



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

24<sup>th</sup> November 2004

## PROGRAM

### Map Reading

	Coming-In Game	<b>Who is it?</b> Cubs are in a circle, with one of them blindfolded in the centre. The game is commenced by the blindfolded Cub advancing in any direction, securing a victim. The victim must then say "Poor pussy", and meow. The blindfolded Cub must identify the victim and, if successful, the two change places. Cubs join s they arrive.
19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. Duty Six: <b>Tawny</b>
19:10	Game Active <i>Outdoor</i>	<b>Mount &amp; Dismount</b> Mount, Dismount, Change, Right, Left Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random. Mount      Cub behind mounts (piggyback) Cub in front Dismount    Cub dismounts Change      Cubs in pair change position Right        Cubs behind run around circle to the right, and mount team mate. Last one to mount is out. Left         As for Right, except Cubs run around circle to left.
19:20	Game Active <i>Outdoor</i>	<b>Crows &amp; Cranes</b> Divide the Pack into two teams, which assemble in two straight lines, about six feet apart, facing the Leader. One team is the Crows and the other the Cranes. The Leader calls either "Crows" or "Cranes". If the call is "Crows", the Crows must run to their wall, with the Cranes in pursuit, and vice versa. If one of the pursued Cubs is tagged, he/she joins the opposite team. Calls can be varied by drawing out the "Cr...", or by calling "crumbs" or "crackers" etc. when no-one moves.
19:30	Activity <i>Indoor</i>	<b>Compass Rose</b> Write the compass directions on a compass rose

19:30	Game Instructional (Revision) <i>Indoor/ Outdoor</i>	<p><b>Compass Game</b></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>
19:40	Activity	<p><b>Boomerang Test 5 – Outdoor Scouting (Map Reading)</b></p> <p>Scale &amp; Contour</p> <ul style="list-style-type: none"> <li>• Look at different maps and note the different scales           <ul style="list-style-type: none"> <li>• 1 : 6 500 000 Aust Road Map</li> <li>• 1 : 1 800 000 SE Aust Road Map</li> <li>• 1 : 1 000 000 WAC</li> <li>• 1 : 250 000 VTC</li> <li>• 1 : 100 000 Topographic Map</li> <li>• 1 : 50 000 Topographic Map</li> <li>• 1 : 27 000 Street Map</li> </ul> </li> <li>• Measure distances on each map and note the differences</li> <li>• Look at contours           <ul style="list-style-type: none"> <li>• Make a contour map from a model (in Sixes)</li> </ul> </li> <li>• Contour Quiz           <ul style="list-style-type: none"> <li>• Simplified</li> <li>• Real Life</li> </ul> </li> <li>• 'Read information' from contour map extract</li> </ul>
20:10	Game Instructional Sense Training <i>Indoor/ Outdoor</i>	<p><b>Gladiators</b></p> <p>At the end of the Hall stand 3 Gladiators. In front of each, line up the Pack in Teams of equal number. Each Gladiator has a bucket over their head, a compass in one hand, and a staff in the other. The other members of each Team are the Controllers, and, in an orderly fashion, one at a time from each Team in succession, they issue orders to their respective Gladiators. The Gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction the pace is to be made in. The orders may vary and the Gladiators could be ordered to lunge with their staff or to crawl forward. A lunge consists of holding the staff vertically, at arm's length, and then lowering it gradually so as to strike another Gladiator on the bucket. A Gladiator who is struck in this way is eliminated. The team whose Gladiator remains alone is the winner.</p>
20:25	Closing	<p>Award Presentations:          Grand Howl, Flag-down          Announcements:          Reminders:          Prayer          Duty Six for 1/12: <b>Red</b></p>

Reserve 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.

Reserve Game  
Active  
(Knotting  
Revision)  
*Indoor*

### **3-Legged Race / 4-Legged Race**

Start with a conventional 3-Legged Race, except that Cubs are in relay formation. The first two Cubs must tie their legs together (using a reef knot!) on the signal, and before running. Run to the end of the hall and return. The rope must then be undone, and the second and third Cubs then repeat the process. Continue until the last Cub has run with the first.

The first team finished, standing at attention in a straight line, is the winner.

See Reserve Games for 4-Legged Race details.

Reserve Game  
Active  
*Indoor*

### **Four-Legged Race**

Check that the Cubs can handle a Three-Legged Race before trying this variation.

Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (*i.e.* three 'trips'—pardon the pun! 😊).

Reserve Game  
Active  
*Indoor/Outdoor*

### **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.

Reserve Game  
Active  
Coordination  
*Indoor/Outdoor*

### **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.

Reserve Game  
Sense Training  
*Indoor/Outdoor*

### **Chinese Whispers**

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