



Cub Pack Program Planner

Attendance:

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Attendees / Total

Theme	Treasure hunt/knotting	Meeting		Date	
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Time	Activity	Leader	Equipment Required etc.
6.00	Opening Parade		
6.10	Game: Dog and Bone		"bone"
6.20	Treasure Hunt		
6.40	Game: Balls in the Bucket		5 Balls, 3 Buckets
6.50	Knotting		Lengths of rope
7.10	Game: Bombers		Tin, Tennis ball, Chair
7.25	Closing Parade		

<u>General Comments</u>

Dog & Bone:- Lined up in Sixers, each six forming one side of a square. Number off cubs in each six. "Bone" is placed in middle of square. When number is called, cubs run to center (4 of them) and must get the bone back to their line without being tagged by any other cub. (Can be varied by having two teams only)

Treasure Hunt:- In teams of two or three, within scout hall grounds only.

Balls in the Bucket:- Two teams in relay formation. 5 tennis balls in a bucket halfway down the hall. Each team has an empty bucket at the opposite end of the hall. One at a time, players must take one ball at a time from the center bucket and put it in their own. Once they are gone from the center, succeeding players may take one ball at a time from the other teams bucket. First team with three balls in their bucket wins.

Knotting:- as per boomerang requirements.

Bombers:- Cubs in two teams, numbered off and sitting in lines about 2 meters apart. When a number is called that cub from each team runs to a chair at their end and from behind the chair trys to 'bomb' the tin in the middle with tennis ball. Point awarded to successful team. Continue until all have had a turn