

BUFFET OF BARF

Material Required:

- One large basin containing "manure" (actually common garden compost)
- A vomit bucket and paper towels (just in case)
- Twelve 35mm film canisters with lids
- Twelve pieces of paper (approximately credit card sized) with two of each of the letters A to F written on them and folded in half.
- Six different types of gross "Fear Factor" food, labelled A to F. For example:

	<i>What we call it</i>	<i>What it really is</i>
A	Heart of Bat	Red glazed cherries
B	Congeaed Horse Snot	Pureed green glazed cherries mixed with liquid honey
D	Sun-dried Slugs	Sliced dried pears
C	Cat Vomit	Baby food (Wattie's Homestyle Vegetable & Beef Risotto)
E	Earthworm	Gum snakes rolled in liquid honey mixed with grated Orio cookies
F	Sheep's Eye	Cocktail onions

Instructions:

- Put one of the small pieces of paper in each of the film canisters, and mix them into the compost.
- Place the gross food on open display (eg on plates on a table).
- Each Cub in turn has to dig around in the compost to find a canister, and once they open it, they have to sample the food that represents the letter inside the canister.
- Each Cub earns two points if they eat the sample they are given (you may need to check that they have swallowed), but if they vomit it back up (don't laugh, it has happened!) they only get one point. If the Cub refuses to eat the sample (this does sometimes happen, and we should encourage but not force the Cub to participate), they get no points.
- The winning Six is the one with the most points.

WHEEL OF MISFORTUNE

Material Required:

- A dartboard divided into four sections, labelled 1, 2, 3 and 4.
- One set of darts
- A vomit bucket and paper towels (just in case)
- Four different types of gross "Fear Factor" food labelled 1 to 4. For example:

	<i>What we call it</i>	<i>What it really is</i>
1	Fly milkshake	Blended raisins mixed with milk
2	Jellied bugs	Raisin set in double strength pineapple jelly (using ice cube tray for jelly mould)
3	Sourdough beetles	Shell from cooked garden peas on a small piece of dried toast
4	Marinated maggots	Puffed wheat soaked in milk coloured with green food colouring

Instructions:

- Place the gross food on open display (eg on plates or in bottles on a table).
- Each Cub in turn throws 2 darts at the Wheel of Misfortune (the dartboard).
- The first dart tells them the gross food that they must sample, and the second dart tells them how many of that item they must consume. Using the above example food, if someone throws a 2 then a four, they must eat four jellied bugs.
- Each Cub earns two points if they eat the sample in the quantity they are given (you may need to check that they have swallowed), but if they don't finish all of the food provided, or they vomit it back up they only get one point. If the Cub refuses to eat the sample (this does sometimes happen, and we should encourage but not force the Cub to participate), they get no points.
- The winning Six is the one with the most points.

TEAM HOUDINI

Material Required:

- Two metres of chain per Six
- Two padlocks per Six
- The keys for the above padlocks plus five additional keys per Six (assuming there are six Cubs in each Six)
- Coloured ribbons - one colour for each Six (thin enough to be attached to the keys)
- One chair per Six

Instructions:

- Each Six has a designated Cub who sits on the chair and is locked up using the chain and padlocks.
- The rest of the Six must find the five hidden keys which will be identified by the coloured ribbon strung through them (a different colour for each Six). They are not allowed to touch the keys belonging to the other Sixes.
- Once all the keys have been found, they are put in a bowl at the feet of the chained up Cub, and one at a time the other Cubs race up to the bowl (in relay style) and try one key in each of the padlocks. After trying a key (whether it opens a padlock or not) the Cub must return the key to the bowl.
- The winning Six is the first one to unlock their Cub and fully remove the chains from him/her.
- NB: In the set of five keys the Six finds, there must be a key of each of their two padlocks and three keys that won't work for them. The Leader must also have a spare set of keys for each padlock for emergencies.

TRIVIA CHALLENGE

Material Required:

- A supply of "earthworms" (Udon noodles soaked in strong coffee overnight)
- One container per Six
- A pair of kitchen tongs
- A buzzer or horn etc per Six (a different noise per Six)
- A list of questions relating to the programme theme, and the correct answers

Instructions:

- The Leader reads out one question at a time. If a Cub thinks s/he knows the answer to the question, s/he signals with the buzzer (etc).
- The first Six to make the signal is given the opportunity to give the correct answer. If the answer is correct, the other Sixes have one "earthworm" placed in their container. If the answer is incorrect, an "earthworm" is placed in the container of the Six who answered incorrectly, and the question is then opened up to the other Sixes.
- If no-one is willing to offer any answer, the Leader supplies the correct answer, and moves on to the next question.
- Once all the questions have been asked, or the Leader has issued all the earthworms, the Six must determine a fair way (eg with "rock, paper, scissors") to determine which Cub must consume the "earthworms" they have "earned".

TEAM CHALLENGES

Wet Your Pants

In a large bucket of water soaking one large sponge ball (for each team). Place an outdoor plastic chair (with slits in the seat) at the end of the field. One Cub stands in front of the chair (wearing waterproof trousers or a waterproof rubbish bag around his/her waist) and the rest of the Six line up by the bucket. The first Cub in line throws the ball to the Cub standing by the chair, who catches it, sits on it to get the water out, and then throws it to the next Cub in line. The next Cub then soaks the ball, and throws it back to the Cub by the chair, and so on.

The winning Six is the one with the most water collected in a container underneath the chair at the end of a designated time.

Talking with your Mouth Full

Each Six selects a leader. The leader sits behind a table (leaders need to have a shower cap put on, and large plastic bag with a slit for their head placed over the top of them), while the other Six members line up (behind each other) in front of their leader on the other side of the table. On the table in front of each Six, there is a bowl of marshmallows covered in chocolate sauce. The idea is each Cub one at a time (in relay style) picks up a marshmallow and throws it at their leader who has to catch it in their mouth, suck off the chocolate sauce off and then spit it into a bowl in front of them.

The winning Six is the one with the most "clean" marshmallows collected in their bowl at the end of the designated time.

Nasal Darts

Each Six is given a target, comprising a hoola hoop (or bicycle tyre) which surrounds a bucket. Each Cub is given two mini marshmallows (you can buy them from the baking section at the supermarket), and they line up a specified distance from their target. In turn each Cub sticks one marshmallow at a time in one nostril and, after blocking their other nostril, tries to blow the marshmallow out of their nose and into the target.

Cubs get one point for trying but not hitting the target, 2 points for every marshmallow that gets in the hoola hoop, and three points for each marshmallow that ends up inside the bullseye (the bucket). The winning Six is the one with the most points once each Cub has blown both marshmallows.

NB: Have a box of facial tissues handy for this game.

Minefield

The minefield consists of a number of items (eg balls, paper cups, beanbags or (my favourite) mousetraps) scattered evenly around the hall. One Cub is blindfolded and the rest of the Six must "talk" the blindfolded Cub through the minefield without blowing them up. If a mine is set off (ie the Cub hits one of the items), that Cub is "dead", and another Cub must attempt to maneuver the minefield with the guidance of the remaining "live" Cubs, and so on.

The winning Six is the one who can guide a blindfolded member of their Six safely through the minefield first.

Snowball Challenge

Each Six designates a Cub who is blindfolded and led to a bucket containing cold water and plenty of ice cubes. Also in the bucket are 15 similar items (eg 15 small balls or 15 marbles or 15 small stones. Five of these objects will be specially coloured (ie all the same colour), and the rest can be any other colour. The blindfolded Cub must roll up his/her sleeve, reach into the ice cold water, and one at a time, extract an object from the bucket.

If it is the wrong colour (ie not one of the five specially coloured objects) the Six must call to the Cub to put the object back into the bucket. Once the object has been returned to the bucket, s/he extracts another object, and so on. If it is the right colour, the Cub drops it into another container, and extracts another object, and so on.

The winning Six is the one that extracts all five specially coloured objects and places them in the container first.

Don't Poke the Yoke

Each Six designates one Cub as a "Runner", and the rest of the Six line up behind the Runner. Some distance away a kitchen bowl is placed on the ground opposite the Runner. The Cub at the back of the line is given a number of raw eggs. On the signal the Cub at the back of the line breaks an egg into the open hands of the Cub in front of him/her. That Cub then passes the raw egg to the Cub in front and so on until it reaches the Runner. The Runner then runs with the egg up to the bowl and places it in the bowl. If a Cub drops the egg, it may be picked up and the Cub carries on with the game. The game concludes either at the end of a specified time or when the eggs run out.

At the end of the game the Six is awarded two points for every unbroken yoke, and 1 point for every partial or broken yoke in the bowl. The winning Six is the one with the most points.

NB: This game can be made more interesting by blindfolding the Cubs (or only some of them) in the line, or by requiring the Runner to cross some obstacles on the way to the bowl.

Bubble Gum Fun

Each Six designates a representative (the "blower"), who will be seated at a table facing the rest of the Pack. The "blowers" will have their clothes protected with a plastic rubbish bag with a slit for their head. They will then have a plate placed in front of them. On the plate will be a piece of bubble gum hidden with a pile of whipped cream. On the signal the "blowers" must find the bubble gum (without using their hands), then chew the gum, and blow a bubble.

The first "blower" to blow a bubble to the judge's satisfaction wins.