



1<sup>st</sup> Wamboin Scout Group  
Cub Scout Section

31<sup>st</sup> July 2002

## PROGRAM Estimation

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six duties reminder. Duty Six: <b>Red</b>
19:05		<b>Holiday Project Review</b> Seeds germination Bronze Boomerang, Test 10 Naturecraft (Red Level)
19:10	Game Active <i>Indoor</i>	<b>Shunting Trains</b> Sixes in relay formation at one end of the hall. 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 Instructional (Revision) <i>Indoor</i>	<b>Flag Relay</b> Sixes in relay formation at one end of the hall. The individual elements of the Australian Flag in a 'pile' at the other end of the hall. Each six member, in turn, must run to the pile and place one element on the Flag. First team to complete building the Flag, correctly, wins.
19:30	Activity	<b>Boomerang Test 10 – Estimation</b> Personal Measurements Estimating Distance Estimating Height
20:15	Game Sense Training <i>Indoor</i>	<b>Good Morning Mum/Dad!</b> 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.

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements: '03 Cuboree

Reminders:

Prayer

Duty Six for 7/8: **Tawny**

Reserve Game  
Active  
*Indoor*

### **Zoo Relay**

Pelecan Hop—Hop with one foot on opposite knee

Crab Relay—Interlock arms, back to back

Monkey Run—Simple run on all fours

Crocodile Crawl—Left hand on shoulder of cub in front, right hand on right ankle

Elephant—Legs straight and hands on floor

Goose—Waddle with hands holding ankles

Reserve Game  
Active  
*Indoor*

### **Skin the Snake**

Details

Reserve Game  
Instructional  
(Revision)  
*Indoor*

### **Lasso**

Sixes in relay formation. Each Cub must tie a bowline in one end of a piece of rope and throw it over a pole.

Reserve Game  
Observation  
*Indoor*

### **Stamp Stalking**

A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!).

Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.

Reserve Game  
Sense Training  
*Indoor*

### **Dark Square**

Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period

Reserve Game  
Sense Training  
*Indoor*

### **Stray Sheep**

One Sixer is chosen as a shepherd and blindfolded. The Pack forms a circle around the shepherd who walks around looking for sheep (in own Six) and saying 'Are you my sheep?' Each Cub answers 'I am!'. The shepherd may only ask twice and then must claim the sheep or walk on. The chosen sheep walk behind the shepherd who may only claim as many as were in the Sixer's original Six.