

Halloween

Meeting Overview

6:30 – 6:40 Organization and Opening

6:40 – 7:40 Stations – 4 x 15 minutes

7:40 – 7:55 Costume Runway

7:55 – 8:00 Closing

Opening

Standard opening. Should be roughly 5 minutes, but tends to start 5 minutes late.

Stations

We will divide up into 4 equally sized groups and run through stations of 15 minutes each.

1. Eyeball Race

Leader: Graham

Equipment Required: 2 ping pong balls decorated to look like eyeballs, 2 spoons. Would be good to have 1 extra of each.

Rules: Similar to an egg relay race. Divide up into 2 teams, form single file lines. Each player has to carry the ping pong ball on their spoon to a destination, come back again, hand off to next player. If you drop the eyeball, return to the start and try again. Player hands off eye ball to next player, first team to complete wins.

2. Pumpkin Bowling

Leader: Kenn

Equipment Required: 6 rolls of toilette paper with black construction paper glued on to look like ghosts. 1 smallish pumpkin with stem cut off and finger holes cut out. Take one that looks sturdy so we don't have to clean up squashed pumpkin in the gym.



Rules: Cubs go one at a time, each Cub gets 3 rolls on their turn. 1 point is scored for each ghost knocked over, they stop when they've knocked over all ghost on their turn. Leader keeps score, continue to bowl frames until times up.

3. Zombie Polo

Leader: Chris

Equipment: 4 markers to denote a play area (cones would be ideal). Blindfold.

Rules: One Cub starts as the "it" zombie, the rest are being chased. The Cubs are all required to act like zombies – arms out in front, shuffling not running, when moving. The player that is the it-zombie gets blindfolded, and tries to catch the other players. When the it-zombie groans, all other zombies are required to stop and groan in return, similar to the marco-polo call/response in the pool. Once a player has groaned for the it-zombie, they can resume moving. When the it-zombie catches someone, they are it. If the it-zombie moves out of the play area, the leader in charge will let them know and steer them back in.

Variation: Make more than one person it.

4. Mummy Wrap

Leader: Paul

Equipment: 8 rolls of toilette paper (2 per group)

Select a Cub (or the leader) and use toilette paper to wrap them up like a mummy. If there's enough time and there's toilette paper left over, attempt a second.

Costume Runway

Leaders: Gosia and Nestor

Equipment: Music player, Halloween themed songs to play.

Designate an area as our runway. Cubs will be divided into their sixes. Each Cub in a given six will have chance to walk the runway, and will be encouraged to put on their best moves while doing so. The Cubs in the other sixes will vote (by yelling) for the Cub that will move onto the final from that six. The final involves another runway walk for each of the finalists, with the ultimate winner chosen by yelling.

Closing

Normal closing. There are a few badges to be handed out at the time of writing. Additionally, Cubs that were invested, those that participated in Apple Day, and those that attended fall Camp should see Rama after the meeting to get those badges.