



1st Wamboin Scout Group
Cub Scout Section

PROGRAM

20th March 2002

- 19:00 Opening Inspection, Grand Howl, Flag Break
- 19:10 Game **Shunting Trains**
Active Pack in relay formation at one end of the hall.
(Outdoor) 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.
- 19:20 Game **Log Hopping**
Active Balance Cubs in Sixes, lined up on the bank of a 'river', of appropriate
(Indoor / width, marked across the hall. Each Cub has two 'logs'. The first
Outdoor) member of each Six must place a 'log' in the 'river' then stand on it with one foot only. The Cub must then place the second 'log' ahead, in the river, so that he/she can step on it. Standing on the second 'log', balancing on one leg, the cub must then pick up the first log (from behind them) and place it in the 'river' ahead of them and step onto it. The process continues until the Cub has crossed the 'river'. when the next Six member can begin their attempt to cross. If a Cub puts his/her foot in the 'water' he/she must go back and start the crossing again.
The first Six all across the 'river' wins.
- 19:30 Activity **Boomerang Test 3 – Knots**
(Outdoor / Revise/Test Boomerang Requirements at each level
Indoor) Bronze Tying Things
 Silver Knotting
 Gold Elementary Scoutcraft
- Knotting Handcraft**
 Key ring 'adornment'
- 20:00 Game **Knot Relay**
Instructional Sixer is in trouble! Sixes need to build a life-line, by tying pieces of
(Indoor) rope together—reef knot, sheet bend—to save him/her.
 Six in relay formation at one end of the hall, sixer at other, ropes in the middle. Each six member runs to centre, takes two ropes and ties together (reef knot or sheet bend as appropriate). When the life-line is long enough, the Six member tying the last knot throws it (keeping one end in their hand) to sixer. The Sixer must tie a bowline, place the rope around his/her body, and be drawn back to the rescuer (no need to be dragged—with the rope around him/her, can run back to Six). First Six all together, at alert in a

straight line is the winner.

20:15 Closing

Investiture:

Award Presentations:

Hand out Harmony Day stickers and discuss.

Announcements: Cuborette—take final Notice to Parents

Reminders: Subs are now due

Look at Scouting Family badge requirements

Duty Six for 27/3: **Tawny**

Reserve Game
Active
(Indoor)

Rolling Soccer

Two teams, numbered off, sit in lines facing each other, with a clear path between. Objects, such as chairs, at each end of the 'path' are goals. On calling a number, that numbered person from each team picks up the ball (located at opposite end to goal—on top of opposition goal or on chair being used as goal) and rolls it along the floor to the goal. First to score wins. Only one chance to score per call.

Reserve Game
Active
Coordination
(Indoor)

Gilwell Tails

Played in Sixes, like baseball. Those in Six that is 'In', take turns to bat (with their hand). Select a bowler from another Six (ball must bounce between bowler and batter). Everyone else is fielding. Runners must complete their run whilst the ball is being fielded or they are out. Whoever retrieves the ball must call the colour of their Six, who must line up and pass the ball between their legs. Last in line returns it to the bowler.

Game
Active
Coordination
(Indoor)

Hot Rods

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.

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.

Reserve Game
Sense/Hearing
(Indoor)

Good Morning Mum/Dad!

One blindfolded cub in the centre of a large circle formed by other Cubs. Blindfolded Cub is turned around three times, and must then point to someone in the circle who must say in their normal voice "Good morning Mum!" or "Good morning Dad!" (as appropriate). Blindfolded Cub must identify the person chosen.