



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

30<sup>th</sup> April 2003

## PROGRAM

### Games Night

19:00    Opening

Inspection, Grand Howl, Flag Break  
Duty Six duties reminder.  
Duty Six: **Grey**

#### Games

Spotlight  
Fruit Salad  
Sticks  
North, South, East & West (Dead Ant!)  
(Activity: Compass Points)  
(Moving Compass)  
Gladiator  
The Red Flower

#### Reserve:

Catch  
Broomstick Balance  
Steps  
Guarded Captive

20:25    Closing

Award Presentations:  
Katie (Silver Scouting Family)  
Graeme (Bronze Boomerang)  
Grand Howl, Flag-down  
Announcements: Scout Job Week/Month (May)  
Reminders: Outdoor Scouting Day, Saturday 3/5  
Prayer  
Duty Six for 5/2: **Red**

Game  
Sense/Hearing  
*Indoor*

### **Battleships & Minefields**

All but one member of one Six are blindfolded and stand in a line (the Battleship), one behind the other, with hands on the hips of the Cub in front of them. The remaining Six member is the Captain of the Battleship. All other Cubs sit (without blindfolds) around the floor, or some portion thereof (the Minefield), of the hall, far enough apart so that the Battleship can easily pass between any two, but in a way that there is no clear path from one end of the minefield to the other.

The Captain must guide his Battleship through the Minefield giving only instructions comprising a Compass Direction and a Number of Paces. The 'Mines' of course, must remain very quiet throughout, lest they reveal their position to the Battleship.

Set a time limit for the passage.

Game  
Active  
Coordination  
*Indoor/Outdoor*

### **Broomstick Balance**

Sixes in relay formation, each with a broom/broomstick/stick (something with a bit of weight on the (top) end is easier to balance). Balancing the broom/stick on their hand, the first Cub must run to the end of the hall and back. The broom/stick is passed to the next Cub, and so on, until all have had a turn. First Six finished (at attention, in a straight line) is the winner.

Try to balance the broomstick on the chin or forehead if Cubs can do it on their hands.

Game  
Active  
*Indoor*

### **Burrowing Balls**

Divide into teams of at least 8 Cubs. Each team makes a circle, feet wide-apart and touching the next person's foot on either side. One player has the ball to start. The aim of the game is to get the ball into a burrow (gap between legs) by rolling or throwing. Each person is competing against the others in their circle. When the ball gets through someone's legs it is retrieved by that person and thrown again. Feet must not move. Quick reactions are needed!

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.

Game  
Sense Training  
*Indoor*

### **Chinese Whispers**

Pass a message from one team member to another, through all team members, and compare the result with the original message.

<p>Game Active <i>Indoor</i></p>	<p><b>Cub Killer</b></p> <p>Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Flag Relay</b></p> <p>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.</p>
<p>Game Active <i>Indoor</i></p>	<p><b>Fruit Salad</b></p> <p>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.</p>
<p>Game Sense/Hearing <i>Indoor</i></p>	<p><b>Good Morning Mum/Dad!</b></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>
<p>Game Sense/Hearing <i>Indoor</i></p>	<p><b>Gladiators</b></p> <p>At the end of the Hall stand (at least) 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>

<p>Game Sense/Hearing <i>Indoor</i></p>	<p><b>Guarded Captive</b></p> <p>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.</p>
<p>Game Sense Training <i>Indoor</i></p>	<p><b>Kim's Game</b></p> <p>10 – 20 items</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Knotting Relay</b></p> <p>Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.</p> <p>Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Lasso</b></p> <p>Sixes in relay formation. Each Cub must tie a bowline in one end of a piece of rope and throw it over a pole.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Moving Compass</b></p> <p>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.</p> <p>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.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>North, South, East &amp; West (Dead Ant!)</b></p> <p>Call out compass directions and cubs run to appropriate side/corner of hall.</p> <p>If "Dead Ant" is called, all Cubs lie on the floor and wave/kick their arms and legs in the air.</p>

<p>Game Sense Training <i>Indoor</i></p>	<p><b>Pandemonium</b> 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.</p>
<p>Game Active Wide Game <i>Outdoor</i></p>	<p><b>Spotlight</b> One Cub, the torchbearer, is given a torch and 60 seconds to 'hide' outside. The rest of the Pack must find the torchbearer, approach and tag him/her, without being 'spotted' moving. The torchbearer must not move from their original 'hiding place', and must flash the torchlight at least once a minute. Cubs are 'spotted' if the torch beam 'hits' them while they are moving. The torch must only ever be lighted briefly (5 sec max), and cannot be 'panned'—i.e. the torch must be pointed, then flashed, pointed, then flashed etc. The aim (for the torchbearer) is to catch a Cub moving in the torch beam, not to keep a Cub in the beam until they move.</p>
<p>Game Coordination &amp; Patience <i>Indoor</i></p>	<p><b>Stack Ups</b> Pack in Sixes, each with a pack of playing cards. See which Six can build the highest tower.</p>
<p>Game Observation <i>Indoor</i></p>	<p><b>Stamp Stalking</b> 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.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>State Emblem Relay</b> Sixes in relay formation at one end of the hall. Individual sets of cards of the various State Emblems at the other. Each six member, in turn, must run to the pile and select one of the cards (Flag, Flower etc.) for the nominated State. First team to correctly select all of the cards (Name, Map, Flag, Emblem, Coat of Arms, Flower, Bird, Animal) for the nominated State wins.</p>

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.

Game  
Coordination  
*Indoor*

### **Sticks**

Pack in a circle, each member holding a broomstick with one end resting on the floor. On command from the Leader, players move either to their left or right, according to the Leader's command. When a player moves, they must let go of their broomstick (leaving it standing upright) and catch the one to their left/right, according to the direction they have been instructed to move, before it falls to the ground.

Last pair in are the winners.

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.

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.

Game  
Observation  
*Indoor*

### **Who's the Leader**

Cubs in a circle. One Cub is taken out of the room while another is chosen as 'The Leader'. 'The Leader' will perform actions, such as patting head, raising arm(s), tapping foot, etc., while all other Cubs follow suit, quickly but also trying to hide the identity of 'The Leader'. On returning to the room, the first Cub must identify 'The Leader'. 'The Leader' must change actions regularly (every 10-15 sec at least), even when it means being discovered. The aim is to discover 'The Leader' as quickly as possible.