



Golden Grove Scout Troop Presents:

New and Different Games for the Hall

Chair Basketball

Indoors

Equipment: 1 chair per person; 1 set of headbands for one team; inflated round balloons; 2 score cards

Formation: Circle-sitting on chairs- alternating teams

Divide the group into two teams. One team wears headbands. Teams sit in the pattern outlined above (chairs are a few feet apart).

The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to attempt to pass the balloon from one team member to another to the end chair, where one member of their team is holding his arms in a circular fashion (similar to a basketball hoop). The team who scores the most hoops in a given period of time wins.

Blind Balloon Volleyball

Indoors

Equipment: 1 volleyball net; 1 blanket to cover net; 1 referee per balloon

Formation: Teams

Teams of four or more people line up in volleyball fashion on either side of the net. The blanket is placed over the net so that neither team can see the other one.

The referee throws the first balloon in. Each team may hit the balloon as many times as they desire, as long as the balloon doesn't hit the ground. When they are ready, they send the balloon over to the other team.

As soon as one side puts the balloon out of bounds, or touches the ground with the balloon, the other team scores a point.

The fun begins when extra balloons are added (up to a maximum of 6) to the game

What Am I?

Indoors
Equipment: None
Formation: Circle

The Cubs sit in a circle. One Cub goes outside the room, while he is away the others decide what he should be when he comes back. If they decide on a policeman, for example, they call him back and he has to ask each Cub in turn what he has to buy for himself. One will say black boots, another a whistle, another a flashlight and so on. If the shopper goes right round the Pack without guessing what he is, he must go out again, and the Cubs will choose something else.

Who Is Missing?

Indoors
Equipment: None
Formation: Circle

The Cubs walk round in a circle. When the leader gives a signal they all cover their eyes with their caps or their hands. The leader touches one of the Cubs on the shoulder and he leaves the room as quickly and as quietly as possible, while the others still walk with their eyes closed.

When the leader calls 'STOP!', the Cubs stop walking and uncover their eyes. The first one to give the name of the Cub who is missing, is the winner.

Note: The Cubs should not walk round for too long a time, as they will become dizzy. Watch out for any Cubs who are cheating by peeping through their fingers!

Submarines

Indoors
Equipment: A blindfold
Formation: Scatter

Two chairs are set up about three metres apart, this is the entrance to the 'harbour'. 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!

Steptag

Indoors

Equipment: A blindfold

Formation: Scatter

This is a variation of Blindman's Bluff.

The Cubs take up positions anywhere in the room. One Cub is blindfolded and he moves around the room, attempting to catch the others. Anyone who is in danger of being caught may move on, two or three steps in any direction. Once a player has moved three steps, he must stand still and hope for the best. The skill of the game lies in not using a step until necessary, because once the three steps are gone, the player must remain stationary. He can, however, crouch down or sway his body provided he does not move his feet.

A.B.C. Ship

Indoors

Equipment: 5 beans for each Cub

Formation: Circle

The Pack sits in a circle with the leader. Starting with the Cub on the leader's left each Cub has to say in turn...

1. The name of a ship - Arcadia
2. The name of the Captain - Alexander
3. The surname of the Captain - Anderson
4. Sailing from Port - Aberdeen
5. Sailing to Port - Alexandria
6. With a cargo - Apples

They follow on through the letters of the alphabet and Cubs who fail to respond lose a bean.

Note: This is a good game for the beginning of a parent's evening. The Cubs can join in the game as they arrive. An assistant can run the game and the Leader is free to welcome parents.

Animal Conference

Indoors

Equipment: Construction paper; scissors

Formation: Pairs

Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail). The group is then put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of their animal (e.g. Giroosteraffe).

Pairs can then set out to try and guess the names of other animals in the group.

Patriotic Colours

Indoors
 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 colours 'red', 'white' and 'blue'.

Creating Critters

Indoors
 Equipment: Scissors; construction paper; glue
 Formation: Small groups

Divide players into small groups. Give each group a pair of scissors, glue and a variety of colours of construction paper.

Within a time limit (15 minutes to an hour) each group designs and constructs a new species of animal. They must decide on a name for their critter, tell where it lives and what it eats.

When all groups are finished, a spokesman for each group introduces their critter to everyone.

Let your imagination run free!

Gazelle Stalking

Indoors
 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.

Spillikins

Indoors

Equipment: Medicine bottle; 6 matches per Cub

Formation: Circle

The Pack sits in a circle with the medicine bottle in the centre. Each Cub takes it in turns to place a match on top of the bottle, or on the matches already there. If a Cub knocks any off while putting his on, he must take back all those knocked off. The first Cub to get rid of all his matches is the winner.

Note: If the safety matches are given to the Cubs separately from the box, there should be no risk of fire.

Kim's Game

Indoors

Equipment: 12 articles on a tray - ordinary items such as string, ink, rubber, calendar; piece of paper and pencil per Cub

Formation: Circle

The Cubs sit in a circle and the leader shows them the tray full of articles for a few minutes, before covering it over. The Cubs must write down the list of the articles from memory.

Kim Pairs

Indoors

Equipment: 12 objects on a tray; pencil and paper per Cub

Formation: Circle

There are three versions of this game which can be taken in natural progression:

1. The Cubs sit in a circle and look at the objects on the tray. The leader then mentions an object which relates to something on the tray, e.g., the leader says 'letter' and there is a stamp on the tray. Then the Cubs must draw a stamp on their paper.
 2. The same procedure is followed, but the tray is covered and the Cubs must draw the object from memory.
 3. The leader now mentions an abstract idea related to one of the objects, e.g., the leader says 'open' and there is a key on the tray. So the Cubs must draw the key from memory.
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Smelling Kim

Indoors

Equipment: A collection of dried foodstuffs which have a distinctive smell, e.g., coffee; tea; sage; rosemary; etc. and each in an identical container or in a small square of muslin tied with cotton; paper and pencil per Cub

Formation: Circle

The Pack sits in a circle with the containers in the centre, the leader identifies the foodstuffs. He then numbers each container and passes them around the circle. The Cubs must identify the foodstuffs by their smell and write the correct names against the numbers on their sheet of paper.

Balloon Bursting

Indoors

Equipment: 1 balloon; uninflated, per Cub

Formation: Scatter

Give each Cub a balloon to blow up. The first one to break his balloon wins. Have them try this with no hands.

Balloon Darts

Indoors

Equipment: A supply of balloons; darts; a backboard

Formation: Lines

Hang an inflated balloon in front of a backstop. See that the players take turns in throwing darts at it. Score 1 point when the balloon is popped. Give no credit for a hit that does not break the balloon. Use a small balloon and have the throwing distance rather long.

Back-to-Back Balloon Bursting

Indoors

Equipment: A supply of balloons

Formation: Pairs

Pick teams of two parents or Cubs from each Six. Have the pairs stand in a line, back to back, with a balloon held between their backs. On signal, they should press together and try to burst the balloon. If the balloon falls before breaking, they drop out. The first team to pop its balloon wins.

Buzz-Bomb Balloon

Indoors

Equipment: 1 uninflated balloon per Cub

Formation: Line

Have everyone inflate a balloon and release it in the direction of a target on the floor. Score 1 point for the closest balloon and 15 points for a direct hit.

Catch the Balloon

Indoors

Equipment: 3 or 4 balloons

Formation: Circle

Arrange the players in a circle on the floor and have them number off. Put the highest number in the centre to act as 'it'. He should hold a balloon and suddenly drop it as he calls out a number. The holder of that number then should try to catch the balloon before it touches the floor. If he succeeds, 'it' tries another number. If he fails, he becomes 'it'.

Blindman's Bluff

Indoors

Equipment: 1 chair per person; 1 blindfold

Formation: Circle

'It' is blindfolded and stands in the centre of a seated circle while the players change seats. 'It' now sits on a player's lap. No words are spoken. He must guess whose lap he is sitting on. If he's correct, the two change places.

Blow! Blow! Blow!

Indoors

Equipment: 1 jack-o'-lantern; 1 candle; 2 blindfolds

Formation: Teams

Form two teams - the 'ghosts' and the 'witches'. Take a grinning jack-o'-lantern with a glowing candle and place it in the centre of a table. Lead each ghost and witch to the jack-o'-lantern, one at a time. Blindfold him and turn him around three times, and tell him to blow out the candle. He may blow three times; and, if the candle goes out, he wins a point for his team.

The Guessing Blind Man

Indoors

Equipment: 1 blindfold

Formation: Teams

Arrange players in a circle. Blindfold one player and turn him around three times. During this procedure, have all players change seats. The blind man should walk forward and touch someone in the circle with a wand, speaking the words 'can you guess?' The player touched must repeat the question three times, trying to disguise his voice. If the blind man succeeds in identifying the person, that person becomes the blind man. Otherwise, the blind man should continue until he is successful.

Good Morning, Mr. Jones

Indoors

Equipment: 1 blindfold; 1 pointer

Formation: Circle

Have the Cubs move around in a circle in the centre of which 'Mr. Brown' stands blindfolded. When Mr. Brown raps on the floor with his stick, all players stand still. He then points his stick in any direction saying 'Good morning, Mr. Jones'. The nearest one to the line of the pointer replies in his natural voice, 'Good morning, Mr. Brown'. If Mr. Brown identifies Mr. Jones, they change places; if not, the players move around as before. If Mr. Brown fails three times, nominate a new Mr. Brown.

Poor Pussy

Indoors

Equipment: 1 blindfold

Formation: Circle

Arrange the group in a circle with a blindfolded player in the centre. 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

Indoors

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.

Find the Leader

Indoors
 Equipment: None
 Formation: Circle

Have the Cubs sit in a circle. Select one to act as 'it' and have him leave the room. The Cubs choose a leader. 'It' is then called into the centre of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. 'It' keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes 'it'.

Hats Away

Indoors
 Equipment: 1 hat per person
 Formation: Circle

Have the players stand in a circle. Give each a hat to place on his head (the funnier the hat the better). Tell the players to place their left hands behind them. On the command 'ready, change!' each player grabs the hat from the one at his right (with his right hand, mind you) and places it on his own head. Repeat the command and just when the group gets fairly good at it, change hands, or have them take the hat from the player at the left or put the hat from their own head on the neighbouring player's head.

Ha, Ha, Ha

Indoors
 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.

Wake Up!

Arrange the Pack sitting in a circle, facing inward. Set an alarm clock and start it ringing. The boys must pass the clock rapidly around the circle with the alarm going full blast. When the alarm stops, the boy with the clock in his hands must drop out of the game. The last one left in the circle wins.

Variation:

Instead of having boys waiting for the game to finish, sitting on the sidelines, possibly disrupting the game, have the boy with the alarm answer a question about some star work he has just completed or about any topic that might prove interesting for the boys.

Who Has Gone From the Room?

Indoors
 Equipment: None
 Formation: Circle

See that all are seated in a circle with the one who is 'it' closing his eyes while you have a Cub leave the room. After he leaves the room, 'it' opens his eyes and tries to guess who has gone. If he guesses correctly, that Cub is 'it' the next time. If he fails, he must be 'it' again.

1-Foot Square

Outdoors
 Equipment: Per Six: 1 magnifying glass; pencil; paper; rope
 Formation: Sixes

Put the group into their Sixes. Place a box or object over a piece of ground approximately 1 foot square. Give each group five minutes to write down as many living things as they see in that square.

Empty Pockets

Indoors/outdoors
 Equipment: Prize
 Formation: Straight line

Without telling anyone in advance, offer a prize to the one who can produce the largest number of articles from his pockets. Ask each one to spread the articles on the table in front of him and have two or three judges look over the collections and make a list of the articles produced by the prize winner. Read the list to the group.

Hidden Object

Indoors
 Equipment: 1 thimble, ring or coin
 Formation: Scatter

Send boys out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the boys come in and look for it. When one of them sees it, he should quietly sit down without indicating to the others where it is. After awhile, if no one else has found it, have him point it out to the group to make sure he really saw it.

The Mystifying Reader

Indoors

Equipment: Pencil and paper for each Cub

Formation: Circle

Give all the Cubs a slip of paper - each the same size and shape as the others. Then ask everyone to write a short sentence of four or five words. The words should be written plainly and should not be shown to any other person. Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'. No one, not even the guardian, should attempt to read the papers, still folded. As you gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and as who wrote it. One of the Cubs, who is an accomplice, and who did not write a sentence, admits authorship of the sentence. Then unfold the paper, apparently to verify his announcement (and read the sentence to yourself). Then place the paper in your left hand and ask the guardian for another.

Repeat the same preliminaries and then call out the words written on the previous paper, which you have had the opportunity to read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence. Keep the performance up in this manner until all the player's slips of paper have been read. In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he has no include a sentence in the collection given to the guardian.

Famous Pairs

Indoors

Equipment: Name tags

Formation: Scatter

As each person enters the room, he has a name tag pinned to his back.

The object of the game is to learn his identity. Each player is allowed to ask one 'yes' or 'no' question of each other player. At the same time, the two people introduce themselves (their real names!) and shake hands.

Once a person has learned his identity, he tries to find his partner, e.g., if he is Romeo, he looks for Juliet.

The name on the name tag will be one of a famous pair:

e.g., Napoleon and Josephine

Anthony and Cleopatra

That's My Name

Indoors

Equipment: Paper; Magic Marker

Formation: Lines

Divide the players into teams.

On 'Go', the first player from each team runs to a table, grabs a magic marker and writes his name on a piece of paper. He runs back to his team and holds up the paper. His team shouts out all the letters in his name, while the player jumps up for every consonant shouted, or squats for every vowel shouted.

The next player then performs the same routine.

End the relay by having everyone, at the same time, shout his name.

Indoor Track Meet

A good idea would be to run this track meet on a Six basis, with each Six 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 chalkline on the floor.
- **Footrace:** 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 pice 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 matchsticks, toothpicks or on a knife.
- **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 chalkline. 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