

CUB SCOUT SALUTE

GAMES

Salute to Fitness

Sam Houston Area Council

Set up an obstacle course for the Scouts to move through. Include stations where they must stop and do 5-10 pushups, 10-15 jumping jacks, 10-20 sit ups, and 10-15 toe touches as they move through the course. The Scouts move from one station to the next by using “animal” walks such as a duck walking, a bear walking, a crab walking, a turtle crawling, *etc...*

Stop Sign Relay

Buckeye District SKC

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw to each player. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back. This continues until all boys on each team have carried the stop sign. This first team finished is the winner.

Fireman, Save my Child

Buckeye District SKC

Divide den into two teams. One member of each team (The “child”) sits on an old throw rug or pad of newspapers about fifteen feet from his team. Each of his teammates has a four-foot length of rope. On signal, the players tie their ropes together with square knots to form a rescue rope. When all ropes are tied, one player throws the rescue rope to the child and the team pulls him to safety. The first team to rescue its child wins, provided that all square knots are tied correctly.

Bucket Brigade Relay (*play outdoors*)

Buckeye District SKC

Divide den into two teams. Give each team two pails, one filled with water and one empty. Place the empty buckets some distance from each team. On signal, the first boy on each team carries the full bucket to the empty one, pours the water into it, and returns to his team carrying the full pail. The next boy repeats the action, and so on until all have carried the water. This is not a speed contest. The winning team is the one with the most water in one pail when all members have finished.

Search Light

Buckeye District SKC

Equipment Required: One flashlight per team.

Description of Game: Teams line up in relay formation.

A number of easily visible objects are set out.

The first players on teams should be an equal distance from the objects. Each of them holds a flashlight. Call out the name of an object. Give the players 10 seconds to spot the object and then turn out the lights. After a brief pause, call “Flashlights On!”

The first player to illuminate the object with his flashlight earns a point for his team. Next player moves up for his turn. All players should have a turn. Any player who turns on his light before the command is disqualified.

Fireman Race

Buckeye District SKC

Four persons take part in this fireman race, two on each side. Each pair is given a bucket in which there are two fire hats and two pairs of boots. The object of the game is for these pairs to race to a given line, put on the costumes, race to the starting line, take off the costumes and replace them in the bucket. The pair that accomplishes this in the shortest time wins.

Safety Net Blanketball

Buckeye District SKC

Tell the boys they are going to practice catching people jumping from windows of buildings that are on fire. This game will help them learn this skill. Divide the boys into two teams. Set up a volleyball net, or string a rope between two trees at about seven feet high. Each team is given a blanket. The object of the game is to toss a beach ball back and forth over the net using the blankets to catch and throw. Every time the ball is tossed over the net by one team and caught successfully in the blanket held by the other team, one collective point is scored. This game is extremely cooperative in structure, as every team member is part of every toss and every catch made by his team. In addition, both teams work together toward a common end. The collective challenge is to score as many points in a row as possible.

Home Fire Hazard

Buckeye District SKC

Prepare for this game by creating some fire hazards around your meeting place. You might include: matches left carelessly within reach of children, an outside door blocked by a chair, oily rags piled in a corner of the garage, grease spilled near a stove burner, electric cord on the floor where people walk. Give the boy and his partner 10 minutes to make an inspection and find as many hazards as they can. At the end of the game, explain each hazard. Family activity – boy and his partner inspect their own home and correct any hazard.

Fire Triangle Experiment

Buckeye District SKC

Fire requires air, fuel and heat. If you take away any one of those three elements, the fire will go out. Demonstrate this with two wooden matches, a bottle, and water. Have a Cub Scout strike a match (creating heat by friction.) Let the match burn for a moment (using oxygen in the air to burn the match to burn the fuel wood.) Then drop the match into an empty bottle and place your hand over the top. This cuts off the oxygen and the match goes out. Put water into the bottle. Have a Cub Scout light the match and drop it in. The water both cuts off the available oxygen and cools the fuel, extinguishing the fire even faster.

Stamp out That Fire!

Buckeye District SKC

Using red or orange balloons, tie one balloon onto each person's ankle with long strings (36 inches). Players attempt to "stamp out" everyone else's fire (pop their balloons) while keeping their own fire burning (saving their own balloon). The one with the last unbroken balloon wins. Variation: Play in teams with half having red balloons and half having orange balloons.

Fire! Police! Ambulance!

Buckeye District SKC

Three 'corners' are named "Fire Station", "Police" and "Ambulance". The leader calls out a situation in which a Cub Scout might find himself. The Cub Scouts have to run to the correct 'corner'. The last one to his 'corner' loses a point for his den but does not drop out.

Suggested Situations:

1. Smoke is seen coming out from under the door of a house. (fire)
2. When out fishing, you spot some bushes on fire. (fire)
3. You see some older boys cutting the wire to a telephone in a call box. (police)
4. Your friend falls from his bicycle while you are out for a ride. (ambulance)
5. Your bicycle is stolen. (police)
6. An older person who has rescued a small girl from a river asks you to telephone for help. (ambulance)

Corn Pitching

Heart of America Council

You will need a good-sized bowl and 6 kernels of corn. Each player takes turns pitching the corn kernels, one at a time, into the bowl from a set distance. The leader must keep score of how many kernels end up in the bowl. The winner is the one with the highest score after three rounds

Turkey Feather Relay

Heart of America Council

Divide into relay teams. The first player of each team is given 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 he crosses the finish line. He then picks it up and runs back to his team to give the feather to the next player and play continues until the first team has all players finish.

Fox and Food

Heart of America Council

Materials: Handkerchief, stick, beanbag or other distinctive object.

Objective: Fox is to guard its food while predators try to steal it.

How to Play: One person (fox) stands guard over food source (distinctive object). Everyone else (predators) forms a circle around him and tries to steal the food without being tagged by the fox. The fox can move as far from the food as he dares. When tagged by the fox, the predator is frozen in place until the end of the game (when all are tagged or someone steals the food).

Variation: Blindfold the fox, forcing it to use other senses besides sight. Rather than tagging the predators, the fox has only to point directly at an intruder to freeze him.

SAFETY JEOPARDY

Use this Jeopardy game in your den to reinforce safety.

Car

- 100: Q - An infant rides in this
200: Q- What should you do as soon as you get in the car.
300: Q- Where should a child sit?
400: Q- Where should you ride in a truck?
500: Q- In Virginia how long can a driver legally drive each day?

- A - What is a car seat
A- Put on seat belt
A. In the back seat
A. Inside the cab.
A. 13 hours.

Home

- 100: Q- Where should tools be when you are not using them?
200: Q- Where should chemicals be kept.
300: Q- When you need to reach something on the top shelf, out of your reach you use this.
400: Q- What should you not do with wet hands?
500: Q- Tell what to do in case you or someone is on fire.

- A- Put away in their place
A - Out of child's reach. In locked cabinet... etc.

- A- step stool
A. Turn on the light switch.
A. stop, drop and roll

Street

- 100: Q- Where do you cross the street
200: Q- Show me the bicycle signals.
300: Q- On which side of the street do you ride your bike?
400: Q- On which side of the street do you walk if there isn't a sidewalk?
500: Q- What should you NOT do while riding in a car?
100: Q- If a ball rolls out into the street what should you do
200: Q-What should you always wear when you ride your bike or skate.
300: Q- How do you cross the street while riding your bike.
400: Q-What do you do if your boat swamps or capsizes?
500: Q-If you are in a boat in a storm, what do you do?

- A- at the crosswalk on the corner
A- right, left turn and stop
A - Right
A - Left
A. Yelling, goofing off...
A. Not run after it.
A. Helmet
A. Walk bike in cross walk
A. Hang on to the boat.
A. Sit on the floor of the boat

First Aid

- 100: Q- What should you do before you eat and after you use the bathroom?
200: Q- Where should poisons and cleaners be.
300: Q-Tell three of the four ways to stop the spread of colds.
400: Q- What should you do if you have a small cut?
500: Q- What is the international sign for choking?

- A. Wash hands with soap.
A. away from children, in the cabinet...
A. Stay away from people, Get rest, turn head when cough, wash hands often.
A. Tell grownup, let cut bleed a little, wash with soap and water, cover with band aid.
A. Hands grasped to throat.
What should you do? Heimlich.