

19:40	Activity	<p>Space Achievement Badge</p> <p><i>Red</i> Identify the Southern Cross</p> <p><i>Blue</i> Demonstrate how to find South using the stars</p> <p>Make a 'Star Wheel' and observe the Southern Cross</p>
20:00	<p>Game</p> <p>Instructional</p> <p>(Revision)</p> <p><i>Indoor</i></p>	<p>Compass Game</p> <p>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".</p>
20:10	<p>Game</p> <p>Sense Training</p> <p><i>Indoor</i></p>	<p>Guiding Space Ships Home</p> <p>Sixes in relay formation at one end of the hall, blindfolded. Sixers from each Six are not blindfolded and are at the other end of the hall. On the signal, the Sixers must guide their Six members to the other end of the hall by shouting out directions (these could be compass bearings). The winning Six is the first to get the whole Six safely home.</p> <p>The game can be played with various obstacles placed around the hall or another Six could be sitting on the floor.</p>
20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders: 2004 Subs now due</p> <p>Prayer</p> <p>Duty Six for 7/4: Grey</p>

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.