



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

5<sup>th</sup> November 2003

## PROGRAM

### Games Night

19:00    Opening

Inspection, Grand Howl, Flag Break  
Duty Six: **Tawny**

#### Games

Cub Killer  
Tunnel Ball  
(Captain Ball)  
Human Caterpillar  
Cat & Mouse  
(Robber in the Orchard)  
Stamp Stalking  
The Red flower  
Steps

20:25    Closing

Award Presentations:  
Grand Howl, Flag-down  
Announcements:  
Reminders:  
Prayer  
Duty Six duties reminder.  
Duty Six for 12/11: **Grey**

Game  
Active  
*Indoor*

### **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.

Game  
Sense/Hearing  
*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.

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.

Game  
Active  
Ball Throwing &  
Catching

### **Captain Ball**

Sixes or teams in relay formation, with a ball at the feet of the first team member. On the signal, the first team member picks up the ball and runs to a point between 2 and 5 metres (as appropriate) in front of the remainder of the team. The first team member then throws the ball to the second team member (who is now at the head of the line). The second team member throws the ball back to the first, then squats down, so that the ball can easily be thrown over their head. The first team member then throws the ball over the head of the squatting team member(s) to the next team member, who throws it back and also squats.

When the ball is thrown to the last team member, that person runs to the point 2-5 metres in front of the rest of the team, the first 'thrower' returns to the head of the line, and the process is repeated.

The game continues until all team members have had a turn at throwing the ball to all the other team members. The first team finished, at attention with the ball at the feet of the first team member, is the winner.

Game  
Active  
*Indoor/ Outdoor*

### **Cat & Mouse**

Pack joins hands in a circle. Two cubs are the cat and mouse respectively. The cat must catch the mouse, who runs around or through the ring, passing under (generally) the joined hands of the cubs in the circle. The cubs allow the mouse to pass, but must hinder the passage of the cat as far as possible by raising or lowering their (joined) hands so that the cat cannot pass under or over them.

The cat needs to be a little cunning, misleading the cubs in the circle about his intentions as much as the mouse.

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  
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.

<p>Game Instructional (Revision) <i>Indoor</i></p>	<p><b>Flag Relay</b> Sixes in relay formation at one end of the hall. The individual elements of the Australian Flag in a 'pile' at the other end of the hall. Each six member, in turn, must run to the pile and place one element on the Flag. First team to complete building the Flag, correctly, wins.</p>
<p>Game Active <i>Indoor</i></p>	<p><b>Fruit Salad</b> 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.</p>
<p>Game Sense/Hearing <i>Indoor</i></p>	<p><b>Good Morning Mum/Dad!</b> 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.</p>
<p>Game Active <i>Indoor</i></p>	<p><b>Human Caterpillar</b> Players in relay formation. The first player in each group stands with feet apart. The next bends over in the leap-frog position. Positions alternate in this way for each group. At the signal, the last player in each group crawls under the legs of the player in front, vaults over the next, and so on until he/she has reached the head of the line. This player then runs to other end of the hall, tags the wall, runs back, and joins the front of the line, standing with legs astride or in the leap-frog position as appropriate. Note however, that while the player is running to the end of the hall and back, the other players change their position (either from feet apart to leap-frog, or vice versa). As soon as he/she is back, the next player starts up the line in the same manner. The game continues until all players have run. The first team finished, at attention in a straight line, is the winner.</p>
<p>Game Sense Training <i>Indoor</i></p>	<p><b>Japanese Shoe Scramble</b> 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.</p>

Game Active Coordination <i>Indoor</i>	<p><b>Jumping Stick Relay</b></p> <p>Sixes (or teams) line up, with plenty of space between them. On the signal, the first two members of each Six (team) take an end of the stick each and, holding the stick a few inches above the ground, run down their Six (or team) line. The rest of the Six (team) must jump the stick as it reaches them.</p> <p>When the stick reaches the end of the Six (team) line, the second Six (team) member takes the stick back to the head of the line and repeats the process with the third Six (team) member as his/her partner. The game continues until the first Six (team) member has run with the last Six (team) member and returned to the front of the line.</p>
Game Instructional (Revision) <i>Indoor</i>	<p><b>Knotting Relay</b></p> <p>Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.</p> <p>Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.</p>
Game Active <i>Indoor</i>	<p><b>Missing Match Sticks</b></p> <p>Sixes may work in pairs or all together. They line up at one, or either, end of the hall, depending on number of teams. A chalk circle for each Six at opposite end, or in the middle, as the appropriate. An identical number of match sticks in each circle (about 10). Cubs take it in turns to run to their circle and take a match stick which they place in (one of) their opponent's circle and return to place, touching off the next runner.</p> <p>The aim is to have the <i>least number</i> of sticks at the end of a set time.</p>
Game Instructional (Revision) <i>Indoor</i>	<p><b>Moving Compass</b></p> <p>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.</p> <p>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.</p>
Game Sense Training <i>Indoor</i>	<p><b>Pandemonium</b></p> <p>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.</p> <p>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.</p>

Game  
Instructional  
(Revision)  
*Indoor*

### **Pony Express**

Sixes in relay formation. On the signal, each Cub must tie a clove hitch around the leg (or bowline around the waist) of the Cub in front of them, grip the free end of the rope in one hand and raise the other in the air. When all hands are up, the Six races to the end of the room and back, without losing grip of any rope or having any knots come untied. The first Six back, standing at attention in a straight line, is the winner.

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  
Coordination  
*Indoor*

### **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.

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  
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*

### Stray Sheep

One Sixer is chosen as a shepherd and blindfolded. The Pack forms a circle around the shepherd who walks around looking for sheep (in own Six) and saying 'Are you my sheep?' Each Cub answers 'I am'. The shepherd may only ask twice and then must claim the sheep or walk on. The chosen sheep walk behind the shepherd who may only claim as many as were in the Sixer's original Six.

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.

~~Alana~~ ~~Connor~~  
~~Eleanor~~ Geoffrey  
Graeme ~~Hayden~~  
Jack M ~~Josh~~  
~~Kahli~~ ~~Lauren~~  
Nadine Stevie

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.

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.