



1st Wamboin Scout Group
Cub Scout Section

28th August 2002

PROGRAM

Handcraft

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six duties reminder. Duty Six: Red
19:10	Game Active <i>Indoor</i>	Zoo Relay Pelecan Hop—Hop with one foot on opposite knee Crab Relay—Interlock arms, back to back Monkey Run—Simple run on all fours Crocodile Crawl—Left hand on shoulder of cub in front, right hand on right ankle Elephant—Legs straight and hands on floor Goose—Waddle with hands holding ankles
19:20	Game Active <i>Indoor</i>	Balloon Passing Sixes stand in file formation. On the signal, the first member of each Six puts the balloon under their chin then passes it to the second Six member, without either using their hands. The balloon is passed down the Six line in the same manner. If dropped, a balloon may be retrieved by hand, but it must be placed under the chin of the person who dropped it before the passing continues. The first Six to pass their balloon to the other end of their line wins.
19:30	Game Instructional (Revision) <i>Indoor</i>	Knotting Relay Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Unfortunately, all our ropes are of different thickness, so all knots must be...? Yes, sheet bends. 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 using a sheet bend. 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.
19:45	Activity	Boomerang Test 14 – Handcraft Origami – Columbus Cubes

20:15	Game Sense Training <i>Indoor</i>	Stamp Stalking A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!). Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Outdoor Scouting weekend, August 31 Prayer Duty Six for 4/9: Tawny
	Reserve Game Active <i>Indoor</i>	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 Revision <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.
	Reserve Game Observation / Sense Training <i>Indoor</i>	Dark Square Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period

Reserve Game
Sense Training
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.