



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

8<sup>th</sup> September 2004

## PROGRAM

### Knotting

- |       |   |  |
|-------|---|--|
| 19:00 | Opening   | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Grey</b>  |
| 19:10 | Game<br>Active<br><i>Indoor</i>                         | <b>Cub Killer</b><br>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.  |
| 19:20 | Game<br>Active<br><i>Indoor/Outdoor</i>                 | <b>Captain Ball</b><br>Sixes or teams in relay formation, with a ball at the feet of the first team member. On the signal, the first team member picks up the ball and runs to a point between 2 and 5 metres (as appropriate) in front of the remainder of the team. The first team member then throws the ball to the second team member (who is now at the head of the line). The second team member throws the ball back to the first, then squats down, so that the ball can easily be thrown over their head. The first team member then throws the ball over the head of the squatting team member(s) to the next team member, who throws it back and also squats.<br>When the ball is thrown to the last team member, that person runs to the point 2-5 metres in front of the rest of the team, the first 'thrower' returns to the head of the line, and the process is repeated.<br>The game continues until all team members have had a turn at throwing the ball to all the other team members. The first team finished, at attention with the ball at the feet of the first team member, is the winner. |
| 19:30 | Game<br>Active<br>Coordination<br><i>Indoor/Outdoor</i> | <b>Broomstick Balance</b><br>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.<br>Try to balance the broomstick on the chin or forehead if Cubs can do it on their hands.  |

19:40	Activity <i>Indoor/Outdoor</i>	<p><b>Boomerang Test 3 – Knotting</b></p> <p><b>Bronze/Silver</b> Practice Reef Knot, Sheet Bend and Bowline. If complete before the flagstaff is finished, practice folding the Australian Flag or try to do a square lashing on two spars.</p> <p><b>Gold</b> Elementary Scoutcraft Use spars &amp; rope to make a Wigan Flagstaff</p> <p>Once the flagstaff is made, Cubs can practice folding, hoisting and breaking the flag—this is a Bronze Boomerang test, so all Cubs should know this!</p>
20:20	Game Coordination <i>Indoor</i>	<p><b>Silent Ball</b></p> <p>Pack in a circle. A ball is thrown between players, across the circle, and never back to the thrower. The ball must be thrown so that it can be caught easily by the intended recipient. If the ball is thrown too high, too wide, too hard etc., or to someone who is out of the game, the thrower loses a life. If the catcher fails to catch a reasonable throw, the catcher loses a life. Everyone must also be silent throughout the game—any noise results in the loss of a life for the culprit. When there is any doubt about who is to lose a life, all players point to the player they think is at fault—majority rules. Each player usually gets three lives. On the loss of the first life, a player must go down on one knee, and continue playing in that position. On the loss of the second life, they go down on both knees. On the loss of the third life, they are out of the game and must sit quietly in their place in the circle until the conclusion of the game.</p> <p>Last player in wins.</p>
20:25	Closing	<p>Award Presentations: Job Week Awards Grand Howl, Flag-down Announcements: Reminders: Contributions for Bonfire Night Prayer Duty Six for 15/9: <b>Red</b></p>

Reserve 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.

Reserve 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.

Reserve Game  
Active  
Wide Game  
*Outdoor*

### **Spotlight**

One Cub, the torchbearer, is given a torch and 60 seconds to 'hide' outside. The rest of the Pack must find the torchbearer, approach and tag him/her, without being 'spotted' moving.

The torchbearer must not move from their original 'hiding place', and must flash the torchlight at least once a minute.

Cubs are 'spotted' if the torch beam 'hits' them while they are moving. The torch must only ever be lighted briefly (5 sec max), and cannot be 'panned'—i.e. the torch must be pointed, then flashed, pointed, then flashed etc. The aim (for the torchbearer) is to catch a Cub moving in the torch beam, not to keep a Cub in the beam until they move.

Reserve 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.

<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Chain Gang</b></p> <p>Teams in relay formation. On the signal, the first team member ties a bowline around his/her right ankle, and hands the rope end to the next team member, who ties a clove hitch around his/her right ankle, and so on until the team is all tied up. The team then races to a finishing line. The winner is the first team to reach the finishing line with all clove hitches and the one bowline tied.</p>
<p>Reserve Game Active <i>Indoor</i></p>	<p><b>Skin the Snake</b></p> <p>This is an exercise in flexibility and coordination.</p> <p>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.</p> <p>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.</p> <p>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!</p> <p>Reverse the process, all the time keeping hands clasped together, to complete the game. First Six finished and at attention is the winner.</p>
<p>Reserve Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Australian Flag</b></p> <p>Each Cub is given a picture of an Australian Flag, most of which (or all) will contain an error. Identify the error in the picture provided.</p>
<p>Reserve Game Sense Training <i>Indoor</i></p>	<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 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.