



1st Wamboin Scout Group
Cub Scout Section

16th March 2005

PROGRAM

Outdoor Scouting

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| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six: Red |
| 19:10 | Game
Active
<i>Indoor/Outdoor</i> | Swinging Rope
The Pack stands in a circle, 4-5 m in diameter. A Leader stands in the centre with the rope (optionally, with a soft weight at the end) and swings it in a circular motion. Cubs must jump over the rope as it comes around, and if their feet touch it or its weighted end, they are out of the game. Continue until only one Cub, the winner, remains. |
| 19:20 | Game
Active
<i>Indoor</i> | Dog & Bone
Two teams stand at opposite ends of the hall. Halfway between the two teams lies The Bone (skittle, bean bag or the like). The captain of one team names a runner. The second captain matches this player with one of his/her team. They then take it in turns to call first. The named runners dash forward to snatch the bone and return back to their base without being tagged by the other. Players can feint, dodge and dart about, and each success scores a point for the team. |
| 19:30 | Activity | Boomerang Test 5 – Outdoor Scouting
<i>Bronze</i>
<i>Silver</i> Make a Compass
<i>Gold</i> Map Reading Exercise (Cubtown Hike Map) |
| 20:00 | Game
Instructional
Sense Training
<i>Indoor</i> | Gladiators
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. |

20:15 Game
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.

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements:

Reminders:

Prayer

Duty Six for 23/3: **Tawny**

Reserve Game Active <i>Indoor</i>	<p>Burrowing Balls</p> <p>Divide into teams of at least 8 Cubs. Each team makes a circle, feet wide-apart and touching the next person's foot on either side. One player has the ball to start. The aim of the game is to get the ball into a burrow (gap between legs) by rolling or throwing. Each person is competing against the others in their circle. When the ball gets through someone's legs it is retrieved by that person and thrown again. Feet must not move. Quick reflexes are needed!</p>
Reserve Game Active / Coordination <i>Indoor</i>	<p>Chair Walking</p> <p>Teams have a number of chairs, one more than the number needed for all the team to stand on huddled together. Teams must move from one end of the hall to the other, without touching the ground (except at the beginning and end of the trek), by moving chairs one in front of the other.</p>
Reserve 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>
Reserve Game Instructional (Revision) <i>Indoor</i>	<p>Round Promise & Law</p> <p>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.</p>
Reserve Game Sense Training <i>Indoor</i>	<p>Steps</p> <p>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.</p> <p>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.</p> <p>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.</p>
Reserve Game Sense Training <i>Indoor</i>	<p>Time it Right</p> <p>Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.</p>