



1st Wamboin Scout Group
Cub Scout Section

30th July 2003

PROGRAM

Knotting Revision

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| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six: Grey |
| 19:10 | Game
Active
<i>Indoor</i> | Coathanger
Rope across the hall, threaded through a hoop. Two cubs hold onto hoop and try to tag other cubs as they run past, from one end of the hall to the other. |
| 19:20 | Game
Active
<i>Outdoor</i> | Shunting Trains
Sixes in relay formation at one end of the hall.
On signal, first Cub (engine) runs forwards to the other end of the hall and returns backwards. The second Cub grabs onto the waist of the 'engine' and they both go down and back and pick up another Cub until all carriages are on the train. Reverse the procedure and drop off a Cub at a time. First Cub, the 'engine' rejoins the Six. Winner is first Six finished, in a straight line and at attention. |
| 19:30 | Game
Active
<i>Indoor</i> | Zoo Relay
Pelecan Hop—Hop with one foot on opposite knee
Crab Relay—Interlock arms, back to back
Monkey Run—Simple run on all fours
Crocodile Crawl—Left hand on shoulder of cub in front, right hand on right ankle
Elephant—Legs straight and hands on floor
Goose—Waddle with hands holding ankles |
| 19:40 | Activity/Game
Instructional
(Revision)
<i>Indoor</i> | Knotting Relay
Someone is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Tie knots according to Boomerang Level (Bronze: Reef Knot; Silver: Sheet Bend/Bowline; Gold: Clove Hitch)—Revise knots prior to commencement.
Sixes in line at one end of the hall, Six member (Silver Boomerang) to be rescued at other, ropes in the middle. Each (Bronze/Silver Boomerang) Six members run to the middle, take two ropes (or rope ends) each and tie together using an appropriate knot. The Sixer (Gold Boomerang) must attach one end to a 'tree' using a clove hitch and throw the running end of the 'life line' to the Six member 'in trouble'. This Cub must then tie a bowline in the end, run back to the centre, drop the rope and run, with the whole Six, back to the starting position.
First Six all together, at alert in a straight line is the winner (assuming all knots have been correctly tied). |

20:00	Game Coordination <i>Indoor</i>	<p>Silent Ball</p> <p>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.</p> <p>Last player in wins.</p>
20:10	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>
	<p>Alana Connor Eleanor Geoffrey Graeme Hayden Jack E Jack M Josh Kahli Lauren Nadine Nick Stevie</p>	
20:20	Game Sense Training <i>Indoor</i>	<p>Dark Square</p> <p>Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period</p>
20:25	Closing	<p>Award Presentations: Connor (Red Bushcraft)</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders: Joining Fee Note to Alana, Kahli, Geoffrey & Hayden Scout Kits for Nick & Jack Prime Television visit next week Duty Six duties reminder.</p> <p>Prayer</p> <p>Duty Six for 6/8: Red</p>

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

Human Caterpillar

Players in relay formation. The first player in each group stands with feet apart. The next bends over in the leap-frog position. Positions alternate in this way for each group. At the signal, the last player in each group crawls under the legs of the player in front, vaults over the next, and so on until he/she has reached the head of the line. This player then runs to other end of the hall, tags the wall, runs back, and joins the front of the line, standing with legs astride or in the leap-frog position as appropriate. Note however, that while the player is running to the end of the hall and back, the other players change their position (either from feet apart to leap-frog, or vice versa). As soon as he/she is back, the next player starts up the line in the same manner.

The game continues until all players have run. The first team finished, at attention in a straight line, is the winner.

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
Observation
Indoor

Stamp Stalking

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.

Reserve Game
Active
Indoor

Skin the Snake

This is an exercise in flexibility and coordination.

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
Instructional
(Revision)
Indoor

Australian Flag

Each Cub is given a picture of an Australian Flag, most of which (or all) will contain an error. Identify the error in the picture provided.

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.