

20 Sep 06	Law and Promise (Boomerang 7)	Hall	Leader: Rama Duty Six: Brown
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18h00 - 18h20	Opening - bell - welcome visitors (we do some things differently - bell) - introductions, inspection? - opening howl - what we are doing tonight?		Rama (D6, inspection sheets)
18h20 - 18h35	Game - Promise and Law Relay All Cubs in the centre of the circle, split into four teams. Teams hold hands and make mini-circles, facing in. Each team has to send one player at a time from the circle to a wall to find a piece of the Law or Promise, and stick it on the assigned bit of wall in order. Each player may add a piece, or fix a piece. When finished, the team has to stand in front of the completed text, read it out loud, and sit back in the centre of the circle. First team back into circle and sitting quietly wins.		Need four sets of law and promise text. If there is time have a second set of four available, spread them on the floor upside down...
18h35 - 18h55	Boomerang 7 Stuff Bronzes - talk about prayer, do a round of each Cub contributing an element to a group prayer. - talk about how to use the Law and Promise in life Silvers - talk about beliefs, including religious ones. What are "good" things? Why do good things? - talk about how to use the Law and Promise in life Golds - plan a Scouts Own. The Scouts Own should be short, have an message/theme. - talk about how to use the Law and Promise in life		
18h55 - 19h10	Game - Good Turns Cubs in a line along one wall. Handkerchief/scarf in the centre. Pick end Cub to run into the centre, pick up the scarf, throw it up, and recite a good turn done before the scarf hits the floor. Run back, tag the next Cub, and proceed along the line. If the scarf touches the floor, or if the Good Turn is a repeat, go to end of the line		scarf
19h10 - 19h20	Scout's Own - run by Golds		
19h20 - 19h30	Closing parade, thank you		

Notes: No Baloo? Assorted visitors...