



1st Wamboin Scout Group
Cub Scout Section

10th December 2003

PROGRAM PROMISE & LAW

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|-------|--|---|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Reminders: Carols at Wamboin, 19 th December, 7:00pm
'Call' for participation.
Duty Six: Red |
| 19:10 | Game
Active
<i>Indoor/Outdoor</i> | Circle / Line
One team forms a circle in the centre of the hall. They have a tennis ball that is thrown from Cub to Cub around the circle, scoring one point for each clean catch. A dropped ball loses all the points, in which case it is picked up and the count starts over. The second team forms up on one corner, and each member runs once around the circle, relay style. The number of catches scored when they have finished running is the centre team's score. Swap over. The highest score wins. |
| 19:20 | Game
Active
<i>Indoor/Outdoor</i> | Cat & Mouse
Pack joins hands in a circle. Two cubs are the cat and mouse respectively. The cat must catch the mouse, who runs around or through the ring, passing under (generally) the joined hands of the cubs in the circle. The cubs allow the mouse to pass, but must hinder the passage of the cat as far as possible by raising or lowering their (joined) hands so that the cat cannot pass under or over them.
The cat needs to be a little cunning, misleading the cubs in the circle about his intentions as much as the mouse. |
| 19:30 | Game
Active
<i>Indoor</i> | 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! |
| 19:35 | Game
Instructional
(Revision)
<i>Indoor</i> | Round Promise & Law
Site the Pack in a group. Choose someone to say the first word of the Promise or Law. Then point at random to the next Cub Scout who should say the next word. Continue in this fashion until both the Promise and the Law are completed. |
| 19:40 | Activity
Indoor | Boomerang Test 7 / 14–Promise & Law / Handcraft
Make a Law Spinner or a Promise & Law Banner |

20:15 Activity
Indoor

Joint Meeting & Leader Presentations

Scouts to join group for closing

20:25 Closing

Award Presentations:

Graeme, Jack (Silver Boomerang)

Grand Howl, Flag-down

Announcements:

Reminders: Carols at Wamboin, 19th December, 7:00pm

Prayer

Duty Six for 17/12: **Tawny**

Reserve Game
Active
Outdoor

British Bulldog

One Cub in the middle of the playing area, all the others at one end. Cub in the middle calls “British Bulldog” and all other Cubs must run to the other end of the playing area. The Cub in the middle must tag as many of the other Cubs as possible while they are running from end to end. Cubs help the Cub in the middle when they are tagged. Last Cub caught is the winner.

Reserve Game
Active
Indoor/ Outdoor

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.

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
Indoor/ Outdoor

Robber in the Orchard

All Cubs spread out in a circle. One Cub—the Robber—is sent out of the room. A Farmer is chosen, and the apple is placed in the centre of the circle. The Robber is called in, and has to grab the apple and get out of the circle without being tagged by the Farmer, whose identity he/she does not know. The Farmer can move only after the apple has been touched.

Reserve Game
Active
Indoor/Outdoor

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! ☺).

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

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.

<p>Game Sense Training <i>Indoor</i></p>	<p>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.</p>
<p>Alana Connor Daanika Eleanor Geoffrey Graeme Hayden Jack M Josh Kahli Lauren Stevie</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>Reserve Game Sense/Hearing <i>Indoor</i></p>	<p>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.</p>
<p>Game Active <i>Indoor</i></p>	<p>Overtake Cubs form a circle. Number off from 1—an even number of players is necessary. Even numbered Cubs in one team, odd numbered Cubs in the other. Give one ball to Cub #1 and another to the even-numbered Cub directly opposite. On the signal, Cubs pass the ball clockwise to the next member of their team (i.e. every second player) so that both balls travel in the same direction. The object of the game is for one team to try to catch up and overtake the ball of the other team. If the ball is dropped, the person responsible must retrieve it, return to their position and pass the ball again.</p>
<p>Game Active <i>Indoor</i></p>	<p>Pass the Ball Pack in two teams. One team in a small circle with a bean bag, the other team in a large circle with a ball. In the small circle, the bean bag is passed around while the Cubs count for every one who handles the bean bag. The large circle has a Cub in the centre, with a ball which (s)he throws to each Cub in the circle in turn. When the ball has been around the circle, they call "Stop". Teams change over and the team counting to the highest number wins.</p>

Game
Active
Indoor

Robber in the Orchard

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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
Active
Indoor

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