



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

30<sup>th</sup> June 2004

## PROGRAM

### Games Night

19:00      Opening

Inspection, Grand Howl, Flag Break  
Duty Six duties reminder.  
Duty Six: **Red**

#### Games

Human Caterpillar  
Captain Ball  
Overtake  
Coxed Six  
Chopsticks  
Knotting Relay  
Dark Square  
The Red Flower

20:25      Closing

Award Presentations:

Grand Howl, Flag-down  
Announcements: Holiday First Aid Classes  
Reminders:  
Prayer  
Duty Six for 21/7: **Tawny**

Game  
Active  
*Indoor*

### **Balloon Passing**

Sixes stand in file formation. On the signal, the first member of each Six puts the balloon under their chin then passes it to the second Six member, without either using their hands. The balloon is passed down the Six line in the same manner. If dropped, a balloon may be retrieved by hand, but it must be placed under the chin of the person who dropped it before the passing continues. The first Six to pass their balloon to the other end of their line wins.

Game  
Active  
*Indoor*

### **Bang the Bottle**

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.

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  
Sense Training  
*Indoor*

### **Blind Bats**

A ball is placed some distance away from each Six. The members of each six, who are standing in relay lines, are then blindfolded. Each Six member, in their turn, walks to where they think their ball is, and sits down.

When all Six members are seated, the Six that is nearest their ball (as a team) wins.

Game  
Active  
*Indoor*

### **Bombs Away**

Sixes in relay lines. Six brown paper bags on floor in front of each line.

On the signal, the first Cub in each team blows up the paper bag and breaks it. When the Cubs at the end of each line hear the 'bang' they run to the end of the room, touch the wall, run back to the front of their line, and blow up a bag, and so on.

Game  
Active  
Coordination  
*Indoor/ Outdoor*

### **Broomstick Balance**

Sixes in relay formation, each with a broom/broomstick/stick (something with a bit of weight on the (top) end is easier to balance). Balancing the broom/stick on their hand, the first Cub must run to the end of the hall and back. The broom/stick is passed to the next Cub, and so on, until all have had a turn. First Six finished (at attention, in a straight line) is the winner.

Try to balance the broomstick on the chin or forehead if Cubs can do it on their hands.

Game  
Active  
*Indoor*

### **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!

Game  
Active  
Ball Throwing &  
Catching

### **Captain Ball**

Players in two (or more) teams

Game  
Active  
Ball Throwing &  
Catching

### **Catch**

Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.

Game  
Sense Training  
*Indoor*

### **Chinese Whispers**

Pass a message from one team member to another, through all team members, and compare the result with the original message.

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.

Game  
Active  
*Indoor*

### **Continuous Cricket**

Wickets are set up as follows: The batsman defends a set of wickets as per normal cricket, with the bowler bowling from some appropriate distance in front of these wickets. If the batsman hits the ball, however, he/she must run to a second set of wickets (or just some object or point) set an appropriate distance behind the set of wickets being defended. Meanwhile, fielders return the ball as quickly as possible to the bowler, who immediately bowls again, no matter where the batsman happens to be. Besides being caught out, the batsman can only be bowled out. As soon as he/shw is out, the next batsman comes in, but the bowler need not wait: the bowler can bowl whenever he/she has the ball.

Game  
Active  
*Indoor*

### **Coxed Six**

Each Six (or Team) stands astride a staff, with the first member (as cox) facing the others. The whole team runs the length of the hall and touches the end wall before returning to the starting point. The cox turns around to become the 'second' team member, the team member who was at the far end of the staff now becomes the cox, and the team takes off again.

Proceed until each team member has had a turn being the cox.  
First team finished and at attention wins.

Game  
Sense Training  
*Indoor*

### **Crowded Circle**

Draw a chalk circle on the floor in the centre of the hall. Sixes in separate corners, facing and touching the wall with their hands. Turn out the lights, and Cubs must try to get in the circle. Turn on the lights, whereupon Cubs must stay where they are, and all Cubs outside the circle are out. On the next round, have a little less darkness, and so on, until only one Cub remains. A variation is to have 3 circles and to number them. When the lights are switched off, a number is called and Cubs must move to the appropriate circle.

Game  
Active  
*Indoor*

### **Cub Killer**

Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.

Game  
Sense Training  
*Indoor*

### **Dark Square**

Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period of time (60 seconds).

Six with most members in the square wins.

Game Active <i>Indoor</i>	<p><b>Duster Hockey</b></p> <p>Cubs in two teams (shortest to tallest), goals at each end of the hall. Cubs in each team number off and sit, in lines, facing each other. Leader (referee) calls a number and the two Cubs with that number come to the centre and pick up a hockey stick, ruck (or whatever it's called) then try to goal.</p> <p>Team with highest score after given time interval (when everyone has had a turn) wins.</p>
Game Instructional (Revision) <i>Indoor</i>	<p><b>Flag Relay</b></p> <p>Sixes in relay formation at one end of the hall. The individual elements of the Australian Flag in a 'pile' at the other end of the hall. Each six member, in turn, must run to the pile and place one element on the Flag. First team to complete building the Flag, correctly, wins.</p>
Game Active <i>Indoor</i>	<p><b>Fruit Salad</b></p> <p>Cubs in two teams, seated on floor facing each other, with legs outstretched and feet touching. Each pair is given the name of a piece of fruit. Leader then recounts a story that mentions all the pieces of fruit (several times). As each piece of fruit is mentioned, the Cubs assigned that name stand up, run behind the Cubs in their team to the end of the hall, then, stepping over the outstretched legs of the Cubs still on the floor, return to their place. If the leader mentions Fruit Salad, all Cubs get up, run to the end of the hall then return to their respective places, hopping over the legs of any Cub already in place as they return.</p>
Game Active Coordination <i>Indoor</i>	<p><b>Gilwell Tails</b></p> <p>Played in Sixes, like baseball. Those in Six that is 'In', take turns to bat (with their hand). Select a bowler from another Six (ball must bounce between bowler and batter). Everyone else is fielding. Runners must complete their run whilst the ball is being fielded or they are out. Whoever retrieves the ball must call the colour of their Six, who must line up and pass the ball between their legs. Last in line returns it to the bowler.</p>
Game Sense/Hearing <i>Indoor</i>	<p><b>Good Morning Mum/Dad!</b></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>

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.

Game  
Active  
*Indoor*

### **Human Caterpillar**

Players in relay formation. The first player in each group stands with feet apart. The next bends over in the leap-frog position. Positions alternate in this way for each group. At the signal, the last player in each group crawls under the legs of the player in front, vaults over the next, and so on until he/she has reached the head of the line. This player then runs to other end of the hall, tags the wall, runs back, and joins the front of the line, standing with legs astride or in the leap-frog position as appropriate. Note however, that while the player is running to the end of the hall and back, the other players change their position (either from feet apart to leap-frog, or vice versa). As soon as he/she is back, the next player starts up the line in the same manner.

The game continues until all players have run. The first team finished, at attention in a straight line, is the winner.

Game  
Active  
Coordination  
*Indoor*

### **Jumping Stick Relay**

Sixes (or teams) line up, with plenty of space between them. On the signal, the first two members of each Six (team) take an end of the stick each and, holding the stick a few inches above the ground, run down their Six (or team) line. The rest of the Six (team) must jump the stick as it reaches them.

When the stick reaches the end of the Six (team) line, the second Six (team) member takes the stick back to the head of the line and repeats the process with the third Six (team) member as his/her partner. The game continues until the first Six (team) member has run with the last Six (team) member and returned to the front of the line.

Game  
Sense Training  
*Indoor*

### **Kim's Game**

10 – 20 items

Game Instructional (Revision) <i>Indoor</i>	<b>Knotting Relay</b> 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 Instructional (Revision) <i>Indoor</i>	<b>Lasso</b> Sixes in relay formation. Each Cub must tie a bowline in one end of a piece of rope and throw it over a pole.
Game Instructional (Revision) <i>Indoor</i>	<b>Moving Compass</b> Break up into groups of 4 and/or 8 (depending on experience). If numbers do not work out, then some groups could have vacant compass points marked by a chair or box. Groups stand in a circle. Leader or Cub/Scout (in centre) faces someone and says "You are North". Others take turns to say what direction they are. Leader/Cub/Scout then turns to someone else and again says "You are north". Others have to work out what direction they have become. And so on.
Game Active <i>Indoor</i>	<b>Overtake</b> 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.
Game Sense Training <i>Indoor</i>	<b>Pandemonium</b> Sixes at one end of the Hall, with one member of each Six blindfolded. A coin/marker for each Six is placed at the other end. On the signal, coins/markers 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. A round of the game is over as soon as one team has located their coin/marker. Repeat until all Six members have had a turn at being blindfolded.
Game Active <i>Indoor</i>	<b>Robber in the Orchard</b> 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.

Game  
Active  
*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.

Game  
Coordination &  
Patience  
*Indoor*

### **Stack Ups**

Pack in Sixes, each with a pack of playing cards. See which Six can build the highest tower.

Game  
Observation  
*Indoor*

### **Stamp Stalking**

A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!).

Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.

Game  
Instructional  
(Revision)  
*Indoor*

### **State Emblem Relay**

Sixes in relay formation at one end of the hall. Individual sets of cards of the various State Emblems at the other. Each six member, in turn, must run to the pile and select one of the cards (Flag, Flower etc.) for the nominated State. First team to correctly select all of the cards (Name, Map, Flag, Emblem, Coat of Arms, Flower, Bird, Animal) for the nominated State wins.

Game  
Sense Training  
*Indoor*

### **Stray Sheep**

One Sixer is chosen as a shepherd and blindfolded. The Pack forms a circle around the shepherd who walks around looking for sheep (in own Six) and saying 'Are you my sheep?' Each Cub answers 'I am'. The shepherd may only ask twice and then must claim the sheep or walk on. The chosen sheep walk behind the shepherd who may only claim as many as were in the Sixer's original Six.

Game  
Sense Training  
*Indoor*

### **That Reminds Me**

Cubs organised in some sort of order, so that one can obviously follow the other in turn (*e.g.* a circle, standing or seated as appropriate).

A Leader begins by naming something in the garden (or some location relevant to the evening's activities)—*e.g.* "I'm thinking of a tree". The next person says something that is related, such as "That reminds me of wood". The next person might then say "That reminds me of a fire". The next might say "That reminds me of cooking damper"... and so on. After about six tries Cubs could work their way back through the suggestions. This can get difficult, so be encouraging.



20:15

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~~  
~~Eleanor~~ Gabrielle  
Geoffrey Graeme  
~~Hayden~~ Jack E  
Jack M ~~Josh~~  
Kahli Katie  
~~Lauren~~ Nadine  
~~Nick~~ 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  
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.