Easy Cub Scout Games That Make Any Meeting Fun!
Catch It

- Type: Arrow Activity
- Equipment: Three or Four Balls

Cubs in a large circle with three or four in the center with a ball each. Ones in the center throw the balls to any Cub in the circle. If a Cub misses his catch once, he kneels, twice, he sits, three misses and he lies down and the next time he is out. If he catches the ball any time he is in one of the above positions he comes back to the position before.

Pirates

- Type: Six
- Equipment: Seven stones, or other objects

The Cubs are divided into four equal groups, with one group sitting in each corner. The seven stones are put in the center, with a square drawn round them, and a small square in front of each team. Each Cub in the team is given a number, from 1 onwards. The Leader then calls out a number, say, number 2. The four number 2's run to the center and pick up a stone, and bring it to their own square. Only one stone may be picked up at a time, and it must be placed in the square, not thrown. They then return to the center and pick up another stone. Then they may also take from their opponent’s squares. The continues until one group has three stones in their square. A point is scored, and the game commences again with a new number.

Hunter & His Dogs

- Type: Pack
- Equipment: Nil

All players against a wall except one who is chosen to be the Hunter. A signal is given and players must change ends, with the Hunter trying to tag as many as possible. Those tagged become the Hunter's Dogs and as such may help the Hunter with his hunting but only the Hunter can do the tagging. The Dogs can catch and hang on to a boy until the Hunter can tag him. One dog to hold one boy at a time. Akela keeps giving the signal for the boys to change ends. This is a very boisterous game but just loved by Cubs.

Individual Tails

- Type: Pack game
- Equipment: Tail for each Cub, tucked in belt and dragging on ground.
Cubs try to capture each other’s tails by treading on them. When captured a Cub must surrender any other tails he has captured. He can go to the Leader and get a new tail.

**Marauders**

- **Type:** Team game
- **Equipment:** A small object for each member of one team

Divide the Pack into two teams. One team to stand with legs apart in a straight line (feet touching those of the next Cub). In between each Cub’s legs is a small object. The other team is the raiders and have to try to steal the objects, without being caught. They can take them from any direction. The defender is not allowed to move his feet, but can try to tag the raider below the elbow.

**Ruffians**

- **Type:** Pack
- **Equipment:** Two people in disguise

During the meeting, without warning, two "ruffians" in heavy disguise rush in and either kidnap or attach a Leader, then rapidly escape. Each Six then furnishes a report of the event and a description of the wanted men.

**Snatch the Bacon**

**Equipment:** The 'Bacon' which can be a can, a cup, a piece of rope or anything else which can be grabbed easily.

**Rules:** The 'bacon' is placed in the middle of the room. There are two teams of equal number and they stand at either side of the 'bacon'. If there were ten people in a team, then everybody in each team gets a number between one and ten. Then the leader calls a number and the two people, one from each team, corresponding to the number run out to the 'bacon'. The winner is the one you manages to get back to their own side without being tipped by the other player. If, while you are running back to your team with the bacon, you get tipped then you loose your point and it goes to the other side. After a while if it gets boring you can make it more complicated by saying two different numbers and the first number you say is from the first team and the second is from the other team.

**Swat To The Gap**

Group is in a circle, facing in, with hands behind their backs, eyes closed. Leader walks quietly around circle and places the rolled up newspaper secretly in the hands of one of the group. The player starts hitting the player on his right with the swatter. He
continues swatting while the victim runs around the outside of the circle and back to his place in the ring. Player with swatter now goes around the circle and hands swatter to another player. A knotted neckerchief can be used instead of a newspaper.

**Dodgeball**

Divide boys into two groups. One group forms a large circle; the others scatter inside the circle. The circle players throw a volleyball or other ball at the inside players. The center players dodge but cannot leave the circle. When hit by the ball they join the players in the circle. The winner is the last man in the center.

**Submarine Dive**

Equipment: Piece of chalk  
Formation: Scatter

Draw a number of small chalk circles - submarines - around the room with one less than the number of Cubs in the Pack.

The Cubs hop, walk or run round the room according to the direction given by the leader. When he calls 'Submarine Dive!', each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually the submarines become occupied. The winner is the one who gains the last vacant submarine.

**Dutch Football**

Equipment: Piece of chalk; 4 balls  
Formation: Teams

The room is divided into four sections with chalked lines.

The Pack is divided into four teams, one standing in each section with a ball. On the word 'GO', all the Cubs must hop on one leg and endeavor to keep the balls out of their section by kicking them with the foot they are hopping on. On the call 'PACK', they must all stop dead where they are and any section that has no balls gets a point. The leader should be quick to notice where the balls are when 'PACK' is called, as the balls may easily roll into another section. For this reason, sock balls are recommended instead of ordinary ones.

**Balloon Football**
Equipment: A supply of balloons
Formation: Teams

The Cubs form two teams and sit on the floor facing each other, their legs stretched out so that their feet almost touch those of the boy opposite. Two Cubs are chosen as goalkeepers and stand one behind each team. The leader throws a balloon into play and each team endeavors to pat the balloon over the heads of the opposing team. A goal is scored when the balloon touches the ground on the opponent's side. After a while the leader throws in a second balloon and then a third and the game becomes increasingly difficult. The team with the most goals is the winner.

**Balloon Crab Ball**

Equipment: A supply of balloons
Formation: Teams

Establish two goal lines, 40' apart. Divide the players into two teams and have them sit on the goal lines facing each other with their arms extended backward to support their bodies off the floor. Place a balloon on the floor midway between the goals.

On signal, have both teams move toward the balloon, keeping the crab position described, and attempt to kick the balloon over the opposing goal. They may kick it with one foot or drop to a sitting position and use both feet. Players must not stand up and run or move in any other position than the one described. They are not to touch the balloon with their hands. Teams should keep some players back to defend their goal and send others forward to drive the balloon over their opponent's goal. When the balloon goes out of bounds, it is put in play by the referee at the point it went out. Touching the balloon with the hand, leaving the crab position and unnecessary roughness in kicking, striking, or shoving an opponent are fouls. The penalty is a free kick for the other side where the foul occurred. Have all opposing players 6' away at the time of the free kick. Score 1 point each time a team kicks the balloon over the goal. The first to score 10 points wins.

**Grab-it**

Equipment: Balloons
Formation: Teams

Divide the group into two teams. Call one the 'destroyers' and the other the 'defenders'. Toss a balloon between them. The destroyers try to break the balloon by grabbing it, clapping their hands on it, or stepping on it; while the defenders try to protect it by batting it out of reach. Keep the time required by the destroyers to break the balloon. When the balloon is broken, the defenders become the destroyers.

Give each team three turns at destroying the balloon. Add the times of each team. The team with the smallest total wins.
Submarines

Equipment: A blindfold
Formation: Scatter

Two chairs are set up about three metros apart, this is the entrance to the 'harbor'. One boy is blindfolded and stands in the entrance to guard it. The rest of the Cubs are 'midget submarines', and try to get through the entrance without being caught by the guard. They have to do this quietly so that he does not hear them. The leader should control the number moving, otherwise there is a stampede and it is no longer a quiet game!

Patriotic Colors

Equipment: None
Formation: Circle

The leader sits in the middle of the circle, points to a player and calls 'red'. The player has to name an object that is red (e.g. tomato, fire engine) before the leader can count to 10 out loud. The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places.

Use the patriotic colors 'red', 'white' and 'blue'.

Gazelle Stalking

Equipment: 2 blindfolds; 1 chain of bells
Formation: Circle

All players form a circle. Two people are chosen to be the Gazelle and the Stalker. These two people go outside of the circle, where they are blindfolded; they are taken to different sides of the circle.

Those left in the circle are taught two sounds:

1. A clicking sound with the tongue, and

2. A blowing sound (like the howling wind).

The Stalker then tries to catch the Gazelle; to do so he must be careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Gazelle and by giving the blowing sound when he is getting near.

Poor Kitty
Equipment: 1 blindfold  
Formation: Circle

Arrange the group in a circle with a blindfolded player in the center. Then have the players move around the circle very quietly. The blindfolded player should approach the circle in any direction and secure a victim who, in a disguised voice, says 'poor pussy' and then imitates the 'meow' of a cat. If the blindfolded player fails to identify his prisoner, he releases him and the game continues. If he succeeds, the two change places.

**Above and Below**

Equipment: None  
Formation: Circle

Arrange the players in a circle. Call out the names of things that are found above the ground or below. For example: Strawberries grow above the ground and potatoes grow below. When you call something that signifies above, the players stand; if below, they sit down. Failure to do this eliminates the players who miss. The list of things to be named should be carefully worked out in advance to keep the game going smoothly.

**Ha, Ha, Ha**

Equipment: None  
Formation: Circle

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

**Indoor Track Meet**

A good idea would be to run this track meet on a den basis, with each den sending forward its representative before the name of the contest is announced.

Bean Toss: Give each contestant 10 navy beans and have him try to throw them, one at a time, into a quart jar from a chalk line on the floor.

Foot Race: Have each Cub stand with his feet touching each other, heel to toe. The den with the greatest aggregate length wins.

30-inch Dash: Tack a 30 inch piece of string with a marshmallow at the end on the wall. The first Cub who chews the string and reaches the marshmallow wins.
Polo Pan: Number six 1" cubes on each side: 0-1-2-3-4-5; and use a six hole muffin pan. Let each person throw the cubes into the muffin pan from a distance of 6'. Add the top numbers of the cubes that land in the pan to determine a winner.

Bounce Ball: Use five different-sized rubber balls and a cardboard box. Have the players, in turn, bounce the balls in the box from 10'. Score 2 points for each ball that goes in.

Plumb Ball: Suspend a golf ball on a cord from the ceiling, using screw eyes. From broom handles, make a set of tenpins, 4" long. Have the players swing the ball and knock down the pins. Score 2 points for each pin knocked over and 10 extra points for a strike. Be sure to catch the ball on the rebound.

Hoop Stop: Lay an 18" hoop made from No. 9 wire on the floor. Use three balls (marble, golf, tennis). Score 5 points for each ball placed inside the hoop in any manner from a distance of 6'.

Running High Whistle: The boy who can hold a whistled not the longest with on breath wins the event.

Lightweight Race: Have the runners carry a lighted candle in one hand and a pail of water in the other. If water is slopped over or if the candle goes out, the contestant is out. The first to cross the finish line wins the race.

20 Yard Dash: Line up the dens for a relay race. Have the contestants carry an egg in a teaspoon held with the arm extended. The first in each line runs 20 yards and back to the next one in line.

100 Yard Dash: Tie a lump of sugar or a marshmallow on the end of 100" string. The contestants gather the sting and marshmallows into their mouths without using their hands. The first one to eat the marshmallow wins the race.

Obstacle Race: Place nickels in pans of white flour, or of whipping cream, to see who, with his hands behind him, can be the first to dig them out with his teeth.

Sharpshooters: Hold a contest to see who can throw the most pebbles into the mouth of a jug.

Endurance Race: See who can eat four soda crackers and be the first to whistle a tune.

Moving Target: Have the contestants throw beanbags, sticks, stones, anything for that matter, through a rolling hoop. Score 1 point for each hit.

Hobble Race: Conduct a 100' race with contestants who are bound loosely about the ankles.

Long Glum: The player who can keep from smiling longest, while all the others jeer and laugh, wins.
Slipper Throw: Have the contestants lie flat on their backs and throw slippers over their heads with both feet.

Second Obstacle Race: Make a large number of chalk marks on the floor at the end of the race course. Give each runner a damp rag with which to rub out the chalk marks. The first to clean his section on the floor and run back to the starting line, wins.

Swimming Relay: For this relay race, have each hop on one foot, carrying a glass of water.

20 Foot Dash: Have the relay runners roll lemons or hard-boiled eggs with a stick down the course and back and touch off the next player in line.

Bawl Game: See who can make the most noise for a given period of time.

Wide Stretch: Line up the Sixes with arms extended so that the players are touching, fingers to fingers. See which Six has the longest line.

Beans Relay: Have the relay runners carry beans, one at a time, between match sticks or toothpicks.

Standing Broad Grin: The width of the grins measured by judges. The widest one wins this event.

Discus Throwers: Each contestant throws a paper pie plate from a chalk line. The plate must be held flat in the hand and not sailed with the thumb and fingers.

16 Pound Put: Have each contestant put an inflated bag for distance as though it were put from the shoulder.

Sponge Shot-Put: Use a small dry sponge for the shot. See who can put the shot the farthest.

Hammer Throw: Use blown-up paper bags attached to a yard of string. Give each Cub one turn to see who can throw the 'hammer' the farthest.

Bottle Roll: See who can roll a pop bottle from 6' and score a bull's-eye in a chalk ring on the floor. Draw several concentric circles to make targets of different value.