



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

24<sup>th</sup> March 2004

## PROGRAM

### Construction / Teamwork

- |       |   |  |
|-------|---|--|
| 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</i>                           | <b>Coathanger</b><br>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<br>Active<br>(Knotting<br>Revision)<br><i>Indoor</i> | <b>3-Legged Relay / 4-Legged Relay</b><br>Start as for 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.<br>The first team finished, standing at attention in a straight line, is the winner.<br>See Reserve Games for 4-Legged Relay details.  |
| 19:30 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i>      | <b>Compass Game</b><br>A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table. Each of the players takes one of the cards at random. The Leader finds the player who has picked up North and places him/her anywhere on the circle. At the words "This is North—Fall in", the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the Leader can take any player (say ESE), place him/her anywhere in the circle and say "This is ESE—Fall in". |
| 19:35 | Activity  | <b>Straw Tower Construction</b><br>Build a tower out of drinking straws and sticky tape. Tallest tower in allocated time (30-45 min) 'wins'.   |
| 20:20 | Game<br>Teamwork<br><i>Indoor</i>                         | <b>Chair Walking</b><br>Teams have a number of chairs, one more than the number needed for all the team to stand on huddled together. Teams must move from one end of the hall to the other, without touching the ground (except at the beginning and end of the trek), by moving chairs one in front of the other.  |

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements: 2004 Fees now due

Reminders:

Prayer

Duty Six for 31/3: **Tawny**

Reserve Game  
Active  
*Indoor*

### **Four-Legged Relay**

Check that the Cubs can handle a Three-Legged Relay 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*

### **Floating Bomb**

Using chalk, divide the Hall into four sections. Each Six defends a quarter of the Hall. A balloon is released at the centre of the Hall and Cubs must blow (no hands) to keep the balloon in the air. If the balloon lands in their Quarter, a Six has been 'hit'.

Reserve Game  
Sense Training  
*Indoor*

### **Kim's Game**

10-20 items. Work as individuals and/or groups.

2 minutes to look and remember, 5 minutes to write down items, and a couple of minutes to review answers.

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.