

20:15	Game Sense/Hearing <i>Indoor</i>	<p>What are you Doing?</p> <p>Baloo taught Mowgli to care for the jungle and not to damage anything unless for safety or survival.</p> <p>Six pieces of newspaper, each screwed into a loose ball. Pack in a circle. Two Cubs are Baloo and Mowgli. Baloo is blindfolded. Both are in the circle with the paper balls scattered about. Mowgli has to pick up the rubbish without being touched by Baloo. Baloo says "What are you doing, Mowgli?" and Mowgli must reply "I'm picking up rubbish".</p>
20:25	Closing	<p>Award Presentations:</p> <p>Reminders: Subs are now due Handcrafts next week—bring key ring if want to complete</p> <p>Duty Six for 10/4: Grey</p>
	Reserve Game Active <i>Indoor</i>	<p>Nets</p> <p>Mark off one section of the hall (maybe the whole hall) as 'water' where fish are swimming—Cubs must stay in this area. Two selected Cubs join hands to form a circle—they are the net, and must catch fish by encircling them (placing their arms of the heads of the 'fish'). Once captured, a fish joins the net. The game continues until all fish are caught (all Cubs are together in one big circle). The last Cub caught is the winner.</p>
	Reserve Game Sense/Hearing <i>Indoor</i>	<p>Battleships & Minefields</p> <p>All but one member of one Six are blindfolded and stand in a line (the Battleship), one behind the other, with hands on the hips of the Cub in front of them. The remaining Six member is the Captain of the Battleship. All other Cubs sit (without blindfolds) around the floor, or some portion thereof (the Minefield), of the hall, far enough apart so that the Battleship can easily pass between any two, but in a way that there is no clear path from one end of the minefield to the other.</p> <p>The Captain must guide his Battleship though the Minefield giving only instructions comprising a Compass Direction and a Number of Paces. The 'Mines' of course, must remain very quiet throughout, lest they reveal their position to the Battleship.</p> <p>Set a time limit for the passage.</p>
	Reserve Game Sense/Hearing (Indoor)	<p>Good Morning Mum/Dad!</p> <p>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.</p>