

Aquanaut Activity Badge

Compiled by Daniel R. Mott: Roundtable Staff District 23, West Jordan, Utah

Neighborhood Water Tournament:

- 1) Water pistol duels
- 2) Fishponds - can be made from cleaned out ice cream cartons or tubs (gallon size). Make "fish" out of sheet metal. Tie toy magnets to string of fishing poles. Numbers painted on fish indicate prizes won by fisherman.
- 3) Water Pistol Fireman - The object is to shoot out a candle flame with a water pistol. Make up your own rules.
- 4) Water Nail Driving - Attempt to drive nails in a piece of wood submerged in a water-filled tub.
- 5) Throw wet sponges at a clown. His head sticks through a hole in a piece of canvas, plastic tarp or other heavy plastic.
- 6) Fill soda bottles with water carried in paper cups relay fashion.
- 7) Set up a large metal tub and duck for apples.
- 8) Divide the group into "armies" and have a water balloon fight.
- 9) Play Tug O' War with a hose set up on a ladder spraying water or a mudhole.
- 10) Skish - is a test of plug-casting skills. You'll need some casting rods, plastic plugs and targets (cardboard boxes, plastic hoops, chalk rings on the cement, etc.)

Buddy System Game:

Divide the den into pairs of scouts. Each pair is a separate team. Each player is given a bottle cap. Place a bucket half filled with water in the center of the playing area. Partners should hold onto the other Cub's belt, carrying the bottle cap in their free hand. A circle, 8 feet in diameter is drawn around the bucket.

At the leader's signal teams run to the bucket to fill their bottle caps with water. Both team members must be outside the circle to participate in the game's action which is splash other teams. Teams may keep refilling their bottle caps during the games except when the leader yells "Buddies." At this, no one may splash or refill, but everyone stops where they are and hold their arms high. Those caught splashing or refilling after "Buddies" is called, are out. Resume play until last team remains or time runs out.