



1st Wamboin Scout Group
Cub Scout Section

17th November 2004

PROGRAM FLIGHT (PART 2)

Coming-In Game		Who is it? Cubs are in a circle, with one of them blindfolded in the centre. The game is commenced by the blindfolded Cub advancing in any direction, securing a victim. The victim must then say "Poor pussy", and meow. The blindfolded Cub must identify the victim and, if successful, the two change places. Cubs join s they arrive.
19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Grey
19:10	Game Active Teamwork <i>Indoor/ Outdoor</i> (Play with 2 teams only, using 'prefabricated' rafts)	Raft Relay Cubs in relay formation. Sixer is 'Skipper' and stands with feet in front toe straps on separate 'raft planks'. Next Cub is "passenger" and stands with feet in the toe straps behind the "Skipper". On the signal, the two Cubs manoeuvre themselves to the shore by shifting their weight and sliding the planks forward. On reaching the shore, the passenger picks up the planks, runs back to the rest of the Six and becomes the "Skipper" for the third Six member. Repeat until all have reached the shore.
19:20	Activity <i>Outdoor</i>	Practical Demonstration of Hot Air Rising Fly the Hot Air Balloons made last week
20:10	Game Sense Training <i>Indoor</i>	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. 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.
	Alana Connor Daanika Geoffrey Graeme Harry Jack Kahli Lauren Mitch K Mitch P Penny Sam Stevie	
20:20	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Job Week monies: Pam Prayer Duty Six for 24/11: Tawny

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
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".

Reserve Game
Active
Outdoor

Continuous 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.

Reserve Game
Instructional
Indoor

Flag Relay

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.

Reserve Game
Sense Training
Indoor

Kim's Game

10 – 20 items

Reserve Game
Instructional
(Revision)
Indoor/ Outdoor

Knotting Relay

Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Unfortunately, all our ropes are of different thickness, so all knots must be...? Yes, sheet bends.

Six in relay formation at one end of the hall, sixer at other, ropes in the middle. Each six member runs to centre, takes two ropes and ties together using a sheet bend. When the life-line is long enough, the Six member tying the last knot throws it (keeping one end in their hand) to sixer. The Sixer must tie a bowline, place the rope around his/her body, and be drawn back to the rescuer (no need to be dragged—with the rope around him/her, can run back to Six). First Six all together, at alert in a straight line is the winner.

Reserve Game
Active
Indoor

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.

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
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.