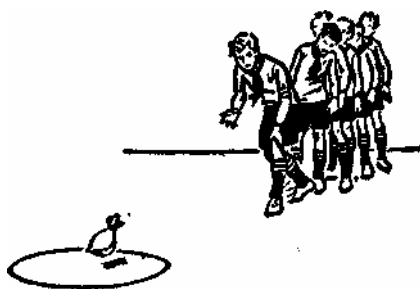
An inter-Six relay race. A handful of cardboard “coins” are spread out at some distance in front of each Six. Each Six has to fetch from its own pile change for a ten-shilling note, but each Cub may only fetch one coin at a time, which he lays in the till at the Sixer’s feet. The Sixer, or each Cub in turn, must calculate what coins are needed to make up the sum to ten shillings. If too much is brought from the “Bank” another runner must return it. In the Banks there should be two coins of each denomination (in silver), which will ensure at least five journeys. Each coin should be of the right size, but need only be marked with its value.

272. Test Pilot

Pilots must be able to keep clear heads. An A.C.M. or Instructor opposite each Six at far end of lair. First Cub balances book to half-way line where he leaves it and then runs to Instructor, jumps at him, clasps his legs around Instructor’s waist, and bends over backwards until he touches the ground, supported by Instructor. Then Cub crawls between Instructor’s legs, runs to half-way line, balances book back and hands to next Cub, and so on.

273. Toss the Bag

For this game the Sixes line up as for a team game, and in front of each team, about 6 feet away, or more if you like, is drawn a chalk circle.



The Sixer has a bean bag and at the word “Go!” he throws it gently so that it lands right in the circle. If he is lucky, he runs out, picks it up, runs back to his line and hands it to No. 2, after which he goes to the back of the line while No. 2 has his turn.

The team to finish first wins. If the bag does not land in the circle, the Cub who threw it must run and get it and have another turn.

Games For Cubs

274. Towers

Pack in rows, and at other end, opposite each Six, are six assorted cotton-reels in chalk circle. At "Go!" first Cub runs up to circle and stands one reel upright and returns to start second, who puts another reel on first. Carry on until all six are balanced one on another. Game can be varied by first Cub having book or card on which he places reel. He then hands over reel and card to second, who runs to circle and balances another reel upon the first. This he hands to No. 3, and so on.

275. Travelling Ball

The Pack is in rows. The last Cub in each Six has a ball or other object which is passed to the front Cub by Cub.

As soon as the ball has left a Cub's hands he runs to the front of the Six. Thus, the ball or other object remains in the rear of the Six, but the latter moves up the room or across the ground. The first Six to cross the line wins. Any Cub bringing the ball to the front must return to the rear, and hand over the ball properly.

276. Tunnels and Bridges

The Pack stands in rows. Each Cub is a different station, but similar numbers in each Six bear the same name. At the other end of the room is a tray on which are a number of beans representing passengers. Akela calls out the name of a station, the number of passengers in the train and whether it is returning over the bridges or through the tunnels. The Cubs indicated collect their passengers, and come back to their place through the tunnels or over the bridges. The former are made by the Six standing straddle-legged, and the latter by the Six lying flat on the ground with the train jumping across them up the line.

277. Under a Rope

Series of long ropes are stretched across Headquarters. Players run to and crawl under first rope, rabbit-hop over next and repeat with other ropes. Players return as they went and touch off next player.

278. Wheel

Teams line up, facing clockwise. No. 1 holding ball races round outside of other files and falls into last man's place. Ball is then passed up to No. 2, who runs round same course, and so on till all have completed turns.

Team whose No. 1 receives ball first on final round wins.

CHAPTER VI

Field or Playground Games

279. Ball over Rope

BEST played on a court the size of a badminton court and with a football. Rope instead of net any height found suitable. Teams either side must throw the ball so that it falls into the other court. Other team must catch it before it touches ground. Penalty points for failing to catch the

ball, throwing it under rope or touching rope, and for throwing it outside court (unless caught there by silly opponent). Score up to 15 or 21, *ad lib*.

280. Boggarts and Bounders

Two sides. A field of about 30 yards square needed for a Pack of eighteen Cubs. The Boggarts have a tennis ball with which they try to hit any one of the Bounders. As soon as one of the Bounders is hit, sides change over automatically and Bounders throw at Boggarts. Rules are: (1) only full-lob hits count, (2) if the ball has touched the ground the Bounders may kick it away, but may not use their hands to stop it before kicking, (3) Bounders may run anywhere within bounds. Boggarts run wherever they like: if a Bounder goes beyond boundary, his side is down and becomes Boggarts. Boggarts may not run with ball in hands. The art of the game lies in Boggarts covering Bounders and backing up the ball, and in passing to better-placed Boggart instead of shooting.

281. Boat Making

When out learning all about trees and natural history for the new second Star tests, get the Cubs to try and find a pond or small stream, and then give each Sixer some string and let the Sixes make a boat from dead wood and pieces found about. Winning Six with boat that will float.

282. "Calling All Cars!"

A valuable diamond has been stolen, and the Police are endeavouring to find enough clues to lead to its recovery. But the gang of crooks who stole it do their best to conceal its whereabouts by laying "red herrings."

The Pack is divided in half – Police and Crooks. The game is played within a specified area, and before it starts a number of pieces of paper with code-words on them are stuck on to trees, walls, etc., in the area. (Gummed ribbon-paper used for sealing parcels is best: the slips are stuck on by one end only, the rest being left to flutter in the breeze.) About twenty of these should be enough. Each code-word stands for a definite hint as to where the diamond has been hidden.

When the game begins, the two sides set off to hunt for these slips, and as soon as a boy finds one he runs with it, either to the C.M. at New Scotland Yard (if he is a Policeman) or to the A.C.M. in the Robbers' Cave (if he is a Crook).

If he is on the Police side, he will read out the code-word to the Inspector, who will look it up in his code-book, and tell him what it stands for. (E.g. "Frying-pan" might stand for "The diamond is buried"; "Daffodil" might mean "The diamond is 30 yards from some water.") Thus, by pooling their information, the Police should eventually have enough to enable them to find the jewel.

When a Crook gets to his Chief with a code-word, however, he is given another bit of sticky paper to replace the one he has found. On this is a false code-word: it means nothing at all. He sticks it up somewhere in the area, and in all probability it will ultimately be found by the Police, who will take it to Scotland Yard, only to be told that it is not in the code-book! Thus, if the Crooks are quick, they may be able to replace the proper clues with sufficient false ones to prevent their booty being discovered.

The game is a race, therefore, between the two sides, and a definite time-limit is imposed. If the diamond is found within that time, the Police win: if not, the Crooks win. The Police, of course, move about in police-cars, making sundry imitative noises, and the Crooks dash about on stolen motor-bikes! It is all very warming for a cold December afternoon.

283. Catch Tag

All in square – thrower at mark, throw tennis ball and all try to catch. Catcher hits whom he can; all run from square when ball is caught. First to be hit three times has penalty. Catcher throws each time. Penalty: victim bends down at mark with back to square, all throw once at victim; when all have thrown victim has one throw at all bending down.

284. Climbing Kanchinjunga

Climbers and technical experts meet at Base Camp (Cub hut). A party of four climbers is given compass directions in a sealed packet which will lead them to the summit, a spot previously marked by Bagheera, who wrote out the compass directions. In the packet is also a note telling them to have an accident on the way and to leave a trail behind them. The technical experts remain at the base camp, some as botanists collecting different shaped fir cones, some as geologists collecting stones, some drawing maps of the hut, and some sketches of the surrounding country.

Suddenly a whistle signal is heard calling SOS in Morse, and the experts hurry in the direction of the whistle and find one of the climbers lying injured. At once two are sent back to the base camp to light a fire, two go to fill a kettle with water, two go to the public call box with 3d. to telephone for a doctor (actually to Akela's house, where someone was ready to answer appropriately), and two fetch an old piece of sacking to carry the patient on. Meanwhile Akela and Pack Instructor splint the broken arm and Bagheera and a Cub bandage the sprained ankle. When the patient has been finally cured in the Cub hut, the whole party sets out to follow the trail left by the climbers to the summit. There they find the climbers have rigged up a flag and all give three cheers because Kanchinjunga is conquered.

285. Feeding the Grand Owl.

An expedition has been made into darkest Africa by a party of ornithologists in search of an extraordinary bird known as the Grand Owl. The Zoo has offered a large sum for anyone who can bring back a specimen alive. This bird is, however, held sacred by the natives, and its capture therefore arouses great indignation.

Some half-mile of reasonably wooded country is chosen for the game, and the ornithologists (half the Pack) have to see the Grand Owl (the C.M.) safely through this, from the point of its capture at one end, to the Zoo at the other end. The ornithologists have caged the bird securely and the natives realise they stand no hope of retrieving it alive, but a peculiar fact about this Owl is that unless it is fed at least once every five minutes, it will die! Throughout its journey, therefore, the ornithologists have continually to search for food for it. (The type of food will depend upon your district: it may require one acorn every five minutes, or five beech-leaves, or whatever you decide.) So the natives agree that, rather than let it be taken alive to the Zoo, they will see that it dies of starvation on the way there! The C.M. walks slowly through the woods, and the ornithologists' job is to see that he receives the necessary sustenance. The natives' task is to catch the ornithologists while searching for it. All catching must, however, be done out of the C.M.'s sight. If five minutes elapse without any food reaching the Grand Owl, the bird gives a long, dying whistle, and the natives win the game; if it reaches the Zoo safely, it utters three sharp whistles, and the ornithologists win. The sides may then be reversed. Captured ornithologists must accompany the C.M. without taking any further part in the game.

286. Curio Collector

Played out of doors. Name curio, and crowd scatters to find it. One finding it first gives a shout and others gather round. If successful, that is starting-place for the next. Send for such things as: tree struck by lightning; tree with last year's catkin; tree with branches on one side;

Games For Cubs

tree with moss on north side only; tree with lichens on south side; fruit of ash tree; nuts gnawed by squirrel; owl's pellet; evidence of rabbit; robin's nest; an animal's footprint.

287. Danish Rounders

Two teams as for ordinary rounders. Pitcher throws as usual but the "in" team runs between wickets as in cricket, one run being from the base to far wicket and back. Runner can stay at far wicket where any number can stop; a catch sends the batter out but not whole side. Side with most runs wins.

288. Fir Cone

Twice as many cones as players. Divide into two camps each about 20 yards from dividing line. Equal numbers on each side. At "Go!" battle starts – each player throwing as fast and far as he can, first the two cones in his hands and then others from opposite side. At signal, all stop and cones are counted; those lying beyond 20-yard mark score 2, others score 1.

289. Fort

Divide into two sides attackers and defenders. Defenders form circle holding hands and facing outwards; their captain is in centre. Attackers surround fort at about 8 or 10 paces distance and try to kick football into fort; it may go through legs of defenders or over their heads. If over, the captain may catch it and throw it out. But if it touches ground inside, fort is captured and players change sides.

290. Friend or Foe?

This is quite a simple game, but effective, and good for a cold day. The name of each boy on parade is printed on a separate slip of paper, and these slips are then dished out to the Pack, making sure that no Cub receives the paper with his own name on it. The object is then for each person to catch the boy whose name he has been given, at the same time remembering that somebody else is also trying to catch him! The game is played in a specified area, and Cubs are well scattered before starting. Ten points are given for the first boy to make a capture, nine for the second, and so on. A Cub may not be caught while he is returning to the C.M. with his prisoner. In giving out the slips, it must also be arranged, of course, that two boys do not have to catch each other! A "time-limit is imposed, and boys not caught within that time may also be awarded points. A similar game, called "The Hunters Hunted," may be played as a variation, in which each Six is given the name of a jungle inhabitant, say Natives, Lions, Mongooses, Snakes. The Natives can catch the Lions, the Lions can catch the Mongooses, the Mongooses can catch the Snakes, and the Snakes can catch the Natives.

291. Hidden Message

As many empty cotton-reels as Sixes are required. Messages are written on small pieces of paper and tucked inside the reels, which are hidden in a certain spot. The Sixer has to find a reel and carry out with his Six whatever is contained in the message. Messages used include: "Go to the north and tie up parcel, using reef knot"; "Go to the south and play a tune" (tune must be recognisable); "Go to west and recite 1st and 3rd verses of National Anthem"; "Go to east and skip 30 times." When played outdoors, which is better, there is a wide scope for messages.

292. Hidden Towns

Pack divides into Sixes, and is then sent off to look for objects, the initial letters of which, when correctly placed, will spell the name of a given town. First Six home wins.

- B. Blackberry.
- A. Acorn cup.
- T. Thistle.
- H. Hornbeam leaf.

As a change Six may choose a town and tell Akela privately the one chosen. The Sixes hunt for and arrange their objects within a given time. The other Sixes then inspect, and try to discover the town.

293. Hoojah Hunt

The cock and hen Hoojah birds are given time to go out and lay two eggs (scarves) which must be visible and within reach of the ground. Hunters then go out and search for the eggs, which can only be taken one at a time. The Hoojahs may lead the hunters from the nest, but must pass it at least every two minutes. Until both eggs are gone only the Hoojahs can kill; this is done by pecking out hunter's eyes, one at a time (white tapes through belts.) Both eggs having gone the Hoojahs desert their nest and remain to be killed by hunters by having tail feathers plucked out (cock, green tape; hen, yellow).

294. Hunter's Ball

One Cub is the hunter and is armed with a tennis ball.



The rest of the Pack wear scarves in their belts to show they are hunted animals and are scattered about a field. The hunter kills by hitting an animal below the knees. When a Cub is hit he becomes a hunter, puts his scarf round his neck and helps the first hunter to kill. The last animal left is the winner.

295. Hunter and Hounds

Two homes are marked at either side of large space and the hares wait in one of these. There is a hunter and two or three hounds who wear scarves on heads to distinguish them. Hares rush across and try to get from one home to another without being caught by hunter and hounds. If a hound catches a hare he must hold him down until hunter arrives to give three taps. Hare tries to escape and when tapped is killed. When all killed except one, that hare becomes hunter and last two or three, hounds. Hares try to get across as often as possible.

296. Indian Path

A track is made with dead leaves and twigs, etc., scattered along it. All the Sixes except one sit down in two ranks each with their backs to the track and to each other. The remaining Six one by one try to walk down the track as far as they can without being heard. If the others hear a sound they hiss. The one who gets farthest has the place marked by a scarf, and the remaining Sixes have their turn.

297. Jungle Prospecting

A game for out of doors – no formation and not too exhausting for a hot evening. Preferably played in a good-sized field. Sixes should be in lairs as far apart as possible – Akela also in a shady lair sitting down (this game looks after itself!). In a box by Akela are the claim notes, three for each Six and an equal number of flags the six colours. These claim notes should be written on a small white card, and consist of instructions as to where claim is to be staked, i.e. *Tin*, 30 yards north-east from there, 12 aces south, and then 18 inches south-west. *Silver*, similar, only a little more difficult and *Gold*, harder still.

Each Six should have a tape measure. Cubs run to Akela in pairs (two from each Six) and pick out claim, then starting from their Six lair, plan and place claim with flag attached on the spot where they imagine the tin, or gold and silver is. As soon as each pair of Cubs is finished, the next pair should run to Akela for their claim and so on. The Six finishing first with claims correctly placed being the winner. Each claim should be different and planned according to area available, to avoid too much overlapping, otherwise there will result a bundle of Cubs in the centre, tied up with tape measures.

298. Letting in the Jungle

The story, “Letting in the Jungle” (*Jungle Book*) is read to the Pack, which then divides into two parts. One party with scarves on their heads represents Buldeo and the villagers with Messua; the other represents Mowgli and the Seonee Pack wearing scarves as tails.

A certain tree or other base is agreed upon by both sides, as representing Khaniwara, where the English are. Both parties move off in different directions until Akela blows a whistle. Buldeo and the villagers then stop; the stopping place represents the “village.” Messua lies bound in her “house.” They leave guards, and then spread out between their camp and Khaniwara and lie in ambush.

Mowgli and the Pack have also stopped. On hearing two blasts from Akela’s whistle, they set out to find Messua. Any wolf spotting the village must get in touch with Mowgli, since he alone can rescue her. If Mowgli succeeds in tapping or touching Messua without being touched himself by a villager, he is allowed unmolested to take Messua fifty steps outside the camp. Before doing so he yells the Pack call so that all may know the hunt is up. Mowgli and the wolves then endeavour to escort Messua to Khaniwara. Buldeo and the villagers try to prevent them. In ensuing fights any Cub losing his scarf to an enemy is counted as dead.

299. Lucky Mascots

Here are two wild tribes, “Crocodiles” and “Alligators,” so called because each has one of these reptiles suspended, as a lucky mascot, in the forecourt of its palace. Providing they remain at rest, all with the tribes will go well, but should an enemy set the beasts in motion, every manner of ill-fortune will befall.

The Pack is divided into the two tribes, and they establish bases at not less than 200 yards from each other in wooded country. The crocodile and alligator can be made from logs padded with sacking – the more life-like the better. These are then suspended from a tree on about 10 feet of cord, and at a height of 3 feet from the ground. They should be free to swing, like giant pendulums. Each side has its attackers (sleeves up) and defenders (sleeves down), and it is the object of the attackers to set the other side’s lucky mascot swinging. The defenders try to prevent this happening. The C.M. is at one base: the A.C.M. at the other. All catching must be done out of their sight. Prisoners return to base and try again: they may be given about three lives. Each time the crocodile or the alligator is given a swing, the pusher receives 5 points, *but* should the beast come to rest again before the next attacker gets through, these 5 points are forfeited! In other words, once a beast has been set in motion, it must be kept swinging for the rest of the game – a stimulus to swift and determined effort from the whole Pack!

300. Magic Herb

Each Sixer represents a medicine man who is trying to cure an Indian chief by means of a magic herb that grows in a forest. He is shown flower that is not too common and is unknown by name to Cubs; he describes it to Six and sends them out to hunt for it. It adds to the fun of the game if a few people represent wild animals and attack if disturbed. The first Six to find and bring back flower wins.

301. Mowgli and the Banderlog

This game is best played out of doors where there is some cover, or in an open field. Three Cubs, representing Mowgli, Baloo, and Bagheera, are hunting in the jungle (a good-sized circle). The rest of the Pack are Banderlog, with scarves as tails, and are scattered round the circle. They try to catch Mowgli to take him to the Cold Lairs—a marked spot 100 yards or so away. Mowgli keeps near Bagheera and Baloo, who try to protect him by catching the Banderlogs' tails. Any monkey losing his tail retires outside the circle until Mowgli is caught. Mowgli is captured by any monkey taking hold of his hand; no struggling is allowed once his hand has been touched, then *all* the Banderlog with Mowgli in the centre run to the Cold Lairs. Bagheera and Baloo may start to chase them as soon as Mowgli and the Banderlog are outside the circle. If Mowgli is rescued before reaching the Cold Lairs the game can start again; if not, it can end with the Hunger Dance of Kaa before restarting.

Note. – If the Pack is small it is better for Mowgli to be hunting with Bagheera only.

302. Mowgli's Chase

This game should take a whole afternoon or evening. Akela and assistants must have a good knowledge of the area chosen for the game, which can be played in streets or country lanes – the ideal, naturally, is a wood, and worth the effort of getting there. This game is preceded by a yarn, to get the right atmosphere – and also to get the attention of the Cubs, I suggest they are not told of the game in advance or any details except to warn them the previous week to come prepared for a special evening, otherwise they'll miss the instructions in the anxiety to start the game.

Yarn. – Mowgli and six of his grey brothers had been out hunting all day and were on their return home, when they met Kaa, who was extremely worried. He had a special message to give to Baloo and Bagheera over the other side of the forest, but he felt his skin was about to change and did not dare risk going far, as this spring change made him weak and blind. Mowgli gladly offered to take the message. Kaa warned him to hurry as the jungle was waking up for the night, the day had been hot, and the cooler evening stirred the animals to hunt for food. Grey brothers said they would go too and help to guard Mowgli from Shere Khan, whose roars could already be heard, accompanied by the constant barking of the jackals. Kaa suggested they should attack any stray jackals, as if they failed to do this, the jackals would sneak around and tell Shere Khan of the way they were taking. The greatest thing to avoid was the attack of Shere Khan with his jackals before they reached Baloo. In the tiger's company jackals become very fierce and will attack. If that should occur every effort was to be made to allow Mowgli to go ahead, whilst grey brothers kept the jackals at bay. . . .

Akela should be near the lair of Baloo for the end of the game, to sort out the bits of Cub after the battle which may occur. The six Cubs who are grey brothers should be chosen by each Sixer, one or two from his Six. Mowgli and Shere Khan by Akela, as these two require a high degree of alertness. The rest of the pack are jackals, and wear their scarves as tails.

Any jackal seen spying on the message party can be chased and his tail caught and kept, thereafter this jackal is mortally wounded and must go home and take no further part in battle.

The jackals and Shere Khan do not know where Baloo's lair is; it is up to them to spy and stalk Mowgli and grey brothers, and follow him and short circuit him if possible, aiming to get

Shere Khan with sufficient jackals left to attack before the party reach Baloo. Mowgli and his grey brothers have got to get to Baloo with the message. When Mowgli is with Baloo the game is finished. Only warning necessary is that fists should not be used in battle, and to give clear instructions as to where the wounded jackals are to report.

303. Pieces of Eight

The convenient equipment for this game are those small wooden labels that gardeners use. They can be bought quite cheaply and should be marked in coloured or indelible pencil with varying values from half a crown to £100. They are hidden before the meeting in the Cub Den or in some play-area where they are not likely to be disturbed. Naturally, those of lesser value will be fairly obvious to the least observant Cub once he starts looking; while as the tags increase in value their hiding-places (though always fair) increase in difficulty and subtlety. The game is simply for the Cubs to collect for their own Six as much treasure as they can find within the time-limits of the game. A little talk afterwards on animal or bird camouflage, or disguises, or something like that would link up well. The hiding-places need some thought and the preparation for the game takes a little time but it is well worth both.

304. Post-Haste

The idea in this game is to see which Six can post the most letters in a given time, say half an hour.

A pillar-box (a cardboard box with a slit in the side) is first fixed to a tree, and the game then commences, being played in a defined, wooded area. The C.M. represents a “Stationer’s Shop” and is armed with a large quantity of postcards (pieces of newspaper, cut to shape, will do for these); the A.C.M. represents a “Post Office” and is armed with the stamps. A different coloured stamp is needed for each Six: these can be made from rolls of coloured *passe-partout*.

As soon as the C.M. has had time to get away, the boys are sent off to find him. When a Cub discovers him and has obtained a postcard, he must then go on and search for the A.C.M. to buy a stamp for it. Having got the stamp, he sticks it to the card and dashes off to the pillar-box. He repeats this process as often as time will allow. Both “Stationer’s Shop” and “Post Office” are mobile, so the boys have continually to hunt for them.

At the end, the pillar-box is opened, and two points are 1 awarded for each postcard posted – the colour of the stamps showing to which Sixes these are due.

305. Robin Hood and the Sheriff

The Pack is divided into two parties: Robin Hood and his followers, and the Sheriff of Nottingham and his men. The Cubs of each side are distinguished by wearing on their arms differently coloured wool, and each party also carries a special flag.

One Assistant Cubmaster goes with each side as Robin Hood and the Sheriff respectively. The parties start from a common base, and walk away from Akela in opposite directions. At a whistle signal from Akela both halt, and establish their own bases. The flag is planted in an easily accessible position, and three guards are posted at a distance of five yards from it. The players now receive dispatches, which they conceal upon themselves. When all are ready, an Old Wolf in each party gives two whistle blasts. Akela then replies with three blasts, and the parties begin to advance, then- objectives being to discover the base of their opponents, capture their flag, and deliver up their dispatches to the Old Wolf in that base.

The rules of the game are as follows:

1. Any player meeting an enemy player may capture him by touching. Should two players touch each other at the same moment, both stop, turn their backs, and retire from each other for ten paces before resuming the game.

2. A captured prisoner is taken immediately by his captors to their own base to be searched for his dispatch. If this has not been found by the time the Old Wolf has counted twenty, the prisoner is free to go, and cannot be pursued until he has reached thirty paces from the enemy's base. Should the dispatch be found, it is handed to the Old Wolf and the prisoner returns to his own base for another one. He may neither capture nor be captured on the way.

3. Should the flag be captured, the Old Wolf blows one long blast, which is the signal that the game has finished; all the players then rally round Akela.

306. Seaside Excursion

This game needs plenty of space. The Sixes become the engines; the remaining Cubs, all except the last one, are the carriages. The last Cub is the guard.

Several trees some distance away from the Sixes are pointed out, and Akela tells the Cubs that these represent seaside places, i.e. Margate, Clacton, etc. The names are, however, *not* written down. When Akela calls out the name of a place the engines whistle and the carriages and guard couple on *one after the other* by placing their hands on the shoulders of the Cub in front of them. As soon as the guard has coupled on he calls – “Off, Browns,” or whatever colour the Six may be, and the whole train starts off. The one to arrive first at its destination, in a straight line and still coupled up, gains a point.

If Akela calls “Excursions,” trains set off to whichever seaside resort the engines prefer. If they are in good order when they arrive and can give the name of then-station, each train may receive a point.

As the Cubs become expert other stations may be added.

307. Secret Rocket Planes

A shadow factory is turning out the parts for a new type of plane, still on the secret list. These parts are then taken by specially chosen messengers to the house of the inventor, who is the only person who knows how to assemble them. But a foreign Power has heard rumours of what is going on and sends its spies to try and intercept the parts *en route*. There are five essential parts which go to make up each plane: A, B, C, D, and E (or actual names may be employed to add realism), and the factory sends off these parts continually throughout the game, in equal proportions. With them, the inventor builds as many planes as possible in the time, say half an hour. If however, the spies are able to capture one specimen of each part, they also are enabled to build a plane, and, having learnt the secret, construct as many as possible in the time available.

The factory (the C.M.) and the inventor (the A.C.M.) should be some two hundred yards apart in fairly wooded country. The names of the parts are printed on slips of paper. A messenger cannot be caught while returning, but if caught with a paper on his journey to the inventor, he must surrender it immediately, and return to the factory for another one. Enough duplicates should be made out beforehand to last out for the half-hour. Five points are awarded for each whole plane constructed, and the side which constructs the most wins. For this they receive an extra five. The Pack should be divided into two for this game and the points shared.

308. Shooting Stars

Here is a useful game to give practice at the Star tests. The Pack is divided into two sides, and the members of one side are each given a slip of paper with the title of a Star test on it – “Skipping,” “Health,” “Semaphore,” etc. They are then sent off into the woods to hide. A few minutes later the rest are dispatched to find them. As soon as a “Star” is caught he must return with his captor to the C.M. and read out the test on his paper. The captor will then be asked a question on it. If he answers this question correctly he is awarded two points. He is then sent off to capture somebody else. The prisoner is sent off to hide again. If, on the other hand, the captor

answers the question incorrectly, it is passed on to the prisoner, who – if he gets it right – is awarded the two points instead. At half-time (after about ten minutes) the sides are reversed, and at the end the total points counted up.

309. Snap it Quick

An expedition is made by a party of naturalists to the wild, uncharted country of Cubbi-Loo-Loo to photograph some of the strange creatures that live there. But the creatures are shy and timid and do their best to evade the cameras. Can any photos be secured?

The Pack is divided into two – photographers and animals. A well-defined wooded area is selected for the game, and into this the animals are sent to hide. Before going, however, each animal is given five little drawings of itself to take with it. These drawings are, of course, prepared beforehand, and should be made as humorous as possible, and labelled. (E.g. a picture of a creature with rings round its neck and tail, entitled “The Snub-nosed Woggle-Waggle.”) Carbon paper can be used to do the extra copies. About three minutes later the photographers are sent out with their cameras to search for them. It will add colour to the game if cardboard boxes are used as cameras. To take a photo, a naturalist has to catch one of the Animals. The Animal must then surrender one of his pictures to his captor. This is put inside the camera till the end of the proceedings. Points are then awarded for the Photographers who have the most pictures. A Photographer may not photograph each Animal more than once. Points are also given to those Animals who still retain their pictures. If desired, one very fierce Animal may be arranged. Instead of possessing five photos of itself, it has a card on which are printed the words “Dragon of Death.” This creature does its best to lure the naturalists into taking its photo, but should one do so, the Photographer must give up a picture (if he has one) to the Dragon, instead of *vice versa*, as in the case of the other creatures!

310. Stalkim’s Game

As the name implies, this is a mixture of stalking and Kim’s Game. It provides excellent practice at both. A bush is selected in well-wooded country, and upon it, like presents on a Christmas-tree, are tied about twenty-five different articles.

A separate base is chosen for each Six, at a distance of about fifty yards from the bush, and at each of these bases there is pencil and paper. When the whistle goes, Cubs start from their bases and have to stalk near enough up to the bush to observe the articles hanging on it. The C.M. walks slowly round and round it, and any boy who is seen by him is put down on a black-list. Having observed as many articles as possible, Cubs then stalk back to their bases and write down all they can remember. An article already written down by one boy must not be repeated. About a quarter of an hour is allowed for the game, after which time the papers are collected, and two points given for each correct observation. Points are deducted for anyone appearing on the black-list. The articles should be of varying sizes, one or two being so small that they can be seen only at very close quarters. They should also be hung all round the bush, so that only a limited number can be noted from any one position.

311. Sticks and Stones

A very popular game with Cubs in Bombay. Each player armed with a stick about 2 ft. long. One player is IT and stands with his back to the playing field holding his hands above his head and his stick loosely in his hands. Another player, with his stick, scoops IT’S stick into play. All players now try to hit IT’S stick as far away from the start as possible with their own sticks. IT tries to tag them. Players are safe if then” sticks touch a stone or are crossed with IT’S stick. As soon as IT tags another player or catches his own stick off a scoop or hit he has to hop back on one leg to the start. If he fails in that he is down again, otherwise the player

Games For Cubs

tagged or the one off whom he caught his stick takes his place. Sounds complicated but isn't, and can be played anywhere, preferably where there are not too many stones.

312. Take Cover

Cubs romp around field. At a signal all must disappear from sight before ten is counted. Anyone visible has name called out.

313. Upstarts and Downfalls

There are three sides: Upstarts, Downfalls, and Middlemen. The game is played in a wood or a park. The Upstarts start up at one end: the Downfalls start down at the other end. The Middlemen start in the middle! Before beginning, each of the Upstarts is given a length of string. When the whistle goes, the Upstarts and Downfalls start from their opposite ends (anything up to half a mile apart) and attempt to contact each other without being caught by a Middleman. As soon as they meet, the pair join themselves together by attaching the string to their right and left arm respectively. They are now – provided they remain joined – in the position of being able to catch the Middlemen, instead of being caught themselves, as they could be before they joined forces. Two points are awarded for each catch made by a Middleman: four points (two to each of the pair) are given for each catch made by an Upstart-plus-Downfall. Boys who are caught go back to base and start again.

314. Whistler's Catch

The Pack starts in one big circle, out-of-doors, throwing the ball clockwise. If one drops it he must retrieve it and throw it in, but remains outside the circle acting as a fielder, hoping to catch some long shot when he will be able to return to the circle. When the whistle blows, the Cub who is holding or catching the ball at the time, moves *into* the circle, where he may leap about hoping to intercept the ball. If he catches it he may return to the circle. Soon there will be three circles, the Cubs in the original ring widely spaced and still trying to keep the ball to themselves.

315. Wolves v. Jackals

Each wolf has a prearranged opposite number among the jackals. The wolves advance in single file on a given route. Each has some peculiarity in his uniform, or carries something unusual. The jackals have taken cover along the given route before the wolves come along. The object of each jackal is to note the particular peculiarity of his opposite number as the latter passes, but without himself being seen by any wolf. Wolves may look ahead or to the flanks, but may not look behind. Any wolf who sees any jackal calls "Tabaqui hai!" ("There is a jackal!") The jackal so spotted must fall in with the wolves and continue with them to their destination. On the arrival there of the wolves, they remove their "peculiarities." The jackals are summoned by a sound signal, and the score is reckoned as follows. One point is awarded to the wolves for each jackal who has been spotted, and one point to the jackals for each who has not been spotted, provided that he can say what was the peculiarity of his "opposite number." To save time, any jackal not spotted may follow the route after the "last wolf" has passed him. But he is in honour bound not to claim a point if he only notes his opposite number's peculiarity after he has left his cover to follow the route.

316. Wood Magic

This game is played within a well-defined area, such as a park, or a fair-sized garden, or a wood. Cubs are told that they all look decidedly "off-colour" this afternoon, and that they must set out independently to discover a certain "Wise Man" who lives close at hand, and inquire of him what is the matter with them. Having ascertained the nature of their complaints, they must then go

on to the “Medicine Man” who will tell them the cure. A little dressing-up on the part of the Wise Man (the C.M.) and the Medicine Man (the A.C.M.) will add greatly to the realism of this game. These two, keeping well apart, wander about in the area chosen, and each possesses a list of the diseases and their remedies. Let us suppose that the first boy to find the Wise Man is told that he is suffering from a swollen head; he must then go on and discover the Medicine Man, who informs him that the cure for a swollen head is (let us say) six leaves from a stinging nettle! The boy searches for these, and having found them, returns with them to the Medicine Man. He is then cured (probably with a few incantations, during which the leaves are scattered over the part affected!). After this, he may assist other boys in his Six. The first Six to be cured completely wins.

317. Zulu Boy

A Cub, wearing a white hat, is sent off into a defined area of ground which gives good cover – bushes, bracken, etc. He is given five minutes’ start. The other Cubs are then sent out to find him. He must not remove the hat. The first Cub to find him then becomes the Zulu Boy.

CHAPTER VII

Sense-training Games

318. Action Yarn

A KE LA tells or reads yarn describing her visit to a farm. As she mentions each animal she points to a Cub who does his best to portray it. Two or more animals may be in action at once, viz. dogs barking at horses and at cows (showing means of defence of each). If Cub does not think of it for himself, Akela brings it into the text. Finally, all animals may function at once.

319. Beaver

This old game consists in scoring when you see a man with a beard, but it can be played in other ways.

The first Cub to spot a Rolls Royce, a Letter Box, a Weather Vane, a Church, a Fox Terrier, and so on, to call Beaver. The reward might be a bean, the total won being counted up at the end of the time.

320. Beavers’ Bridge

This is a game to play on a dark night.

Firstly, choose one Cub to be a Water Rat, and then divide the remaining Cubs into two groups of Beavers. The Beavers are very fond of building bridges and like to do it by moonlight. However, they have an unknown enemy, the Water Rat, who sits and watches them and plans to pull the bridges down. The rat sits at one end of the room with his eyes blindfolded and a torch in his hand. The torch is on and must be kept pointing in one direction representing the light of the moon. The rat is supposed to be sitting on a boulder in the centre of the stream. Each set of Beavers are on opposite sides of the bank and intend to build a bridge from the side that they are on to the other. One by one they creep out and lay a stick down. These are laid end to end towards the other side. Suddenly the rat hears one of them and points the torch in his direction. If it spotlights him Akela tells him that he is out. This goes on, the rat only using his sense of hearing to detect the Beavers. After a short while switch the lights on and see which team of Beavers have

built the best and longest bridge. After every swing of the torch it must return to its original position to act as the moon to guide the Beavers.

321. Bird Sanctuary

Bird postcards, numbered but unnamed, are placed round room and Pack goes by boat to island where no one is allowed to molest birds. They tiptoe round room talking in whispers; each Six makes a list of birds recognised. Any Cub touching a card must return to the boat, and points are lost by anyone making a noise. At a signal all return to boat, and points are given for birds named correctly.

322. Bird Stalker

Sixes in file one end of ground, Akela (representing bird) centre at the other end with back to Pack. About 3 feet behind Akela and opposite each Six is large outline of bird. Akela holds coloured postcard of same bird behind back so that Cubs may see. At "Go!" each Cub in turn creeps up, looks at card and fills in, in pencil or chalk, on outline, *one* thing he has noticed. If the bird hears stalker it flies away. Cub loses life and a turn.

323. Blind Man

Players sit in a circle; one is blindfold in the centre; he points in any direction and makes any reasonable noise, Whoever is pointed at must imitate the noise as best he can, If the blind man can guess who it is, they change places, if not, carry on.

When there is a new blind man the players should move their positions in the circle.

324. Coincidence

Each Six given two incidents (viz. a storm and stealing; an accident and a circus; sailing and tree-felling, etc.) and are told to work out an act which will include these two incidents – the more widely varied the better. Each Six has the same "incidents" and do their act for the benefit of all.

325. Coin Recognition

Cubs should be able to recognise coins in the dark, especially if in a telephone kiosk without a light! Each Six passes various coins down line behind backs and tries to identify.

326. 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 in 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.

327. Deer and the Tiger

Two players are blindfolded. One is a "deer" and the other is a "tiger." Starting from opposite ends of the room they crawl quietly forward on hands and knees. The deer tries to avoid the tiger; the tiger, by listening, tries to locate and capture the deer. To help himself the tiger is allowed, three times, to growl and the deer must each time reply with a squeal. Fix a time-limit to each hunt.

328. Diamond Hunting

Cut up small pieces of different-coloured cards – bus tickets do well. Place them all over room on similar backgrounds. Hunt in Sixes. Difficult colours have higher marks.

329. Finding the Watch

With Pack out of the room, conceal a watch. Call Pack in and allow five minutes for its discovery by sound, Cubs working individually. When discovered, its location is not to be disclosed or indicated in any way. Pack then called to circle, and six points given for correct location. On a repetition of the game, two or more watches may be hidden.

330. Flare Path

After a little talk to the Cubs about the value of their eyesight and hearing, explain to them how a blind boy must rely very much more on his sense of hearing, and a deaf boy learns only by what he sees, and let them try this blindfold game, and see who has the sharpest ears! Cubs who can both see and hear must learn to use both senses very keenly if they are to become really fine Scouts.

Cubs to pan- off, and one of each pair is to be well blindfolded. The other Cub takes his place in the middle of the room where he and the rest of the “seeing” Cubs form a “flare path” which is to direct the landing of a plane. They will therefore stand in two lines, facing each other and fairly wide apart, and should stretch their arms out sideways until just able to touch the fingertips of their neighbours.

Let each have a prearranged whistle call for his “pair,” and now they must in turn, all down the row, whistle softly and try to guide then- blindfolded companion to stand by them. The blindfolded Cub is the one who is supposed to be finding his way in the dark to the spot in order to show a light at the appointed hour. If enough torches can be produced, it would make it more realistic, and Cubs should be given a time-limit and then told to shine then-torches and see how good a flare path they have been able to make. They might, if Akela thinks fit, each be given a piece of candle, and the Cub at the end of each row hold a box of matches. This would of course produce the best flare path.

331. Follow my Leader

An Old Wolf, or an imaginative Cub, can go through some complicated actions in dumb show (viz. breaking into a house, making a bonfire, washing a dog), and another Cub mimics immediately beside him, without knowing what he is meant to be doing.

332. “It’s Square”

Akela begins by challenging the Pack to guess what he or she is thinking of, giving one clue, like “It’s square” or “It rolls” or anything ingenious. This narrows down the guessing and keeps ‘em thinking. The one who guesses right must produce the next subject.

333. “Look Well, O Wolves!”

Choose two Cubs that most nearly resemble each other. These are “in the know.” Now remind the Pack of the story of Mowgli’s reception into the Jungle, and explain how the wolves had a good look at all the new Cubs so that they would know them again, and not do them any harm, when they were all out hunting.

Have one of your two chosen Cubs outside the den, and then let the other Cub be Mowgli – dress him up a bit if you can, and give him a hunting knife. Akela now cries, “Look well, O Wolves!” and all the Cubs must have a good look at Mowgli. Then he runs out into the Jungle to

hunt. He must presently return, and the “wolves” must make sure whether it really is Mowgli or not. Of course he changes with the boy outside, who must bound in wearing the same things and carrying the knife. There is sure to be a yell of “That’s not Mowgli!” or “That’s Joe Smith!”

Isn’t it Mowgli? What’s the difference? What colour was Mowgli’s hair, eyes? Was he taller, or shorter? Now see how much the Cubs remember, and then let Mowgli himself come out and compare!

As a variation, Mowgli himself may return, having altered several things about himself, and the “wolves” must notice what is different. When they think they know all the answers, try it once in semi-darkness. Let “Mowgli” return with all lights out except one which must be shrouded with a mask of blue or brown paper.

334. March Hare’s Game

Each Cub to be supplied with a piece of paper and a pencil and if possible something to rest the paper on. Each Cub to draw, without consulting any other Cub, anything he likes beginning with an M in, say, ten minutes or so, or such time as Akela’s experience will decide. Akela also tells them that for the next four weeks (assuming there are four Sixes) he or she will tell the Pack four stories bringing in all the things drawn by each Six in turn (one Six per story!). At the end of the time allowed Sixers collect drawings.

Akela will wish to study the efforts and concoct her stories, but she might also give points for the four best efforts as drawings and perhaps an additional point or two for the most original choice.

335. Mowgli, Where Are You?

Two Cubs walk round in a circle. One is Mowgli and one Baloo. Both, or only Baloo blindfolded. Baloo calls, “Mowgli, where are you?” Mowgli answers, “Here,” upon which Baloo tries to get him. *Variations:* Baloo and Mowgli both have a rolled-up newspaper and try to hit each other. Whoever hits first wins. A minute can be given or so many can be counted during which time one hits the other.

Or they can crawl over the floor or hold each other with their right or left hand.

336. Musical Reactions

An expert plays a medley on the piano. At each new tune, each Six comes into action at once and without any prearrangement, acting the thing which the tune calls to mind, viz: “White Christmas,” “Here we go gathering nuts in May,” “Auld Lang Syne,” “Horsey, keep your tail up,” “Chick, chick, chick, chick, chicken . . .,” etc. As soon as it is successfully portrayed the tune changes.

337. Pantomime

Inter Six race. Each Cub comes up to Old Wolves in relay and is told “an act,” such as woman buying a hat, being photographed, washing day, mowing the lawn, digging potatoes, cleaning shoes, etc. Runs back to Six and continues to act until someone guesses right. More difficult to be given episodes such as King Canute, Walter Raleigh, Drake playing bowls, etc.

338. Pin Hunt

Pins of various sorts are more or less hidden about a room. White pins count 1. White pins with coloured heads count 2. Black pins count 3. Best collection wins.

339. Pin-Point

The Cubs are seated in their teams at one end of the room. In front of each team is a sheet of paper on the floor that has in the centre of it a pin-prick. (*Note:* When you prick the paper put it on the floor with the underside upwards so that the pin-point stands up like Braille.) The first one in each team is blindfolded and on the word “Go!” they must crawl to the other end of the room and feel for a drawing-pin that you have stuck in the floor, one in front of each team. (Stick it well in.) When you see that one of them finds it give him another that he must take back to his team. Then he finds the paper, and by feeling with one finger he traces the pin-point and sticks his pin in. If the first to do this is also the nearest to the middle he gets the point. And so on until they have all tried. After this game it would be a good thing to tell the Cubs about the way in which the Blind Cubs read and it will help them to realise just how lucky they are.

340. Red Flower

A lighted candle represents the fire, and, scattered around it, the villagers are asleep – and blindfolded. Mowgli, with an unlit candle, must make his way to the fire, steal the Red Flower and escape unheard, with his candle alight. Any villager who hears a sound may grab out in the darkness.

341. Running Commentaries

This is also an acting game which has endless possibilities.

Akela, having decided on a story, picks out the leading characters and gives parts also to the other Cubs. *All* must join in, either as a crowd or sitting round the commentator as though listening to a Camp Fire story, or as a boat, train, etc. If, for instance, a boat is needed, a long line of Cubs can sit on the floor to one side of the stage, facing one who is the “stroke,” and when a voyage is mentioned they move backwards and forwards as though rowing, each Cub holding on to the shoulders of the one in front.

A brief example is “The Story of St. Patrick.” An Old Wolf should be the commentator and Cubs are chosen to represent Patrick, his parents, Milhcu (the Irish Chieftain), pirates, a boat and a group of Irish people.

The commentator relates Patrick’s life as a boy, the arrival of the pirate boat in the Solway Firth and the kidnapping of the boy. Next comes his life in Ireland as the slave of Milhcu, his escape after a long weary journey, his return home, his years of study, and his return to Ireland as a bishop. The game might end with St. Patrick surrounded by the Irish people, plucking the shamrock and showing it to them, and finally with the people kneeling around him.

The commentator can divide the story into scenes or simply pass from one incident to another, the Cubs coming on to the appointed place and acting in dumb show. If preferred, those who are not the principal characters can take several parts, i.e. in the above story the Cubs could be both pirates and the Irish people at the end, but it is advisable to keep certain parts, such as the boat, stationary.

342. Shopping

Cubs sit round in a circle. One Cub is sent out of the Pack and the others take counsel and decide what this Cub must be when he comes back. They decide, for example, that he shall be a policeman. When he comes in he asks each of the Cubs in turn what he can buy for himself. In this case he can buy a pair of black boots, whistle, an electric lamp, and so on. When he has gone round the circle he is given two chances to guess what he is and if he does not know he loses a point.

343. Sniper

For this game the players sit in the straight lines of a normal relay. Half-way up the room is a blindfolded Cub who sits on the floor facing the teams. The first Cub in each team begins to crawl silently forward in an endeavour to reach the opposite wall. If the blindfolded “sniper” hears a sound he fires in the appropriate direction by pointing his “gun” and banging a tin. Any Cub whom the Cubmaster judges to be hit has to recommence his crawling from the beginning. Any Cub reaching the other side of the lines sits on the floor and the next Cub in the Six attempts to cross. The first Six to cross the lines is judged to be the best at stalking.

Variation. – Play exactly the same, but on the course have, for each team, a few chalked circles on the floors as “sanctuaries” for the crawlers.

344. Strange Shapes

This game is to help to develop the artistic side of the Cub. Give to each Six an identical sheet of paper with about six strange shapes drawn on them. You could have a square, a triangle, a circle and so on. They can turn these shapes into anything that they care to draw but you must still be able to recognise the original shape. Each boy in the Six or team must do one and when they are all done you can ask another of the Old Wolves to judge which are the best set. Great fun can be had with this game and the Cubs generally like to turn these shapes into strange creatures that their imagination creates.

345. That Reminds Me!

Akela begins by naming something—perhaps “A Cloud.” The next in the circle must say what a cloud reminds him of, perhaps “Rain.” Follow on with what “Rain” reminds one of—possibly “Umbrellas.” Carry on for a bit and then try and work back. Which Cub has the best memory? This is quite difficult but good fun.

346. Touch and Smell

A rope is stretched across the hall; tied firmly to it are small bags but not more than six, three with smells in and three with well-shaped things to feel. The bags should hang at face-level. Cubs are blindfold and feel their way across – first a smell, then a feel, and so on to Baloo the other side, to whom they whisper the answers. Make sure the smells are strong and the “feelers” a bit spikey! Paraffin and conkers are good!

347. Three Jolly Workmen Come to Look for Work

The Pack is divided into two: six or seven Cubs one end of room, rest of the Pack at the other end. The smaller number choose the type of workmen they are to be and then advance towards the other Cubs, saying:

“Three (or four or five) jolly workmen come to look for work.”

Pack: What can you do?

Answer: All sorts.

Pack: Show me one.

The Cubs then act whatever they have chosen, e.g. driving in a nail, picking cherries, riding a bicycle, cleaning windows, typing, etc.

Pack allowed three guesses and as they guess they chase actors; if it is a wrong guess they return and act again.

After three guesses they are told, and then the actors start all over again. If caught they are replaced by other Cubs.

348. What Happened?

Several Cubs may be blindfolded and sit still as audience to an act. Other Cubs, in dumb show, go through a series of prearranged actions: drawing up chairs to table, pouring out a glass of water, drinking, eating biscuits, opening an envelope and reading paper, etc. The audience should be able to describe in detail what happened.

349. Where Are You?

A blindfolded Cub is led over what should be a familiar route, round corners, over steps, turning back, etc., and then tries to guess exactly where he is.

350. Whistle and Find

Four or more Cubs are blindfolded and wait at the base while the rest take up positions, say, 100 yards away. When ready the rest whistle, and continue at intervals to let the blindfold Cubs know where they are. Those blindfold attempt to touch all in turn, and the first one to find them all wins. Akela warns any Cub heading for danger.

351. Who is Missing?

Cubs walk round in a circle, one behind the other. At a given signal they all cover their eyes with their caps or their hands. Akela touches one of the Cubs on the shoulder and he leaves the Pack as quickly as he can while the others continue walking with their eyes covered. When a second signal is given the Cubs can uncover their eyes and one of the Cubs must give the name of the one who is missing.

352. Who's This?

Each Cub takes it in turn (or volunteers) to get up and mimic somebody else, whom they all know.