



1st Wamboin Scout Group
Cub Scout Section

28th May 2003

PROGRAM PROMISE & LAW +

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|-------|--|---|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six: Red |
| 19:10 | Game
Active
<i>Indoor</i> | Cub Killer
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. |
| 19:20 | Game
Active
<i>Indoor</i> | Mount & Dismount
Mount, Dismount, Change, Right, Left
Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random.
Mount Cub behind mounts (piggyback) Cub in front
Dismount Cub dismounts
Change Cubs in pair change position
Right Cubs behind run around circle to the right, and mount team mate. Last one to mount is out.
Left As for Right, except Cubs run around circle to left. |
| 19:30 | Game
Sense Training
<i>Indoor</i> | 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. |
| 19:40 | Activity
Instructional
(Revision)
<i>Indoor</i> | Scarf Rolling!!!
Have all Cub Scouts roll their scarves neatly and correctly! |
| 19:45 | Game
Instructional
(Revision)
<i>Indoor</i> | Boomerang Test 7 – Promise & Law
Assemble the Cub Scout Promise and Law from the cards provided |
| 19:50 | Game
Instructional
(Revision)
<i>Indoor</i> | Boomerang Test 6 (Bronze) – Australian Flag
Identify the correct Australian Flag in the 10 provided. Why is each of the other 9 not correct? |

19:55	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>
20:00	Reserve Game Sense Training <i>Indoor</i>	<p>The Red Flower</p> <p>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.</p> <p>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.</p>
20:15	Closing	<p>Award Presentations:</p> <p style="padding-left: 40px;">Geoffrey, Hayden (Investiture)</p> <p style="padding-left: 40px;">Lauren (Red Animals & Birds)</p> <p style="padding-left: 40px;">Stevie (Red Bushcraft,)</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders: Return Job Week Cards next week</p> <p>Prayer</p> <p>Duty Six for 4/6: Tawny</p>

Reserve Game
Active Wide
Game
Outdoor

Spotlight

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.

Reserve Game
Active
Coordination
Indoor

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.

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

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.

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.