



1st Wamboin Scout Group
Cub Scout Section

PROGRAM

Games Night

4th September 2002

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|-------|---|--|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Test Book reminder.
Compass missing ex. Weekend... Please return...
Duty Six duties reminder.
Duty Six: Tawny |
| 19:10 | Game
Active
<i>Indoor</i> | 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. |
| 19:20 | Game
Active
<i>Indoor</i> | Duster Hockey
Cubs in two teams (shortest to tallest), goals at each end of the hall. Cubs in each team number off and sit, in lines, facing each other. Leader (referee) calls a number and the two Cubs with that number come to the centre and pick up a hockey stick, ruck (or whatever it's called) then try to goal.
Team with highest score after given time interval (when everyone has had a turn) wins. |
| 19:40 | Game
Sense Training
<i>Indoor</i> | 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. |

19:50	Game Instructional (Revision) <i>Indoor</i>	<p>Knotting Relay</p> <p>Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Unfortunately, all our ropes are of different thickness, so all knots must be...? Yes, sheet bends.</p> <p>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 using a sheet bend. 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.</p>
20:00	Game Sense Training <i>Indoor</i>	<p>Dark Square</p> <p>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</p>
20:20	Game Observation <i>Indoor</i>	<p>Stamp Stalking</p> <p>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!).</p> <p>Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.</p>
20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders:</p> <p>Prayer</p> <p>Duty Six for 11/9: Black</p>
	Reserve Game Sense Training <i>Indoor</i>	<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>