



1st Wamboin Scout Group
Cub Scout Section

28th April 2004

PROGRAM

Games Night

19:00 Opening

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

Games

Cub Killer (*Pack*)
(Spotlight (*Pack*))
Bang the Bottle (*Team x 2*)
Circle/Line (*Team x 2*)
(Missing Matchsticks (*Sixes*))
Compass Game (*Pack*)
(Guiding Space Ships Home (*Sixes*))
Battleships & Minefields (*Sixes*)
(Dark Square (*Sixes*))
(Guarded Captive (*Team x 2*))
Silent Ball (*Pack*)

20:20 Closing

Award Presentations:
Daanika, Penny & Harry (?) (Investiture)
Alana (Second, Grey Six), Jack (Second, Tawny Six)
Geoffrey (Red/Blue First Aid)
Grand Howl, Flag-down
Announcements: Scout Job Week (Hand out cards)
Reminders: Annual Fees are due
Prayer
Duty Six duties reminder.
Duty Six for 5/5: **Tawny**

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
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
Instructional
(Revision)
Indoor

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
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
Sense Training
Indoor

Dark Square

Mark a square (or shape) at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period

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

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
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.

Game
Sense Training
Indoor

Kim's Game

10 – 20 items

Game
Instructional
(Revision)
Indoor

Knotting Relay

Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.

Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.

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
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
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
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.

Alana Connor
Daanika Geoffrey
Graeme Hayden
Harry Jack
Kahli Lauren
R-Mitch T-Mitch
Penny Sam
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
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
Observation
Indoor

Who's the Leader

Cubs in a circle. One Cub is taken out of the room while another is chosen as 'The Leader'. 'The Leader' will perform actions, such as patting head, raising arm(s), tapping foot, etc., while all other Cubs follow suit, quickly but also trying to hide the identity of 'The Leader'. On returning to the room, the first Cub must identify 'The Leader'. 'The Leader' must change actions regularly (every 10-15 sec at least), even when it means being discovered. The aim is to discover 'The Leader' as quickly as possible.