



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

26<sup>th</sup> March 2003

## PROGRAM

### Games Night

19:00      Opening

Inspection, Grand Howl, Flag Break  
Duty Six duties reminder.  
Duty Six: **Black**

#### Games

Cub Killer  
Circle / Line  
Floating Bomb  
Row Ball  
(Robber in the Orchard)  
State Emblem Relay  
Crowded Circle  
(Guarded Captive)  
Steps

20:25      Closing

Award Presentations:  
    Jack M, Lauren (Bronze Boomerang)  
    Nick (Silver Boomerang)  
Grand Howl, Flag-down  
Announcements:  
Reminders: Eleanor (Y1 Form)  
Prayer  
Duty Six for 2/4: **Grey**

Game  
Active  
*Indoor*

### **Burrowing Balls**

Divide into teams of at least 8 Cubs. Each team makes a circle, feet wide-apart and touching the next person's foot on either side. One player has the ball to start. The aim of the game is to get the ball into a burrow (gap between legs) by rolling or throwing. Each person is competing against the others in their circle. When the ball gets through someone's legs it is retrieved by that person and thrown again. Feet must not move. Quick reactions are needed!

Game  
Active  
Ball Throwing &  
Catching

### **Catch**

Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.

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.

Game  
Active  
Coordination  
*Indoor*

### **Chopsticks**

Sixes/teams in relay formation, with their "batons" and ball, at one end of the hall, a plate for each Six/team at the other. On the signal, the first member of each Six/team must propel the ball along the floor to the plate, then lift it onto the plate, using only the "batons". The Cub then takes the ball and "batons" back to the next member of the team who repeats the exercise.

First Six/team, all members having had a turn, standing at attention and in a straight line, is the winner.

Game  
Active  
*Indoor*

### **Circle / Line**

One team forms a circle in the centre of the hall. They have a tennis ball that is thrown from Cub to Cub around the circle, scoring one point for each clean catch. A dropped ball loses all the points, in which case it is picked up and the count starts over. The second team forms up on one corner, and each member runs once around the circle, relay style. The number of catches scored when they have finished running is the centre team's score. Swap over. The highest score wins.

Game  
Sense Training  
*Indoor*

### **Crowded Circle**

Draw a chalk circle on the floor in the centre of the hall. Sixes in separate corners, facing and touching the wall with their hands. Turn out the lights, and Cubs must try to get in the circle. Turn on the lights, whereupon Cubs must stay where they are, and all Cubs outside the circle are out. On the next round, have a little less darkness, and so on, until only one Cub remains. A variation is to have 3 circles and to number them. When the lights are switched off, a number is called and Cubs must move to the appropriate circle.

Game  
Active  
*Indoor*

### **Cub Killer**

Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.

Game  
Active  
*Indoor*

### **Floating Bomb**

Using chalk, divide the Hall into four sections. Each Six defends a quarter of the Hall. A balloon is released at the centre of the Hall and Cubs must blow (no hands) to keep the balloon in the air. If the balloon lands in their Quarter, a Six has been 'hit'.

Game  
Active  
*Indoor*

### **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  
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.

Game  
Sense Training  
*Indoor*

### **Kim's Game**

10 – 20 items

Game  
Instructional  
(Revision)  
*Indoor*

### **Lasso**

Sixes in relay formation. Each Cub must tie a bowline in one end of a piece of rope and throw it over a pole.

Game  
Instructional  
(Revision)  
*Indoor*

### **Moving Compass**

Break up into groups of 4 and/or 8 (depending on experience). If numbers do not work out, then some groups could have vacant compass points marked by a chair or box.

Groups stand in a circle. Leader or Cub/Scout (in centre) faces someone and says "You are North". Others take turns to say what direction they are. Leader/Cub/Scout then turns to someone else and again says "You are north". Others have to work out what direction they have become. And so on.

Game  
Sense Training  
*Indoor*

### **Pandemonium**

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin/marker for each Six is placed at the other end. On the signal, coins/markers have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall.

A round of the game is over as soon as one team has located their coin/marker. Repeat until all Six members have had a turn at being blindfolded.

Game  
Active  
*Indoor*

### **Robber in the Orchard**

All Cubs spread out in a circle. One Cub—the Robber—is sent out of the room. A Farmer is chosen, and the apple is placed in the centre of the circle. The Robber is called in, and has to grab the apple and get out of the circle without being tagged by the Farmer, whose identity he/she does not know. The Farmer can move only after the apple has been touched.

Game  
Active  
*Indoor/ Outdoor*

### **Row Ball**

Pack is divided into two teams that sit in parallel lines, about 1m apart, facing opposite directions. The feet of each Cub should just touch the seat of the Cub in front. A mark is made halfway down the aisle between the two teams. The ball is placed on this mark. When the Leader calls "Row", the players use their inner hands only to try to drive the ball to the front of their respective teams. A goal is scored when a team succeeds in this respect.

The ball must stay on the ground.

For some variation, try turning the teams around so that they have to use their other hands.

Game  
Coordination &  
Patience  
*Indoor*

### **Stack Ups**

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

Game  
Observation  
*Indoor*

### **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.

Game  
Instructional  
(Revision)  
*Indoor*

### **State Emblem Relay**

Sixes in relay formation at one end of the hall. Individual sets of cards of the various State Emblems at the other. Each six member, in turn, must run to the pile and select one of the cards (Flag, Flower etc.) for the nominated State. First team to correctly select all of the cards (Name, Map, Flag, Emblem, Coat of Arms, Flower, Bird, Animal) for the nominated State wins.

Game  
Sense Training  
*Indoor*

### **Steps**

Cubs take up any position, standing on the floor of the Hall. One Cub is blindfolded—his object is to touch one of the other Cubs. Cubs may take a total of three steps only, in any direction, to dodge the blindfolded Cub.

When a Cub takes his/her first step, he/she places one hand on his/her hip. After the second step he/she places his/her other hand on his/her other hip. After the third step he/she folds his/her arms. This enables every player to see at what stage the others are.

After a Cub is touched, he/she becomes the blindfolded Cub, and the others are allowed three more steps. Change the blindfold periodically if progress is slow.

Game  
Sense Training  
*Indoor*

### **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.