**Marble Drop Game**

This Game is meant for Cub Scouts.

**Required:**

4 marbles per scout

**Notes:**

Fun game for indoors.
May reduce the number of marbles each scout starts with as they advance to speed it up.

**Instructions:**

Each scout has 4 marbles.
Split in pairs.
One scout stands with heels together and toes apart at 90 degrees. Other scout stands 5 feet away and tosses or rolls a marble between the first's feet.
If it does not stay between the feet, then the marble is lost and the first scout gets it.
If it stays between the feet, then the first drops a marble from waist height to hit it. If he misses, his marble is lost. If he hits it, he gets both marbles.

Now, first scout tosses marble at second scout.
Repeat until someone losses all marbles.
Winners advance to finals to find the Marble Drop champion.

**Alphabet Bag Game**

**Required:**

paper grocery bag for each patrol.
marker for each patrol.

**Instructions:**

Give each patrol leader a large paper grocery bag.

**Goal**: Collect an item for every letter of the alphabet.

**Rules**:

1. Bag must have patrol name or symbol on it.
2. Every item must fit inside the bag.
3. Each item can only be used for one letter.
4. 1 point per letter.
5. No letter can be skipped - if you have A, B, C, D, F, G, ... you only get points for A, B, C, D because E was skipped.
6. 10 or 12 minute time limit.
7. Patrol symbol design is tie-breaker

**Collection of Silly Races Game**

**Required:**

newspaper or sheets of paper

**Instructions:**

**Newspaper Race** - Two newspaper sheets required per player. Each scout must race to the turning point and back, stepping only on his newspapers with both feet. He steps on one, lays the other in front of him, steps on it, moves the first forward, and steps on it and so on.
**No Hands Get Up** - Scouts run to turning point, stop, lie down on their backs, fold hands across chest and get up without moving their arms, and run back to finish line.
**Toe and Heel** - Runner advances by placing one foot in front of the other so that the heel of the advancing foot touches the toes of the hind foot.

**Silly Olympics Game**

This Game is meant for Cub Scouts.

**Instructions:**

Run these Olympics with one scout from each team coming forward to compete in each event, or the entire team for group events.

Bean Toss: each scout gets 10 beans and tries to throw them, one at a time, into a quart jar from a chalkline on the floor.

Footrace: Have each team line up with feet touching each other, heel to toe. The team with the greatest total foot length wins.

Cracker Whistle: Everyone chews 3 crackers and the first to whistle wins.

Weight Lifting: Everyone lines up against a bare wall with their backs against it. Walk your feet out from the wall and bend your knees and waist so you are in a sitting position with back flat against the wall, thighs parallel to floor, and hands on thighs. Last scout to remain in this position without lifting a foot or touching the wall or floor with other body part is the winner.

Block Push: On hands and knees, scouts push a small block or other rectangular item across the floor with their nose. Can be done as a relay.

Olympic Torch Lighting: Set up a row of 20 or 30 small tea candles. At one end, have a box of matches. A scout lights a match and sees how many candles he can light with that one match before it goes out.

Torch Run: Each scout has a lighted candle in hand. The first to complete a course while keeping their candle lit wins.

Paper Discus: Each scout throws a plain paper plate as far as he can. The plate can not be deformed, crushed, or folded.

Javelin: Each scout throws a plastic straw as far as he can. Nothing can be put in the straw and it can not be deformed.

Shotput: Each scout 'puts' a rolled up sock as far as he can.

Whistle Marathon: Time how long each scout can hold a single whistled note on one breath.

Biathlon: Teams line up and every scout has 3 pebbles. One at a time, members on a team run 20 yards to a line 10 feet from a target. They throw each pebble at the target and return to team. Each hit counts 1 point. First team to complete gets a bonus point for each member.

Gymnastics: Each scout splits his legs as far apart as he can. Tally the distances between big toes for each scout on a team. Each scout sits with legs straight out in front and bends over towards his feet. Tally the distances between head and toes. Subtract 2nd tally from 1st to determine winning team.

**Tribble Hunt Game**

This Game is meant for Cub Scouts.

**Location:**

This Game should be done Outside.

**Required:**

100 to 200 crumpled balls of paper
1 large balloon
large paper shopping bag for each patrol

**Preparation:**

Save junk mail and used printer paper until you have 200 sheets.
Crumple each sheet into a 2 or 3 inch ball. Using colored paper might be more fun.
Distribute the paper across the wide play area. Hide the balloon especially well.

**Notes:**

Best played in an area with tall grass, bushes, and trees rather than a mowed yard. Be sure it's ok to trample the area.

**Instructions:**

Last night, the tribbles invaded. They are all over the place and will continue to replicate unless we capture them all. We especially need to find and capture the King Tribble.

In patrols, or pairs, scouts hunt for tribbles. The patrol that collects the most by the end of play time, wins.
An extra reward for whoever brings in the King Tribble.

Use your imagination to change the theme of this 'easter egg hunt' - space alien eggs, litterbug eggs, use yellow paper for gold nuggets, ...

**Bizz Buzz Game ( Bear and older)**

**Notes:**

Improve mental quickness and concentration.
Good for a filler while sitting around.

**Instructions:**

Group sits in circle facing in.
In a clock-wise direction, scouts count up from 1.
Instead of 7 and all multiples of 7, and all numbers that contain 7, say 'Buzz'.

For example, 1, 2, 3, 4, 5, 6, Buzz, 8, 9, 10, 11, 12, 13, Buzz, 15, 16, Buzz, 18, ...

If there is a mistake, start over at 1 with the next scout in line.

Once it is going well and the group has reached 50 or so, stop them and add 'Bizz' to the game. Now, substitute 'Bizz' for 5.

For example, 1, 2, 3, 4, Bizz, 6, Buzz, 8, 9, Bizz, 11, 12, 13, Buzz, Bizz, 16, Buzz, 18, 19, Bizz, Buzz, 22, ...

If the number is a multiple of 5 and 7, or has 5 and 7 in it, like 35 or 57 or 70 or 75, say 'BizzBuzz'!

Try for a group record or reaching 100.

Eliminate scouts that make mistakes until only the champion is left.

**Blowhard Relay Game**

This Game is meant for Cub Scouts.

**Required:**

straw for each scout
item to race for each team

**Notes:**

Items should be light, such as styrofoam or paper, but not round like a ball. This should be done on non-carpeted floor, such as a gym or cafeteria floor.
Depending on what holiday is close, you can use themed items, such as spiders and ghosts, elves and snowmen.

**Instructions:**

Each scout receives a straw.
Teams line up at the starting line. The first scout in line is on his knees with the racing item in front of him.
On 'GO', first scout in each team uses his straw to blow air at his item to move it around the course and back to the next scout.

**Footprints –A -Plenty**

Have everyone make a footprint, shoe print, boot print, on a piece of aluminum foil. (Best to place it on a towel or something else with some "give".)

With the footprints in one pile, have the participants make another pile with their shoes.

One at a time, grab a footprint and find the matching shoe or boot.

May be best done in a relay or small group arrangement.

**Game- Name Pantomine**

This is more of an introduction to help remember people’s names. It takes no time or preparation.

* Everyone stands in a circle at arms distance apart.
* Ask each person to think of a verb/action which starts with the same letter as the person’s name.
* The person does the action and yells out their action name.
* The more dramatic the name the better, like *Singing Steve* or *Marching Marie*.
* Everyone then repeats the action and action name.

For participants who say *"I can’t think of anything"* just tell them *"Keep thinking and we'll come back to you"*. If they still don't come up with anything ask the group to help.

This requires pretty high level of energy and drama since people are usually pretty shy. Really encourage everyone to join in and say the name and action with everyone else.

To really drill the names home, go around again, it should be faster and really get the blood moving.