



1st Wamboin Scout Group
Cub Scout Section

6th November 2002

PROGRAM

Safety

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six duties reminder. Duty Six: Red
19:10	Game Active <i>Outdoor</i>	Fire Fighting Each Six are fire fighters and have been given an area to patrol against fire. An emergency has arisen (fit to area playing in—e.g. city buildings, bush fire, dock fire) and there is a fire (a red bucket) in each Six area. Water must be pumped onto the fire (from blue buckets, using plastic cups). Firefighters are working frantically, but are hindered by power failures. These power failures affect the pumps (blue buckets) from which the firefighters get their water, and are indicated by placing a black plastic bag over the relevant pump(s). Leaders move bags from time to time. Cubs have to fill their trucks (cups) and take them and empty them on their respective fires (red buckets). Each Six must stick together. Pumps are placed over a wide area. They are not moved, but can be affected by power failures at different times. Cub fires can be close or spaced out, but they do not move. No water can be taken from a fire (red bucket or bucket in a red box). Relief crews (Leaders) can provide food or drink during the game, and recharge pumps (add more water) as appropriate. Winner is the Six with most water on their fire when 'time' is signalled.
19:30	Activity	Boomerang Test 2 (Gold) – Safety in the Bush Boomerang Test 9 (Gold) – Your Community RFS Visit – Bush Fire Safety
20:15	Game Sense Training <i>Indoor</i>	Kim's Game 10-20 items. Work as individuals and/or groups.
20:25	Closing	Award Presentations: (Next Week!) Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 13/11: Tawny

Reserve Game
Active
Indoor

Game
Details

Reserve Game
Revision
Indoor

Game
Details

Reserve Game
Observation
Indoor

Game
Details

Reserve Game
Sense Training
Indoor

Game
Details