



1st Wamboin Scout Group
Cub Scout Section

13th March 2002

PROGRAM

- 19:00 Opening Inspection, Grand Howl, Flag Break
- 19:10 Game **Catch**
Active
Ball Throwing &
Catching Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.
- 19:20 Activity **Boomerang Test 8 – Physical Fitness**
Bronze Feats of Skill
Silver Physical Development
Gold Fitness
- Kim's Game**
(Mostly 😊 sport/activity-based items. Select 10 items (at random) for each attempt. Try in Sixes, then individually.
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|-------------|--------------|----------------|--------------|
| ball—AFL | ball—golf | ball—squash | ball—tennis |
| barbell | bicycle pump | cap | clothes peg |
| cricket bat | frisbee | knee protector | shoe horn |
| shoe laces | shuttlecock | skipping rope | socks |
| stop watch | sun glasses | sun peak | tape measure |
| torch | whistle | | |
- Individual Boomerang Testing**
- 19:50 Game **Wheel Relay**
Active
Coordination Teams line up in relay formation—like the spokes of a wheel with the teams about two metres from the centre of the wheel, all facing the centre of the centre and sitting on the floor.

The first player, closest to the centre, is given a bean bag. On the signal, the bean bag is passed back, over the head, to the next player and so on to the last player in the line. This player jumps up and runs clockwise around the outside of the wheel past his team and then to the front of the team. All team members move back one space and the runner sits in front. When seated, the bag is passed over head to next player, and so on until all players have run around the circle and the first player is seated at the front of the line.

The first team to complete the sequence is the winner.

20:00	Game Throwing Accuracy	<p>Toss the Bag</p> <p>Sixes line up about 2 metres from a chalk circle. The Sixer has a bean bag and on the signal throws it to land in the circle. If successful, runs to pick it up and bring it back to the next in line then goes to the back of Six line. The team to finish first wins. If the bag does not land in the circle, the Cub Scout who threw it must get it and try again.</p>
20:10	Game Self Expression	<p>What am I Doing?</p> <p>Form one or more circles, depending on the size of the Pack and the number of Leaders. Each circle has a stick that is passed around. When a Leader gives the signal, the person with the stick has to act with it (e.g. walking stick, fishing rod, oar, broom, back scratcher, straw, pen, javelin, pole vault etc.) and the other cubs must guess what he/she is doing.</p>
20:20	Closing	<p>Hand out new Region Badges</p> <p>Discuss remaining requirements for Scouting Family badge.</p> <p>Announcements: Cuborette—take Notice to Parents (for those not here last week)</p> <p>Reminders: Subs—Forms to those who have not yet received them</p> <p>Duty Six for 20/3: Red</p>
	Reserve Game	<p>Hot Rods</p> <p>Draw a figure 8 in chalk as large as possible in the hall. Equip each Six with an empty tin or lid and a stick about 1 m long. Line up Sixes, equi-spaced around the figure 8.</p> <p>On signal, first runner in each team races around the figure 8 in a clockwise direction, with stick held in tin. Encourage Cubs to make motor car noises (if they need encouraging) and so on through the relay. Make sure the Cubs give way when entering the figure 8 at the start of their turn and give way to the man on the right at the cross-roads of the figure 8.</p>
	Reserve Game	<p>Rolling Soccer</p> <p>Two teams, numbered off, sit in lines facing each other, with a clear path between. Object, such as chairs, at each end of 'path' are goals. On calling a number, that numbered person from each team picks up ball (located at opposite end to goal—on top of opposition goal or on chair being used as goal) and rolls along the floor to the goal. First to score wins. Only one chance to score per call.</p>
	Reserve Game	<p>Shunting Trains</p> <p>Pack in relay formation at one end of the hall.</p> <p>On signal, first Cub (engine) runs forwards to the other end of the hall and returns backwards. The second Cub grabs onto the waist of the 'engine' and they both go down and back and pick up another Cub until all carriages are on the train. Reverse the procedure and drop off a Cub at a time. First Cub, the 'engine' rejoins the Six. Winner is first Six finished, in a straight line and at attention.</p>