



20:25 Closing

Award Presentations:

Eleanor (Sixer, Grey Six)

Stevie (Silver Boomerang, Second, Red Six)

Connor, Jack M, Lauren (Bronze Boomerang)

Grand Howl, Flag-down

Announcements:

Reminders: Subs now due; Cuboree interest?

Prayer (Nick?)

Duty Six for 26/3: **Black**

Reserve Game  
Active  
*Indoor*

### **Floating Bomb**

Using chalk, divide the Hall into four sections. Each Six defends a quarter of the Hall. A balloon is released at the centre of the Hall and Cubs must blow (no hands) to keep the balloon in the air. If the balloon lands in their Quarter, a Six has been 'hit'.

Reserve Game  
Active  
*Indoor/Outdoor*

### **Row Ball**

Pack is divided into two teams that sit in parallel lines, about 1m apart, facing opposite directions. The feet of each Cub should just touch the seat of the Cub in front. A mark is made halfway down the aisle between the two teams. The ball is placed on this mark. When the Leader calls "Row", the players use their inner hands only to try to drive the ball to the front of their respective teams. A goal is scored when a team succeeds in this respect.

The ball must stay on the ground.

For some variation, try turning the teams around so that they have to use their other hands.

Reserve Game  
Revision  
*Indoor*

### **Moving Compass**

Break up into groups of 4 and/or 8 (depending on experience). If numbers do not work out, then some groups could have vacant compass points marked by a chair or box.

Groups stand in a circle. Leader or Cub/Scout (in centre) faces someone and says "You are North". Others take turns to say what direction they are. Leader/Cub/Scout then turns to someone else and again says "You are North". Others have to work out what direction they have become. And so on.

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.

Reserve Game  
Sense Training  
*Indoor*

### **Steps**

Cubs take up any position, standing on the floor of the Hall. One Cub is blindfolded—his object is to touch one of the other Cubs. Cubs may take a total of three steps only, in any direction, to dodge the blindfolded Cub.

When a Cub takes his/her first step, he/she places one hand on his/her hip. After the second step he/she places his/her other hand on his/her other hip. After the third step he/she folds his/her arms. This enables every player to see at what stage the others are.

After a Cub is touched, he/she becomes the blindfolded Cub, and the others are allowed three more steps. Change the blindfold periodically if progress is slow.

Reserve Game  
Sense Training  
*Indoor*

### **The Red Flower**

Based on Jungle Book story of Mowgli, stealing into a camp at night to light a stick on the camp fire and then returning to the jungle.

All cubs except one blindfolded and sitting, spaced out, around hall. Noisy object (cluster of bells, keys etc.—the Red Flower) in centre of hall. Cub who is not blindfolded must walk from the perimeter of the hall to the centre, retrieve the 'noisy object', and return to the perimeter without being heard and touched by one of the blindfolded cubs. Blindfolded cubs may reach out with their hands if they hear a noise near by, and try to touch the cub who is trying to steal the Red Flower. They cannot reach out at random—there must be a noise, or reason to reach out. They can also only sweep their hands around once, then must return them to their laps and wait again.