

HEXTABLE CUB PACK CODE OF CONDUCT

- 1 Always Do Your Best
- 2 When a leader raises their hand, stand on the spot, stop talking and raise your hand **immediately**
- 3 Listen when a leader or another cub is speaking
- 4 Follow instructions for games quickly and quietly
- 5 Do what a leader says straight away, without arguing
- 6 Never bully another cub - treat everyone with respect

The Cub Scout Law

Cub scouts always do their best, think of others before themselves and do a good turn every day

Consequences

- 1 A yellow card will be issued for an offence. After 2 yellow cards in a half term, a red one will be issued and this automatically means that a cub cannot come to the next session
- 2 If a cub messes around during a game, they will sit out of the game
- 3 Sixers and seconders who misbehave frequently will be demoted
- 4 Six points with a small prize every half term for the six with the most points

Yellow cards are cancelled at the end of the half term in which they are gained