

# Cub Meeting - January 18<sup>th</sup>, 2006

## Schedule

- 6:30 Inspection
- 6:35 Opening, badge challenge & inspection points
- 6:40 St. George and the Dragon
- 6:55 Skit rehearsal
- 7:10 Murder Ball
- 7:25 Memory Smarties
- 7:40 Rabbit Down a Hole
- 7:50 Badge presentations, winter camp reminder, hobby show reminder, prop reminder
- 7:55 Closing

## St. George and the Dragon

Equipment per six: 1 piece of bristol board, 1 broom stick, 1 needles, balloons, 1 set of cardboard armour (optional). Masking tape for start line and dragons.

A picture of a dragon is drawn on each piece of bristol board. Balloons are attached to the 'dragon'. The dragons are taped to the wall, 6 feet apart. The needle is attached to the end of each stick, in order to create dragon- killing 'lances'.

Each sixes is lined up in front of their dragon. One Cub acts as a horse, while another acts as the rider. On 'Go', one pair from each six rides to the starting line. The riders put on the armour, pick up the lance, and remount their horses. Then the charge begins!

Using the lance, the rider breaks one balloon on his team's dragon. The rider has only one try. When the attempt is over (whether successful or not) the 'horse' gallops back to the starting line, depositing their equipment, and continuing back to their six.

The relay continues until the dragons are 'dead' (balloon-less).

## Memory Smarties

Lay out twelve cups down the middle of the room on saucers. Put a Smartie under each cup; there will be about two of each colour used.

Cubs are placed in two lines, one on each side of the room. Each side is numbered.

Call out a number and a colour. The Cubs race to lift a cup. If they get the right colour Smartie, then they can go get a Smartie from the leader. They return to their line and another number is called out.

## Murder Ball

Two teams, one on each side of centre line.

Prison behind each side.

If Cub gets hit, they go to their prison (behind the other team)

If a Cub catches the ball before it hits the ground, the person that threw the ball goes to prison.

If a ball gets to a prisoner they can throw it at the other team to get them out.

## Rabbit Down a Hole

The Cubs stand in pairs facing each other and holding hands to make arches. The pairs are spaced at random around the room.

The Cubs are respectively 'rabbit and hunter'. The 'hunter' gives chase to the 'rabbit' who dodges around the trees, finally going down a hole, e.g., running into an arch and standing with his back to one of the Cubs making the arch. This Cub immediately breaks away and becomes a 'rabbit' and the 'ex-rabbit' becomes part of the arch. If the 'hunter' catches the 'rabbit', they exchange roles.