

# Pack Games

## Introduction

These games are from the "Fun and Games for Cubs" book written by Jack Dowling and first printed by The Scout Association of New Zealand in 1972 and "Fun and Games 2" for all sections, edited by Diana Balham in 1987. The games have been updated and sorted into categories, with this category being Pack Games. The games are listed alphabetically.

If you have a favourite game in this category that is substantially different from any listed, you may wish to forward the game instructions to the National Cub Leader care of [reception@scouts.org.nz](mailto:reception@scouts.org.nz) to see if it could be added to this document.

### Games list

Apple Eating	Green Light, Red Light	Relay Tag Runners
Back to Back Balance Cricket Balloon Balance Balloon Stampede Barefoot Marble Race Blindfold Marshmallow Eating Bucket Relay	Hadrian Wall Holdfast Hot Rice Hunter and his dogs	Scatter Shunting Tag Stiff Candles Swinging Rope
Catch Ball	Indoor cricket	Turtles Twin Tag
Dragons Tail	Monkey Tag	
Elbow Hop	One Minute	
Fishing Pond Flip Flap Tag Follow the Pebble Foot and Nose Relay Follow the Pebble	Peg on a String	Whackem

## Apple Eating

### Equipment

- Two chairs or posts if outside.
- One small apple per Cub.
- 2 metres of twine or cord.

### Method

- Peel and core the apples.
- Thread the cored apples onto the twine or cord and tie the cord between the chairs or posts. Space the apples out about 1 metre apart.
- On 'Go', the Cubs, without using their hands, have to eat the complete apple
- Suitable for a Pack with small numbers.

## Back to Back

### Equipment

- Nil

### Method

- Arrange all Cubs except one in pairs, standing back to back with their elbows locked.
- They are scattered at random over the playing area.
- When "it" calls, "all change", each player must seek a new partner and hook elbows with them.
- The one failing to secure a partner is "it" for the next round.

## Balance Cricket

### Equipment

- Tennis ball
- Very small cricket bat or something that will serve as a cricket bat
- A small log or bucket to stand on.

### Method

- The batter stands on the log or bucket and uses the bat to hit the tennis ball.
- The fielders throw the ball at the batters legs from anywhere in the field.
- If the batter's get hit below the knee or lose balance they are out.
- The batters cannot move their feet. They must twist to protect their legs from balls coming from the side or behind.

## Balloon Stampede

### Equipment

- A balloon for each player.

### Method

- Tie a balloon to one ankle of each player.
- Each Cub must try and stamp on and burst the balloon tied to another Cub, while at the same time prevent the other Cub from stamping on his or her balloon.

## Balloon Steeplechase

### Equipment

- A balloon for each Cub plus a few spares.

### Method

- Lay out a simple obstacle course.
- Give each Cub a balloon.
- The Cubs have to bounce the balloons in the air as they attempt the obstacle course. They are not permitted to grip or hold the balloons.
- If the balloon touches the ground the Cub has to repeat the obstacle.
- If the balloon bursts it may be replaced and the obstacle repeated.

## Barefoot Marble Relay Race

### Equipment

- Two marbles per Six

### Method

- Tell the Cubs to remove their shoes and socks.
- Place two marbles on the starting line in front of each team.
- On signal, the first Cub in each line grasps a marble with the toes of each foot and walks to the finish line. If the Cubs drop a marble, they must pick it up with their toes before continuing.

## Blindfold Marshmallow Eating

### Equipment

- A marshmallow.
- A paper plate.
- A blindfold.

### Method

- Put the plate with the marshmallow on it, on a table or chair.
- The Cub is blindfolded and has to eat the marshmallow without using his or her hands.

## Bucket Relay

### Equipment

- Two empty buckets per team
- Water

### Method

- Line two or more teams up for a relay. Provide each team with two buckets – one empty and the other half full of water. On signal, the first cub runs to the goal line, pours the water into the other bucket, leaves empty bucket there, and carries the water to the next cub. The first team to finish with their water intact wins.

## Catch Ball

### Equipment

- One soft beach ball or netball

### Method

- Each Sixer is allocated a corner or a goal area that they cannot move from.
- The leader tosses the ball in the air to start the game.
- The Six members pass the ball around as in netball with the aim of throwing it to their own Sixer.
- Each catch by the Sixer earns a point.
- Cubs may not run with the ball, they can only pass it.

## Dragon's Tail

### Equipment

- Nil

### Method

- Arrange all players in a single line with their hands on the waist of the player in front.
- On 'go', the first player (the "head" of the dragon) attempts to tag the last (the "tail" of the dragon)
- If the tag is made, select new players to be the head and tail. The idea is for the front half of the line to help the head and the back half of the line to help the tail.

## Elbow Hop

### Equipment - Nil

### Method

- All Cubs have to hop, including the chaser.
- The chaser has to place his or her hands on the hips and tag the other Cubs by touching them with their elbows.
- Once tagged by the elbow a Cub becomes a chaser as well.
- The game continues until all Cubs have been tagged.

## Fishing Pond

### Equipment

- A length of string for each Cub.
- A short pole – bamboo or cane etc.
- Soft wire.
- Cotton reels or spools.
- Staples and hammer.

### Method

- The aim is to fish for the reels or spools.
- Drive a staple in to the end of each reel or spool
- Form a small hook out of the wire and attach it to the string.
- Tie the string to the pole to make a fishing rod.
- The Cubs use the rod to try and get the hook through the staple on the reel.
- Insert a rolled up piece of paper with a message on it into the reel.
- One third of the messages have "you have caught a fish" on them'
- Two thirds have the message "sorry try again" on them.
- Place the reels or spools in a low sided cardboard box and start fishing.

## Flip Flap Tag

### Equipment

- Two chairs or forms

### Method

- Place the two forms or chairs far enough apart that a Cub standing between them can touch a Cub trying to get past.
- 'It' stands between the chairs, with his or her back facing the rest of the pack. 'It' can only move the arms.
- The Cub leader signals to specific Cubs to try and creep past 'It' without being tagged.
- The 'Its' must raise and lower their arms at varying rates and the Cubs have to time their dash to be when 'Its' arms are raised. It's a bit like trying to run between the blades of a windmill.
- Large Packs could have several 'Its' operating at once.
- Once a Cub has been tagged they can replace 'It' or sit out the rest of the game.

## Follow the Pebble

### Equipment

- A pebble or coin.

### Method

- The leader starts the game by announcing that the person who is 'It' has to run a course such as to the back wall and back to him or her. The instruction should vary each time.
- The Pack forms a circle with the Cubs facing inwards and with their hands behind their back, palms open.
- The leader walks around behind the Cubs and slips the pebble or coin into the palm of one Cub without letting on to the other Cubs who is 'It'.
- The leader carries on walking and when he or she gets back to the start point the Cub who is 'It' must start running and the rest start chasing him or her. The aim is for 'It' to complete the course and get back to the leader without the other Cubs tagging him or her. 'It' may start running any time after receiving the pebble.
- If 'It' is tagged, the Cub who did the tagging becomes the new leader.
- If 'It' isn't tagged he or she becomes the new leader.

## Foot and Nose Relay

### Equipment

- Nil

### Method

- Instruct the first runner in each line to hold their right ankle with their right hand and their nose with his left hand.
- In this position they hop to the other end of the hall.
- When they get there, they run back and tag the next Cub.
- If they let go of their nose or ankle, they must return to the starting point and begin again.

## French Cricket

### Equipment

- Small cricket bat or softball bat
- Soft ball or tennis ball

### Method

- The batsman must stand still with feet together at all time. The batsman's legs are in effect the wickets.
- Choose a Cub to start the bowling.
- If the ball hits the batsman's legs on or below the knee the batsman is out and the bowler takes his or her place.
- The fielders pick up the ball from where ever it lands and bowl it at the batsman.
- Remember that the batsmen have to twist around to hit the ball as they cannot move their feet. If the batsmen's feet move they are out.

## Green Light, Red Light

### Equipment

- 1 red and 1 green cardboard disk about 15 to 20cm in diameter.

### Method

- A leader sticks the green disk on his or her back, and the red disk on the front.
- The Cubs gather at one end of the playing area and the Leader at the other. The Cubs have to try and creep up and touch the leader.
- When the leader turns his or her back on the Cubs the green disk is displayed and the Cubs creep forward.
- When the leader turns abruptly and displays the red disk the Cubs must freeze.
- Any Cub seen moving is out.
- The first Cub to touch the leader takes over the disks and the game continues until time is up.

## Hadrian's Wall

### Equipment – nil

### Method

- The playing area is divided into three sections, the centre section being the 'wall'.
- Four or five Cubs are appointed as the 'defenders' and must stay in the 'wall' area at all times.
- On "Go" the attackers must run from one end of the play area to the other by crossing the 'wall' and avoid being tagged by the 'defenders' while doing so.
- The tagged 'attackers' join the 'defenders'.
- The last untagged attacker becomes the captain of the 'defenders' in the next game and chooses 4 Cubs to help.

## Holdfast

### Equipment

- Nil

### Method

- All players except 'It' have to hop about on one foot and hold their nose with one hand.
- 'It' chases and tags any player who lets go off the nose or puts both feet on the ground.
- Once tagged the Cub becomes an additional 'It'.

## Hot Rice

### Equipment

- An old saucepan lid and a tennis ball.

### Method

- The ball is given to one Cub to start the game by throwing the ball at the Cub with the saucepan lid.
- The Cub holding the saucepan lid uses it as a shield to ward off the ball as it is thrown at him or her.
- If the ball hits the Cub, the lid is dropped and that Cub joins the rest of the Cubs.
- The nearest Cub picks up the saucepan lid and the game resumes.
- If the Cub successfully wards off the ball with the shield, the Cub nearest where the ball stops picks it up and throws it from there.
- The ball cannot be thrown while the shield is on the ground.

## Hunter And His Dogs

### Equipment – Nil

### Method

- All the Cubs line up again one end of the playing area.
- One Cub is appointed the 'Hunter' and stands in the middle of the area.
- On "Go" the Cubs race to the other end of the playing area.
- The 'Hunter' tags any Cubs within reach and they become the 'Hunter's Dogs'.
- The 'Dogs' cannot tag the players; they can hold them until the 'Hunter' tags them. One dog can hold one player only.
- The leader can speed up the game if desired and not wait until the 'Hunter' is ready.

## Indoor Cricket

### Equipment

- A tennis ball

### Method

- Chalk the wickets on the wall or on a piece of card fixed to a chair or tree etc.
- There are two batters who use their hands to swipe the ball away.
- Once the ball is hit the batter must run.
- The batter gets a point for each completed run.
- The fielders throw the ball at the wickets to get the runner out.

## Monkey Tag

### Equipment

- Nil

### Method

- All the Cubs must move around with their feet and hands on the ground or floor.
- 'It' is the exception and can raise one hand to tag another Cub.
- Once tagged, the Cub is out of the game.
- This is a very strenuous game. Play if got 5 minutes or less each time.

## One minute

### Equipment

- A watch with a second hand or a stopwatch.

### Method

- This is to teach Cubs how to estimate time – one minute in this case.
- Mark out a start and finish line about 10 to 15 meters apart.
- The Cubs aim to cover the distance in one minute or as near as possible.
- If they get to the line before one minute they ran back to the start line and start again.
- The Cubs may want to practice counting one minute before starting the game.

## Peg on a String

### Equipment

- Two chairs per Six
- A length of garden twine or similar cord
- 3 clothes pegs per Six
- A blindfold per Six

### Method

- Place the chairs about 1 meter apart and fix the twine between them.
- A Cub is blindfolded and given 3 pegs.
- The Cub has to use one hand to locate the string and then clip the peg onto it.
- Once all three pegs are clipped on the Cub turns around and must find and unclip the pegs.
- Can be played as a Six or the whole Pack.

## Relay Tag

### Equipment

- Rolled up newspaper with a strip of tape to hold it together.

### Method

- 'It' tries to tag the Cub who is carrying the rolled up newspaper.
- The Cub being chased can hand the newspaper to any other Cub who 'It' then chases.
- A clearly defined playing area is needed for this. Part of a netball court would be ideal, as would the back lawn of a house.

## Runners

### Equipment

- One soft ball

### Method

- The four corners of the playing area are safe zones with about the same number of Cubs in each.
- When the whistle blows, the Cubs run between the safe zones.
- 'It' has the ball and stands in the middle of the playing area.
- 'It' throws the ball and attempts to hit the Cubs below the waist.
- The ball is returned and when the whistle blows the game resumes.
- Cubs hit by the ball become 'It'.

## Scatter

### Equipment

- Nil

### Method

- The Cubs stand in a straight line down the middle of the playing area.
- One Cub, the 'Caller', stands aside and calls out exercises (hop, jump, arms up etc.).
- After a few exercises the Cub calls out "Scatter".
- The Cubs in the line race for the nearest wall or boundary.
- The last one to get to the wall or boundary is out and becomes the 'Caller'

## Shunting Tag

### Equipment

- Nil

### Method

- Cubs are placed in threes (Trains). One is the engine, one the tender and the other a wagon.
- Appoint 'loose wagons' at the rate of one to every three 'trains'.
- The aim is for the 'loose waggons' to attach themselves to any 'train'.
- The 'train' aims to stop the 'loose wagons' attaching themselves and does this by twisting and turning so the wagon is not exposed to the 'loose waggons'.
- If the 'loose waggon' succeeds in attaching to the 'train', then the engine breaks away and becomes a new 'loose waggon'.
- Play in a confined area if possible so that the game moves quickly.

## Stiff Candles

### Equipment

- Nil

### Method

- Appoint 2 or 3 Cubs (or more) to be 'It'.
- They chase the rest of the Pack around the playing area attempting to tag them.
- When tagged, the Cubs become 'Stiff Candles' and must stand still with their legs wide apart and arms on their hips.
- The tagged Cubs can be freed by another untagged Cub crawling between their legs.
- If the crawling Cubs are tagged they become stiff candles as well.



## Swinging Rope

### Equipment

- A rope about 6 metres long
- A plastic shopping bag big enough to hold a soft ball
- A soft beach ball

### Method

- Place the ball in the shopping bag and tie it to one end of the rope.
- A leader starts swinging the rope around in a circle and the Cubs have to jump over it.
- If the rope hits the Cubs below the knee the Cub is out.
- The last Cub standing is the winner.

## Turtles

### Equipment

- Nil

### Method

- The Pack are escaped Turtles and are chased by the Zookeeper.
- To avoid capture the Turtles lie on their back with hands and feet in the air.
- The Keeper can stand 6 paces away from a Turtle and count 6 out loud (six seconds).
- The Turtles can then escape and after the count of six the keeper can resume the chase.
- If tagged the Cub is out of the game.

## Twin tag

### Equipment - Nil

### Method

- The leader appoints a Cub as 'Chaser' and another as the 'Runner'
- The remaining Cubs form into pairs and circulate around the play area.
- The 'Runner' can link up with any twin and when this happens one of the twins becomes the 'Runner' and races off to join up with another twin pair.
- When the 'Runner' is tagged, he or she becomes the 'Chaser' and the game continues.

## Whack'em

### Equipment

- Newspapers and tape

### Method

- Have the Cubs stand in a circle, shoulder to shoulder, with their hands behind them and eyes forward.
- A player carries a baton made of newspaper around the outside of the circle and hands it to someone, placing it on either their left or right hand (but not both).
- The player now holding the newspaper chases the Cub on the side the newspaper was placed, around the circle hitting him or her (below the waist) with the baton until they return to their former place.
- To make the baton, loosely roll the newspapers up and then use tape to hold the roll shape.
- Don't make the batons too big for the Cubs hands to grip, or too hard. Slightly floppy is best.
- It's good for training Cubs to be aware of what is happening around them. Cubs with good peripheral vision should manage to take off and get around the circle without being hit. The others soon learn to be more alert.