

1<sup>st</sup> Merrickville Cubs  
**Merrickville Night Hike**  
 Wed. Oct. 11, 2006

Topic: Night hike in grounds that are familiar to show Cubs how easy it is to get lost and how different these grounds can look in the dark.

TIME	TYPE	DESCRIPTION
6:20	Gathering	Games to warm the Cubs up
6:30	Opening	Opening, Pack Pack Pack, form horseshoe, Grand Howl, O'Canada. Attendance & Dues
6:35	Prep for Investitures	Promise, Pg. 24 – I promise to do my best; – To love and serve God; – To do my duty to the Queen; – To keep the law of the Wolf Cub Pack; – And to do a good turn for somebody every day.  Law, Pg. 26 – The Cub respects the Old Wolf; – The Cub respects himself/herself.  Moto, Pg. 31 – (DOB) Do Your Best.
6:45	Night Hike	Objectives: – Everyone have whistles & flashlights ?  – DO NOT proceed as quickly as possible – DO proceed as carefully and quietly as possible – Follow the Pink & Yellow Trail tape – Start by the play structure, North West end of the play grounds. – Finish by the South West end of the play grounds.
7:25	Games	Secondary Objectives: – Count the number of flags on the way – If another Six is coming up on you, step quietly off trail, let them pass.
		Discussions after hike: – 39 flags on trail – How many Sixes passed you? – Which Six moved the quietest – Anybody get displaced
7:55	Closing	Closing Grand Howl, vespers.

Next week: Fire Department.

Announcements: ???

Leader: Assistants: