



1st Wamboin Scout Group
Cub Scout Section

7th April 2004

PROGRAM

Games Night

19:00 Opening

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

Games

Cub Killer (*Pack*)
Human Caterpillar (*Team × 2 or 3*)
Overtake (*Team × 2*)
Floating Bomb (*Sixes*)
(Guiding Space Ships Home (*Sixes*))
Compass Game (*Pack*)
(Kim's Game (*Pack*))
Guarded Captive (*Team × 2*)
(Silent Ball (*Pack*))

20:20 Closing

Award Presentations:
Connor (Sixer, Grey Six), Alana (Second, Grey Six)
Graeme (Sixer, Tawny Six), Jack (Second, Tawny Six)
Geoffrey, Hayden (Bronze Boomerang?)
Grand Howl, Flag-down
Announcements: Holiday First Aid Classes
Reminders: Annual Fees are due
Prayer
Duty Six duties reminder.

19:10	Game Active <i>Indoor</i>	Bombs Away Sixes in relay lines. Six brown paper bags on floor in front of each line. On the signal, the first Cub in each team blows up the paper bag and breaks it. When the Cubs at the end of each line hear the 'bang' they run to the end of the room, touch the wall, run back to the front of their line, and blow up a bag, and so on.
	Game Active Coordination <i>Indoor/Outdoor</i>	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 Coordination <i>Indoor</i>	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 Instructional (Revision) <i>Indoor</i>	Compass Game 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".
	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>	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 Sense/Hearing <i>Indoor</i>	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.
p	Game Sense Training <i>Indoor</i>	Guiding Space Ships Home Sixes in relay formation at one end of the hall, blindfolded. Sixers from each Six are not blindfolded and are at the other end of the hall. On the signal, the Sixers must guide their Six members to the other end of the hall by shouting out directions (these could be compass bearings). The winning Six is the first to get the whole Six safely home. The game can be played with various obstacles placed around the hall or another Six could be sitting on the floor.
	Game Active <i>Indoor</i>	Human Caterpillar 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.
	Game Active <i>Indoor</i>	In and Out of the Houses The Pack forms a circle in pairs, one Cub standing behind the other. The Leader chooses one player as the Escaper and another as the Pursuer. The Pursuer chases the Escaper until the latter stands in front of another pair, in which case the Cub at the back then becomes the Escaper. If the Pursuer manages to touch the Escaper, their roles are reversed.
	Game Sense Training <i>Indoor</i>	Kim's Game 10 – 20 items

Game
Active
Indoor

Missing Match Sticks

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.

The aim is to have the *least number* of sticks at the end of a set time.

Game
Active
Indoor

Overtake

Cubs form a circle. Number off from 1—an even number of players is necessary. Even numbered Cubs in one team, odd numbered Cubs in the other. Give one ball to Cub #1 and another to the even-numbered Cub directly opposite. On the signal, Cubs pass the ball clockwise to the next member of their team (i.e. every second player) so that both balls travel in the same direction.

The object of the game is for one team to try to catch up and overtake the ball of the other team. If the ball is dropped, the person responsible must retrieve it, return to their position and pass the ball again.

Game
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.

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/Outdoor

Time it Right

Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.

Game
Self Expression
Indoor/Outdoor

What am I Doing?

Form one or more circles, depending on the size of the Pack and the number of Leaders. Each circle has a stick that is passed around. When a Leader gives the signal, the person with the stick has to act with it (e.g. walking stick, fishing rod, oar, broom, back scratcher, straw, pen, javelin, pole vault etc.) and the other cubs must guess what he/she is doing.