

1st Merrickville Cub Pack

Wed. Sep. 7, 2005

Getting Back into Cubs

Topic: Getting back into Cubs, knots, orienteering.

| TIME | TYPE | DESCRIPTION |
|------|----------------|--|
| 6:20 | Gathering | Leaders review knots: 1: Reef knot, Clove hitch 2: Sheet bend, Fisherman's, Bowline 3: Tautline Hitch, Round turn & two half hitches (all in the Cub book) |
| 6:30 | Opening | Opening ceremonies, Flag Break, O'Canada. |
| | Welcome | Separate Cubs into groups based on seniority. Tenderpads: (Akela) Welcome to the Pack Seconders: Job is to assist the Sixers in whatever way they can. If the Sixer is not present, they assume the role of the Sixer. Sixers: Collect dues & take attendance, keep the order of their six. Seniors: Same as Sixes - plus if other Sixes or leaders require assistance, they will assist. They are to be as wise in the pack as AKELA is a Leader. |
| | Knots | Reef knot, Clove hitch, Sheet bend. |
| 7:00 | Physical | 15min Physical challenge, 2 min warm-ups first, 15min games. |
| 7:20 | Orienteering | Keep it simple for now, N-E-S-W. Do a relay or two. |
| 7:35 | Constellations | If it is a clear night, go out star gazing. |
| 7:45 | Directions | Use a scenario of being in a parked car and seeing an object at a distance and trying to describe where it is. Equate this to a clock face makes this easier. 12:00 - straight ahead 3:00 - to your right 6:00 straight behind you 9:00 - to your left All the hours could be used by estimating the face of the clock. Use Leaders or various objects around the hall. |
| 7:55 | Closing | Closing ceremonies, flag dressing, vespers. |