



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

19<sup>th</sup> November 2003

## PROGRAM

### Map Reading

- |       |   |   |
|-------|---|---|
| 19:00 | Opening   | Inspection, Grand Howl, Flag Break<br>Duty Six duties reminder.<br>Duty Six: <b>Red</b>   |
| 19:10 | Game<br>Active<br><i>Indoor/Outdoor</i>         | <b>Crows &amp; Cranes</b><br>Divide the Pack into two teams, which assemble in two straight lines, about six feet apart, facing the Leader. One team is the Crows and the other the Cranes.<br>The Leader calls either "Crows" or "Cranes". If the call is "Crows", the Crows must run to their wall, with the Cranes in pursuit, and vice versa. If one of the pursued Cubs is tagged, he/she joins the opposite team.<br>Calls can be varied by drawing out the "Cr....", or by calling "crumbs" or "crackers" etc. when no-one moves.  |
| 19:20 | Game<br>Active<br><i>Outdoor</i>                | <b>Human Caterpillar</b><br>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.<br>The game continues until all players have run. The first team finished, at attention in a straight line, is the winner. |
| 19:25 | Game<br>Sense Training<br><i>Indoor/Outdoor</i> | <b>Blind Bats</b><br>A ball is placed some distance away from each Six. The members of each six, who are standing in relay lines, are then blindfolded. Each Six member, in their turn, walks to where they think their ball is, and sits down.<br>When all Six members are seated, the Six that is nearest their ball (as a team) wins.  |
| 19:35 | Activity  | <b>Boomerang Test 5 – Outdoor Scouting (Map Reading)</b><br><b>Bronze</b> Road Map Reading Exercise<br><b>Silver/Gold</b> Contour Maps  |

20:00    Game  
Instructional  
Sense Training  
*Indoor/Outdoor*

### **Gladiators**

At the end of the Hall stand 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.

20:25    Closing

Award Presentations:

Grand Howl, Flag-down

Announcements:

Reminders:

Prayer

Duty Six for 26/11: **Tawny**

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  
*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  
Active  
(Knotting  
Revision)  
*Indoor*

### **3-Legged Race / 4-Legged Race**

Start with a conventional 3-Legged Race, except that Cubs are in relay formation. The first two Cubs must tie their legs together (using a reef knot!) on the signal, and before running. Run to the end of the hall and return. The rope must then be undone, and the second and third Cubs then repeat the process. Continue until the last Cub has run with the first.

The first team finished, standing at attention in a straight line, is the winner.

See Reserve Games for 4-Legged Race details.

Reserve Game  
Active  
*Indoor*

### **Four-Legged Race**

Check that the Cubs can handle a Three-Legged Race before trying this variation.

Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (*i.e.* three 'trips'—pardon the pun! ☺).

Reserve Game  
Active  
*Indoor/Outdoor*

### **Jumping Stick Relay**

Sixes (or teams) line up, with plenty of space between them. On the signal, the first two members of each Six (team) take an end of the stick each and, holding the stick a few inches above the ground, run down their Six (or team) line. The rest of the Six (team) must jump the stick as it reaches them.

When the stick reaches the end of the Six (team) line, the second Six (team) member takes the stick back to the head of the line and repeats the process with the third Six (team) member as his/her partner. The game continues until the first Six (team) member has run with the last Six (team) member and returned to the front of the line.

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/Outdoor*

### **Blind Bats**

A ball is placed some distance away from each Six. The members of each six, who are standing in relay lines, are then blindfolded. Each Six member, in their turn, walks to where they think their ball is, and sits down.

When all Six members are seated, the Six that is nearest their ball (as a team) wins.

Reserve Game  
Sense Training  
*Indoor/Outdoor*

### **Chinese Whispers**

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

Reserve Game  
Instructional  
Sense Training  
*Indoor/Outdoor*

### **Gladiators**

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Reserve Game  
Sense/Hearing  
*Indoor/Outdoor*

### **Guarded Captive**

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.