



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

23<sup>rd</sup> October 2002

## PROGRAM WEATHER

- |       |  |  |
|-------|--|--|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Black</b>   |
| 19:10 | Game<br>Active<br>Coordination<br><i>Indoor</i>      | <b>Chopsticks</b><br>Sixes/teams in relay formation, with their "batons" and ball, at one end of the hall, a plate for each Six/team at the other. On the signal, the first member of each Six/team must propel the ball along the floor to the plate, then lift it onto the plate, using only the "batons". The Cub then takes the ball and "batons" back to the next member of the team who repeats the exercise.<br>First Six/team, all members having had a turn, standing at attention and in a straight line, is the winner. |
| 19:20 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i> | <b>Pony Express</b><br>Sixes in relay formation. On the signal, each Cub must tie a clove hitch around the leg (or bowline around the waist) of the Cub in front of them, grip the free end of the rope in one hand and raise the other in the air. When all hands are up, the Six races to the end of the room and back, without losing grip of any rope or having any knots come untied. The first Six back, standing at attention in a straight line, is the winner.  |
| 19:30 | Demonstration<br><i>Indoor</i>                       | <b>Weather Achievement Badge</b><br>Talk about the weather...  |
| 19:40 | Activity<br><i>Indoor</i>                            | <b>Boomerang Test 10 – Discovery</b><br><b>Boomerang Test 14 – Handcraft</b><br><b>Weather Achievement Badge</b><br>Make a Barometer   |
| 20:10 | Game<br>Sense/Memory<br><i>Indoor</i>                | <b>Chinese Whispers</b><br>Two teams—older and younger Cubs. Pass the message provided from one Cub to another (verbally), and see what the last Cub receives.   |
| 20:15 | Closing  | Award Presentations:   |

Reminders: Yellow Cord Camp & Cuboree Registrations  
Duty Six for 30/10: **Grey**

Reserve Game  
Active  
Ball Throwing &  
Catching

### **Catch**

Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.

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  
Active  
*Indoor*

### **Four-Legged Race**

Check that the Cubs can handle a Three-Legged Race before trying this variation.

Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (*i.e.* three 'trips'—pardon the pun! 😊).

Reserve Game  
Active  
*Indoor*

### **Mind the Mines**

Across the centre of the Hall mark 2 lines about 1 metre (4 feet) apart. In this area place the 6 bottles or skittles and one Six. Distribute the rest of the Pack between the two ends of the Hall. Toss a small ball to one end of the Hall. The object of the game is for the Cubs at each end of the Hall to try to get the members of the Six in the middle out by hitting them, below the knees, with the ball. When they are hit, they drop out, and they are also out if they knock over a bottle or skittle. Time each Six to see who stays in the longest. The object is not to knock down the bottles but to hit those Cubs in the centre court, or to make them dodge into the bottles.

Reserve Game  
Sense Training  
*Indoor*

### **That Reminds Me**

Cubs organised in some sort of order, so that one can obviously follow the other in turn (*e.g.* a circle, standing or seated as appropriate).

A Leader begins by naming something in the garden (or some location relevant to the evening's activities)—*e.g.* "I'm thinking of a tree". The next person says something that is related, such as "That reminds me of wood". The next person might then say "That reminds me of a fire". The next might say "That reminds me of cooking damper"... and so on. After about six tries Cubs could work their way back through the suggestions. This can get difficult, so be encouraging.

Reserve Game  
Sense/Hearing  
*Indoor*

### **Guarded Captive**

One Cub is placed in the centre of the playing area, loosely bound with rope. This player is the Captive and is guarded by one Six/Team, the Guards, who are blindfolded and positioned a short distance (outside a 3 m circle) out from the captive. The rest of the Pack are the Rescuers, who stand encircling the playing area. the game must be played in silence. On the signal, the Rescuers try to creep through the Guards and untie the Captive to get him/her out past the Guards. If a Guard intercepts—by touch only—a Rescuer, the Rescuer is out. Rescuers can be intercepted either entering or leaving the circle. The Captive can only leave the circle with a Rescuer (who has not been intercepted). If a Guard intercepts a Guard, there is no penalty.

Game  
Sense Training  
*Indoor*

### **Pandemonium**

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin/marker for each Six is placed at the other end. On the signal, coins/markers 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.

A round of the game is over as soon as one team has located their coin/marker. Repeat until all Six members have had a turn at being blindfolded.

Game  
Sense Training  
*Indoor*

**Kim's Game**

10 – 20 items. Can play individually or in Sixes or small teams