



1st Wamboin Scout Group
Cub Scout Section

4th June 2003

PROGRAM

Games Night

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. Duty Six: Grey
19:10	Game Active <i>Indoor</i>	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 <i>Indoor</i>	Mount & Dismount Mount, Dismount, Change, Right, Left Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random. Mount Cub behind mounts (piggyback) Cub in front Dismount Cub dismounts Change Cubs in pair change position Right Cubs behind run around circle to the right, and mount team mate. Last one to mount is out. Left As for Right, except Cubs run around circle to left.
19:20	Game Active <i>Indoor</i>	Grasshoppers Sixes/teams in relay formation, with their ball or bean bag at the feet of the first member. On the signal, the first member of each Six/team picks up the ball/bean bag, places it between their knees, and holds it there firmly as they hop to the other end of the hall and back again, passing the ball/bean bag to the next player. Continue until each team member has completed the course. If a player drops the ball/bean bag, they must retrieve it, return to the point where they dropped it, and continue. First team with all members having completed the course, and standing at attention, is the winner.
19:30	Game Active <i>Indoor</i>	Non-Stop Cricket Wickets are set up as follows: The batsman defends a set of wickets as per normal cricket, with the bowler bowling from some appropriate distance in front of these wickets. If the batsman hits the ball, however, he/she must run to a second set of wickets (or just some object or point) set an appropriate distance behind the set of wickets being defended. Meanwhile, fielders return the ball as quickly as possible to the bowler, who immediately bowls again, no matter where the batsman happens to be. Besides being caught out, the batsman can only be bowled out. As soon as he/she is out, the next batsman comes in, but the bowler need not wait: the bowler can bowl whenever he/she has the ball.

20:00	Game Instructional (Revision) <i>Indoor</i>	<p>Compass Game</p> <p>A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table. Each of the players takes one of the cards at random. The Leader finds the player who has picked up North and places him/her anywhere on the circle. At the words "This is North—Fall in", the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the Leader can take any player (say ESE), place him/her anywhere in the circle and say "This is ESE—Fall in".</p>																	
20:10	Game Sense Training <i>Indoor</i>	<p>The Red Flower</p> <p>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.</p> <table> <tr> <td>Alana</td><td>Connor</td><td rowspan="8"> <p>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.</p> </td></tr> <tr> <td>Eleanor</td><td>Gabrielle</td></tr> <tr> <td>Geoffrey</td><td>Graeme</td></tr> <tr> <td>Hayden</td><td>Jack E</td></tr> <tr> <td>Jack M</td><td>Josh</td></tr> <tr> <td>Kahli</td><td>Katie</td></tr> <tr> <td>Lauren</td><td>Nadine</td></tr> <tr> <td>Nick</td><td>Stevie</td></tr> </table>	Alana	Connor	<p>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.</p>	Eleanor	Gabrielle	Geoffrey	Graeme	Hayden	Jack E	Jack M	Josh	Kahli	Katie	Lauren	Nadine	Nick	Stevie
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20:15	Closing	<p>Award Presentations:</p> <p>Connor (Second, Grey Six)</p> <p>Stevie (Blue Animals & Birds; Second, Red Six)</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders:</p> <p>Prayer</p> <p>Duty Six for 11/6: Red</p>																	

Reserve 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.

Reserve Game
Active
Coordination
Indoor/ Outdoor

Silent Ball

Pack in a circle. A ball is thrown between players, across the circle, and never back to the thrower. The ball must be thrown so that it can be caught easily by the intended recipient. If the ball is thrown too high, too wide, too hard etc., or to someone who is out of the game, the thrower loses a life. If the catcher fails to catch a reasonable throw, the catcher loses a life. Everyone must also be silent throughout the game—any noise results in the loss of a life for the culprit. When there is any doubt about who is to lose a life, all players point to the player they think is at fault—majority rules. Each player usually gets three lives. On the loss of the first life, a player must go down on one knee, and continue playing in that position. On the loss of the second life, they go down on both knees. On the loss of the third life, they are out of the game and must sit quietly in their place in the circle until the conclusion of the game.

Last player in wins.

Reserve Game
Active
Teamwork
Indoor

Tunnel Ball

Teams line up in relay formation at one end of the hall, a ball for each team at the other. On the signal, the Cub at the head of each line runs to the other end of the hall, retrieves a ball, returns to the head of his team and passes the ball through his/her legs to the next team member (the Cub at the back of the line). The next team member does the same (runs to the end of the hall, then back to the head of the team, and passes the ball back), and so on until the Cub who was originally at the head of the line receives the ball (at the end of the line). He/she then runs to the other end of the hall, leaves the ball and returns to the head of the team line.

First team to return the ball and finish at attention is the winner.

Reserve Game
Sense Training
Indoor

Battleships & Minefields

All but one member of one Six are blindfolded and stand in a line (the Battleship), one behind the other, with hands on the hips of the Cub in front of them. The remaining Six member is the Captain of the Battleship. All other Cubs sit (without blindfolds) around the floor, or some portion thereof (the Minefield), of the hall, far enough apart so that the Battleship can easily pass between any two, but in a way that there is no clear path from one end of the minefield to the other.

The Captain must guide his Battleship through the Minefield giving only instructions comprising a Compass Direction and a Number of Paces. The 'Mines' of course, must remain very quiet throughout, lest they reveal their position to the Battleship.

Set a time limit for the passage.

Reserve 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.

Reserve Game
Sense Training
Indoor

Sheepdog Trials

One member of a Six/team is blindfolded and is the Sheepdog. This player is placed at one end of the hall with his/her Six/team at the other, armed with a whistle. The aim is to guide the Sheepdog into a pen of chairs or benches by whistle signals only. This game can be run on a time basis, either inter- or intra-Six, or on a Pack knockout basis.