

Games

Ping Pong Air Race

Equipment: Straws, Ping-Pong Balls, Scouts

Scouts line up on one side of the room on their hands and knees; each has a straw and a ping-pong ball.

The objective is to blow the ball across the finish line-cannot touch the ball with anything else but the air you are blowing through the straw.

(this game is good for Tigers, Wolves, and Bears)

Octopus Race

Teams of 3 or 4

Scouts stand back to back in a circle of three or four and link elbows.

Without releasing elbows, teams race to a turning point and back.

Balloon Stomp Game

Equipment: 3 small balloons per scout, String in 2 foot lengths

Preparation: Blow up all the balloons very full so they are easier to pop. Tie a string to each balloon.

Mark off a safe play area with a circular rope.

Tie a balloon to each player's left foot.

Everyone tries to stomp all the other balloons while protecting theirs.

When your balloon is popped, you leave the play area.

Last one with a balloon wins.

If played indoors, you may want to play in stocking feet to make smashed feet less of a problem.

If you do this as a Pack Night game, have the dens work together as a team and see what strategies they come up with.

Ball of String Relay

Equipment: Ball of string for each den or team, small metal washer

Preparation: Scouts stand in a circle

One scout holds the ball of string and the washer.

On "Go" signal, the scout keeps hold of the end of the string, but hands the ball of string to his neighbor.

He then slides the washer onto the end of the string and slides it down the string to his neighbor. In this manner, the ball of string is passed around the circle with the washer following right behind.

When the string is completely unwound, tie the washer to the end of it and wind the ball of string back up as it is passed backwards around the circle.