

30 Aug 06	Boomerang 4 - Safety	Hall / Courtyard	Leader: Rama Duty Six: Black
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18h00 - 18h15	Parade , inspection (need sheets, D6)
18h15 - 18h25	Safety Ball - Two equal groups, one group on each side of the hall. Can't cross the centre line. Try to hit opposing team below the waist or on arms. If hit, run to leader and give a safety tip. If successful, return to team. If leader has already heard it, or can't think of one in ten seconds, return to other team. (need balls)
18h25 - 19h10	The Safety Challenge (need Boomerang sheets, ropes, maps, compass, pens for leaders, money)
19h10 - 19h20	If there is time - Mirror, Mirror - in pairs, one Cub has to mirror the actions of the other, as though he is the reflection in a mirror. After a couple minutes, swap.
19h20 - 19h25	If there is time, try a couple songs .
19h15 - 19h30	Closing (talk about the sleepover, Sixer-Second camp...)
19h30-20h30	Pack Council

Boomerang 2 - Safety

Requirements Chart

	Bronze	Silver	Gold
Buddy System	Explain the Buddy System.	Describe the Buddy System and explain its benefits.	Explain the Buddy System and teach it to a younger Cub Scout.
Home	Discuss the causes of accidents in the home, especially in the kitchen, bathroom, and on the stairs.	Discuss the causes of accidents around the home and garden, including in sheds and around swimming pools.	Discuss the dangers of poisons at home. Discuss what to do in the case of an electrical storm.
Road	Take an adult for a walk and show that you know how to be safe on the roads.	Discuss the safety aspects of travelling in cars, buses, and trains.	Demonstrate the safety rules you need to consider when riding a bike, scooter, skateboard, or roller blading. Show you can use the equipment safely.
Water	Discuss the dangers of swimming in the type of water in your area. Explain the dangers of inflatable toys in open water.	Demonstrate an understanding of the dangers of swimming in swimming pools, rivers and lakes, the sea, and dams. Identify safe areas for swimming.	Show three methods you could use to help someone who fell into deep water and could not swim.
Bush	Explain what you should do to make sure you don't get lost in the bush. Discuss what to do if you do get lost in the bush.	Explain what to do to make sure you don't get lost in the bush and what to do if something goes wrong. Demonstrate three ways of making distress signals.	Explain what to do to make sure you don't get lost in the bush and what to do if something goes wrong. Discuss the dangers in the bush that are appropriate to your area, eg weather, terrain, and poisonous creatures.
Fire	Discuss the dangers that fire can cause in the home and the bush. Show what to do if you are in a fire at home.	Discuss the ways that fires can start in the home and in the bush. Show what to do if you are in a fire at home.	Discuss ways to reduce the dangers that cause fires in the home and in the bush.
Personal	Discuss why you should not go places by yourself.	Discuss what to do if you do not feel safe somewhere.	Discuss what to do if you do not feel safe when with a particular person.

Safety Challenge

Rules

1. Work in sixes, each member must answer all level-specific questions.
2. Team members may help each other, and discuss answers, and trade information among themselves, but each Cub must answer alone.
3. Each six is to get all its team members through all the safety questions as quickly as possible.
4. Each Cub is given an level-specific card – Bronze, Silver, or Gold.
5. One Cub (of the appropriate level) will go to an examiner, pay one cubit, and explain one concept on the card. If successful the Cub's record for that question will be initialled, the team will be given two cubits, and the six can go on to another leader. If unsuccessful the team can pay to try again, go and help the Cub learn and come back to try again (and again paying a cubit in both cases), or pay ten cubits and have a leader quickly review that item. The Cub can then pay to have another leader re-test.
6. To raise cubits see the options on the list below. Note that for some money raising options, the six must go to a specific leader.
8. **Costs**
 - 1 cubit to be tested
 - 10 cubits having a leader explain something
 - +1 cubit for doing/explaining a unique level appropriate Cub skill from Boomerang 1 (Health and First Aid), 3 (Ropes), or 4 (Outdoor Scouting). Must go to Rama.
 - +1 cubit for reciting the Cub Motto (once only per six must go to James)
 - +2 cubits passing a test
 - +2 cubits for reciting the Cub Law (once only per six, must go to Baloo)
 - +2 cubits for tying a knot of the leader's choice
 - +5 cubits for reciting the Cub Promise (once only per six, must go to Raksha)

Bronze Record Card

Leader Initial _____

Name - _____

- Buddy System Explain the Buddy System.
- Home Discuss the causes of accidents in the home, especially in the kitchen, bathroom, and on the stairs.
- Road Explain the rules for walking safely where there is traffic.
- Water Discuss the dangers of swimming in Lake Burley Griffin.
- Water Explain the dangers of inflatable toys in open water.
- Bush Explain what you should do to make sure you don't get lost in the bush.
- Bush Discuss what to do if you do get lost in the bush.
- Fire Discuss the dangers that fire can cause in the home and the bush.
- Fire Show what to do if you are in a fire at home.
- Personal Discuss why you should not go places by yourself.

Bronze Record Card

Leader Initial _____

Name - _____

- Buddy System Explain the Buddy System.
- Home Discuss the causes of accidents in the home, especially in the kitchen, bathroom, and on the stairs.
- Road Explain the rules for walking safely where there is traffic.
- Water Discuss the dangers of swimming in Lake Burley Griffin.
- Water Explain the dangers of inflatable toys in open water.
- Bush Explain what you should do to make sure you don't get lost in the bush.
- Bush Discuss what to do if you do get lost in the bush.
- Fire Discuss the dangers that fire can cause in the home and the bush.
- Fire Show what to do if you are in a fire at home.
- Personal Discuss why you should not go places by yourself.

Silver Record Card

Leader Initial

- Buddy System Describe the Buddy System and explain its benefits.
- Home Discuss the causes of accidents around the home and garden, including in sheds and around swimming pools.
- Road Discuss the safety aspects of travelling in cars, buses, and trains.
- Water Describe the dangers to swimmers in pools, rivers and lakes, the sea, and dams.
- Water What should you look for before swimming in unknown waters?
- Bush Explain what to do to make sure you don't get lost in the bush and what to do if something goes wrong.
- Bush Demonstrate three ways of making distress signals.
- Fire Discuss the ways that fires can start in the home and in the bush.
- Fire Show what to do if you are in a fire at home.
- Personal Discuss what to do if you do not feel safe somewhere.

Name - _____

Silver Record Card

Leader Initial

- Buddy System Describe the Buddy System and explain its benefits.
- Home Discuss the causes of accidents around the home and garden, including in sheds and around swimming pools.
- Road Discuss the safety aspects of travelling in cars, buses, and trains.
- Water Describe the dangers to swimmers in pools, rivers and lakes, the sea, and dams.
- Water What should you look for before swimming in unknown waters?
- Bush Explain what to do to make sure you don't get lost in the bush and what to do if something goes wrong.
- Bush Demonstrate three ways of making distress signals.
- Fire Discuss the ways that fires can start in the home and in the bush.
- Fire Show what to do if you are in a fire at home.
- Personal Discuss what to do if you do not feel safe somewhere.

Name - _____

Gold Record Card

Name - _____

Leader Initial

- Buddy System Explain the Buddy System and teach it to a younger Cub Scout.
- Home Name some poisonous substances at home. Why are they dangerous?
- Home Discuss what to do in the case of an electrical storm.
- Road Describe the safety rules you need to consider when riding a bike, scooter, skateboard, or roller blading. How can you use the equipment safely.
- Water Show three methods you could use to help someone who fell into deep water and could not swim.
- Bush Explain what to do to make sure you don't get lost in the bush and what to do if something goes wrong.
- Bush Discuss the dangers in the bush that are appropriate to your area.
- Fire Discuss ways to reduce the dangers that cause fires in the home and in the bush.
- Personal Discuss what to do if you do not feel safe when with a particular person.

Gold Record Card

Name - _____

Leader Initial

- Buddy System Explain the Buddy System and teach it to a younger Cub Scout.
- Home Name some poisonous substances at home. Why are they dangerous?
- Home Discuss what to do in the case of an electrical storm.
- Road Describe the safety rules you need to consider when riding a bike, scooter, skateboard, or roller blading. How can you use the equipment safely.
- Water Show three methods you could use to help someone who fell into deep water and could not swim.
- Bush Explain what to do to make sure you don't get lost in the bush and what to do if something goes wrong.
- Bush Discuss the dangers in the bush that are appropriate to your area.
- Fire Discuss ways to reduce the dangers that cause fires in the home and in the bush.
- Personal Discuss what to do if you do not feel safe when with a particular person.

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 in to themselves.

The Motto

Be prepared.

Pack Council

Discuss pack meetings - issues, future activities, excursion ideas
Sixer and Second responsibilities - leadership team, support, supervision, teaching, etc.
Ceremonies - opening, closing
Discuss the prayer and farewell.

Cub Prayer

Help us O Lord, to serve you day by day
To do our duty, and to enjoy our play
To keep the Cub Scout Promise and to rest
Happy to have tried to do our best.

Farewell

Wood and water, wind and tree
Wisdom, strength, and courtesy
Jungle favour go with thee
 Good hunting pack.
Good hunting leaders.

1 Cubit

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