

20:25 Closing

Award Presentations:

Harry (Investiture)

Penny (Cub Scout Link Badge)

Geoffrey (Red/Blue First Aid)

Grand Howl, Flag-down

Announcements:

Reminders: Scout Job Week

Prayer:

Duty Six for 12/5: **Grey**

Reserve Game
Sense/Hearing
Indoor

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.

Reserve Game
Revision
Indoor

Knotting Relay

Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.

Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.

Game
Sense Training
Indoor

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.

Alana Connor
Daanika Geoffrey
Graeme Hayden
Harry Jack
Kahli Lauren
R-Mitch T-Mitch
Penny Sam
Stevie

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.

Game
Sense Training
Indoor/Outdoor

Time it Right

Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.

Game
Observation
Indoor

Who's the Leader

Cubs in a circle. One Cub is taken out of the room while another is chosen as 'The Leader'. 'The Leader' will perform actions, such as patting head, raising arm(s), tapping foot, etc., while all other Cubs follow suit, quickly but also trying to hide the identity of 'The Leader'. On returning to the room, the first Cub must identify 'The Leader'. 'The Leader' must change actions regularly (every 10-15 sec at least), even when it means being discovered. The aim is to discover 'The Leader' as quickly as possible.