



1st Wamboin Scout Group
Cub Scout Section

26th May 2004

PROGRAM

Safety

- 19:00 Opening Inspection, Grand Howl, Flag Break
Duty Six: **Tawny**
- 19:10 Game **Bang the Bottle**
Active
Indoor/ Outdoor Draw two circles on the floor, one small, about 2 metres, and the other larger, about 5 metres in diameter. In the middle of the small circle, place a bottle. One team then spreads itself around the outside of this circle. The other team has two balls and are anywhere outside the large circle. Their object is to knock down the bottle while the defending team must defend the bottle, getting rid at once of the balls by throwing them out of their circle. The attackers must not enter the defenders circle.
- 19:30 Game **Chinese Whispers**
Sense Training
Indoor/ Outdoor Pass a message from one team member to another, through all team members, and compare the result with the original message. For Outdoors version, space team members around the oval, start at Hall and run in relay, passing message to next team member who runs on to next team member, passes message etc. until the last team member returns to the Hall (or the starting point).
- 19:40 Game **Knotting Relay**
Instructional
(Revision)
Indoor/ Outdoor Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Unfortunately, all our ropes are of different thickness, so all knots (joining ropes) must be...? Yes, sheet bends!

Six in relay formation at one end of the hall, sixer at other, ropes in the middle. Each six member runs to centre, takes two ropes and ties together using a sheet bend. When the life-line is long enough, the Six member tying the last knot throws it (keeping one end in their hand) to sixer. The Sixer must tie a bowline, place the rope around his/her body, and be drawn back to the rescuer (no need to be dragged—with the rope around him/her, can run back to Six). First Six all together, at alert in a straight line is the winner.
- 20:00 Activity **Boomerang Test 2 – Safety**
Bronze Safety in the Bush (Discussion & Word Search)
Silver Water Safety (Discussion & Word Search)
Gold Home & Road Safety (Discussion & Word Search)

20:20	Game Sense Training <i>Indoor</i>	<p>Good Morning Mum/Dad!</p> <p>One blindfolded cub in the centre of a large circle formed by other Cubs. Blindfolded Cub is turned around three times, and must then point to someone in the circle who must say in their normal voice "Good morning Mum!" or "Good morning Dad!" (as appropriate). Blindfolded Cub must identify the person chosen.</p>
20:25	Closing	<p>Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Job Week cards are due next week Prayer Duty Six for 2/6: Grey</p>

Reserve Game
Active
Indoor

Skin the Snake

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
Sense Training
Indoor

Pandemonium

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin for each Six is placed at the other end. On the signal, coins have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall.

Reserve Game
Sense Training
Indoor

Kim's Game (Sport)

10-20 items with a Sporting theme. 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.