

Pack Holiday Program

Pirates



Algester Cub Scouts

Held at Noosaville

30th March – 1st April 2007

Rules while on the pack holiday

1. Be CONSERVATION CONSCIOUS
and do not destroy or harm any plant, bird or animal.
2. DO NOT litter or pollute the camp area.
3. DO NOT leave site area without a Leader.
4. Wear shoes at ALL times while in Camp.
5. Report any accident or illness to a Leader immediately
6. Remember your manners when eating, and ask for things to be passed.
7. Wash your hands after going to the toilet.
8. Have fun.

These rules are to be obeyed while you are in Camp.

The Leaders are there to help you, so please behave yourselves and this will also help your leaders.

DO NOT LEAVE ANY TAPS RUNNING, as water is precious.

Program

FRIDAY.

30TH March 2007

6.00 pm	Arrive at Den Load Ship
6.30 pm	Leave for Pirates Cove
8.30 pm	Arrive at Pirates Cove
8.45 pm	Allocate Bunks/Pirates Code (Rules)
9.00 pm	Explore the Wild Blue Yonder
9.20 pm	Game: Port & Starboard
9.35 pm	Supper
9.55 pm	Teeth, Toilet & Bed
10.15 pm	Story
10.20 pm	Lights Out

SATURDAY.

31st March 2007

6.00 am	Wake Up/Get Dressed
6.30 am	All Hands On Deck (callisthenics/exercise)
7.00 am	Breakfast
8.00 am	Game: Bubble Blowing
8.15 am	Game: Volleyball
8.45 am	Game: Tug-O-War
9.00 am	Morning Tea
9.30 am	Craft: Boat Making
10.00 am	Game: Cannonball Disposable (Bomb Disposable)
10.20 am	Compass Work (Treasure Chest)
10.50 am	Game: British Admirals & Pirates (Cat & Mouse)
11.00 am	Knotting: Knot Step Contest
11.30 am	Lunch
12.30 pm	Activity: Pirate Treasure (Orienteering course challenge) Large Treasure Chest.
2.30 pm	Afternoon Tea
3.00 pm	Activities: Fishing, Duck in water, Sharks & Minnows.
6.00pm	Showers
6.30 pm	Dinner
7.00 pm	Game: Walk the rope
7.30 pm	Game: Hurricane Ball
8.00 pm	Campfire: Songs, Skits, Yarns.
8.30 pm	Wide Game: Treasure Game
8.50 pm	Supper
9.05 pm	Game: Sleeping Pirates
9.25 pm	Game: Nigel's Navy
10.10 pm	Teeth, Toilet, Bed
10.30 pm	Lights Out

SUNDAY.**1ST April 2007**

6.00 am	Wake Up/Get Dressed
6.30 am	All Hands On Deck (callisthenics/exercise)
7.00 am	Breakfast
8.00 am	Scouts Own
8.15 am	Game: Ships in the Fog (Alpha)
8.45 am	Game: Blow the man down
9.00 am	Game: Ships in the Fog (Baltimore)
9.15 am	Morning Tea
9.45 am	Scrub the Deck (Pack-up)
10.15 am	Game: Poison
10.35 am	Cubs Choice (from pre-activity)
	Candle relay, Talk on Water, Water Obstacle Course (25m dash)
11.30 am	Lunch
12.00 pm	Cannon ball attack (water bomb fight)
12.15 pm	Emu Parade
12.30 pm	Final Parade
12.40 pm	Load ships
1.00 pm	Sail Home
3.30 pm	More the Boats

GAME: PORT & STARBOURD

One player is chosen as the captain. He calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, he is out. (This decision is made by the captain who is always right.) Layout the room like a boat, with a US flag posted at the bow.

Orders that the captain can give:

Hit the deck: lay down on your stomach

Attention on deck: salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (i.e. even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")

Four men in a boat: the crew must form groups of four, huddle up and sing "Row, row, row your boat." Anybody who is not in a group of four is out.

Clear the deck: everyone must have their feet up off the floor

Scrub the deck: everyone on their knees scrubbing

Captain's Quarters: everyone run to touch the captain.

Man-over-board: Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Boys without a partner or pairs that are too slow are eliminated.

Up Periscope: Every player falls on their back and sticks one leg in the air, twisting their foot side to side. The slowest ones to make a periscope can be eliminated.

SHARK!!!!: Everyone must run to a designated base (multiple bases can be used).

The last player to the base is eliminated.

Crow's nest: All players must find a partner. The lighter player piggybacks on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.

Three men in a tub: boys form groups of three and sit on the floor with their hands clasped in a circle. The players who are the odd-man-out are eliminated.

Sick turtle: Everyone falls onto their backs and waves their hands and feet in the air.

To the Bow: Run to the front of the boat

To the Stern: Run to the back of the boat

To Port: Run to the left side of the boat

To Starboard: Run to the right side of the boat.

Row the Boat: Each player finds a partner. Partners sit face to face, hold hands, and pretend to row a boat. Players who can't find partners or who are too slow to start rowing are eliminated.

This can be a fun, cool activity played in the shallow end of a pool.

GAME: BUBBLE BLOWING RELAY

Make a starting line and a finish line. Divide boys into 2 or more teams. Pick a team leader for each team. His job will be to blow a bubble for the first boy on his team.

The boy will fan it with a paper plate until he gets to the finish line. If his bubble breaks the boy stops where he is and waits for his team leader to come and blow a new bubble for him. When everyone on the same team has had a turn and fanned a bubble over the finish line they win.

GAME: VOLLEYBALL

Equipment A Ball - a proper volleyball is ideal for outdoors, but a foam ball for inside use. Two benches to be used as net, or a net outdoors. The game is based on volleyball but is played with each team member sat down. There is no standing or kneeling. The benches are placed on top of each other to make a net and an area

around the 'net' should be marked as a no go zone. A court is marked out smaller than a volley ball court using whatever is at hand, chalk etc. Rules as for volleyball but can be changed by the person running the game to suit.

GAME: TUG-O-WAR

Equipment

A Good Strong Rope Simply a game of Tug-O-War. We usually play this near the end of the evening. It is a good outdoor game if you have a day with parents. Always ensure that sufficient adult supervision is provided. Rules: Nobody should be fastened to the rope and fixed objects such as trees and door frames must not be used.

CRAFT: BOAT MAKING

GAME: CANNONBALL DISPOSABLE (BOMB DISPOSABLE)

Equipment Soccer ball Whistle Chalk The hall is divided into playing zones, one for each patrol or six. The ball is thrown in by the Leader. Whoever catches it starts the game. The game is played by kicking the ball into another zone using the side of the foot only. The purpose is to make sure that it is not in your zone when the Leader blows the whistle. The Leaders back is turned to the action. The closest Scout / Cub to the ball when the whistle is blown is out. The last person left is the winner

ACTIVITY: COMPASS WORK (TRASURE MAP)

GAME: BRITISH ADMIRALS & PIRATES

One player is the British Admiral and another is the pirate. The rest or the players form a grid of say 5 by 5, and everybody is an arms distance away from each other. The grid of players keep their arms out stretched so as they form lines for the British Admiral and pirate to run through. The 'pirate' is sent into the maze of people and when the person in charge shouts 'change', the people in the grid turn by 90 degrees When the pirate is caught, the British admiral and Pirate reverse rolls (neither the British Admiral or Pirate are allowed to break through the maze of arms)

ACTIVITY: KNOT WORK

GAME: KNOT STEP CONTEST

Line up scouts; each has a piece of rope. Call out the name of a knot. Each scout ties the knot. Judges quickly check the knots, and those scouts who have tied them correctly can take one step forward. First scout to reach the finish line is the winner.

ACTIVITY: ORIENTEIRING CHALLENGE (PIRATE TREASURE)

GAME: DUCK IN WATER

Equipment: Pool and Large rubber ball

Cubs form a circle in water at least waist-deep.

Three or four den members in the center.

The rest try to hit the Cubs in the center with the large rubber ball

They try to avoid being hit by ducking under the water.

When hit they change places with the thrower.

GAME: SHARKS & MINNOWS

A swimming pool game,

Start with one shark in the pool.

All "Minnows" are on one side of the pool, and

When the shark says "Swim Minnows!"

All of the minnows have to try to swim to the other side of the pool without getting tagged by a shark.

Tagged minnows become sharks.

GAME: WALK THE ROPE

Lay two 12' pieces of rope straight on the floor about six feet apart. Stand a player in his stocking feet at the beginning of each rope. Blindfold the two players. Turn them around twice. At the starting signal, each player feels his way along the rope with his feet. He must keep his feet on the rope all the way or he is out of the race. The first one to reach the end of his rope wins. Variation: Play this also as a relay race with even teams at the beginning of the ropes. Each player must be blindfolded when it is his turn to walk the rope. At the end he removes his blindfold and rushes back to tag the next player on his team.

GAME: HURRICANE BALL

Seat the Cub Scouts at a table that is small enough to place them close together. Put a ping-pong ball in the middle of the table. On signal, the Cub Scouts, with their chins on the table and their hands behind them, attempt to blow the ball away from their side of the table. If the ball falls to the floor, return it to the center of the table and continue the game.

WIDE GAME: TREASURE GAME

Cut circles from cardboard. Wrap each circle in aluminum foil to represent coins. To Play - Hide the coins around the party area. To begin the game, announce that another group of Pirates snuck onto the ship and has stolen all of our treasure. We must all look for and rescue our treasure.

GAME: SLEEPING PIRATES

Equipment Required: Blindfold, 'treasure' and water pistol (if variation used).

Players form a large circle.

One player, wearing a blindfold, is the sleeping pirate. He sits in the center of the circle guarding the treasure.

The leader points to one of the players who creeps in on the pirate and tries to steal the treasure.

If the pirate hears a sound, he points in that direction

If he points at the player, the player returns to the circle and another player is chosen.

If the player steals the treasure, he becomes the pirate.

Variations—

Use two pirates sitting back to back and two treasures. Have two players creep in.

Play it outdoors and use a water pistol - no doubt when player is shot.

GAME: NIGELS NAVY

Equipment: Four small balls of different colored wool, and some white cards

Divide the Cubs into three or four fleets. Each has an adult Leader as an Admiral and Quartermaster. Each also has a base in which the Admiral/Quartermaster sits. There are three types of ships; battleships, submarines and destroyers. There should be three destroyers to every two submarines and to every one battleship. Each Cub should be given a small piece of card with the letter D, S, or B, to show which ship they represent. Each fleet has its own color wool, and each Cub in that fleet has a piece of that color wool ties round his arm. During the battle a battleship takes a destroyer; a destroyer takes a submarine, and a submarine takes a battleship. The facts should be made very clear. At a given signal the fleets are released from their bases to the central fighting area, where every member challenges any other member of another fleet by tagging them. Each then says what ship he represents. Nothing happens if they are the same, but when different the loser must give up his piece of wool to the other, and return to base for a new piece of wool from the Quartermaster. He may not continue fighting without a piece of wool his own color. The side collecting the most wool of the other colors wins. It is advisable to have intervals in order for the Cubs in the fleet to change ships, by swapping cards.

One of the battleships is given an extra card, which signifies the flag it carries, for he is the flagship. This flag must be made the decisive factor, and so, depending on the number in each fleet, is worth at least 50 to 150 pieces of wool. If this battleship is attacked by a submarine, it must surrender its flag as well, which the submarine at once returns to his Admiral, who at once gives it to his own flagship, who thus becomes doubly valuable. This flagship, if attacked, loses both its flags at the same time. Clearly it is wise for this flagship to play a defensive role and to be helped out by defending submarines and destroyers of his own fleet. The flagship can only be changed once in the game. The game may be played for up to thirty minutes. Count wool as it is handed in to the Quartermasters.

GAME: SHIPS IN THE FOG (ALPHA)

Divide the den into two teams and line them up relay fashion at one end of the room. For each team set up a series of obstacles – chairs, tables, stools, and so on – between them and the other end of the room. Blindfold the first player on each team. On signal, he starts for the other end of the room, trying to avoid the obstacles. His teammates may call out directions (go right, left, etc.) When he reaches the other end of the room, he takes off the blindfold and runs back to touch off the next player, who is already blindfolded. Continue until all team members have raced. First team finished wins.

GAME: BLOW THE MAN DOWN

Cut a strip of light cardboard about 2" x 6". This will be a standing pirate so bend the bottom inch and a half at right angles to stand it up. In turn, players are blindfolded, spun around 3 times, and then try to blow the man down. Give each player three tries. Winner is the player who is most successful in these three tries.

GAME: SHIPS IN THE FOG (BALTIMORE)

Equipment Required: Blindfolds for all but team leaders.

The team leaders are shown the finish line.

The team players are blindfolded and the team leader must guide his ship (team) to the finish line using certain noise commands.

The team will decide whether to walk arm in arm, Indian to player (holding on front) or some other grouping.

The team leader can give commands only by a whistle, compass directions or by drill commands. The extent of these to be decided with an umpire in advance. The more difficult the site and the commands, the greater the challenge.

On signal, team leaders guide their ship to the finish line. The first team across the line wins.

GAME: POISON

Equipment A traffic cone or similar. A traffic cone or similar object is placed in the middle of the hall. All the players then form a large ring around it. The idea is to make all the other players out by making them touch the cone. If anyone does touch it, then they are out. The winner is the last person still in. This can also be played all holding on to a rope tied into a large circle. Anyone touching the cone or letting go of the rope is out.

ACTIVITY

TALK: WATER SAFETY

GAME: 25M SWIM OBSTACLE

GAME: CANDLE RELAY

GAME: CANNONBALL ATTACK (WATER BOMB ATTACK)