



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

21<sup>st</sup> May 2003

## PROGRAM CODES & SIGNALLING

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: <b>Grey</b>
19:10	Game Active Wide Game <i>Outdoor</i>	<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.
19:20	Game Active <i>Indoor</i>	<b>Fruit Salad</b> 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.
19:30	Activity Indoor	<b>Boomerang Test 10 – Discovery (Gold)</b> <b>Codes &amp; Signals Achievement Badge</b> Code Wheel Maritime Signalling Flags Morse Code Flasher Cubs who have already made a Morse Flasher can practice sending Morse Code (Green Codes & Signalling)
20:15	Game Sense/Hearing (Indoor)	<b>Chinese Whispers</b> Pass a message from one team member to another, through all team members, and compare the result with the original message.

20:25 Closing

Award Presentations:  
Grand Howl, Flag-down  
Announcements:  
Reminders: Check Census Report with Paul  
Prayer  
Duty Six for 28/5: **Red**

Reserve Game  
Active  
Coordination  
*Indoor*

### **Chopsticks**

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.

First Six/team, all members having had a turn, standing at attention and in a straight line, is the winner.

Reserve Game  
Active  
Coordination  
*Indoor/Outdoor*

### **Silent Ball**

Pack in a circle. A ball is thrown between players, across the circle, and never back to the thrower. The ball must be thrown so that it can be caught easily by the intended recipient. If the ball is thrown too high, too wide, too hard etc., or to someone who is out of the game, the thrower loses a life. If the catcher fails to catch a reasonable throw, the catcher loses a life. Everyone must also be silent throughout the game—any noise results in the loss of a life for the culprit. When there is any doubt about who is to lose a life, all players point to the player they think is at fault—majority rules. Each player usually gets three lives. On the loss of the first life, a player must go down on one knee, and continue playing in that position. On the loss of the second life, they go down on both knees. On the loss of the third life, they are out of the game and must sit quietly in their place in the circle until the conclusion of the game.

Last player in wins.

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.