



1st Wamboin Scout Group
Cub Scout Section

22nd September 2004

PROGRAM

Games Night

19:00 Opening

Inspection, Grand Howl, Flag Break
Duty Six: **Tawny**

Games

Cub Killer (*Pack*)
Human Caterpillar (*Team x 2 or 3*)
(Missing Match Sticks (*Team x 3*))
Robber in the Orchard (*Pack + 2*)
Floating Bomb (*Sixes*)
(Pony Express (*Team x 2*))
Time it Right (*Pack*)
(Guarded Captive (*Team x 2*))
Silent Ball (*Pack*)

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements:

Reminders: Holidays for 2 weeks;

Return on Wednesday, 13th October

Prayer

Duty Six for 13/10: **Grey**

Attendance

Alana

Daanika

Kahli

Harry

Geoffrey

Stevie

Mitch K

Jack

Mitch P

Sam

Tyler

Connor

Graeme

Lauren

Penny

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
Active
Ball Throwing &
Catching

Captain Ball

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.

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.

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.

Game
Active
Indoor/Outdoor

Cat & Mouse

Pack joins hands in a circle. Two cubs are the cat and mouse respectively. The cat must catch the mouse, who runs around or through the ring, passing under (generally) the joined hands of the cubs in the circle. The cubs allow the mouse to pass, but must hinder the passage of the cat as far as possible by raising or lowering their (joined) hands so that the cat cannot pass under or over them.

The cat needs to be a little cunning, misleading the cubs in the circle about his intentions as much as the mouse.

<p>Game Active Coordination <i>Indoor</i></p>	<p>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.</p>
<p>Game Active <i>Indoor</i></p>	<p>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.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>Flag Relay 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>
<p>Game Active <i>Indoor</i></p>	<p>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'.</p>
<p>Game Active <i>Indoor</i></p>	<p>Fruit Salad 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>
<p>Game Sense/Hearing <i>Indoor</i></p>	<p>Good Morning Mum/Dad! 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>

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
Sense Training
Indoor

Japanese Shoe Scramble

All Cubs take off their shoes and place them in the centre of the hall. Everybody goes back to their Sixes while the Leader(s) mix up the shoes. Turn out the lights and let the Cubs scramble to find their own shoes and put them on. First Six back in a line, with their shoes on (shoe laces tied, if necessary), wins.

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.

<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>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.</p>
<p>Game Active <i>Indoor</i></p>	<p>Missing Match Sticks Sixes may work in pairs or all together. They line up at one, or either, end of the hall, depending on number of teams. A chalk circle for each Six at opposite end, or in the middle, as the appropriate. An identical number of match sticks in each circle (about 10). Cubs take it in turns to run to their circle and take a match stick which they place in (one of) their opponent's circle and return to place, touching off the next runner. The aim is to have the <i>least number</i> of sticks at the end of a set time.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>Moving Compass 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.</p>
<p>Game Sense Training <i>Indoor</i></p>	<p>Pandemonium 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.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>Pony Express Sixes in relay formation. On the signal, each Cub must tie a clove hitch around the leg (or bowline around the waist) of the Cub in front of them, grip the free end of the rope in one hand and raise the other in the air. When all hands are up, the Six races to the end of the room and back, without losing grip of any rope or having any knots come untied. The first Six back, standing at attention in a straight line, is the winner.</p>
<p>Game Active <i>Indoor</i></p>	<p>Robber in the Orchard 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.</p>

Game
Active
Indoor

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
Indoor

Silent Ball

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.

Last player in wins.

Game
Active
Indoor

Skin the Snake

This is an exercise in flexibility and coordination.

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.

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.

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/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.