



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

16<sup>th</sup> February 2005

## PROGRAM

### Promise & Law (Part 2)

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|-------|--|---|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Tawny</b>  |
| 19:10 | Game<br>Active<br><i>Outdoor</i>   | <b>Crows &amp; Cranes</b><br>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.<br>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.<br>Calls can be varied by drawing out the "Cr...", or by calling "crumbs" or "crackers" etc. when no-one moves.   |
| 19:20 | Game<br>Active/<br>Ball Skills<br><i>Outdoor</i>   | <b>Cross-Over Relay</b><br>Mark three parallel lines, about 6m apart. Pack in Sixes or an appropriate number of teams, lined up behind one of the outer lines, facing the other two.<br>The first member of each team, holding a ball or bean bag, runs to the centre line, turns around, throws the ball or bean bag to the second team member, and then runs on and lines up behind the far line. Continue until all team members are lined up behind the far line.   |
| 19:30 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i>   | <b>Round Promise &amp; Law</b><br>Site the Pack in a group. Choose someone to say the first word of the Promise or Law. Then point at random to the next Cub Scout who should say the next word. Continue in this fashion until both the Promise and the Law are completed.   |
| 19:35 | Handcraft<br>Discussion<br><br><i>Bouncer template</i><br><i>Scissors</i><br><i>Glue</i><br><i>Rubber bands</i><br><i>Pens/Pencils</i><br><br><i>Word Search puzzle sheets</i> | <b>Boomerang Test 7 – Promise Bouncer</b><br>Complete Promise Bouncer<br>Glue tabs as instructed, except for Tab A, which should remain open until the rubber band has been hooked up. Some stiffening of the 'hooks' and sides supporting the 'hooks' (B and E) may be necessary (glue an extra piece of card or cardboard on the inside of these sides before closing up) if the templates are printed on light card. Stretch an elastic band between the hooked edges (some Cubs may need help with this part), then glue Tab A to close the 'ball'.<br>If you push the ball flat, it will spring back when released.<br><b>Word Search – Promise &amp; Law</b><br>Promise & Law theme Word Search for those who finish the Promise Bouncer ahead of the main group. |

20:00	Game Sense Training <i>Indoor/Outdoor</i>	<b>Time it Right</b> Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.
20:10	Game Sense Training <i>Indoor</i>	<b>Mowgli, where are you?</b> Pack forms a circle with two Cubs in the centre. One is Mowgli and one is Baloo. Both are blindfolded. Baloo calls “Where are you, Mowgli?”. Mowgli answers “Here”. Baloo then tries to tag Mowgli. Set a time limit, as necessary, then swap players.
20:25	Closing	Award Presentations: Mitch K (Blue First Aid) Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 23/2: <b>Grey</b>

Reserve 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.

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*

### **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.

Reserve Game  
Sense/Hearing  
*Indoor/Outdoor*

### **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.

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  
*Indoor*

### **Overtake**

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.

Reserve Game  
Instructional  
(Revision)  
*Indoor/Outdoor*

### **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.

Reserve 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.