

Hunter & Coastal Term One Program

2012

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NEXT WEEK

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Kick the Bucket

The bucket is placed in the centre of the hall up side down and scouts are to make a circle around it using monkey grip. The Scouts try to make the other Scouts kick the bucket. Scouts are out if they kick the bucket or if two break hands, both are out. Continue until there is a winner.

Aerial Explosives

Each Patrol is given some small poles, light rope, candle and a box of matches. The Patrol sits on the floor beneath an inflated balloon pinned to the ceiling. The first Patrol to burst their balloon without standing up is the winner.

The Matchbox Game

Two Scouts face each other, right arm outstretched, palm down, and left arm behind back. Each has matchbox resting on right hand and tries to knock opponents' box off.