

Russian Scouting Games

<i>Section</i>	<i>Num.</i>	<i>Mins</i>	<i>Title</i>	<i>Description</i>
Cubs ↑	8+	10	Giraffe, Skunk, Elephant	Arrange children in a circle. When pointed to, the child must make the action of the animal named (giraffe, fingers for horns; skunk, turn and wave hand over backside; elephant, simulate trunk with arm). Also, the two children either side must make the appropriate action (giraffe, stand at attention; skunk, hold nose; elephant, simulate the ears either side of the elephant). The caller continues to pick children and animal at random. Mistakes and hesitation mean a child is removed until only two are left who are the winners.
Cubs ↑	8+	10	Catch Me If You Can	One person is the runner and one the chaser. The others make three pairs by linking an arm. The chaser must catch the runner. If caught the runner becomes the catcher; the person who caught them swaps with someone in the pairs. At any time the runner may swap with one person from a pair by linking arms with one releasing the other. They may not swap with either of that pair until they have swapped with another.
Explorers ↑	10+	15	Ride the Elephant	Split into two teams. One team forms the elephant by linking up in a line in the leapfrog position. The other team have to leap onto the top of the elephant (one at a time). When all the team is on the elephant, the elephant must walk a distance equal to it's length. If achieved each team gets a point. If either team fail the other gets two points.
All	6+ per team	15	Chewing Gum	Team one links their team members (arms, legs etc.) so that they cannot be (easily) separated. Team two has to try and prise them apart with a given time. Rules; no tickling, no removing clothes, other restrictions in the interests of health and safety based on the ages and genders.
All	8+	10	Cats & Mice	Choose two people to play the cat and mouse; there can be more than one of each. The remaining players form a circle with arms joined and out-stretched (this imitates gates and participants can raise or lower their arms to simulate open or shut gates through which the cat and mouse can run through). The cat is to catch the mouse by touching. The other participants should try and help the mouse by opening and closing gates.
All	Min. 10	10	Snake charmer	All stand in a line and hold on to waist in front, tightly! The head of the line must catch the tail. If the link breaks they must stop and rejoin. Once caught, the head becomes the new tail and the next person at the front becomes the head. Repeat!
Explorers ↑	Even num of boys & Girls	20	Kissing my Girlfriend	Girls secretly select a 'boyfriend' from the boys. The boys remain in seclusion from the girls until called. The boy must find his girlfriend by kissing any of them he chooses. If correct he receives a kiss back. If wrong he receives a slap and must try again. When he has success he remains whilst the next boy tries his luck. If the next boy kisses his girlfriend he may kick him (on the backside?!)
Scouts ↑	4+	15	Adams Family	This game can only be played with entertainers once. The entertainers have to 'entertain' the audience of three or more people. They are told they must continue until the audience applaud so they must be really good. The audience copies everything the entertainer does. Here is the twist of course because all the entertainer has to do is clap to end the game.
Cubs ↑	1+	10	Plop	Attach a pencil or similar via a piece of string to their waist hang at the back about 18" from the ground. The object is for them to get it into a narrow necked bottle.