

1. **Death mat:** Big circle pulling people onto it, or make circle break. Final survivor/s win.
2. **Death ball:** Various games passing large soft ball - hit legs of a 'runner' . Scouts stand still in circle or spaced-out in hall. If successful - take their place as runner.
3. Two numbered lines games, sides of hall, goal each end. Call numbers to kick/hit ball or grab a 'bone' (old mat).
4. **Circular tug of war:** Large loop of thick rope, patrols equally spaced, numbered-off behind a chair. Run up and try to pull rope to their chair. 1-3 patrol members of each patrol at a time.
5. **Collecting relay:** Patrols numbered behind their bowl. Bowl in centre with 12 or so balls, pegs or like. Number called runs up and moving only one at a time has to collect given number in their bowl. Take from other patrols when centre bowl empty.
6. **Murderball:** 1 on 1, hold a cushion down on the opponents chalk circle for 3 seconds.
7. **Bulldog:** From one end of hall to the other with people in the middle trying to grab you and lift you off the ground. Once out, you join the catchers. NO DROPPING!
8. **Captains Parade:** 4 sides of hall are 'Boats, Guns, Crows Nest, Captains Parade" plus "under fire" means you lie down and "abandon ship" means you get your feet off the ground. Last one each time is out.
9. **Sack Wack:** on a 2m or so plank of wood, 1 on 1, each scout has a pillow and tries to hit the other off (you may not hit the head, the groin or the back of the legs).
10. **Human Snooker:** Scouts line up along each wall (we have a small hut) with benches laid across the middle. With a tennis ball, they try to hit the opposition's feet by bouncing it off the benches. (If the opponents' feet move or are hit by the ball. they are out).
11. **Tin Lid:** 1 on 1, rolled up newspaper for hockey sticks and a tin lid for a puck. they must hit the puck through the front legs of a chair set up at each end for a goal. this can also be 2 on 2. (or more depending on hall size).
12. **Ankle Crusher:** A cushion tied to a rope. rope is the length of the circumference of an inlaid circle in the floor. Rope is swung and scouts must jump.
13. **Head it, Catch it:** Scouts stand in circle, ball is thrown at them. If the instruction is 'head it' they catch it, if 'catch it', they head it. Sit down if they get it wrong.
14. **Crab football:** Like normal football, but played on hands and legs, facing upwards. Sit on floor, feet in front, hands behind, not allowed to stand up to move around.
15. **Cupball:** 2 teams, one chair in a zone at each end. Each team has a scout, on the chair, in the zone, with a cup. A tennis ball is passed (netball style) with the aim of getting it in the cup. Ball may not be helped into the cup, nor may it roll around the edge. Nobody is allowed in the zone.
16. **123:** All Scouts stand along one wall. There are 2 lines between them and the wall opposite. Nearest line is worth 1, next line is worth 2, and the wall is worth 3. When a number is called, they run to that number, touch it with their hand and run back. They may only visit the line worth one, once. You can call any number and they have to visit the lines, going back each time, to touch the wall. Last one each time is out.

17. **Table Cricket:** Two teams. "Batting" team take turns to throw a tennis ball onto a (small!) table in front of them, with the ball bouncing off the table towards the fielders. Miss the table = out, caught = out; ball must cross a line about three feet in front of the table. No fielders between table and line. Ball passing a "boundary" (opposite wall?) without touching the floor scores 6; rolling over the boundary scores 4; otherwise, score 1. Three out, all out.
18. **Indoor Rounders:** Two teams. Four bases of chairs, set out in a square, one fielder standing on each chair. Bowler delivers tennis ball, underarm, from the centre of the square; batsman hits the ball with a closed fist. Ball goes behind batsman, either with or without being hit, = no ball. "Tip and run" - i.e. batsman must run after hitting the ball. Caught (no rebounds off walls) = out. No "loaded bases", i.e. batsman MUST attempt to run all the way round - OUTSIDE each base (chair), and is not allowed to touch the chairs. Fielders must pass the ball to first base, who then throws the ball to second base, who then throws to third base, who then throws to fourth base - trying to beat the runner round the square. Ball beats runner = out. A dropped ball by base fielders must start throwing from first base again. Rounder scored by beating the ball round the square.
19. **Demolition:** Two, three, or four teams, put into areas at the corners or ends of the hall. Tables placed on their side, legs facing towards the centre of the hall, in front of each team as a boundary. One table, with a chair standing on top, in each team area, behind the players. Place a target onto the chair, such as a 2-litre PET bottle (ballasted with a little water). Provide "demolition balls" to each team; the idea is to knock down other team's targets. "Stress (squeezy) Balls" are ideal, otherwise use newspaper crumpled into balls and bound with masking tape. Teams may re-use balls which fall in their area, but may NOT retrieve balls from the arena beyond their table boundary (no risk of collision or injury from table legs!).
20. **Landing Nets:** Two fishing landing nets suspended from the ceiling at opposite ends of the hall, above head height. Teams throw balls at the suspended nets, and defend their own net. Again, "Stress Balls" are ideal. Players may NOT cross a line set out in front of them for any purpose; balls falling short or rebounding are retrieved and redistributed by leaders. Set a time limit (2 minutes is usually enough), then count the number of balls in each net.
21. **Lighthouse Maze:** One player at one end of the hall, with a torch, and an empty bucket. Set up a "maze" using tables on their side (need to protect uppermost legs of the tables with, for example, small plastic cones). Lights off. Players attempt to get from one end of the hall to the other and place a ball into the bucket without being caught by the torch, and named by the lighthouse keeper.
22. **Sumo:** Draw a circle in the HQ and players take it in turns to push the other one out. Keep going until one either touches the circle or goes out of it. Winner stays on (max 3 goes). Variation is doing it on all fours. Split into two teams and they number off in secret. Then call out a number and those two come forward and battle it out. You get some unexpected pairings and unexpected results.

23. **Viking Wrestling:** Two opponents face each other with their right hand on the opponents shoulder and the left hand holding their right leg (i.e. they are standing on their left leg only). They then have to push the opponent over or out of the ring. Can be done with Cubs, one on one, but with the Cubs walking bent over and holding their ankles. Letting go of ankles, or falling over, or getting pushed outside the circle are all 'out'. An agile little Cub can often beat a large Cub simply by moving fast enough to get him off balance.
24. **Skittle Knockdown:** Two teams with a chair at each end of the hall. Call a number then team numbers stand on chairs and throw bean bags at a row of five skittles across the middle of the hall. First to knock 3 over wins the round.
25. **Indoor Hockey:** Various games involving plastic hockey sticks & pucks or foam balls.
26. **Table Tennis:** Don't play it often and it is better with Explorers as they seem to have improved hand/eye skills.
27. **Sock Game:** Everyone at one of the hall, run from one end to the other on a whistle blow, leaders throwing rolled up socks at their legs, if hit they are out.
28. **Newspaper Chase:** All in a circle, hand out behind, eyes closed. Leader gives one (or two) a piece of rolled up newspaper (or pipe insulating foam). They then whack the Scout (bums only!) to their left or right (define beforehand) and chase them around the circle back to their place.
29. **Ball Lob:** Four teams, quarter off the hall with ropes. Empty a bag of soft balls (I think we must have about 100) in the middle. Give them two minutes to try to clear their area of balls by lobbing them into another team's area. At the end of the time, team with the least balls wins.
30. **Chair Football:** Everyone has a chair which is placed in a large circle. All players stand-up and the ball goes into the middle of the circle; if the ball passes between the legs of your chair from any direction, you're out and have to sit down. Fouls or handballs also make you sit down. Last one standing wins. Those who are out can still play the ball but must do so from a seated position. The game can be speeded-up by adding extra balls. The least adventurous often stay in longest, as the real football fiends usually forget to defend their own chair.
31. Kids stand in a circle with their own feet wide apart but touching the feet of the next person. With one hand behind your back you have to hit the ball between your opponents feet. Picking the ball up is not allowed. When you're out you become a ball-boy or girl. You get two winners as we haven't worked out a way for only two people to play. For last two players: Back to back standing straight up, heels touching. Ball placed between legs. Shout "Go", and it's the first to remain standing, as generally the act of bending over knocks the slowest one out of the way.

32. The kids hold a stave (broom stick) upright and stand in a circle. When a leader calls out "One to the left" or "One to the right" they have to let go of theirs and catch the staff next to them before it falls on the floor. If you can't catch it, you're out. If you deliberately throw your staff down so that the next person can't catch it, you're out too. When you get down to the last two, get them to take a step back before shouting "go" each time. If they're good they can sometimes run the whole length of the hall and still catch their opponent's staff. Remember to disarm the Scouts who are out or it'll end in tears. You can play this with kayak paddles as a warm-up game.
33. **Spatt!** All stand in a circle with leader in the middle. Leader points at one kid and shouts 'Splatt'. Kid has to duck down and kids on either side of him have to point at each other and shout 'Splatt!'. Last one to shout sits down. When you are down to two, put them back to back and take a few paces. Shout again, and the first one to turn is the winner. Mind, got some right little James Bond's in our Beavers and this bit often goes on for ages - but its great fun. The leader spins round and points at a new kid each time.
34. **Dodge Ball:** Kids at one end, leaders in the middle at the sides. Shout 'go' and they have to run to the other end of the hall while you are chucking balls at them. Hit on the legs and you are out.
35. **Clearout!** Divide the hall up into as many boxes as you have patrols/lodges/ sixes. Chuck a load of balls in and they have to keep them out of their box. Blow a whistle at strategic time and everyone has to freeze. Count up and the one with the least number of balls gets the point. Try it with ONE ball, use a stop-watch and tell them in advance how many seconds. The clever ones will try and hold onto the ball and throw it out at the last second. Good tactical game.
36. **Scarf Grab:** Divide troop into two, put them at either end of hall and number them. Put scarf or loop of rope in the middle. Call out a number and they have to grab the rope and bring it back to their end. Often results in a right old tug of war. Variation: If the person with the scarf is touched by the other person while they are holding it, the scarf/game is dead. Clever tactics ensue.
37. **Rescue Teddy:** Blindfold one on a chair in the middle and then select someone to creep and try and rescue the teddy you have under the seat. If blindfolded one hears him coming, he has to point with finger for three seconds. If he spots him that one goes back. The one who rescues teddy gets blindfolded.
38. **Blow Football:** Make two lines on the floor about 2 feet (60cms) apart. Two teams lie on their fronts on the floor facing each other, with their chins on the chalk line. Roll a ping-pong ball between the two rows of heads, the aim is to blow the ball across their opponent's line. Touching the ball gives away a penalty-goal. Leader rolls the ball back into play after each goal - a small table on its side at each end of the pitch stops the ball from going out of play. Works for Beavers to Explorers. A friend played this with his Cubs, but one of them ate the ball!