

Cub Olympics - Game Rules

Obstacle Course – Station A

Needs: Tires, Tunnel, Pylons, Rope, Stakes, Balance Beam, Stop Watch, Tape Measure

Tire Run Through – At least one foot must be placed into each tire as they run through.

If you miss a tire, you will need to start again at the beginning of the tire run through.

Crawl Thru Tunnel – Crawl on your hands and knees through a short tunnel.

Pylon Run Around – Must run in a figure eight pattern between all pylons. If you knock over or miss a pylon, you will need to start again at the beginning of the pylon run.

Crawl Under Rope – Do an ‘army crawl’ under a rope obstruction.

Balance Beam Walk – Balance yourself while walking on a 4x4 for 6 feet. If any foot touches the ground, you will need to start again at the beginning of the balance beam walk.

50 Yard Dash – Run as fast as you can for 50 yards to the finish line.

The timer will start at the Start Line and end when the boy crosses the Finish Line.

Fastest time is the object here.

Bean Bag Toss – Station B

Needs: Bean Bags, Stake

With an overhand or underhand throw, toss a beanbag at a post. Get as close to the post as you can. You will have 3 attempts at this and we will measure the distance of each of your throws from the post. The distance of all three throws will be added together.

Distance will be measured from the post to the closest edge of each bean bag thrown.

The shortest total distance is the object here.

Recite Cub Laws – Station C

Needs: Copy of Scout Laws, Stopwatch

You will need to recite for a judge the Cub Scout Motto, Cub Scout Promise, Law of Pack, and the Outdoor Code as quickly as you can in a timed event (a study sheet will be provided prior to the games for your son to study from). If your child is shy, the child may say the words to the parent with the game coordinator looking on and listening (perhaps even behind the boy to lessen the stress). You will lose 5 seconds for each mistake you make / word you miss / or word said wrong. *The timer will start when the boy begins to say the Motto and end with the last word of the Outdoor Code. Fastest time is the object here.*

Punching Ball in Knees Race – Station D

Needs: Punching Balls, Stop Watch

Race 25 yards with a Punching Ball between your knees. A smaller ball will be available for Tigers and Wolves. If the punching ball touches the ground, you will need to pick up and put it back between your knees and start again at the point that you dropped it. *The timer will start at the Start Line and end at the Finish Time. Fastest time is the object here.*

Shooting Sports – Station E

Needs: Squirt Bottles, Army Men to Shoot, Stopwatch

Use squirt bottles for squirting over army men. Winner has the most ‘knock overs’ in 30 seconds. Boy must keep his body and the squirt bottle behind a line at all times when shooting. *The timer will start when the judge says go for 30 seconds. Having the most Army Men knocked down is the object here.*

Cub Scout Questions / Demonstrations – Station F

Needs: Cub Scout Questions, Stopwatch

The Cub Scout will be required to do 1 demonstration and answer 4 questions from a list of Cub Scout general knowledge questions (a study sheet of the questions and answers will be provided prior to the games for your son to study from). When the Cub Scout comes to the station, he will choose 4 cards from a hat (which will contain all questions from the list previously provided) and he will also choose one demonstration card. From those cards, he will be asked to answer the four questions he chose and then demonstrate the one task chosen. The Cub Scout must answer/demonstrate them all as quickly as he can. They may pass on any question or demonstration if they do not know the answer, but 15 seconds will be added to their time for each ‘pass’. There is no penalty for a wrong guess however. *The timer will start when the judge finishes telling the boy the demonstration they have to do and ends with the last word of the final answer the boy gives.*

Long Jump – Station G

Needs: Start Line Paint, Tape Measure

This is a Standing Long Jump for distance. If you fall backwards after your jump, the SHORTEST distance your body touched the ground from the start line will be measured. You will have 3 attempts at this and your longest jump will count for your score.

Distance will be measured from the Start Line to the SHORTEST place any part of your body touched the ground. Greatest distance is the object here.

Emergency Preparedness Race – Station H

Needs: 2 Sets of each of the Following: Boots, Gloves, Hats, Baggy Shirt, Baggy Pants, Trash Bags to Store Clothes In, Stopwatch

It is the dead of winter and you get a call to help fight a fire across town. You must dress and race to the fire. Start with your shoes off at the start line. Run to the trash bag with your clothes in it. Open the bag and put on ALL the clothes. Then run 50 yards to the ‘fire’ (finish line). *Fastest time is the object here.*

Knot Tying – Station I

Needs: Rope, Stopwatch

Boys will tie the Square Knot, Bow Line and Sheet Bend when the judge tells them to begin. *The timer will start when the judge hands the boy the rope. The timer will stop when the final knot is tied. Fastest time is the object here. (Learn to tie these knots at: <http://www.animatedknots.com/> (follow link to Scouting knots)*

Egg Drop Race – Station J

Need: Plastic Eggs, Plastic Spoons, Stop Watch

Children will be given a spoon and a plastic egg. They need to walk fast holding the egg in the spoon on to the finish line 25 yards away. You will not be allowed to touch the egg with your hands or body. If the egg touches the ground, you will need to place it back on the spoon and start again at that point. If you touch the egg with your hands or body, you will lose 10 seconds of time. This is only if you touch the egg with your hands or body to keep it from falling and does not include touching the egg with the hands in the act of picking it back up after it had fallen. *The timer will start at the Start Line and end at the Finish Time. Fastest time is the object here.*

Cub Olympics - General Rules

- 1). Cub Scouts behave in a sportsmanlike manner. Be sure to be nice to your fellow competitors or you might be asked to leave the games.
- 2). At each station, you or your group may ask the game coordinator how to play the game. Be sure that you understand the game before you start, as there will not be enough time to try again.
- 3). There will be judges roaming the area to help and assist you and the game coordinators. If there is a dispute between a game coordinator and a participant, the judge on hand will interpret the rule and be the final judge in the matter.
- 4). In some games, there may be a smaller item for the boys to use to compete with due to their age. For purposes of these games, a Tiger or Wolf shall be anyone who has not yet started 3rd grade as of the date of the games.
- 5). Any rules not covered here will be settled by the judges on hand with the assistance of the game coordinators.
- 6). Parents – Stress that participation and ‘Doing Your Best’ is what the games are about. You are also encouraged to PRACTICE these games at home with your before the games to help them get better at them.