The Adventure:
Do you know the four directions on a boat? That's right! Bow, stern, port and starboard!
The bow is the front of a boat, the stern is the back, port is the left side (when you face forward) and starboard is the right side.
Imagine the floor in your meeting hall is the deck of a ship, or draw lines in the sand on a visit to the beach. Your lines in the sand can even be in the shape of a boat—pointed at the bow, and a bit wider at the stern.
All the Cub Scouts start in the middle, and one Cub calls out a direction. Everyone has to run to or past the part of the ship that is called, and the last Cub is out.
Play until every Cub is out except for the winner.

Online Resources:
- Why Port and Starboard Indicate the Left and Right Side of a Ship
- Ship Captain—with some fun twists!
- Outdoor Adventure Skills

Safety note:
- It is safest to play this game outside, or indoors on a court where the lines are not close to any walls. Racing to touch walls is not safe.
- What should you have on your feet for this Adventure?

Plan:
- Who will call out the directions? How will you decide?
- Who will decide which Cub is out?
- When and where will you play?
- What do Cubs do when they are "out" and waiting for the game to end?

Do:
- Play "Bow, Stern, Port, Starboard." You might take time for a few games, so that everyone can have fun and more than one Cub can be a winner.

Review:
- What do you know now that you did not know before?
- What strategy did you use to keep playing the game? Did it work?
- Why is it useful to know you the directions on a ship or boat?
- How can you remember these directions?
- What else would you like to learn about a boat?