



1st Wamboin Scout Group
Cub Scout Section

4th December 2002

PROGRAM

Discovery

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Red
19:10	Game Active <i>Outdoor</i>	Shunting Trains Sixes in relay formation at one end of the hall. On signal, first Cub (engine) runs forwards to the other end of the hall and returns backwards. The second Cub grabs onto the waist of the 'engine' and they both go down and back and pick up another Cub until all carriages are on the train. Reverse the procedure and drop off a Cub at a time. First Cub, the 'engine' rejoins the Six. Winner is first Six finished, in a straight line and at attention.
19:20	Activity <i>Outdoor</i>	Solar Eclipse Use pinhole and binocular viewers to observe the solar eclipse throughout the evening.
19:30	Game Active <i>Indoor/Outdoor</i>	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>i.e.</i> three 'trips'—pardon the pun! ☺).
19:45	Activity <i>Indoor</i>	Boomerang Test 3/14 – Knotting/Handcraft Complete Knotting Board
20:15	Game Sense/Hearing <i>Indoor</i>	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.

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements:

Reminders:

Prayer

Duty Six for 11/12: **Tawny**

Reserve Game
Active
Indoor

Mind the Mines

Across the centre of the Hall mark 2 lines about 1 metre (4 feet) apart. In this area place the 6 bottles or skittles and one Six. Distribute the rest of the Pack between the two ends of the Hall. Toss a small ball to one end of the Hall. The object of the game is for the Cubs at each end of the Hall to try to get the members of the Six in the middle out by hitting them, below the knees, with the ball. When they are hit, they drop out, and they are also out if they knock over a bottle or skittle. Time each Six to see who stays in the longest. The object is not to knock down the bottles but to hit those Cubs in the centre court, or to make them dodge into the bottles.

Reserve Game
Active
Coordination
Indoor/ Outdoor

Broomstick Balance

Sixes in relay formation, each with a broom/broomstick/stick (something with a bit of weight on the (top) end is easier to balance). Balancing the broom/stick on their hand, the first Cub must run to the end of the hall and back. The broom/stick is passed to the next Cub, and so on, until all have had a turn. First Six finished (at attention, in a straight line) is the winner. Try to balance the broomstick on the chin or forehead if Cubs can do it on their hands.

Reserve Game
Coordination &
Patience
Indoor

Stack Ups

Pack in Sixes, each with a pack of playing cards. See which Six can build the highest tower.

Reserve Game
Instructional
Sense Training
Indoor

Kim's Game

10-20 items. Work as individuals and/or groups.

Reserve Game
Sense Training
Indoor

Chinese Whispers

Pass a message from one team member to another, through all team members, and compare the result with the original message.

Reserve Game
Sense/Hearing
Indoor

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.