

The Philmont Cub Scout Roundtable Supplements
January 2018

February Pack Meeting
A Scout is Cheerful
Theme: Abracadabra!

◆ **Gathering**

Have a stroll around the midway. Give all Scouters an opportunity to get information and sign up for events and trainings.

◆ **Opening Ceremony**

Start the Meeting with a BANG!

Set Up: You will need a sharp pin and an Inflated balloon with place a piece of Scotch Magic Tape on a known spot of the balloon. (*This trick was in the original Tiger Book.*)

Prior to the Flag Ceremony, have the CS RT Commissioner stand in front of the group with the balloon. Holding the pin up high above the balloon, the CS RTC says, "Let's start this meeting with a BANG!" Then pierce the balloon through the tape with the pin. The balloon will not pop. The CS RTC can try several more times (through the tape). And then says, "Oh, well. Let's do our opening."

The flag ceremony is led by preassigned Scouters.

They will present the colors and lead the pack in the Pledge of Allegiance.

Preassigned Scouters perform the opening skit.

The Grand Howl

The Grand Howl is a ceremony used by Cub Scouts. It was created by Robert Baden-Powell and is from the stories from Rudyard Kipling's Jungle Book. In the ceremony, Cubs act out the wolves greeting Akela, the "Old Wolf" at the Council Rock and are reminded of the Cub Scout Promise.

The Wolf Cub's Handbook was published in December of 1916. Baden Powell wrote, "The wolves all sat round the council rock in a circle, and when Akela, the old wolf, the head of the pack, took his place on the rock, they all threw up their heads and howled their greeting to him." "When your Old Wolf, Akela - that is your Cubmaster or other Scouter - comes to your meeting you salute him by squatting round in a circle as young wolves do, and giving him the Wolf Cub Grand Howl."

The Cub Scouts use the tradition Grand Howl as a "special recognition ceremony" for a person being honored (parent, guest, etc.) standing in the center of the circle.

Cubs make the two fingered Cub Scout Sign with both hands, fingertips touching the floor in a squatting position. They howl; "Ah-h-kay-y-la! We-e-e'll do-o-o ou-u-r best!" As they yell the last word, "best", they jump up with both hands above their heads in the Cub Scouts Sign.



Baden-Powell's illustration in *The Wolf Cub's Handbook* (1916) showing how a Wolf Cub's squatting posture imitates a wolf at the Grand Howl, a ceremony based on *The Jungle Book*. (From Wikipedia)

◆ Opening Prayer

Prayer of a Cheerful Servant

Lord, give me the strength to be unselfish
In service and devoted to the welfare of others,
Help me do my best to do my duty to you and our country
And let me follow your example to be helpful to others
Cheerful in service, kind to all, and to do in this world, those
Thanks which will bring me to you in the next. Amen.

◆ Welcome and Introductions

The Roundtable Commissioner or Assistant Roundtable Commissioner - New Member Coordinator welcomes new Scouters, visitors, and special guests by introducing them to the district. If you aren't sure what a New Member Coordinator is, check out :

<http://scoutingwire.org/marketing-and-membership-hub/new-unit-development/commissioners/>

◆ Big Rock Topic

See the Boy Scout Roundtable Commissioner Planning Guide for a list of Big Rock Topics that both the Cub Scout and Boy Scout Roundtable Commissioners choose to do jointly to help serve the units in your district.

◆ Applauses and Cheers!

Applauses and cheers are a great way to recognize a person or den in a pack meeting. Applauses need to be fun. Use the EDGE method to teach applauses. Make sure everyone knows and understands the applause stunt and how to do it. (Explain) Before the meeting read the instructions for the applause and practice it. Demonstrate each step to your group. (Demonstrate) Practice applauses so they are familiar. (Guide) Enable the Scouts to lead the applauses. (Enable) Select assistants to help with the applauses and practice with them before the event. Be enthusiastic! Avoid having the boys read a paper with the applause written on it. Don't ask the group which applause to use! Prepare in advance applauses to use. Make sure the applause fits the event.

Blast-off Applause: Start counting backwards from 6 to 1. Bend the knees a little more on each count until you are in a squatting position. Then, while saying, "BLAST OFF!", jump straight in the air.

Cookie Applause: Everyone pretends to take a big bowl in their arms. In the bowl, dump ingredients to make cookies, such as flour, sugar, salt, Chocolate chips, eggs (then ask the Cubs for other ingredient suggestions, such as pickles). After all the ingredients are in the bowl, you take a big spoon and with a stirring motion yell "Crummy, Crummy, Crummy!"

Pack Applause: Everyone yell together, "Clap your hands." Then clap hands together three times. Then yell, "Stomp your feet." Then stomp your feet three times on the floor. Then say, "Pack _____ can't be beat!"

Silent Scream Applause: Have the group stand, cup their mouth with their hands and open their mouth and pretend to scream but no sound comes out of their mouth.

◆ Cub Scout Interest Topic **Adult Recognition**

This topic will be done as more of a discussion for the whole group. When talking about these kinds of awards many units have amazing ideas that others can use. Remind Unit leaders about the Scouting Awards that are a Big Rock Topic (See the 2017-18 Boy Scout Roundtable Planning Guide) but these are some fun ways to recognize leaders and adult partners that volunteer in the Pack.

Here is a list of a few fun Adult Recognition Awards from the US Scouting Service Project Website. http://www.usscouts.org/profbvr/fun_awards/index.asp by: Steve Beluch - Des Plaines Valley Council Berwyn, IL.

Berry good job-----For the person who did a "Berry good Job" (a wax or plastic berry (any kind) mounted to a piece of wood)

Measure up award ----- Your performance sets the standard (a ruler mounted to a piece of wood)

Nuts about the job award-----for the person who had to be nuts (2 or 3 peanuts glued to a piece of wood)

Scout spirit award ----- For those who show spirit (Make a ghost from a ball & rag with the scout sign on it)

"Egg"cellent job / idea / etc award----- For those who did an excellent job (Hardboiled egg mounted on a piece of wood) (FUN style--use a raw egg)

Big heart award ----- For those who always seem to have one (heart shaped craft material of any kind then decorated)

Really tacky award-----Mounted thumb tacks

Shell of a good job-----Large mounted seashell

Hung in there----- Anything hanging from something (try to get a picture of the person)

Key to Success-----For those who were key to making it happen

◆ Audience Participation

Magic Water

Margo, Chief Seattle Council

Divide the group into three smaller groups and assign each group one of the words listed below. Practice as you make assignments. Read the story. After each of the words is read pause for the group to make the appropriate response.

ZIMBINI: "Let The Show
Begin"

MAGIC: "Abracadabra"

CUB(S): "How'd He Do
That?"

The Great **ZIMBINI** was coming to town to put on a **MAGIC** show for the Pack. All of the **CUBS** were busily practicing their **MAGIC** tricks since they knew the Great **ZIMBINI** always chose an assistant from the audience to help with the show.

As the day of the Great **ZIMBINI'S MAGIC** show approached, Gary was still having trouble with his **MAGIC** trick. He was trying to pull a rabbit out of his dad's top hat, but just couldn't get the rabbit to cooperate. He went to his **CUB** Scout Den Leader for advice. She suggested a very special trick and whispered it to Gary. His eyes lit up with excitement as he went home to practice his **MAGIC** trick.

The **CUBS** all arrived early to show the Great **ZIMBINI** their **MAGIC** tricks. One by one they auditioned for **ZIMBINI** and watched as he jotted down some notes. Finally, it was Gary's turn to perform. He walked on stage and announced his **MAGIC** trick would astound the **CUBS** - he was going to walk on water.

The curtain opened to a small pool full of water. Gary walked to the pool to perform his **MAGIC** trick for the **CUBS** and **ZIMBINI**. Gary reached into the pool and picked up a small glass of water, which he poured onto the stage. He then walked on the spilled water and took his bow. The **CUBS** and the Great **ZIMBINI** laughed and laughed at Gary's **MAGIC** trick. Gary was very proud to be picked from the **CUBS** to perform with the GREAT **ZIMBINI** and wowed the audience with his **MAGIC** trick at the show.

The Mystifying Cubmaster

Capital Area Council

Equipment: Pencil and paper for each Cub

Personnel: A guardian to hold the papers, the Cubmaster, and an accomplice. Accomplice may either be another leader or an older Cub Scout who is in on the trick.

Formation: Circle

Set Up:

- Inform the accomplice that he/she is claim ownership of the first sentence / number that he Cubmaster calls out.
- Give each of the Cubs a 3 by 5 card or a slip of paper – each slip of paper to be the same size and shape as the others. (If using an adult as the accomplice, include the adult leaders in those submitting items)

- Then ask everyone to write a short sentence, saying, or phrase of four or five words. The words should be written plainly and should not be shown to any other person.
- Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'.
- No one, not even the guardian, should attempt to read the papers, still folded.

The Play:

Gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and ask who wrote it.

- The accomplice, and who did not write a sentence nor submit a slip of paper, will admit authorship of the words.
- Then unfold the paper, apparently to verify his announcement. Repeat the phrase you said while reading (memorizing) the sentence on the paper to yourself.
- Next place the paper in your left hand and ask the guardian for another.
- Repeat the same preliminaries and then call out the words written on the previous paper, which you have just read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence.
- Keep the performance up in this manner until all the player's slips of paper have been read.

In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he did not include a sentence in the collection given to the guardian.

◆ **STEM Minute**

Slime!

How to make your own slime! There are many variations and videos on the internet. The Pack Meeting Guide for February 2018 has an **individual recipe** for slime on page 6. It uses one Tablespoon of white school glue, one Tablespoon of water, a few drops of food coloring and one Tablespoon of Borax, all mixed in a zip lock baggie.

STEM The Borax reacts with the glue molecules to make a polymer, a long chain of molecules (polyvinyl acetate). The Borax solution is sodium tetraborate. This substance makes the polymer chains stick together. During kneading all the chains stick together.

Recipe and materials for a Den:

Elmer's white glue, large container. Optional: If you use a clear glue it will make a clear slime. Two mixing bowls. One larger bowl for the glue and water. Smaller bowl for the water and Borax.

warm to hot water

4-8 drops of food coloring. We used green.

craft stick or spoon to stir

Zip lock baggies or sealed container.

Borax- 20 Mule Team Borax, found at Walmart and other grocery stores in the soap aisle

Optional: waxed paper to place in front of each Cub, or a plastic cover for your table
Optional: shaving cream and/or hand lotion to make the slime a bit fluffier and smoother

Recipe and Procedure:

1. In the large bowl mix together:

1/3 cup warm water (about equal parts water to glue)

½ cup Elmer's glue

food coloring

Set aside

2. Smaller bowl or cup:

¾ cup warm to hot water

2-5 teaspoons Borax- make sure the Borax is totally dissolved in the water. The more Borax you add, the thicker the slime will be. You can use an empty water bottle or Mason jar to mix the water and the Borax and then shake it up until it dissolves.

3. Add the Borax and water solution by teaspoonfuls (2-3 usually into the water and glue mixture. Knead for 2-3 minutes. The longer you knead, the smoother the slime. If the slime is too runny, add more Borax and water solution. Adding a squirt of hand lotion or a couple of squirts of shaving cream can make the slime smoother. Pour mixture into a tightly sealed container. If the slime dries out, add water and knead again.

If you would like a Borax Free recipe check out all of the recipes from Elmer's Glue.

<http://elmers.com/slime>

Elmer's Recipe for Colored Slime <http://www.elmers.com/projects/project/elmers-colored-recipe-slime>

Supplies needed

4 fl oz Elmer's White School Glue

1/2 tbsp of baking soda

1 tbsp of contact lens solution

Your choice of food coloring

Instructions

1. Pour out the entire bottle of a 4 oz of Elmer's School Glue into a bowl.
2. Add ½ tbsp of baking soda and mix thoroughly.
3. After mixing, add your choice of food coloring until you get the color you want.
4. Add 1 tbsp of contact lens solution.
5. Mix until mixture gets harder to mix and slime begins to form.
6. Take the slime out and begin kneading with both of your hands.
7. If needed, add ¼ tbsp of contact lens solution to make the slime less sticky.

◆ Cub Scout Leader Breakouts

◆ Lion Breakout

- 2017-18 Lion Program Changes
(https://blog.scoutingmagazine.org/2017/08/14/bsas-lion-pilot-program-for-kindergarteners-is-off-to-a-roaring-start/?utm_content=buffer59535&utm_medium=social&utm_source=facebook.com&utm_campaign=buffer)
- Lion Requirement
 - Fun on the Run - **Required Adventure**
 - Discuss Activity 2 Nutritious Snacks. Discuss the importance of knowing everyone in the Den's dietary concerns. Here are some snack ideas:
 - Strawberry Chia Fruit Leather
<https://www.superhealthykids.com/super-yummy-strawberry-chia-fruit-leather/>
 - Blueberry Muffin Date Balls ***Contains Nuts***
<https://www.blessthismessplease.com/blueberry-muffin-date-balls/>
 - Roasted Spicy Chickpeas
<http://www.outdoorfamiliesonline.com/kid-healthy-hiking-snack-ideas/>
 - Zucchini Carrot Apple Muffins
<https://www.theleangreenbean.com/zucchini-carrot-apple-muffins/>
 - Fresh Fruit
 - Veggie Sticks
 - GORP (Good Old Raisins and Peanuts) ***Contains Nuts*** <http://boyslife.org/features/143982/35-tasty-trail-mix-ingredients/>
 - Demonstrate the Jungle Field Day! Have the leaders walk through what the Field Day looks like by participating in all 4 stations.

◆ Tiger Breakout

- Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016**, Please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/Tiger_Addendum.pdf
- Tiger Requirement
 - Curiosity, Intrigue, and Magical Mysteries - Elective Adventure
 - Requirement 1A Learn a trick. Discuss simple tricks, check out #3 the rubber pencil (<https://www.positive-parenting-ally.com/magic-tricks-for-kids.html>) , The Rising Arm (<http://www.funology.com/rising-arm/>), and #2 Spoon Bending (<https://blog.udemy.com/easy-magic-tricks-for-kids/>).
 - Requirement 2 (Print this out in advance for the members of your breakout) This link is to a PDF of an American Sign Language

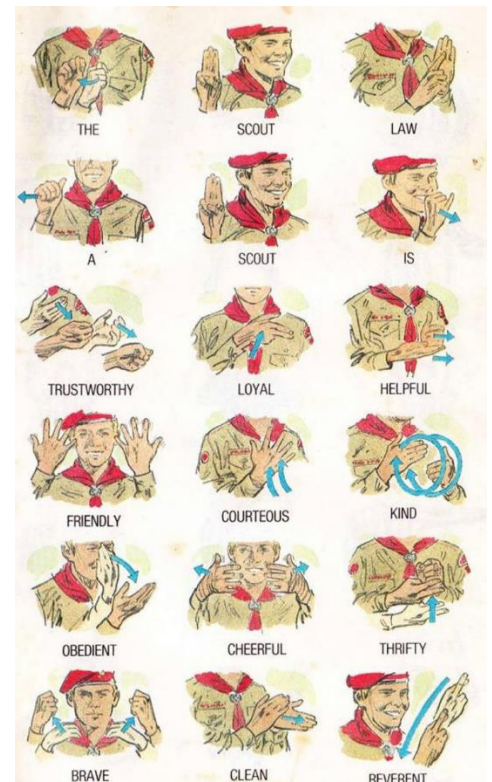
alphabet

https://wpclipart.com/sign_language/American_Sign_Language_Alphabet.png.html, this is a link to a site with information about braille and a color braille alphabet <https://brailleworks.com/world-braille-day/>

- Discuss which other requirement that their Den might be interested in choosing to do.

◆ Wolf Breakout

- Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
 - The link is found at :
http://www.scouting.org/filestore/cubscouts/pdf/Wolf_Addendum.pdf
- Wolf Requirement
 - Cubs Who Care - Elective Adventure
 - In this adventure Cubs have the opportunity to learn how people with disabilities are able to overcome their challenges and do things others might not believe are possible. Cubs will discover some challenges people with disabilities face and will have a chance to try facing similar challenges.
 - Complete four requirements.
 - Requirement 2. Learn about adaptive sports so that people in wheelchairs or other physical disabilities can play. Tell your den about it. Discuss
 - Requirement 3. Discuss “invisible” disabilities. Take part in an activity that develops an understanding of invisible disabilities such as autism and ADHD. The following link provides games and activities relating to disabilities.



<https://www.dvusd.org/cms/lib/AZ01901092/Centricity/Domain/1318/Disability%20Awareness%20Packet%202.pdf>

- Requirement 6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law. The Merit Badge Pamphlet “Signs, Signals and Codes” contains an introduction to ASL and shows the American Manual Alphabet so cubs can fingerspell.
- Discuss Requirement 8 Make a list of events in your area where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

◆ Bear Breakout

- Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
 - The link is found at :
http://www.scouting.org/filestore/cubscouts/pdf/Bear_Addendum.p df
- Bear Requirement
 - Grin and Bear It - Elective Adventure
 - Discuss the fact the fact that this adventure was previously a required one but now is an elective one (and Baloo the Builder is now required). Members of the den must complete at least four of the requirements. Discuss that having fun, such as participating in a carnival, can help others be cheerful.
 - Discuss Requirement 1: Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game. (Discuss and even practice quickly some games dens may consider for this requirement.)
 - Discuss Requirement 2: Working with the members of your den, organize a Cub Scout carnival and lead it at a special event. (Discuss how to help the boys organize. If doing Requirement 3, work with the pack leaders and Cubmaster on scheduling.)
 - Discuss Requirement 3: Help younger Cub Scouts take part in one of the events at the Cub Scout carnival. (The boys should be learning to teach others and be leaders.)
 - Discuss Requirement 4: After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success. (Teaching evaluation principles is important.)
 - Discuss Requirement 5: With your den, develop a thank-you cheer to recognize those who helped organize the Cub Scout carnival. (Help the boys notice who helped with the organization. Teaching the boys to show gratitude is important, no matter how young. Discuss some ways to show appreciation.)
 - Beat of the Drum - Elective Adventure
 - Discuss the fact that the boys must complete the first requirement as well as two others. Discuss how learning

about others, making things, music, and dance can help someone be cheerful.

- Discuss Requirement 1: Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago. (Help the leaders know of resources available to help them guide the boys in learning about this.)
- Discuss Requirement 2: Create a legend by building a diorama, writing a story, or presenting a skit. (Discuss with the leaders some examples.)
- Discuss Requirement 3: Complete one of the following:
 - A. Make a dream catcher. (An example is in the boys' handbook.)
 - B. Make a craft similar to one made by American Indians or indigenous people. (Provide some examples from the Internet, library, or people of other cultures.)
 - C. Make a drum. Once your drum is complete, create a ceremonial song. (Provide an example for the leaders.)
- Discuss Requirement 4: Complete one of the following:
 - A. Visit an Order of the Arrow dance ceremony. (Help the leaders obtain contact information for the local Order of the Arrow representatives.)
 - B. Visit an American Indian event or an event presented by other indigenous people. (Find information online about events in your area and share with the leaders.)
 - C. Learn and demonstrate ceremonial dance steps. (Someone in your area may be able to help with this.)
 - D. Create a ceremonial dance. (Perhaps a costume could be created in a den meeting to wear during the dance.)

◆ Webelos Breakout

- Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - The link is found at :
http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf
- Webelos Requirement
 - Fix it - Elective Adventure
 - Requirement 1 Brainstorm ideas of what needs to be in a Toolbox and what it is used for. Discuss pros and cons of making your own tool kit vs. buying a premade kit.

- Requirement 4 Discuss options of how to complete this requirement. On their own, in stations at a Den meeting, is this completed at a Webelos/AOL event (Day Camp, Webelos Summer Camp, Webelos-ree, Webelos Woods)
- Requirement 2 how to work with the adult partners of the youth to complete this requirement. There may be families that don't know where any of these items are in their house and may need some help with this requirement.

◆ Arrow of Light Breakout

- Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf
- AOL Requirement
 - Building a Better World - Required Adventure
 - Requirement 6. Do at least one of these:
 - A. Learn about Scouting in another part of the world. With the help of your parent, or den leader, pick one country where Scouting exists, and research its Scouting program. If possible, invite a scout from another country to visit your den.
 - B. Set up an exhibit at a pack meeting to share information about the World Friendship Fund. If possible, make a donation to the World Friendship Fund.
 - C. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree-on-the-Air (amateur or ham radios) or Jamboree-on-the-Internet or by other means. The Jamboree-on-the-Air or Internet is near the end of October each year. This is a fun event to participate in.
 - D. Learn about energy use in your community and in other parts of the world. What powers your electricity? Coal, oil, natural gas, hydroelectric, solar, wind energy?
 - E. Identify one energy problem in your community, and find out what has caused it.

◆ Cubmasters Breakout

- Teach a simple magic trick
 - Magic Sticks (circle / passive) Baltimore Area Council
 - The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if the passer's legs are crossed and if the passer's legs aren't crossed neither are the sticks.

- Black Magic (circle / passive) Baltimore Area Council
 - The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group. Their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.
- Review the February Pack meeting guide and discuss the upcoming pack meeting found at: [http://www.scouting.org/filestore/cubscouts/pdf/2017/310-842\(17\)_February_Cheerful.pdf](http://www.scouting.org/filestore/cubscouts/pdf/2017/310-842(17)_February_Cheerful.pdf) (This would be a great handout to give to each pack.)

◆ Committee Chair Breakout

- Recruiting Committee Members for the Pack you want.
 - Arrow of Light Leaders and Parents are looking move to the Boy Scout Unit soon. How do you start to look for new members to replace the ones you are losing. Here are some great ideas from the November-December issue of Scouting Magazine. By: Mark Ray <https://scoutingmagazine.org/2014/10/advice-recruiting-cub-scouting-volunteers/>
 - **Define Your Needs**
 - The first step in recruiting leaders is to determine your pack's needs. Assuming you have all your positions filled for this program year, start thinking about what will happen next spring after your second-year Webelos Scouts graduate to Boy Scouting.
 - **Evaluate the Parents**
 - A major advantage of late-fall recruiting is that you have time to evaluate potential leaders before you recruit them. That Eagle Scout dad at the join-Scouting night? His travel schedule might prevent him from being an effective den leader. That proactive mom with her pen at the ready? Perhaps she'd be a better fit behind the scenes as pack secretary or treasurer.
 - **Get New Leaders Trained**
 - If you identify next year's leaders now, don't wait to get them trained. Many councils hold University of Scouting programs in the winter or spring, which allows leaders the luxury of getting trained before they take over; some Districts offer basic leader training in conjunction with spring roundtables. And, of course, online training is always available at my.scouting.org.
 - While formal training is important, don't overlook on-the-job training. If you recruit next year's Cubmaster now, have her spend the rest of this year shadowing the current Cubmaster and learning from his example.

◆ **Commissioner's Minute:**

Magic Words Pamela, North Florida Council

There is a very special kind of magic. This magic will open the coldest heart and win wonderful friends for us. (Cub Scouts come on stage, each one carrying a different sign. Examples are: Please, thank you, pardon me, excuse me, you're welcome, how nice you look, I admit I made a mistake)

Simple words, but important words that tell someone else that you are appreciative, courteous and thoughtful. Add kind deeds to the magic of words, and the possibilities are unlimited. A smile happens quickly, but the memory of it lasts a long time

◆ **Closing**

The Magic of Cub Scouting - The Preassigned Scouters perform the closing ceremony. Divide text or add lines as needed to allow all members of the den to participate."

Cub Scout 1: "Helping a young boy grow into a man—that's magic."

Cub Scout 2: "Teaching him to build things and seeing his confidence grow—that's magic."

Cub Scout 3: "Helping him discover the meaning of the Scout Oath and Scout Law in his own life— that's magic."

Cub Scout 4: "Watching as he faces challenges and grows in mind and body—that's magic."

Cub Scout 5: "Guiding him as he develops positive, lasting friendships with his Cub Scout den— that's magic."

Cub Scout 6: "Seeing his family beam with pride as they applaud his accomplishments—that's magic."

Adult leader: "As his Scouting leaders, we also beam with pride because we know he's learning and growing inside. That's Cub Scout magic."

◆ **Retire the Flags**