

Wide 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 'Wide Games', so called because they are intended to be played in a park, reserve or on farmland. 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 to see if it could be added to this document.

Information Collecting

Equipment

- Pencil and paper for each Six

Method

- This wide game can be used to achieve some of the Award Scheme requirements, especially those that need the Cubs visit and find out about a neighbouring suburb or community centre.
- Leaders visit first and compile a list of questions for the Cubs to find the answers. E.g. What brand of fuel is sold at the Service Station? How many names are on the cenotaph? What is the name of the local park? And so on.
- A warranted Leader or an Adult Helper (with clearance) with each Six as they set off to explore and learn about the community.
- At the end of the game see which Six got the most answers correct.

Rockets and Interceptors

Equipment

- Tokens to represent warheads
- Coloured arm bands or strips of wool.

Method

- Several targets about 30cms in diameter are set out in an area where the Cubs can hide. Place the targets a 100m or more apart.
- An umpire should be allocated to each target area.
- Divide the Cubs into two teams, Rockets and Interceptors.
- Allow about 4 interceptors per target area.
- The Rockets are given a token each (warheads) and have to place them on the chosen target without being tagged by the interceptors.
- If tagged, the Rocket has to give up one of the warheads, return to base collect another warhead and start again.
- Once say 20 warheads have been placed on the target it is declared destroyed and the game starts again with another set of interceptors.

Sardines

Equipment

- Nil

Method

- An older Cub is selected and sent off to hide in a park or an area where there are bushes etc.
- After 5 minutes the rest of the Pack are sent out individually or in ones or twos to find the hidden Cub.
- When the hidden Cub is found the 'finders' have to be quiet and hide with him or her.
- The game ends when the last Cub finds the hidden Cub.

Smugglers Treasure

Equipment

- Counters or items that count as treasure.

Method

- Divide the Pack into three teams. 'Smugglers', 'Police' and 'Sellers'.
- The Smugglers are trying to dispose of the treasure to the Sellers and the Police are trying to confiscate the treasure.
- The Smugglers and the Sellers start from about 300 meters apart, with the Police in between them.
- If the Police tag a Smuggler or a Seller they must hand over the treasure to the Police.
- The Smugglers may return to base and get more treasure.
- Swap roles after 15 minutes or so.
- Count the treasure held by the Police and the Sellers to see who has the most and wins.

Spotlight

Equipment

- A powerful torch with a concentrated beam

Method

- Best played at night on a field or park where there are places Cubs can hide or creep through.
- One Cub is appointed as 'It' and given the spotlight.
- The Pack are given 2 minutes to disperse and hide at least 50m from the spotlight.
- On 'Go' the Cubs start to creep up on the spotlight holder, taking care to keep under cover where possible to avoid being illuminated by the spotlight.
- The Cubs with the spotlight must use the spotlight as a rifle and not wave the beam around. The spotlight must be off for at least 15 seconds and only switched on when the Cub believes he or she can identify movement.
- The Cub illuminated is out of the Spotlight holder correctly names him or her.
- Any Cub getting to within 10 meters of the spotlight holder undetected takes over that role.

Trails and Treasure Hunts

Equipment

- Cochineal food colouring for blood, chalk, sharp stick for scratching signs.

Method

- There are numerous methods of setting trails. The critical thing is to keep the trail obvious and simple otherwise the Cubs get bored. Difficult and challenging trails are for Scouts.
- Hammer a few nails through a board and drag it along to create a trail.
- Mix up red food colouring with a thickener (gelatine or cornflour) to represent setting blood and sprinkle it generously along the trail.
- Use a sharp stick to scratch arrows in the ground and so on.
- Use simple codes, write them on paper and leave them in obvious places.

Torch and Whistle

Equipment

- Powerful torch and a whistle.

Method

- Two Cubs are given a torch and a whistle and set off to hide from the Pack.
- After 5 minutes the Pack set off to look for them.
- The two Cubs must move around and flash the torch and blow the whistle every minute until they are caught.

Wet Trail

Equipment

- Squeeze type drink bottles full of water

Method

- Half the Cubs set off with their squeeze bottles full of water as ammunition and lay a trail through a park with plenty of bushes to hide in etc.
- As the Cubs go, they lay a conventional trail using arrows etc
- At the end of the trail the Cubs set up an ambush.
- The other half of the Cubs set out after 15 minutes to follow the trail, all being aware that an ambush has been set for them and trying to spot it.
- When the ambush is sprung, the two teams try and drench each other.
- The team judged the driest after the battle are the winners.