



1st Wamboin Scout Group
Cub Scout Section

21st August 2002

PROGRAM

Outdoor Scouting

- 19:00 Opening Inspection, Grand Howl, Flag Break
Test Book reminder.
Duty Six duties reminder.
Duty Six: **Grey**
- 19:10 Game **In and Out of the Houses**
Active The Pack forms a circle in pairs, one Cub standing behind the
Indoor other. The Leader chooses one player as the Escaper and another
as the Pursuer. The Pursuer chases the Escaper until the latter
stands in front of another pair, in which case the Cub at the back
then becomes the Escaper. If the Pursuer manages to touch the
Escaper, their roles are reversed.
- 19:20 Game **Overtake**
Active Cubs form a circle. Number off from 1—an even number of
Indoor players is necessary. Even numbered Cubs in one team, odd
numbered Cubs in the other. Give one ball to Cub #1 and another
to the even-numbered Cub directly opposite. On the signal, Cubs
pass the ball clockwise to the next member of their team (i.e. every
second player) so that both balls travel in the same direction.
The object of the game is for one team to try to catch up and
overtake the ball of the other team. If the ball is dropped, the
person responsible must retrieve it, return to their position and
pass the ball again.
- 19:30 Activity **Boomerang Test 5 – Outdoor Scouting**
Compass Revision
 Compass Rose (Board explanation first)
Map Reading
 Road Map Exercise

20:00	Game Instructional Sense Training <i>Indoor</i>	<p>Gladiators</p> <p>At the end of the Hall stand 3 Gladiators. In front of each, line up the Pack in Teams of equal number. Each Gladiator has a bucket over their head, a compass in one hand, and a staff in the other. The other members of each Team are the Controllers, and, in an orderly fashion, one at a time from each Team in succession, they issue orders to their respective Gladiators. The Gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction the pace is to be made in. The orders may vary and the Gladiators could be ordered to lunge with their staff or to crawl forward. A lunge consists of holding the staff vertically, at arm's length, and then lowering it gradually so as to strike another Gladiator on the bucket. A Gladiator who is struck in this way is eliminated. The team whose Gladiator remains alone is the winner.</p>
20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down</p> <p>Announcements: Cuboree Application Form; Fireworks Display 'Stall', September 14.</p> <p>Reminders:</p> <p>Prayer</p> <p>Duty Six for 28/8: Red</p>

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

Fruit Salad

Cubs in two teams, seated on floor facing each other, with legs outstretched and feet touching. Each pair is given the name of a piece of fruit. Leader then recounts a story that mentions all the pieces of fruit (several times). As each piece of fruit is mentioned, the Cubs assigned that name stand up, run behind the Cubs in their team to the end of the hall, then, stepping over the outstretched legs of the Cubs still on the floor, return to their place. If the leader mentions Fruit Salad, all Cubs get up, run to the end of the hall then return to their respective places, hopping over the legs of any Cub already in place as they return.

Reserve Game
Active
Indoor

Balloon Passing

Sixes stand in file formation. On the signal, the first member of each Six puts the balloon under their chin then passes it to the second Six member, without either using their hands. The balloon is passed down the Six line in the same manner. If dropped, a balloon may be retrieved by hand, but it must be placed under the chin of the person who dropped it before the passing continues. The first Six to pass their balloon to the other end of their line wins.

Reserve Game
Active
Indoor

Skin the Snake

Sixes in lines, one member behind the other, with legs apart. With the exception of the last Cub in each line, Cubs bend over and hold their right arm between their legs. With the exception of the first Cub in the line, Cubs take hold of the (right) hand of the Cub in front of them with their left hand. Hands must remain clasped together throughout the following exercise.

The Cub at the end of the line now lies down on the floor, sliding beneath the legs of the Cubs in front as needed to keep hands clasped together. The line of Cubs gradually moves back over the Cub lying on the floor. As a Cub passes over the Cub who was behind them, they too lie down on the floor, with their legs straddling the Cub (lying down) in front, and as close as possible to the Cub (lying down) in front—remember, hands should remain clasped throughout.

When the Cub who was at the front of the line passes over the Cub who was behind (when in line), and lies down on the floor, the snake has been skinned!

Reverse the process, all the time keeping hands clasped together, to complete the game. First Six finished and at attention is the winner.

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

Pandemonium

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin for each Six is placed at the other end. On the signal, coins have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall.

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.

Reserve Game
Sense Training
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.

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