



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

20<sup>th</sup> August 2003

## PROGRAM

### Map Reading

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. Duty Six: <b>Tawny</b>
19:10	Game Active Wide Game <i>Outdoor</i>	<b>Spotlight</b> One Cub, the torchbearer, is given a torch and 60 seconds to 'hide' outside. The rest of the Pack must find the torchbearer, approach and tag him/her, without being 'spotted' moving. The torchbearer must not move from their original 'hiding place', and must flash the torchlight at least once a minute.  Cubs are 'spotted' if the torch beam 'hits' them while they are moving. The torch must only ever be lighted briefly (5 sec max), and cannot be 'panned'— <i>i.e.</i> the torch must be pointed, then flashed, pointed, then flashed etc. The aim (for the torchbearer) is to catch a Cub moving in the torch beam, not to keep a Cub in the beam until they move.
19:20	Game Active <i>Indoor</i>	<b>Shunting Trains</b> 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.
19:30	Game Active <i>Indoor</i>	<b>Zoo Relay</b> Pelean Hop—Hop with one foot on opposite knee Crab Relay—Interlock arms, back to back Monkey Run—Simple run on all fours Crocodile Crawl—Left hand on shoulder of cub in front, right hand on right ankle Elephant—Legs straight and hands on floor Goose—Waddle with hands holding ankles
19:30	Activity	<b>Boomerang Test 5 – Outdoor Scouting</b> <b>Bronze</b> Road Map Reading Exercise <b>Silver/Gold</b> Contour Maps

19:50	Game Instructional Sense Training <i>Indoor</i>	<p><b>Gladiators</b></p> <p>At the end of the Hall stand 3 Gladiators. In front of each, line up the Pack in Teams of equal number. Each Gladiator has a bucket over their head, a compass in one hand, and a staff in the other. The other members of each Team are the Controllers, and, in an orderly fashion, one at a time from each Team in succession, they issue orders to their respective Gladiators. The Gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction the pace is to be made in. The orders may vary and the Gladiators could be ordered to lunge with their staff or to crawl forward. A lunge consists of holding the staff vertically, at arm's length, and then lowering it gradually so as to strike another Gladiator on the bucket. A Gladiator who is struck in this way is eliminated. The team whose Gladiator remains alone is the winner.</p>															
20:10	Game Sense Training <i>Indoor</i>	<p><b>The Red Flower</b></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><del>Alana</del></td><td><del>Connor</del></td><td rowspan="7"> <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><del>Eleanor</del></td><td>Geoffrey</td></tr> <tr> <td>Graeme</td><td><del>Hayden</del></td></tr> <tr> <td>Jack E</td><td>Jack M</td></tr> <tr> <td><del>Josh</del></td><td><del>Kahli</del></td></tr> <tr> <td><del>Lauren</del></td><td>Nadine</td></tr> <tr> <td><del>Nick</del></td><td>Stevie</td></tr> </table>	<del>Alana</del>	<del>Connor</del>	<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>	<del>Eleanor</del>	Geoffrey	Graeme	<del>Hayden</del>	Jack E	Jack M	<del>Josh</del>	<del>Kahli</del>	<del>Lauren</del>	Nadine	<del>Nick</del>	Stevie
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20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders:</p> <p>Prayer</p> <p>Duty Six for 27/11: <b>Grey</b></p>															

Reserve 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.

Reserve Game  
Active  
*Indoor*

### **Skin the Snake**

This is an exercise in flexibility and coordination.

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  
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.

Reserve Game  
Instructional  
(Revision)  
*Indoor*

### **Australian Flag**

Each Cub is given a picture of an Australian Flag, most of which (or all) will contain an error. Identify the error in the picture provided.

Reserve Game  
Sense Training  
*Indoor*

### **Japanese Shoe Scramble**

All Cubs take off their shoes and place them in the centre of the hall. Everybody goes back to their Sixes while the Leader(s) mix up the shoes. Turn out the lights and let the Cubs scramble to find their own shoes and put them on. First Six back in a line, with their shoes on (shoe laces tied, if necessary), wins.

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.

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.