

Kerfuffle Station: Kubb

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

Only one team may be at this station at a time.

Supplies:

- Kubb Game
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Setup:

Set up the Kubb pieces at different distances from the throwing line. Set the king in among the other pieces.

Rules:

Only one team may be at this station at a time. Time limit 4 mins. All team members should participate in throwing the batons.

The goal of the game is to knock down as many kubbs of the opponents as possible without knocking over the king. Once all the other pieces are knocked down, knock down the king. If the king is knocked down, a point is subtracted from the score, and then the king is set back up.

More than one person may throw at a time. Throwing timing should be managed by station staff. Once everyone has thrown, the station staff will retrieve the batons and return them to the thrower. Cubs should not retrieve their own batons. Once someone knocks down a piece, the baton will be handed off to a different team member.

Points:

1 Kubb = + 1 point

Knock down king before all Kubbs = -1 point

King after all Kubbs knocked down = + 5 points

Use the above points when calculating the Skills Points.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Kan Jam

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

If you have enough staff, you can run two teams at the same time.

Supplies:

- Kan Jam Set (a set contains 2 Kans, stakes, and 2 Frisbees)
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Setup:

Set up all four cans in a line, alternating blue and orange. Set up four cones across from the cans in a line about 20 feet away. One orange and one blue can and corresponding cones will be for one team, and the other blue and orange can and cones will be for another team.

Rules:

Time limit 4 mins. All team members are to participate in the game.

The objective is to earn as many points in 4 min game play.

Each team will have two Kans to shoot for (one orange and one blue). Two people from each team can throw frisbees at the same time.

Scoring:

Points are scored based on where the disc lands and how it is deflected.

3 Points: If a player throws the disc directly into front slot

2 Points: If a player throws the disc into the top

1 Point: If a player hits the Kan

Use the above points when calculating the Skills Points.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Hula Hoop Mover

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have enough supplies to run multiple teams at the same time.

Supplies:

- One hula hoop per team
- stop clock (use a phone stop watch feature)
- clipboard
- scoresheet
- station sign



Rules: Members of a team stand in a long line holding hands. Multiple teams can go at the same time. Players will pass the hula hoop down the line.

The trick is, since they're holding hands, they've got to do it by shimmying and wiggling their bodies through the hula hoop—no grabbing of the hula hoop allowed.

Once the hula hoop reaches the end of the line, players must return it, passing it back the other way.

Scoring: Divide the total time by the number of participants to get an average time per team.

Use the time in calculating the Skills Score.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Ball Drop Relay

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have enough supplies to run two teams at the same time.

Supplies:

- 4 buckets and 16 tennis balls
- Two trays
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Setup:

Set up a bucket about 30 feet from a cone. By the cone, place 8 tennis balls and a tray. Duplicate this setup next to the first so that two teams may go at a time.

Rules:

This is a timed event. Each person in group will complete the task.

The team lines up behind their bucket of tennis balls. Teams of two will run to the other bucket while together, they balance a tennis ball on a tray and drop it into the other bucket. They will return to their team and hand off the tray to the next pair. They will continue until they have moved all 8 balls to their bucket. If they drop a ball they must start over with that ball.

Scoring:

Use the time in calculating the Skills Score.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Human Ring Toss

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have enough supplies to run two teams at the same time.

Supplies:

- 2 pool floaties per team
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Rules:

One person is designated the thrower. All other team members and scout leader are set up as the pegs. Station staff can also be included as pegs. Arrange the pegs as desired. Be consistent between teams.

The thrower then tosses the pool floaties onto his teammates, trying to ring the floaties around their bodies. Thrower can be switched out among the cubs at any time.

Time limit 4 mins.

Scoring:

1 Point: If the floatie lands on a cub scout.

2 Points: If the floatie lands on staff scout.

3 Points: If the floatie lands on the scout leader.

Use the above points when calculating the Skills Points.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Scoutergories

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

Supplies:

- Whiteboards
- Whiteboard markers
- Erasers
- clipboard
- instructions and scoresheet
- station sign

Setup:

Provide a whiteboard, marker, and eraser to each scout.

Rules:

Cub Scouts pick a letter. Staff reads the a category from list. Cubs try to think of word that starts with the given letter in that category, that is unique and won't be picked by another person. Cubs write down their word. Repeat for 5 categories. After 5 categories, players read responses aloud. The group gets one point for each unique answer. No points for duplicates

Scoring:

Teams receive one point for each unique answer, if there are duplicate words within the team, they will receive one point total for that word.

Use the above points when calculating the Skills Points.

Teamwork and scout spirit scores are more important than the Skills Points.

Sample Categories (feel free to make your own too)

Things you find in nature
Things you find in the sky
Things you take camping
Activity to do in the summer
Survival Gear
Flowers
Things on a map

Things you cook over a fire
Animal you'd find in the forest
Insects
Activity to do in the Winter
Something you would do in the forest
Breakfast food

Trail food
Camp song
Random act of kindness
Something yellow in nature
Favorite Ice Cream Flavor
Things that are sticky
Type of tree

Kerfuffle Station: Cone Shuffle

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have enough supplies to run two teams at the same time

Supplies:

- 2 sets of 16 cones
 - Each set contains: 4 red cones, 4 green cones, 4 blue cones, and 4 yellow cones
- Printed picture of final arrangement
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Set Up:

Randomly arrange each set of cones in a 4 x 4 square. Designate a starting line for each team across from each set of cones.

Rules:

This is a timed event. Cubs will sort the cones into columns of the same color in a relay style. Each person will run to the cones and swap two, then run back to their team, where the next person will do the same, until the cones are arranged in columns by color.

Points:

Use time in calculating the Skills Score.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Water Fill Relay

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have enough supplies to run two teams at the same time.

Supplies:

- Big bucket of water
- One small to medium bucket per team
- One cup per team
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Setup:

Place two buckets approximately 30 feet apart. Fill one of the buckets with water and place a cup near the bucket with water. Duplicate this setup next to the first so that two teams can run simultaneously.

Rules:

One person on team holds the small bucket (so it doesn't fall over). Rest of team takes turns in pairs running to the big bucket water with the cup, fills the cup with water, then return to their team bucket and dump water from cup into the bucket. Team members take turns filling cup and transporting water to bucket until it is full (over flows).

Scoring:

This is a timed event.

Use the time in calculating the Skills Score.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Tarp Traverse

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have supplies to run two teams at the same time

Supplies:

- 2 Tarps
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Setup:

Unfold the tarp and have everyone from the team stand on the orange side. Designate a start and end line for the race area. You can have as many people as you like for this game as long as they all fit on the tarp.

Rules:

Timed activity. Instruct the team to work together to travel the length of the race area while still standing on the tarp. No one can touch the ground and they cannot use any other objects to help. Only each other.

Scoring:

This is a timed event.

Use the time in calculating the Skills Score.

Teamwork and scout spirit scores are more important than the Skills Points.

Kerfuffle Station: Knock It Off!

Suggested game rules and scoring. Feel free to adjust to maximize Cub enjoyment. Please note any changes to the rules you make on this sheet, so they can be added for future events.

You have supplies to run two teams at the same time.

Supplies:

- Balloons
- Cups
- Water sprayers
- stop clock (use a phone stop watch feature)
- clipboard
- instructions and scoresheet
- station sign

Setup:

Set up 2 sets of 8 balloons on top of cups. Place a cone 10-15 feet away from each set of balloons. Place buckets of water next to each cone

Rules:

Timed activity. Each team will line up and take turns trying to knock a balloon off of a cup with the water squirter. Their turn will continue until they have knocked a balloon off, and then they will hand off the water squirter to the next person in line. They will continue until they have knocked all of the balloons off of the cups.

Scoring:

This is a timed event.

Use the time in calculating the Skills Score.

Teamwork and scout spirit scores are more important than the Skills Points.