



## 3<sup>rd</sup> Karratha Dingo Cubs

<b>Date</b>	<b>19/08/10</b>	<b>Theme</b>	<b>Minute To Win It</b>	<b>CSL Luis (Akela)</b>	<b>ACSL:Woma, Chil, Kaa, Goanna</b>
-------------	-----------------	--------------	-------------------------	-------------------------	-------------------------------------

### 5.30Pm

Cubs arrive at Hall and proceed immediately to six corners.

- Duty six prepare flag. Duty Six **Yellow**
- All sixers / seconders carry out inspection with Leaders assistance in six corners.

### 5.35Pm

**Opening parade** (Ref. Ceremonies ISBN 1 92074506 8)

- Call Pack **Pack-Pack-Pack** (Forms at ease).
- **Pack Alert.**
- Sixer moves to the front of pack.
- Grand Howl.
- **Duty sixer Prepare to break the flag.** Duty sixer takes place at base of flag staff.
- **Pack Face the Flag – Pack Salute.**
- At Pack salute duty sixer breaks flag then takes 2 steps back, salutes the flag then returns to their six.
- **Pack Inward Turn - Pack at ease (End of formal parade)**
- Promise led by sixer – law led by seconder all pack repeating.
- Inform Theme
- **Pack Alert – Pack Break off.**

### 5.40Pm

#### Cubs break off into sixes

#### Hoola Ball

Contestants roll a tennis ball trying to land it in a hoola hoop, contestants must land 2 tennis balls in the hoop in 60 seconds to complete the challenge.

Required Items:

Hoola hoop

Tennis balls

1. Prior to the start of the game contestants must be behind the line with hands by their sides.

2. Hoola hoop is placed 5m from start line.
3. Contestant has 60 seconds to roll 2 tennis balls so that they land within the confines of the hoola hoop placed on the ground.

### **Bite The Bickie**

#### Required Items:

Oreos

#### Instructions:

1. Prior to game start, contestant must be seated in an upright position in the chair with hands on knees.
2. Contestant can put a bickie on their forehead before start of game.
3. Starting bickie position must always be in the center of the forehead, not touching the eyebrows. If a starting bickie is not in this designated position the bickie will not count toward the final score.
4. Game begins on audio prompt.
5. Once the game begins, the contestant may use only their head to manipulate the bickie.
6. The bickie must remain in contact with the face at all times (i.e. may not be tossed from the forehead and caught in the mouth).
7. If a bickie falls, off the head, the contestant must start over with an intact bickie. If player successfully scores a bickie in the mouth, a new intact bickie must be used for the next attempt.
8. To complete the game, the contestant must two (or three) times hold an intact bickie with his or her mouth within the 60-second time limit.

### **Sticky Balls**

A strip of double-sided tape is placed at the end of an 2.25 metre table. From the opposite end of the table, the contestant must roll five marbles so that they stop on the tape without rolling off the table.

#### Required Items:

Glass marbles

Table with double-sided tape affixed - coloured

#### Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Once game begins, contestant may grab cup of marbles and roll the first marble.
3. Contestant must hold cup in one hand and with the other hand hold and release only one marble at a time.

4. Contestant's hand may not pass the barrier on the table. Any marble that sticks to the tape in this manner will not count toward the final score.
5. Marbles must be in contact with the tape to score.
6. To complete the game, contestant must have five marbles concurrently stuck to the tape within the 60-second time limit.
7. Any marble released from the hand within the 60-second time limit may count toward completion of the game.

### **Johnny Apple Stack**

Contestant must stack five apples on top of each other. The stacked apples must stay stacked for three (3) seconds when you have completed the pile.

Required Items:

5 Red Delicious Apples  
Solid Table

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Shape of apples can't be altered in any way.
3. Contestant may only stack the apples end on end only.
4. Contestant can change the order of the apples as many times as they like.
5. To complete the game contestant must have all apples on top of each other and they must remain this way for 3 sec within the 60 – second time limit.

### **Wet Ball**

Contestant must propel a balloon in the air with a spray bottle so that it lands in a rubbish bin.

Required Items:

Spray Bottle  
Inflated Balloons  
Rubbish Bin

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Rubbish bin is placed 5m away from a start line.
3. When the clock starts contestant grabs an inflated balloon and tosses it in the air from behind the line and attempts to direct it into the rubbish bin using only the spray bottle.
4. If the balloon hits the ground, the spray bottle or any part of the contestants body the game is over.

5. A contestant may use a new balloon to make a new attempt from behind the start line within the 60 seconds.
6. To complete the game the contestant must move 1 balloon through the air and into the rubbish bin within the 60 second time limit.

## **PLAY OFF GAMES**

### **Games to be played in front of a live audience (other cubs)**

#### **Defying Gravity**

Contestants have to keep three balloons in the air for 60 seconds. Using any part of their body to do so.

Required Items:

3 x different coloured Balloons filled to capacity with air

Instructions:

1. Prior to game start, contestant stands with three balloons. An audio cue will signal the contestant to release the balloons up into the air.
2. Clock will start once all three balloons are released by contestant.
3. Contestant may use any part of the body to hit the balloons.
4. Balloons may not be held by the contestant, or rest on any part of the body once they have been released.
5. Contestant and balloons must remain in designated play area during game.
6. If a balloon pops upon contact with the body the contestant is eliminated.
7. To complete the game, no balloon may touch the floor within the 60-second time limit.

#### **Suck It Up**

Two (or four) straws are placed vertically on a stand. Using only a straw in the mouth, the contestant uses suction to pick up one of the M&M'S® Brand Chocolate Candies from a bowl, transfer it 1.8 metres away, and balance it atop one of the vertical straws. Contestant must get one of the M&M'S® onto each vertical straw to complete game.

Required Items:

1 x stand with 2 (or 4) straws affixed.

1 x suction straws

1 x container of M&M

**Instructions:**

1. Prior to game start, contestant stands next to the table with the bowl of M&M'S® with hands at their sides.
2. Once game begins, the contestant, using only their mouth, must pick up the straw that is standing in the bowl of M&M'S®.
3. Using only suction with the straw, the contestant must transport one M&M'S® at a time and place it onto one of the upright straws on the end table.
4. Contestant may not touch the straw with anything but the mouth. Only the straw can touch the M&M's.
5. Only if a contestant drops the straw, may they use hands to place it into the mouth before resuming play.
6. If an M&M'S® falls off a straw, it is out of play and may not be re-used, contestant must start back at the bowl of M&M's.
7. To complete the game, one M&M'S® must concurrently rest on the top of each upright straw within the 60-second time limit and must all remain that way for three consecutive seconds.
8. Contestant may not touch the straw with any part of the body except the mouth. In the event a contestant drops the straw, they may put it back in their mouth but must remove hand before proceeding.

**Junk In The Trunk**

Wiggle a box filled with 8 ping pong balls and attached to your waist until the box is empty.

**Required Items:**

8 x ping-pong balls

1 x empty tissue box belt

**Instructions**

1. Prior to game start, contestant must stand in the designated start zone with hands at sides and with belt attached to body (box at the small of the back).
2. Once game begins, contestant may begin moving body.
3. Contestant's hands or arms may not touch the floor, box, or belt.
4. Only the contestant's feet may be in contact with the floor.
5. Contestant may not touch any ball while it is inside the box.
6. To complete the game, contestant must get all eight ping-pong balls out of the box within the 60-second time limit.

**Sticky Situation**

Contestant from a foul line bounces ping-pong balls across the stage and attempts to land one ping pong ball onto each of three pieces of bread covered in peanut butter and on pedestals at 3 different distances.

Required Items:

3 x Bread with Peanut Butter

Ping pong balls

Instructions:

1. Prior to game start, contestant stands in designated start zone with hands at sides.
2. Game begins on audio cue.
3. Once game begins, contestant may pick up entire ping-pong basket or as many ping pong balls as contestant chooses.
4. If contestant's feet cross the foul line during an attempt that attempt will not count.
5. If contestant throws more than one ball at a time during an attempt that attempt will not count.
6. Ping pong ball must stick at least 1 second to top surface of peanut butter to count.
7. Ping pong ball must bounce at least once before landing on peanut butter. If ping pong ball does not bounce at least once, it does not count.
8. To complete the game, contestant must successfully land one ping pong ball on the top of each of the 3 peanut butter surfaces within the 60 seconds.
9. Any ping pong ball released within the 60 second time limit may count toward completion of game.

### 6.55 Pm

**Closing Parade** (Ref. Ceremonies ISBN 1 92074506 8)

- Call Pack **Pack-Pack-Pack** (Forms at ease)
- Notices
- **Pack Alert.**
- Grand Howl
- **Duty sixer Prepare for flag down.** Duty sixer and seconder take station at base of Flag and prepare for flag down.
- **Pack Face the Flag – Pack Salute.**
- At Pack salute duty sixer salutes briefly then lowers the flag steadily into the seconds arms. When flag at lowest point Leader stops salute and all cubs follow CSL lead.
- **Pack Inward Turn - Pack at ease.**
- Prayer
- **Pack Alert – Pack Dismissed.** Duty six fold flag.

### The Cub Scout Promise

On my honour  
I promise that I will do my best  
To do my duty to my God, and  
To the Queen of Australia  
To help other people, and  
To live by the Cub Scout Law.

### The Cub Scout Law

Cub Scouts are loyal and obedient.  
Cub Scouts do not give into themselves

### The Cub Scout Prayer

Help us O Lord,  
To serve thee day by day  
To do our duty and to enjoy our play  
To keep our cub scout promise, then to rest  
Happy that we have tried to do our best.