



1st Wamboin Scout Group
Cub Scout Section

13th October 2004

PROGRAM

Games Night

19:00 Opening

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

Games

Spotlight (*Pack*)
Circle/Line (*Team x 2*)
(Pony Express (*Team x 2*))
State Emblem Cards (practice for following game) (*Sixes*)
State Emblem Relay (*Sixes*)
(Kim's Game (*Pack*))
(Time it Right (*Pack*))
Crowded Circle (*Team x 3*)
(Guarded Captive (*Team x 2*))
Silent Ball (*Pack*)

20:25 Closing

Award Presentations:
 Stevie (Green Citizen)
 Graeme (Blue First Aid)
 Job Week Awards
Grand Howl, Flag-down
Announcements: Yellow Cord Activity Days
Reminders:
Prayer
Duty Six for 20/10: **Red**

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
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.

<p>Game Active Coordination <i>Indoor</i></p>	<p>Chopsticks</p> <p>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.</p> <p>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>Circle / Line</p> <p>One team forms a circle in the centre of the hall. They have a tennis ball that is thrown from Cub to Cub around the circle, scoring one point for each clean catch. A dropped ball loses all the points, in which case it is picked up and the count starts over. The second team forms up on one corner, and each member runs once around the circle, relay style. The number of catches scored when they have finished running is the centre team's score. Swap over. The highest score wins.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>Compass Game</p> <p>A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table. Each of the players takes one of the cards at random. The Leader finds the player who has picked up North and places him/her anywhere on the circle. At the words "This is North—Fall in", the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the Leader can take any player (say ESE), place him/her anywhere in the circle and say "This is ESE—Fall in".</p>
<p>Game Sense Training <i>Indoor</i></p>	<p>Crowded Circle</p> <p>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.</p>
<p>Game Active <i>Indoor</i></p>	<p>Cub Killer</p> <p>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>

Game
Active
Outdoor

Fire Fighting

Each Six are fire fighters and have been given an area to patrol against fire. An emergency has arisen (fit to area playing in—e.g. city buildings, bush fire, dock fire) and there is a fire in each Six area.

Firefighters are working frantically, but are hindered by power failures. These power failures affect the pumps (blue buckets) from which the firefighters get their water, and are indicated by placing a black plastic bag over the relevant pump(s). Leaders move bags from time to time. Cubs have to fill their trucks (cups) and take them and empty them on their respective fires (red buckets). Each Six must stick together—before starting, Cubs must tie life-lines between all Six members (using appropriate knots). Pumps are placed over a wide area. They are not moved, but can be affected by power failures at different times. Cub fires can be close or spaced out, but they do not move. No water can be taken from a fire (red bucket or bucket in a red box).

Relief crews (Leaders) can provide food or drink during the game, and recharge pumps (add more water) as appropriate.

Winner is the Six with most water on their fire when 'time' is signalled.

Game
Instructional
(Revision)
Indoor

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.

Game
Active
Indoor

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.

Game
Sense/Hearing
Indoor

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.

Reserve Game Sense/Hearing <i>Indoor</i>	<p>Guarded Captive</p> <p>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.</p>
Game Sense Training <i>Indoor</i>	<p>Japanese Shoe Scramble</p> <p>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.</p>
Game Sense Training <i>Indoor</i>	<p>Kim's Game</p> <p>10 – 20 items</p>
Game Instructional (Revision) <i>Indoor</i>	<p>Knotting Relay</p> <p>Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.</p> <p>Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.</p>
Game Instructional (Revision) <i>Indoor</i>	<p>Moving Compass</p> <p>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.</p> <p>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>
Game Sense Training <i>Indoor</i>	<p>Pandemonium</p> <p>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.</p> <p>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>

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
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.

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
Coordination
Indoor

Sticks

Pack in a circle, each member holding a broomstick with one end resting on the floor. On command from the Leader, players move either to their left or right, according to the Leader's command.

When a player moves, they must let go of their broomstick (leaving it standing upright) and catch the one to their left/right, according to the direction they have been instructed to move, before it falls to the ground.

Last pair in are the winners.

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.

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.