

Relay Games

Metro Medley

Active, outdoors/indoors

Equipment: Per team: 1 conductor hat; 1 whistle

Formation: shuttle

Divide the group into two or more teams; line them up in shuttle formation, with half the team at one end of the playing area and the other half at the other end. The first member of each team is the conductor.

On 'Go', the conductor dons the hat, hangs the whistle around his neck and runs to the far end of the playing area, where one half of his team waits. Here, he picks up his first 'car' by bending down and placing his right hand between his legs, to join the left hand of the next player. Having attached the first car, the conductor blows his whistle and the two players run to the other end to pick up another car.

The relay continues until all players on the team are part of the 'metro'. The conductor signifies a complete train by blowing his whistle four times.

Sweep 'N' Scrub

Active, outdoors/indoors

Equipment: Per team: apron; towel, broom, dustpan, bucket filled with water, 2 dishes, garbage can.

Formation: relay

Divide the group into two or more teams, and line them up in straight lines at one end of the playing area. Give the broom and the apron to the first player on each team; at the other end of the playing area, place the dustpan, the bucket, the dishes and the towel. The garbage can is put between the buckets.

On 'Go', the first player puts on the apron and sweeps the floor to where the dustpan lies. He scoops the dirt into the dustpan and dumps it into the garbage can. The player then washes and dries the two dishes and races to the start carrying the apron and broom.

The house is clean when all players have swept the floor and dried the dishes.

Kangaroo Hop

Active, outdoors/indoors

Equipment: 1 tennis ball per team

Formation: relay.

The Sixes line up in files, a chair in front of each. The first Cub grips the ball between his knees and hops round the chair and back to his place. He hands over the ball to the next Cub, who does the same. The first Six to finish is the winner.

Stock-car Racing

Active, outdoors/indoors

Equipment: none

Formation: relay

The Sixes line up in files. Each Cub is given the name of a car and when that car is called, he travels to the end of the area and back in the manner described, e.g.,:

- 1) Rolls-Royce: this never goes wrong - the Cub runs.
- 2) Austin: has a flat tire - the Cub hops.
- 3) Morris: is stuck in reverse - the Cub runs backwards.
- 4) Ford: very old model, can only go slowly - the Cub walks.
- 5) Mini: only small - the Cub runs, crouched down.
- 6) Humber: Pulls caravan - the Cub tows his Sixer behind.
- 7) Stock-car: everyone runs.

Radar

Semi-active, indoors/outdoors

Equipment: none.

Formation: relay.

The Sixes line up in files with their Sixers about 10 metres ahead of them. The first Cub in each Six is blindfolded. The Sixers then change places and proceed to call the blindfolded Cubs by their Six name, that is, bringing them in by radar. The first Cub - 'airplane' - to 'fly' home scores four points, the second three points and so on. The next Cub is blindfolded, the Sixers change again and the game proceeds until all the 'airplanes' are safely home.

Whirling Wheels

Active, indoors/outdoors

Equipment: 1 beanbag per Six.

Formation: Relay, like the spokes of a wheel, facing in a clockwise direction with the Sixers in the centre.

The beanbags lie at the feet of each Sixer and when the leader gives the starting signal, they pick up the beanbag, run down the back of their Six and in a clockwise direction, round the wheel and back to the outside end of the Six. The beanbag is then passed up the Six to the Cub now at the centre. This continues until all the Cubs have had a turn.

Round the Moon

Active, indoors/outdoors

Equipment: 1 chair per six.

Formation: relay.

All the Sixes line up at the end of the room. Each Cub places his hands on the waist of the Cub in front so the Sixes form a 'rocket'.

One chair is placed at the far end of the room opposite each Six, these are the 'moons'. When the leader calls 'Go', the Sixes run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally the 'nose cone' - the Sixer - returns home. The first team to be sitting down is the winner.

Rocket Relay

Active, outdoors/indoors.

Equipment: 1 chair per Six.

Formation: Relay.

The Sixes line up with a chair at the head of each, facing away from the Six. The chairs are 'launching pads' and the first Cub or 'rocket' stands on the chair awaiting the countdown.

When the leader reaches zero, the 'rocket' blasts off round the room, touching all four walls, and returns to the 'launching pad' where the next 'rocket' is waiting to be launched. The first 'rocket' lets off the second and returns to his Six.

Bat the Balloon

Semi-active, indoors.

Equipment: Balloons.

Formation: Relay.

Teams line up with members standing side by side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players.

The first player in line takes an inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again.

The only rule is this: once the players have taken their stance, they may not move their feet. If a balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Variation: add more than one balloon per line, going in both directions.

Tight Rope Walk

Semi-active, outdoors/indoors

Equipment: Per team: 20' rope, sweatpants, long underwear or large tights, moustache, derby hat, stool, 6' stick.

Formation: shuttle.

Line up the teams in shuttle formation at either end of their 20' rope. The first player on each team, on 'Go', puts on the moustache, tights and hat, picks up his balancing pole and walks along the rope.

Halfway across, he meets a stool; the player climbs over the stool and continues on his way to the other end of the rope where he exchanges his outfit with the next player.

The relay ends when all players have completed the walk TWICE - once walking forward and the second time backward.

Art Consequences

Semi-active, indoors

Equipment: Per six: 1 piece of paper, 1 pencil.

Formation: Relay.

The first player in each group walks to the end of the playing area, picks up the pencil and draws the head of a man, woman or child. After he draws the head, he folds the paper so that only the neck shows. He then walks back to his Six and tags the second player in line.

The second player walks down and draws the shoulders, folds the paper, walks back and tags the third player.

The relay continues on down until the figure is complete with waist, hips, legs and feet.

The fun of this relay is opening up the piece of paper and passing around each 'creature' that each Six has created.

Bean and Straw Relay

Semi-active, indoors.

Equipment: Per Six: 15 beans, 2 containers, 1 straw per boy.

Formation: Relay.

Have the first player in each line pick up a bean with a soda straw, carry it across the room and deposit it in a container. The first team to have all its beans deposited, wins.

Bucket Relay

Active, outdoors

Equipment: Per Six: 1 bucket half-filled with water; 1 empty bucket.

Formation: relay.

On 'Go', the first player runs to the other end of the playing area where the buckets have been placed, pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next player in line.

The second player takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back.

The relay is finished when all have had a turn. The winner is the team with their water intact.

Feather on a Yardstick

Active, indoors.

Equipment: Per six: 1 yardstick; 1 feather.

Formation: relay.

Give the first in each line a yardstick and a feather. On signal, he places the feather on one end of the yardstick, and holds the other end at arm's length while proceeding to the goal line and back. If the feather falls off the yardstick, the player must put it back on the yardstick before continuing. The first team finished wins. To speed up the game and for variation, use paper plates instead of yardsticks. You could even try to balance paper plates on the end of the yardsticks.

Dizzy Izzy

Active, indoors/outdoors

Equipment: none.

Formation: Relay.

Line up the Sixes for a relay race. Have the first player in each line run up to a given point, place one finger on the floor, revolve around his finger seven times, and run back to tag the next player in line. Repeat until all have had a turn. Keep the runners away from the walls and other obstacles.

Variation: Give each Six a baseball bat or equivalent. Have the boys run up, put the bat against their forehead, the other end of the bat on the floor and revolve around the bat three or four times.

Banana Relay

Semi-active, indoors/outdoors.

Equipment: 1 banana per boy.

Formation: relay.

Line up the boys in relay formation, facing each other, and give each boy a banana. He must keep his right hand behind him while he eats the banana, which he must peel with his teeth. On the signal, the first boy peels and eats his banana. When he is able to whistle, the next boy may begin. The first team to finish wins.

Gum-Glove Relay

Semi-active, indoors/outdoors

Equipment: Per team: 1 pair of gloves; 1 paper bag; 1 stick of gum per player.

Formation: Relay.

Hand a closed paper bag to the first player on each team. The paper bag contains one pair of gloves and the gum.

The first player on each team opens the bag, puts on the gloves, digs down into the bag for the gum, pulls it out, unwraps it and begins to chew it. He then replaces the gloves in the bag, closes it and hands it to the next person in line, who repeats the procedure. The first team to be chewing all the gum in the bag wins.

Balloon Baseball

Active, outdoors/indoors.

Equipment: Balloons, balloon baseball markers.

Formation: teams.

Players are divided into two teams. Each team designates a pitcher who pitches to his own team.

Each batter gets two pitches to hit a balloon with his fist. If the balloon is hit, the fielding team tries to blow the balloon to the ground before the batter runs around the bases. If they do not, a run is scored. Play continues until everyone on the batting team has been 'up to bat'. Then the inning is over and teams switch places.

The game continues for a specified number of innings.

Note: Depending on the age of the players, the distance between the bases may be altered.

Indian Club Race

Equipment: 'clubs'

Description: The players are divided into teams and line up. In front of each team is a small circle and ahead of this are a row of crosses about a metre apart. On each cross stands a club. The first player runs out and brings in the clubs one at a time in any order placing them in the circle. Then the next player runs forward and puts the clubs back, one by one. play continues until all the players have been out and moved the clubs. The first team to finish wins.

Skiing

Equipment: A set of skies and poles for each team (e.g. shoe boxes and garden canes), cones or similar.

Description: The players are divided into teams. Some cones are set out in front of each team as obstacles. When the games starts the first player puts a foot in each box and with a cane in each hand 'skies' in and out of the obstacles in front of them, to the far end and back. Then the next player goes. The first team to finish wins.

Rat and Egg

Equipment: ball and length of rope per team, chalk

Description: Draw a circle in front of each team and a boundary line at the other end of the hall. Each team places a ball in the circle. When the game starts the first player from each team holds the ends of the ropes and drags the ball up the hall past the boundary line and back down to the circle. Then the next player goes and so on. the first team to complete the relay wins.

Flipping the Kipper

Equipment: Cardboard flipper, tissue paper fish for each team.

Description: Mark out two frying pans for each team (chalk one on the floor), one at the corner and one in the centre. The players are divided into teams and stand in a corner each. One by one the players in each team have to fan their kippers up to their frying pan in the centre. The next player has to fan it back down to the other frying pan.

Kangaroo Hop

Equipment: ball

Description: The players are divided into teams with a chair in front of each team. The first player grips the ball between their feet and hops around the chair and back to their team. They hand over the ball and the next player goes. The team to finish first is the winner.

Journey to the Moon

Equipment: national flag for each team

Description: The players are divided into teams and sit in a circle, each player given a number. The flags are placed in the centre. The leader calls out a number and the 'orbits'. The player with that number collect their flags, run out of the circle through their own space and 'orbit' the correct number of times. They then rush back into the circle to place their flag on the 'moon'.

Cotton Reel Towers

Equipment: cotton reels for each team

Description: The players are divided into teams. the cotton reels are placed in a pile in front of the team. The first player runs up and puts one reel on top of another. then the second player must place one on top of that and so on. If the tower is knocked down the player must rebuild it but the team captain may come out and help. the team to finish first wins.

Radar

Equipment: Blindfolds

Description: The players are divided into teams with a 'leader' for each team standing in front of them. The first player in each team is blindfolded and the leaders change places and try to bring their team members in by radar (i.e. calling them by their teams name). The first player to fly home gets their team 4 points, the second 3 points and so on. The next player is then blindfolded and the leaders change position again and continue the game.

Cut the Card

Equipment: Pack of cards per team, 4 large cards for each suit

Description: The players are split into up to 4 teams and line up at one end of the hall. A pack of cards is placed in line with each team at the other end. The leader has four large cards with a suit on each. When the game starts the leader holds up one at random and the first player in each team runs to his pack of cards. They cut the cards and if the suit cut is the same as on the card the card is discarded from the pack. They then run back and the next player goes. The leader can change the displayed card at any time. After a set time the discarded cards are counted according to their value (e.g. ace =1 ...king =13). The team with the highest score wins.

Balloon Bang

Equipment: lots of balloons, chairs

Description: The players are divided into teams. At the other end of the hall is placed a chair with a balloon on it. When the game starts the first player runs to the chair and tries to burst the balloon by sitting on it. When it goes bang they run back and the next player goes. The team to burst a set amount of balloons first wins.

Dice Relay

Equipment: dice, shakers, pencils, paper

Description: The players are divided into teams with a leader for each team equipped with a dice, paper, shaker and pencil. The leader selects a target of 10 numbers from 1 to 6 and writes these on the paper. When the game starts the first player from each team runs out, takes the dice in the shaker and attempts to throw one of the numbers on the list. After one throw they go back and the next player runs out. Each time a number is thrown the leader crosses it off. The first team to complete the list wins.

Two Ball Chaos

Equipment: 2 balls, chalk

Description: The players are divided into two teams and they take up position diagonally opposite each other. In the centre a goal is marked with chalk or chairs. A ball is given to each team and the players are given a number. When you start number 1 must dribble the ball anti-clockwise around the room, bouncing it against the wall between each marked goal in turn. Then they go back to their team and the next player does the same. The first team to finish wins.

Variations: Have one team going clockwise and one anti-clockwise. Allow the teams to interfere with the other teams ball

Under - Over

Equipment: Balloons/Balls or similar

Description: The players are divided into teams and stand on behind the other. The front person is given an object, and when told to start, must pass it along the line alternately over the head, and under the legs. When it reaches the last person they run to the front and continue the under-over. Repeat until the whole team has been round once. The first team to sit quietly ready is then the winner

Tissue and Straw

Equipment: 1 Straw per player, 4 paper tissues

Description: The players line up in their teams. The player at the front has a paper tissue which they must stick to the straw by sucking. They must transfer to the second player in line and so on to the end. The first team to transfer the tissue wins. No hands may be used.

Stock Car Racing

Equipment: Chairs

Description: The players are divided into teams and stand on behind the other. When a certain make of car is called the front person runs around a certain point (marked by a chair or similar) and back performing the appropriate action. This is repeated until everyone has had a turn.

Notes: Skoda - Walk Backwards

Escort - Hop

Caravan - Join hands with next person and go together

Convoy - Whole team joins hands and goes together

Cosworth - Run

Mini - Crawl on hands and Knees

St. George and the Dragon

Equipment: Easels, Pieces of Bristol board, Straight Sticks, Needles, Pins, Balloons, Set of Cardboard Armour

Description: In preparation for the relay, a picture of a dragon is drawn on each piece of Bristol board. Next, balloons are attached to the 'dragon'. The dragons are set up on easels, 6 feet apart, at a designated distance from the starting line. Finally, the needle is attached to the end of each stick, in order to create dragon-killing 'lances'.

Divide the players into two or more teams. One boy acts as a horse, while another acts as the rider. On 'Go', one pair from each team rides to the starting line. The riders put on the armour, pick up the lance, and remount their horses. Then the charge begins ! Using the lance, the rider breaks one balloon on his team's dragon. He has only one try. When his attempt is over (whether successful or not) the 'horse' gallops back to the starting line, where the couple gives the props to the next pair from their team. The relay continues until both dragons are 'dead' (balloon-less)

Art Consequences

Equipment: Paper and Pencils

Description: Players are divided into teams. The first player in each group walks to the end of the playing area, picks up the pencil and draws the head of a man, woman or child. After he draws the head, he folds the paper so that only the neck shows. He then walks back to his team and tags the second player in line. The second player walks down and draws the shoulders, folds the paper, walks back and tags the third player. The relay continues on down until the figure is complete with waist, hips, legs and feet.

Notes: The fun of this relay is opening up the piece of paper and passing around each 'creature' that each team has created.

Pack 'Em In

Equipment: Suitcases, Umbrellas, Hats, Coats, Gloves, Scarf's

Description: Divide the players into even teams and line up each team in relay formation. Place the suitcase, filled with the clothing, in front of the first player on each team. On 'Go', the first player opens the suitcase, puts on all the clothing and runs down to the other end of the playing area and back. Here, they remove all the clothing and put it back inside the suitcase, shut the suitcase and tag the next player in line. That player opens the suitcase and gets dressed and runs down the playing area and back. The relay continues until all players have had the chance to get dressed, travel and unpack

Variations: Provide additional articles of clothing or accessories, to make the outfit even funnier

Blind men's Race

- Blindfolds for 2/3 players

This is raced by teams of three. Two are blindfolded, and clasp hands. The one not blindfolded holds their outside hands and guides them through the course.

Bucket Relay

- Two buckets per team
- Water

Fill one of the buckets half-full with water, and leave the other empty. On 'Go', the first player runs to the other end of the playing area where the buckets have been placed, pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next player in line.

The second player takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back.

The relay is finished when all have had a turn. The winner is the team with their water intact.

Animal Relay

Each member of a team is allocated a different animal. He must then move across the hall in the style of that animal. Brilliant fun, but hard to grade.

Donkey - Travelling on all fours to the goal and imitating the donkey's bray.

Duck - Walking on two feet in squat position squawking without stopping.

Lame Dog - Walking on two hands and one foot and barking.

Bear - Bent over standing on their hands and feet, moves right and left foot together, and then left hand and right foot together.

Duck - Squatting down low, with knees spread, arms stretched out with their hands clasped in front of their legs below their knees.

Crab - Back toward the floor, supported on hands and feet, the feet facing forward.

Elephant - On hands and feet, with legs and arms absolutely rigid.

Frog - Feet spread with his knees outside his hands, which are together. Advancing by frog-like jumps, landing on hands at each leap, then bringing the feet up

Back-to-Back Relay

Pairs standing back to back their backs touching and must run together to a goal and back with one running forward and the other running backward. If they separate, they must start over again.

Backward Trip Race

This is run in teams of three, the central player facing forward; the other two, with arms linked, facing backwards. The first team to finish intact wins.

Bat the Balloon

- A pack of balloons.

Teams line up with members standing side by side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players.

The first player in line takes and inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again. The only rule is this: once the players have taken their stance, they may not move their feet. If a balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Refinement:

Add more than one balloon per line, going in both directions.

Candle And Straw Relay Race

- A Candle per team
- A box of matches per team
- A drinking straw per team member

Each team member is given a straw. They have to race to the opposite end of the hall where their candle and box of matches is located. They must light the candle and then blow it out by blowing the flame through the straw. This can also be played in subdued lighting.

Candle Race

- A candle per team
- Matches

First person lights a candle, carries it to a specified point, returns to the next person in line, hands him the candle; all without letting the flame go out. If the flame does go out, he must return to the starting line, re-light the flame and start over again.

Centipede Relay

Cub 1 of the team runs up hall and back, he puts one hand between his legs for the cub 2 to hold. They run up hall and back together, cub 3 joins chain etc. Team penalised if chain breaks - must start again.

Variation:

Instead of holding hands the team holds onto a pole.

Checker Relay

- 6 Wooden checkers playing pieces (or coins) per team

Scouts race up and down the hall in relay fashion, with a pile of 6 checkers balanced on the back of one hand. They are not allowed to steady the pile with the other hand. The only time they can touch the checkers with the other hand, is either when they have dropped them and are picking them up, or when they are transferring the checkers to another scout in their team.

Clodhopper Race

- A Newspaper per team
- A Blindfold per team

A series of pieces of paper are placed in a circle after a team member is blindfolded. The team member must step on each piece of paper following directions from team mates. They cannot touch him or move him themselves.

Cone Race

- Cord per team
- Paper cone (cup) per team

Thread paper cones onto a cord stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next boy does the same. First team

Clothes Pin Relay

- Clothes peg per team
- Bottle per team

Divide into teams. Each team member must run from the starting line to a team bottle placed a distance away, attempt to drop a wooden clothes pin into the bottle (Each boy has only one attempt to get the clothes pin in the bottle) and run back to tag the next team member, who then repeats the action. The rules are to hold the clothes pin with a straight arm at shoulder height or with a bent arm at waist height (as long as all do it the same way. When all the teams are done the team with the most clothes pins in their bottle wins the game.

Compass Skills Patience

- Sets of cards with compass points printed on them

This game is played the same way as the patience relay (described earlier). This time the boys have to place the cards at the correct compass position for that card. Suggested order for laying down cards: North, South, East, West, North East, South East, South West, North West. NNE, SSW, NNW, SSE, ENE, WSW, ESE, WNW.

Refinement:

Replace some directions with bearings (eg. 270 is East)

finished wins.

Crew Race

- A pole per team

Groups of four or more straddle a pole, which must be held with both hands by each player. The front racer having at least one hand on the rail in front of him and the boy on the rear having at least one hand on the rail behind him. All scouts face backward except the last one who is the crosswain and steers.

Cross the River

- 4 Card or carpet tile stepping stones per team
- 3 Awkward pieces of equipment per team eg.rucksack, football or hoop

Line up sixes with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Cub 1 carries cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up cub 3 plus a piece of equipment. Cub 3 comes back and picks up cub 4 plus a piece of equipment and so on until all the cubs have crossed the river. Those cubs on the bank should be encouraged to cheer their team on.

Dizzy Pole Relay (Izzy Dizzy)

- A pole per team

Each team member runs up hall, picks up a pole. Then puts one end stationary on the ground and runs around it 10 (or so) times before running dizzily back to his team to tag the next boy.

Donkey Race

- Pole or broom per team

Two boys straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

Dribble Ball

- A Ball per team
- 3+ Skittles (or chairs) per team

Standing in teams, each person in turn dribbles the ball down the line of skittles slalom fashion, either using their foot, a stick or a washing up liquid bottle and then straight back to the next man in their team. If a skittle is knocked over, the player has to return to the start and begin again.

Driving the Pig

- A 3" pole per team
- A 5 pint plastic milk carton per team

Fill each bottle with a little water as ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the hall (fair) and runs back with the equipment. (Game not too suitable for varnished wood floors)

Variation:

Teams run laps around a grand-prix course around several chairs in a circular or (harder) figure-of-eight course.

Feather Relay

- A long feather per team

Each player throws a long feather javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player.

Variation:

Replace feather with a paper aeroplane (each team can make it) for outdoors.

File Race (Chinaman's Race)

From: mott@oodis01.hill.af.mil (Dan Mott)

Teams of 6 to 12 (or 4 to 8) each race, one behind the other. No scout is permitted to pass his team-mate ahead of him.

Fireman, Save My Child

- Drinking straw per player
- Paper cut-out of a child, about 1.5 to 2" tall.

Each team has a pile of the cut-out children on a table and a drinking straw for each player. Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, or whatever. At the call of "Fireman, save my child", the first player on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they run to their respective pail and deposit the figure. The next team member then goes. If they drop the figure en-route, they must stop and pick up their child, again, by sucking it up with the straw.

Variation:

Use dried peas instead of paper cut outs.

Flapping Fish Relay

A paper fish per team

A newspaper per team

Players must waft a paper cut-out of a fish (1' length) across the hall and back using the newspaper as a fan. Best approach: fan the fish using flat slightly unfolded newspaper standing a couple of feet back, or just cheat. Worst Approach: Whack the fish as hard as you can with a rolled-up newspaper.

Highwayman

- A short rope per team
- A chair per team

Teams stand in lines at one end of the hall. There is a wooden chair with a bar back at the other end of the hall opposite each team. The front player of each team has a length of rope in one hand. On the command 'GO' the second player jumps onto the back of the front player and they race piggy back style to the chair at the other end of the hall. The player riding jumps down and ties one end of the rope around the top bar of the chair using the highwayman's hitch. He then jumps back on the other players back, pulls the end of the rope to free it and they then race back to their team. The player who was the horse goes to the back of the team and the player who was the rider now becomes the horse or front player.

Human Boat Race

Each boat is made up of eight to ten players each in full knees-bent position. Each player has his hands on the shoulders of the man in front. Facing the line of players in each boat is a 'COX'. The cox holds the hands of the front player in the boat. When the race starts, the boats move forwards by all players in a boat springing together off both feet. The cox for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

Heel Race

Each runner runs on his heels. Scouts are not allowed to touch the toes to the floor.

Island Race

- 4+ chairs per team

Each team must cross the hall without touching the floor. This can be done if the team stand on all but one chair which is passed to the front of the 'island'. The

team can then move forward so that the chair at the back is free, this can be passed to the front etc. To increase difficulty, reduce the number of chairs.

Nail Driving Relay

- A Hammer per team
- A Wooden block per team
- Bag of nails

Stand one 2x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting line and put a hammer next to each of the blocks. On "GO!" one boy from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next boy in the relay. The race continues, with each boy in turn going as many times as it takes for one team to drive all of its nails flush into the block. Be ready to straighten bent nails.

Variation:

Drive tent pegs into the ground with a mallet.

Newsprint Race

- 1 Newspaper

Each scout is provided with two sheets of newspaper which he uses to run the race. He can only step on the newspapers; this is done by: stepping on one, lay the other in front of him, steps on it, retrieves the paper behind him, which he places in front of him moving forward in this fashion.

Paper Hoops

- Several newspapers

This is a relay race between sixes. A pile of newspapers for each six is placed at one end of the room with the sixes lined up at the other end. When the whistle blows they race up to the newspapers. The object is to cut the newspaper sheet in the middle and then step through the paper without ripping it right through to the edge. If that happens they have to start again. When they have stepped through they race back so that the next team member can go. The winners are those who are all sitting down with their arms folded. Use newspapers that are not too big.

Patience Relay

- A pack of playing cards for every 4 teams

Separate the cards into a suit per team. Lay out the 10 number cards (including ace) in any order face down at the end of the hall. One at a time the boys run up and turn over a card. If it is not the Ace then they turn it face down again and run back to their team and the next player has a go. When the ace is turned up they can lay it face up. The next card needed is the two and so on. Play continues until one team has all its cards turned face up. Requires team to use memory and teamwork to reduce errors.

Ping Pong Ball Relay

- A party blower per team
- A ping pong ball per team

Each player gets a party blower (the type that unrolls when you blow it) That he uses to push the ping pong ball across the floor. He can only use the party blower, nothing else, he can't blow the ball himself, or touch it in any way except for the blower.

Potato Jump Race

- Small ball per team

Establish a start and a finish line. Line the boys up on the starting line. Give each boy a potato (ping-pong ball, balloon, etc.) to put between his knees. On 'GO' see who can jump to the finish line first without dropping the potato.

Potato Race

- Fork per team
- Potato per team

Each team member tosses the potato into the air and catches it on the fork, takes it off and hands them to the next player.

Rocket Relay

- A chair per team

The Sixes line up with a chair at the head of each, facing away from the Six. The chairs are 'launching pads' and the first Cub or 'rocket' stands on the chair awaiting the countdown. When the leader reaches zero, the 'rocket' blasts off round the room, touching all four walls, and returns to the 'launching pad' where the next 'rocket' is waiting to be launched. The first 'rocket' lets off the second and returns to his Six.

Skin the Snake

Team members stand one behind the other with legs apart and pass their right hands between the legs to grasp the left hands of those behind. Starting at the back, members crawl through the legs of those in front of them, without losing hand grip, until the whole team is standing in a line holding hands.

Round the Moon

- A chair per team.

All the Sixes line up at the end of the room. Each Cub places his hands on the waist of the Cub in front so the Sixes form a 'rocket'. One chair is placed at the far end of the room opposite each Six, these are the 'moons'. When the leader calls 'Go', the Sixes run the length of the room, round their 'moon' and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally the 'nose cone' - the Sixer - returns home. The first team to be sitting down is the winner.

Seed Planting Relay

- 6 cups, or jars per team
- One bag of seeds, or pasta shells, or dried peas

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and taps the next boy on the team.

Stacking the Cans

- 6 cans per team

Patrols or sixes stand in lines. They have to run to the end of the hall in relay fashion and each one add a can to the stack. The winning team is the first one back with a completed stack and all their team standing to attention.

Variation:

Teams work against each other in pairs - One team stands at the side throwing bean bags or dusters at the piles of cans, the other team attempts to build up the pile. After swapping over the team with the fastest time wins.

Tunnel Relay

The team members stand in a line one behind another with their legs apart. The person at the back of the team crawls through the legs of the other members and then stands at the front, legs open. The next team member then goes. When everyone has crawled through (team is back in order) the team has finished.

Variation:

Instead of crawling through a ball is passed backwards between the legs of the players. This will require the person at the end of the line to run to the front when he receives the ball.

SEED PLANTING RELAY

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and taps the next boy on the team.

Water Relay Race

- Paper cup per team
- 2 dixies or buckets per team

Transport water from point A to point B holding water can above head. Water can has small nail holes in bottom edge resulting in a shower effect on the carrier. Team that has the most water average per den wins.

Variation:

Carry cup of water on foot.

Wheels

Line patrols up. Give each team member a number. Then shout out modes of transport e.g. car. Number four runs because it has four wheels. Any mode of transport is applicable:

- 1 - unicycle
 - 2 - bicycle
 - 3 - trike or a unicycle and a bicycle.
 - 4 - car
 - 5 - Unicycle on top of a car
 - 6 - 3 bikes.
- TRAIN - Whole team runs.

You can make it up as you go along: But when you shout TRAIN then the whole team must run.

Whirling Wheels

- A beanbag per team

Formation: Relay, like the spokes of a wheel, facing in a clockwise direction with the Sixers in the centre. The beanbags lie at the feet of each Sixer and when the leader gives the starting signal, they pick up the beanbag, run down the back of their Six and in a clockwise direction, round the wheel and back to the outside end of the Six. The beanbag is then passed up the Six to the Cub now at the centre. This continues until all the Cubs have had a turn.

Wild Wheelbarrow

- A blindfold per team

One pushes a wheelbarrow and the other person blindfolded with the rider giving directions.

Some other very well known relays:

- Egg and spoon race
- Running Backwards
- Hopping, Jumping
- Wheelbarrow race
- Piggy-back race
- Sack race
- Obstacle courses

POTATO RACE

Two teams. Give each starting player a fork and a potato. He tosses the potato into the air and catches it on the fork, takes it off and hands them to the next player. First team through wins.

CONE RACE

String paper cones on cords stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next boy does the same. First team finished wins.

DRIVING THE PIG

Two teams; each team has a 3" long stick and a ½ gallon milk bottle (add a little water to the bottles). The players use the stick to push the bottle (pig) to the fair.

TOWEL ROLL ROLL

Using a broomstick and a paper towel cardboard tube, each team member uses the stick to roll the tube to one end of the room and then back. He then hands the broomstick to the next boy. (I have seen this one done—it's harder than it sounds!)

TURKEY FEATHER RELAY

Divide into relay teams. First player holds a long turkey feather. At the word "Go" each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player.

CANDLE AND STRAW RELAY RACE

Equipment:

- 1 candle and a box of matches per team and 1 drinking
- straw per team member

Each team member is given a straw. They have to race to the opposite end of the hall where their candle and box of matches is located. They must light the candle and then blow it out by blowing the flame through the straw. This can also be played in subdued lighting.

DRIBBLE BALL

Equipment: 1 ball and several skittles per team or Six

Standing in teams, each person in turn dribbles the ball down the line of skittles slalom fashion, either using their foot, a stick or a washing up liquid bottle and then straight back to the next man in their team. If a skittle is knocked over, the player has to return to the start and begin again.

CHECKER RELAY

Equipment:

- 6 wooden checkers playing pieces per Patrol

Scouts race up and down the hall in relay fashion, with a pile of 6 checkers balanced on the back of one hand. They are not allowed to steady the pile with the other hand. The only time they can touch the checkers with the other hand, is either when they have dropped them and are picking them up, or when they are transferring the checkers to another Scout in their team.

CUBS ACROSS THE RIVER

Equipment:

- 4 card or carpet tile stepping stones
- three awkward pieces of equipment such as a rucksack, a football and a hoop, for each Six

Line up Sixes with their equipment and draw two lines to represent the river. Lay the stepping stones across the river. Cub 1 carries Cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up Cub 3 plus a piece of equipment. Cub 3 comes back and picks up Cub 4 plus a piece of equipment and so on until all the Cubs have crossed the river. Those Cubs on the bank should be encouraged to cheer their team on.

STACKING THE CANS

Equipment: 6 tin cans or drinking chocolate tins with lids per team

Patrols or Sixes stand in lines. They have to run to the end of the hall in relay fashion and each one add a can to the stack. The winning team is the first one back with a completed stack and all their team standing to attention. You could add a variation to the game by playing two teams at a time and have the other teams at the sides throwing bean bags or dusters at the piles of cans. If you played this variation then you would play against the clock to see which team was the fastest.

WHEELBARROW RACE

Teams stand in lines at one end of the hall. On the command 'GO', the front player gets down on his hands. The second player stands between his legs and lifts his legs up to waist level. They now have to go as fast as possible to the other end of the hall with the front player walking with his hands and the rear player holding him up like a wheelbarrow. When they reach the end of the hall the front player stands up and the rear player runs back to the front of his team and then becomes the front man of the new wheelbarrow. This process is continued until the whole team are at the far end of the hall.

TUNNEL BALL

Equipment: A ball or balloon for each team

The teams stand at attention in lines, the front player in each team has the ball. On the command 'GO' they spring their legs apart. The player at the front passes the ball between their legs. The ball must go between each player's legs until it is picked up by the player at the back. The back player then runs to the front and continues the process until the original front player is back at the front. The winning team is the one with all players standing at attention with the ball at the front. If a ball breaks out from the line it must start its journey through the tunnel again from the front. As an alternative pass the ball from the back player through the tunnel to the front.

HIGHWAYMAN

Equipment: A short length of lashing rope and a chair for each team

Teams stand in lines at one end of the hall. There is a wooden chair with a bar back at the other end of the hall opposite each team. The front player of each team has a length of rope in one hand. On the command 'GO' the second player jumps onto the back of the front player and they race piggy back style to the chair at the other end of the hall. The player riding jumps down and ties one end of the rope around the top bar of the chair using the highwayman's hitch. He then jumps back on the other players back, pulls the end of the rope to free it and they then race back to their team. The player who was the horse goes to the back of the team and the player who was the rider now becomes the horse or front player.

LAYERED CLOTHES

To teach about layered clothing. Gather a pile of assorted clothing, including socks, shoes, hats, etc. Divide the clothing "evenly" into piles (i.e. pair of pants in each pile, mittens in each pile, etc.). Make sure the clothes are large enough that the outer layers can fit over the other layers. Divide the group into teams. Divide the teams in half and place one half near the pile of clothes, the other about 50 feet away. At a signal, the first member of each team "dresses" in the clothing of the pile and gallops the 50 feet to the other side, "undresses" and another team member puts on the clothes. As long as there are no rocks in the way, this game can be really fun to play (and watch!).

FIREMAN, SAVE MY CHILD

Equipment:

- A drinking straw for each player
- simple paper cut-out of a child, this should be about 1 ½ to 2 inches tall. The arms and legs should be about ½ an inch wide on the figure

The game goes like this: The players are divided into two teams and are formed into two lines. Each team has a pile of the cut-out children on a table and a drinking straw for each player.

Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, or whatever.

At the call of "Fireman, save my child", the first player on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they then run to their respective pail and deposit their figure in the pail. If they drop the figure en route, they must stop and pick up their child again, by getting down on the floor and sucking it up with their straw. After putting their child in the pail, they run back to the starting line, and the next player picks up his child and repeats the process. The first team to save all their children is the winner. Have enough figures so each player gets at least two turns.