



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

27<sup>th</sup> March 2002

## PROGRAM

### GAMES NIGHT

|       |                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------|------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 19:00 | Opening                                                                                                    | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Tawny</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 19:10 | Game<br>Active Teamwork<br><i>Indoor/ Outdoor</i>                                                          | <b>Tunnel Ball</b><br>Teams in relay formation. On signal, team stands with legs apart, forming a tunnel, and first member rolls a ball through the tunnel. The team member at the back of the line picks up the ball, runs to the front of the line and repeats the process. Team members should move back one pace as the member at the end of the line runs to the front. First team back in original position (i.e. with all members having rolled the ball through the tunnel) is the winner.                                                                                                                                                                                                                               |
| 19:20 | Game<br>Active Teamwork<br><i>Indoor/ Outdoor</i><br>(Play with 2 teams only, using 'prefabricated' rafts) | <b>Raft Race</b><br>Cubs in relay formation. Sixer is 'Skipper' and stands with feet in front toe straps on separate 'raft planks'. Next Cub is "passenger" and stands with feet in the toe straps behind the "Skipper". On the signal, the two Cubs manoeuvre themselves to the shore by shifting their weight and sliding the planks forward. On reaching the shore, the passenger picks up the planks, runs back to the rest of the Six and becomes the "Skipper" for the third Six member. Repeat until all have reached the shore.                                                                                                                                                                                          |
| 19:40 | Game<br>Active<br>Coordination<br><i>Indoor</i>                                                            | <b>Hot Rods</b><br>Draw a figure 8 in chalk as large as possible in the hall. Equip each Six with an empty tin or lid and a stick about 1 m long. Line up Sixes, equi-spaced around the figure 8.<br>On signal, first runner in each team races around the figure 8 in a clockwise direction, with stick held in tin. Encourage Cubs to make motor car noises (if they need encouraging) and so on through the relay. Make sure the Cubs give way when entering the figure 8 at the start of their turn and give way to the man on the right at the cross-roads of the figure 8.                                                                                                                                                 |
| 20:00 | Game<br>Instructional<br><i>Indoor/ Outdoor</i>                                                            | <b>Knot Relay</b><br>Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together—reef knot, sheet bend—to save him/her.<br>Six in relay formation at one end of the hall, sixer at other, ropes in the middle. Each six member runs to centre, takes two ropes and ties together (reef knot or sheet bend as appropriate). When the life-line is long enough, the Six member tying the last knot throws it (keeping one end in their hand) to sixer. The Sixer must tie a bowline, place the rope around his/her body, and be drawn back to the rescuer (no need to be dragged—with the rope around him/her, can run back to Six). First Six all together, at alert in a straight line is the winner. |

|       |                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------|------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 20:15 | Game<br><i>Indoor</i>                          | <p><b>Rolling Soccer</b></p> <p>Two teams, numbered off, sit in lines facing each other, with a clear path between. Objects, such as chairs, at each end of the 'path' are goals. On calling a number, that numbered person from each team picks up the ball (located at opposite end to goal—on top of opposition goal or on chair being used as goal) and rolls it along the floor to the goal. First to score wins. Only one chance to score per call.</p>                                                                                                                                                                                                                                                                                                                                                                                             |
| 20:25 | Closing                                        | <p>Award Presentations:</p> <p>Announcements:<br/>Subs are now due</p> <p>Reminders:</p> <p>Duty Six for 3/4: <b>Black</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|       | Reserve Game<br>Sense/Hearing<br><i>Indoor</i> | <p><b>Battleships &amp; Minefields</b></p> <p>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.</p> <p>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.</p> |
|       | Reserve Game<br>Sense/Hearing<br><i>Indoor</i> | <p><b>Good Morning Mum/Dad!</b></p> <p>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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |