



1st Wamboin Scout Group
Cub Scout Section

5th February 2003

PROGRAM

Handcraft

19:00 Opening

Inspection
Investiture – Graeme
Grand Howl, Flag Break
Duty Six: **Grey**

19:10 Game
Active
Indoor/ Outdoor

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 in each Six area.

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—before starting, Cubs must tie life-lines between all Six members (using appropriate knots). 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 Game
Active Teamwork
Indoor/ Outdoor

Raft Relay

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 Activity

Boomerang Test 14 – Handcraft

Make an Origami Water Bomb (or Japanese Playball)

20:00	Game Sense Training <i>Indoor</i>	Kim's Game (Sport) 10-20 items with a Sporting theme. Work as individuals and/or groups. 2 minutes to look and remember, 5 minutes to write down items, and a couple of minutes to review answers.
20:15	Game Sense Training <i>Indoor</i>	The Red Flower Based on Jungle Book story of Mowgli, stealing into a camp at night to light a stick on the camp fire and then returning to the jungle. All cubs except one blindfolded and sitting, spaced out, around hall. Noisy object (cluster of bells, keys etc.—the Red Flower) in centre of hall. Cub who is not blindfolded must walk from the perimeter of the hall to the centre, retrieve the 'noisy object', and return to the perimeter without being heard and touched by one of the blindfolded cubs. Blindfolded cubs may reach out with their hands if they hear a noise near by, and try to touch the cub who is trying to steal the Red Flower. They cannot reach out at random—there must be a noise, or reason to reach out. They can also only sweep their hands around once, then must return them to their laps and wait again.
20:25	Closing	Award Presentations: Gabrielle (Red Sixer), Eleanor (Red Secondar) Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 12/2: Red

Reserve Game
Active
Indoor

Indoor Cricket

Rules as per regular Indoor Cricket, modified to suit the evening. Two overs (6 balls) for each member of the bowling side, each member of the batting side to face 12 balls. Keep the 'pitch' relatively short, and count runs. Every batsman faces 12 balls, and can deduct runs from batting team total if a batter is bowled or caught out.

Reserve Game
Active
Outdoor

Bang the Bottle

Draw two circles on the floor, one small, about 2 metres, and the other larger, about 5 metres in diameter. In the middle of the small circle, place a bottle. One team then spreads itself around the outside of this circle. The other team has two balls and are anywhere outside the large circle. Their object is to knock down the bottle while the defending team must defend the bottle, getting rid at once of the balls by throwing them out of their circle. The attackers must not enter the defenders circle.

Reserve Game
Active
Indoor

Skin the Snake

Sixes in lines, one member behind the other, with legs apart. With the exception of the last Cub in each line, Cubs bend over and hold their right arm between their legs. With the exception of the first Cub in the line, Cubs take hold of the (right) hand of the Cub in front of them with their left hand. Hands must remain clasped together throughout the following exercise.

The Cub at the end of the line now lies down on the floor, sliding beneath the legs of the Cubs in front as needed to keep hands clasped together. The line of Cubs gradually moves back over the Cub lying on the floor. As a Cub passes over the Cub who was behind them, they too lie down on the floor, with their legs straddling the Cub (lying down) in front, and as close as possible to the Cub (lying down) in front—remember, hands should remain clasped throughout.

When the Cub who was at the front of the line passes over the Cub who was behind (when in line), and lies down on the floor, the snake has been skinned!

Reverse the process, all the time keeping hands clasped together, to complete the game. First Six finished and at attention is the winner.

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.