

The Philmont Cub Scout Roundtable Supplements  
March 2018

April Pack Meeting  
A Scout is Loyal  
Theme: Cubs in the Future

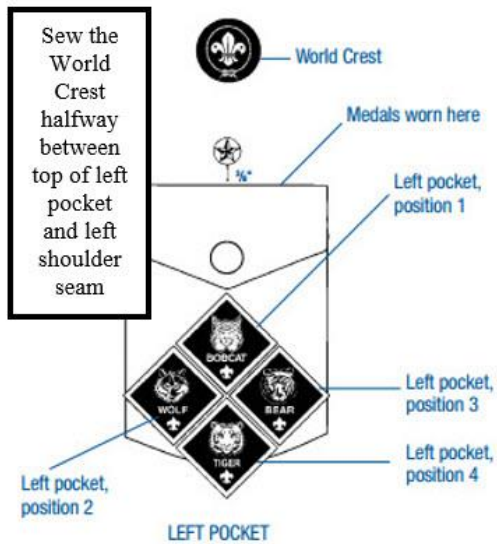
◆ Gathering

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

◆ Midway Patch of the Month



**World Crest** This patch has been worn by Scouts since Scouting was founded in 1907. Lord Baden-Powell gave the Scouters on Brownsea Island in the U.K. an early version of this badge. The World Crest is worn by Scouters around the world. Lord Baden-Powell said, “Our badge we took from the ‘North Point’ used on maps for orienteering.” Lady Baden-Powell said, “It shows the true way to go” reminding Scouts to be as true and reliable as the compass. The crest is the fleur-de-lis, the symbol of scouting with the three points of the Scout Oath. The two stars stand for truth and knowledge. The crest is white on a purple background. White represents purity and purple represents leadership and help given to other people. The rope encircling the crest symbolizes unity and brotherhood of Scouters around the world. The rope is tied in a reef, or square knot to represent the strength of being united together and service. The “bond” was added by tying the three parts of the fleur-de-lis together to symbolize the family of Scouting. Every scout wears this patch to remind us Scouting is a world organization. It is a permanent patch worn centered above the left pocket. The BSA donates a small portion of the proceeds from the patch to the World Scout Foundation to help with the development of Scouting in emerging nations. ([www.scouting.org](http://www.scouting.org); Wikipedia; Bryan on Scouting, February 25, 2015)



**FAQ** - If the World Crest may be worn by all youth and adults in the BSA, why isn't the World Crest pre-sewn on BSA uniforms? In summary, Bryan's Blog's (<http://blog.scoutingmagazine.org/>) answer to the question said: The fee paid by the BSA to WOSM for use of the emblem is based on the cost of the item sold. By selling the patches separately, the fee is based on the cost of the patch. If it were pre-sewn on a shirt, the fee would be a percentage of the cost of the shirt. Doing that would essentially double the cost of the patch to Scouts and Scouters.

Find the World Crests on these Scouts from other countries -



From United Kingdom



From East Timor



From Papua New Guinea



From Hong Kong

## SCOUT NERD FACT

The BSA receives all its World Crest patches from the World Organization of the Scouting Movement (WOSM [www.scout.org](http://www.scout.org)). WOSM sells these patches to all National Scouting organizations that are members. You can tell this because there are no BSA logos on the back of the World Crest.



Typical BSA patch with BSA logos on back



World Crest back with no BSA logo

## BSA WORLD CREST RINGS

The BSA has authorized rings that may be worn around the World Crest emblem. **Only one ring may be worn at a time.**



*Current BSA World Crest ring*

In 2010 the BSA issued a 100<sup>th</sup> Anniversary (on the left) ring that all Scouts and Scouters could wear around the World Crest ring. This ring is no longer being sold by BSA. After the 100<sup>th</sup> Anniversary celebration was over, BSA replaced the 100<sup>th</sup> Anniversary ring with the 1910 ring (above). This ring may be placed around the World Crest emblem by any Scout or Scouter. There are no requirements to wear either ring.

### ◆ Opening Ceremony

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 **Scouts in Space**

(Scouters are standing on stage looking up to the sky.)

**Cub Scout 1:** "What do you think is way out there in space?"

**Cub Scout 2:** "I think it's mostly lots of dark space. But there are also billions and billions of stars, galaxies and solar systems, planets, and moons, and blazing comets."

**Cub Scout 3:** "Yeah, and maybe in the future lots and lots of people!"

**Cub Scout 4:** "Think of how cool it will be to be a Cub Scout in space!"

**Cub Scout 5:** "Maybe we'll have an adventure hiking on the planets or measuring the galaxy!"

(A sixth Cub Scout walks out dressed in a space helmet with a "Neil Armstrong" name tag.)

**Cub Scout 6:** “Scouts have already been to space! I am an Eagle Scout. In 1969, I was the first person to walk on the moon, and I placed an American flag there! “That’s one small step for man; one giant leap for mankind.”

**All:** “Let’s all stand and remember the American flag flying on the moon. Please join us in the Pledge of Allegiance.”

#### ◆ Opening Prayer

The following prayer was broadcast to Earth on Christmas Eve 1968 by astronaut Frank Borman while on a moon-orbiting mission aboard Apollo 8: “Give us, O God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts. And show us what each one of us can do to set forward the coming of the day of universal peace. 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!

**Blast-off Cheer:** Start counting backward from 6 to 1. Bend your knees a little more on each count, until you are in a squatting position. Then, jump straight up in the air while saying, “Blast off!”

**Sonic Boom Cheer:** Open your mouth and move your hands, but say nothing. A couple of seconds later, yell, “BOOM!”

**Heart and Sole (Soul) Cheer:** Slap your heart, then slap the sole of your shoe.

**A Nickel’s Worth Cheer:** Flip your thumb as though flipping a coin, then catch it and slap it on the back of your hand.

**Paper Bag Cheer:** Pretend you are opening a paper bag. Form a neck on the bag and hold it. Blow into the bag and while pretending to pop it (clap hands together), say “Pop!” loudly.

**Rainstorm Applause:** To simulate rain, have everyone pat one finger of one hand into the palm of the other hand. Then add two fingers, then three, then four, increasing gradually to intensity of the storm by increasing the number of fingers until both hands are clapping. Decrease the number of fingers as the storm passes.

## Run-Ons

Cub One walks across the stage tossing a small object into the air and catching it.

Cub Two: "What are you doing?"

Cub One: "I'm throwing up!"

Cub One: Enters, pretending to spray from a can.

Cub Two: "What are you doing?"

Cub One: "Spraying elephant repellent.

Cub Two: "Why, there aren't any elephants within miles of here!"

Cub One: "Well, it does a pretty good job, doesn't it?"

Cub One: "What do you get when you cross a calculator and a friend?"

Cub Two: "A friend you can count on!"

Cub One enters with two rocks, hitting them together.

Cub Two: "Why are you hitting those rocks together?"

Cub One: "I'm having a rock concert!"

## Song:

Do Your Ears Hang Low? You can add actions for each line.

Do your ears hang low?  
Do they wobble to and fro?  
Can you tie them in a knot?  
Can you tie them in a bow?  
Can you throw them over your shoulder  
Like a continental soldier?  
Do your ears hang low.

Do your ears stand high?  
Do they reach up to the sky?  
Do they droop when they're wet?  
Do they stiffen when they dry?  
Can you semaphore your neighbor.  
With a minimum of labor?  
Do your ears hang high?

Do your ears hang wide?  
Do they flap from side to side?  
Do they wave in the breeze,  
From the slightest little sneeze?  
Can you soar above the nation  
with a feeling of elevation?  
Do your ears hang wide?

Do your ears fall off,  
When you give a great big cough?  
Do they lie there on the ground,  
Or bounce up at every sound?  
Can you stick them in your pocket,

Just like Davy Crockett  
Do your ears fall off?

#### ◆ Cub Scout Interest Topic

- Parent Recruitment

- Sherry Smothermon-Short, Scout Mom from [www.cubscoutideas.com](http://www.cubscoutideas.com) wrote a great blog post about this subject. She has graciously allowed us to publish it! Here are a few ideas on the subject
  - **1. Explain the benefits.** The number one thing that we need to stress to parents is that *they will get to interact with their boys* in a way that they wouldn't otherwise. A great (albeit a bit guilt-laden) appeal you can use with your parents is the [Adding Machine Tape Demonstration](#). I like this because it drives home the point that we really don't have a lot of time with our boys before they're off to live their own lives.
  - **2. Set expectations.** In our pack, we tell all new families (and remind the current ones) that Cub Scouting is a family event. It is run by volunteers, and we need every family to participate in order to make it successful. **We expect each family to volunteer** in some way during the year.
  - **3. Ask personally.** While talking to or emailing your entire pack is efficient, it's pretty easy for everyone to have the "someone else will volunteer" attitude. Personal appeals usually work better. **Asking an individual** to do a specific job makes it a lot harder for them to say no! Start with the pack approach, then talk to parents individually for any jobs that aren't filled yet.
  - **4. Start early.** When the boys are Tigers, parents must attend with them, so **use this opportunity to get them involved**. For example, ask a parent to lead the gathering activity for a particular meeting. When you first arrive, ask a parent to help you get everything set up. One mom of a Tiger said she couldn't be the leader, but **she would plan all of the Go-See-Its**. We told my Tiger families that they would each be responsible for leading one meeting.
  - **5. Break up jobs.** No one wants to be the "fund-raising committee chairman", but they might be willing to coordinate popcorn sales or organize the lemonade stand at the local festival. **Splitting up responsibilities** could allow some parents to get involved who might not otherwise be able to.
  - **6. Share roles.** Dens can have **co-leaders who take turns** with the meetings. One leader is responsible for one meeting; the other is responsible for the next meeting. My husband is the den leader for our Webelos 2's den, and I'm the assistant leader. I plan the meetings, and he runs them.
  - **7. Know your parents.** You may find out that one parent is reserved and introverted. Don't ask that person to lead a meeting or head up a committee. Instead, ask him if he would be responsible for keeping track of advancement and awards for your den. Jobs that are more "behind-the-scenes" will be better suited for this type of parent. Leading songs or teaching skits are good jobs for the parents who are outgoing. **Matching the job with the parent's personality** will make them feel more comfortable accepting the job.

- **8. Discover talents.** Many packs have parents fill out a [talent sheet similar to this one](#). It's a lot easier to ask someone who is an avid tennis player to teach your Webelos how to play than to ask a person who has never played tennis before. **Parents will have hobbies and interests** that you never expected.
- **9. Have clear expectations.** People **want to know what they're getting into** before they agree to do something. We all know what it's like to be told "all you have to do is..." only to find out later that there's a lot more to it than that.
- **10. Define responsibilities for your specific pack or den.** It's easy to simply point someone to a generic position description online, but that might not be how your pack operates. For example, your secretary may be the one who is responsible for any required tour permits, but that isn't on the generic pack secretary job description provided by BSA. Ensure that the **job description matches the pack's expectations**.
- **11. Provide training.** While the BSA required training is good, it isn't enough, especially for new den leaders. **Your pack should have additional, practical training.** Parents who have never been involved in Scouting are especially hesitant to volunteer. We owe it to our boys and our parents to ensure they are spending their volunteer time actually planning activities—not researching what goes into a den meeting.
- **12. Plan den meetings.** Planning is now easier than ever, thanks to the new [Cub Scout Den Leader guides!](#) If your pack can afford it, purchase one of the leader guides for each rank. They can be passed down at the end of the year.
- **13. Mentor new leaders.** New **leaders need to know there's help available.** A casual "call me if you need anything" isn't good enough. The Cubmaster, Committee Chairperson or an experienced Den Leader should **run the first two meetings** for the new den leader so that she can get the hang of the meetings. At a minimum, they should attend the first den meetings with the new leader. After that, call or email the new leader to ask what questions they have.
  - For the full blog click here. <https://cubscoutideas.com/1459/cub-scouts-getting-parents-involved-involved/>

#### ◆ Audience Participation

##### A to Z of Outer Space

Greater St. Louis Area Council

This game is similar to Mad Libs. Give each boy a letter or two and have him come up with a something **spacey** that starts with the letter and then place it where the corresponding letter is. (Or you can just call for words from the audience at the Pack Meeting but then not everyone may have a word chosen)

A _____	B _____	C _____
D _____	E _____	F _____
G _____	H _____	I _____
J _____	K _____	L _____
M _____	N _____	O _____
P _____	Q _____	R _____
S _____	T _____	U _____

V \_\_\_\_\_ W \_\_\_\_\_ X \_\_\_\_\_  
Y \_\_\_\_\_ Z \_\_\_\_\_

The other day I saw **A** and **B** walking down the **C**. I said **D** to them, but they didn't say **E**. **F** I said and ran after **G**. Again, I yelled **H**. This time they heard me. When they stopped, I saw they had a **J** and a **K** with them. "We can't talk now. We are going to **L** this and **M** is waiting for it. So I said good-bye and went to lunch. At the **N** I had an **O** and **P** and got in my **Q** to go. When I got there, I found I had lost my **R**. Then I knew it was going to be a bad **S**. So, I picked up my **T**, **U**, **V**, **W** and **X**, said so long to my **Y** and got on my **Z** and left.

### Space: The Final Frontier

*San Gabriel Valley, Long Beach, Verdugo Hills Councils*

Divide the group into 2 smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read, pause for the group to make the appropriate response.

**SPACE:** Way out there (Point ahead moving finger from left to right)

**ASTRONAUT(S):** Onward and upward (Stand up and thrust arm toward sky)

In the whole universe there's an enormous place, which we all refer to as merely **SPACE**. **ASTRONAUTS** spend many hours untold searching that **SPACE** where mysteries unfold. They bring back dust and rocks galore, with each **ASTRONAUT**

striving to always learn more. They circle around for days in **SPACE**, keeping up such a strenuous pace. Our country explored **SPACE** and then, very soon, our **ASTRONAUTS** landed upon the moon. Oh what a thrill as we witnessed the sight; **ASTRONAUTS** raised our flag on that first moon flight. Right out there through outer **SPACE**, upon the moon stands our flag, just where the **ASTRONAUTS** left it that day, as a part in history they did play. One fact discovered, about which story writers won't pleased, was that the moon is not really made of green cheese. So, way out in **SPACE** when you see the Man-in-the-MOON, remember the **ASTRONAUTS** proved we can't eat him at noon. But all of this is old today; **ASTRONAUTS** often go in **SPACE** and say, "travel in **SPACE**, here and there, is easily done without a care."

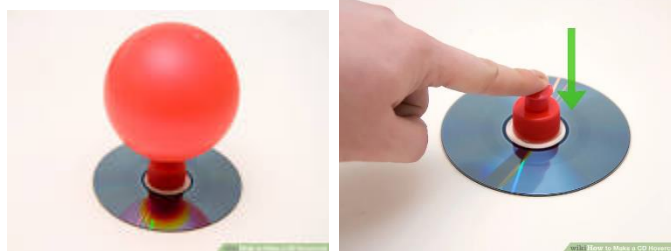
### ◆ STEM Minute

Make a CD Hovercraft!

(April 2018 Cub Scout Pack Meeting Guide p.9)

Materials:

Used compact discs (CDs or DVD) Make sure the CD is not warped or cracked.



Push-pull squirt caps from water bottles.

Balloons (check for latex allergies), 9-inch balloon suggested

Hot glue (handled only by adults).



Procedure:

1. Have an adult glue the water bottle lid to the CD, so that the two holes match up - i.e. the opening of the lid should sit over the central hole in the CD. Create a good seal to keep air from escaping. Do this before the scouts arrive to allow time for the glue to dry.
2. Give each Scout a balloon and a CD with the glued-on cap. Make sure the cap is pushed down to be closed.
3. Have each Scout blow up the balloon and then twist the end to keep air from escaping. Don't tie it.
4. Help the Scouts pull and stretch the end of the inflated balloon securely over the cap opening.
5. Place the CD over a smooth table or floor. Lift the pop-up lid to the open position to begin releasing the air. Hold the bottle cap, not the CD, or you might pull it off.
6. If needed, give the CD a gentle push, and watch as the hovercraft slides across the table or floor.

More experimenting: Does the size of the balloon affect the CDs ability to hover?

Additional ideas:

If you are using the cap from a water bottle, cover the center hole of the CD with a piece of tape and poke about 6 holes in the tape with a push-pin or small nail. This will slow down the flow of air and allow your hovercraft to hover longer.

STEM

Hovercrafts use rapidly moving air to lift vehicles off of a surface. As your balloon contracts, air is pushed through the bottle cap. This air escapes out in all directions from under the CD. Because of the smooth surface and the surface of the CD, the air creates a cushion between the CD and the surface. This cushion of air reduces the friction between the CD and the surface allowing it to hover. Less friction means less resistance allowing the CD to travel longer with less force. The surface of the CD keeps it parallel to the table or floor surface and distributes its weight over a greater area making the hovercraft able to move with little force.

## ◆ 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/>)
- Lion Requirement
  - Pick my Path - Elective Adventure
    - Practice playing games for the Lion Palooza (The following are games from the 2001 edition 2005 printing of the Cub Scout Leader How-to Book)
      - Squirrels and Foxes (pg 3-21)
        - Need a large space to run (groups of 4 players)
        - Have all but two youth -- the Fox and the Homeless Squirrel -- form circles of four youth. Each circle counts off, and the #1's stand in the center of the circles and become Squirrels. The other youth form "hollow trees" by holding hands. During the game, the Fox tries to catch the Homeless Squirrel. The

Homeless Squirrel can take refuge in any tree, thereby forcing the Squirrel inside to leave. The Fox now tries to catch that Squirrel. If caught, the Squirrel becomes a Fox, and the chase continues. After a few minutes, have the #2's in each circle become the Squirrels.

- Gardening (pg 3-37)



- Divide the youth into two groups that stand parallel to one another about 10 feet apart. A leader stands in front of the groups and calls out the names of vegetables. When “corn” is called, the youth grasp their ears; for “onions,” they hold their noses; for “potatoes,” they point to their eyes; for “cabbage,” they hold their heads. Another leader referees to see which line responds first with the desired action. The first line to have all its members perform the correct action scores a point. The line that scores 10 points first wins.
- Above and Below (pg 3-36)
  - The youth stand in a circle. One at a time, call out the names of things that are found either above or below the ground. For example, strawberries grow above the ground; potatoes grow below the ground. When you call the name of something that is found above the ground, the players stand; if it is found below the ground, they sit down. A player is eliminated if he responds incorrectly. The last player to remain in the game wins. Variation: Call out the names of things that fly and crawl.
- Ready, Set, Grow - Elective Adventure
  - Discuss where to find a Gardening Expert in your area.
    - Look for information from your local County Extension office.
    - Contact a local Nursery.
    - See if your local University has a horticulture department.
    - Contact the State Forestry Service or the US Forest Service.
    - If you are overseas, talk to organizations that have a gardener on staff or find a botanical garden or park to locate a person to talk to.

### ◆ Tiger Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Tiger Requirement
  - 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.p](http://www.scouting.org/filestore/cubscouts/pdf/Tiger_Addendum.p)



[df](#)

- Good Knights - Elective Adventure
  - Creating a den and personal shield
    - Learning about the medieval shields and what all the parts of the shield meant.
    - Using the awesome free printable set created by Julie Kieras September 2015 (her blog <http://happystronghome.com/create-a-coat-of-arms-free-printable/>)
      - The url for the printable set. <http://happystronghome.com/wp-content/uploads/2015/09/Create-a-COAT-OF-ARMS.pdf>
    - Have the leaders make one during the breakout
  - While making the shields discuss service projects in the community that the Tiger Dens can be part of or brainstorm ideas for your own service projects.

### ◆ Wolf Breakout

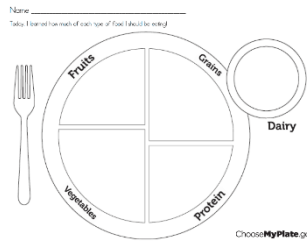
- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Requirement Modifications
  - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
  - The link is found at : [http://www.scouting.org/filestore/cubscouts/pdf/Wolf\\_Addendum.pdf](http://www.scouting.org/filestore/cubscouts/pdf/Wolf_Addendum.pdf)
- Wolf Requirement
  - Insert Adventure Here - **Running with the Pack**

- Discuss requirements 1, 3 and 5 and ways to best complete the



games and activities.

- Requirement 2 - Practice balancing. Set up a course using masking tape on the floor, or laying out a series of 2x4's on the floor. Practice balancing as you walk forward, backward, and sideways. Discuss how practice balancing helps with bike riding, hiking and other games and sports.
- Requirement 4 - Discuss and make a list of games or sports that can be played with the den or family. Volleyball, chess, soccer, basketball, table tennis, air hockey, foosball, tag, obstacle courses. Discuss good sportsmanship. Make a list of the qualities of good sportsmanship. Use the list on page 119 of the Wolf book as a guide. Remember that a good sport has fun because he enjoys playing the game more than he cares about



the score.

- Requirement 6. Discuss a balanced diet. Discuss a healthy menu for the den or family. Make a shopping list of food used to prepare the meal.

Use the following link to print out a blank plate that Scouts can use to help create a healthy menu.

<https://drive.google.com/file/d/0B8EFSpYDSzssZDc3ODMxMjEtYTJmZS00Y2I5LWE0ODctNGFINmU1MGU1NTEw/view>

#### ◆ Bear Breakout

- Remind Den Leaders to work with each new Cub Scout on their Bobcat Rank
- Bear Requirement
  - Requirement Modifications
    - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Provide 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:  
[https://www.scouting.org/filestore/cubscouts/pdf/Bear\\_Addendum.pdf](https://www.scouting.org/filestore/cubscouts/pdf/Bear_Addendum.pdf)



[pdf](#)

- Paws for Action (Duty to Country) - **Required Adventure**
  - Remind the leaders that the Scouts must complete the first requirement plus two of the other requirements. This adventure is related to the featured point of the Scout Law, Loyal, since leaders should teach the Scouts to be loyal to their country and the flag.
  - Review **Requirement 1**: “Learn about our nation’s flag. Display it at home for one month. Say the Pledge of Allegiance, and learn its meaning.” Discuss the basic rules for treatment of the flag. These may be found in the Bear book or online. Discuss the terms found in the Pledge of Allegiance as



follows:

Pledge: A binding promise

Allegiance: Devotion or loyalty

Flag: Rectangular piece of fabric used as a symbol

United States of America: Our country

Republic: Leaders are elected to represent everyone

One nation under God: Freedom comes from God

Indivisible: Not divided, kept together

Liberty: Being free

Justice: Fair and right in judgment

Use links such as these for more

information: <http://www.gtbe.org/uploads/images/files/Pledge%20of%20Allegiance%20Lesson%20Script.pdf> and  
<http://vvof.org/flagetiquette2.jpg>

- Review **Requirement 2**: Do at least one of the following.
  - A. “Find out about two famous Americans. Share what you learned.” Discuss with the leaders some examples of famous Americans, including those in the Bear handbook. Suggest that the Scouts could learn about

someone with his/her family and then present the



information to the den.

- B. "Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den." Provide a list of some historical places in your area to the leaders and/or have the leaders discuss and provide their own suggestions for each other.
- Review Requirement 3: Do at least two of the following:
  - A. "With your school or den, visit a local sheriff's office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe." Provide contact information for local officers. Remind the leaders that the Den Leader Guide gives some examples of questions for the Scouts to ask on page 85.
  - B. "Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available." Remind the leaders to provide information to the Scouts' parents about this since much of the requirement is to be done with the family. Discuss contacts to include on the list of emergency numbers.
  - C. "With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans." Remind the leaders to provide information to the Scouts' parents to help them complete this and record when it has been completed.
- Review "Requirement 4: Do at least one of the following:
  - A. Do a cleanup project that benefits your community." Discuss things to do to help make the project fun. This could include an award for the Scout who collected the most trash or who found the most unique item. Also discuss safety such as the boy having a leader pick up a used syringe or other items.
  - B. Participate in a patriotic community parade or other civic event that honors our country. Provide contact information for those in the local area. Discuss which civic events may be considered.

## ◆ Webelos Breakout

Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank

- Webelos Requirement
  - 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](http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf)



- Cast Iron Chef Adventure - Required
  - Requirements: 1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
    - Using the ChooseMyPlate.gov chart from the Wolf section above, Webelos Handbook and website, review with the Scouts what is in a balanced meal (grains, vegetables, fruits, dairy and protein.) Know your limits on fats, sugar, and salt. Clip food items from newspaper ads and have them sort the items into the categories from choosemyplate.gov. Ask them what category candy and soft drinks are on the chart.
    - Guide the Scouts to write down their menu, plus condiments. Make sure they know which method of cooking they will be using (see Requirement 2). Make a chart listing the items. Write a budget for how much they think the food will cost.
    - If possible, take the Scouts to a grocery store and have them write down the cost of each item on their list. How many Scouts and adults will they be shopping for? Show them how to see how many portions per item it lists. Show them the same items will cost different amounts of money. Compare fresh, canned and frozen. Be thrifty; price shop. Explain the signs that list the cost per pound so they know how to calculate the cost. When they finish, add up the cost of the items and divide by the number of people for the meal. This helps them see the cost and a budget. Invite parents to help with this activity.
    - Suggestion: Take the Webelos shopping but don't purchase the food at that time. They can still create a budget and cost per person. Shop closer to the time they will be cooking the food to ensure safety and freshness. It is possible that the Webelos leader already has some of the items, such as the condiments, salt and pepper, etc.

- Requirement 2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal. Show the scouts by example washing hands and surfaces for food preparation. Don't cross-contaminate. Cook to proper temperatures. Chill or refrigerate promptly and maintain proper temperatures. See the Webelos Handbook for these safety practices.
- Requirement 3. - optional but a Scout skill- Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.
  - Practice building a fire by using licorice sticks and pretzels to show the shapes of tinder and kindling and the shapes of the fires- teepee, log cabin, star, etc. After the Scouts recognize the shapes, build a fire with wood tinder and kindling.
  - Practice lighting a match, striking it away from you as you light it. Make sure there is a bucket of water nearby.
- **Game Design Adventure - Elective**
  - In previous den meetings or as a pre-opener, play different kinds of games. Have your Den Chief, or your assistant leader help with the games. Games can be simple and take a few minutes or more complex, taking more time.
  - Requirement 1. Decide on the elements for a game. The elements are narrative, goals and mechanics, aesthetics and medium.
  - The narrative is the story, what your game is about. Do you have characters? What is their goal? How will the game be played?
  - The goals and mechanics are, how do you win the game? How do you advance? Are you playing in teams or against yourself?
  - The medium is the format of the game and the materials or equipment needed to play it. Have your Scouts do games that use different mediums, such as physical games and sports, board games, dice games, card games, memory games, party games, thinking games, electronic or digital games.
  - Requirement 2. List at least five of the online safety rules that you put into practice while using the internet on your computer or smartphone. Skip this if your Cyber Chip is current.
  - Requirement 3. Create your game. This is easier for the Scouts to do if they recently tried different kinds of games.
  - Requirement 4. Teach an adult or another Scout how to play your game.



### ◆ Arrow of Light Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- AOL Requirement
  - 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](http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf)



- **Scouting Adventure - Required Adventure #2**
  - Visit a Boy Scout troop meeting with your parent or guardian and, if possible, with your den members and leaders. After the meeting, do the following:
    - A. Describe how the Scouts in the troop provide its leadership. (Look for the patrol method.)
    - B. Describe the four steps of Boy Scout Advancement (You learn. You are tested. You are reviewed. You are recognized.)
    - C. Describe the ranks in Boy Scouting and how they are earned.
    - D. Describe what merit badges are and how they are earned. Ask a Boy Scout to show a merit badge sash with merit badges on it. Look at the color of the trim for the merit badges. Required badges are trimmed in silver or grey. Electives are trimmed in green. Ask a Boy Scout to explain what was done to earn the badge.
- **Game Design Adventure - Elective-** See above in Webelos section.

### ◆ Cubmasters Breakout

- Advancement ceremony:
  - **THE CUB IN THE FUTURE**  
*Sam Houston Area Council*  
**Cubmaster or Advancement Chairman:** Tonight, we have a group of possible future firemen, professional athletes, EMTs, veterinarians, and Generals and Admirals who are taking their first step on the trail to success. We call it the "Cub Scout Trail." Will the following possible future Mayors (Tigers) and their constituents (Parents) come forward? Let these future leaders of the people repeat with me the Tiger Cub Motto. All Tigers repeat the Tiger Cub Motto.  
The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.  
**Cubmaster or Advancement Chairman:** Tonight, we have a group of possible future astronauts, bank presidents, elected officials, prosperous merchants, and captains of industry who are taking another step toward success on the "Cub Scout Trail." Will the following possible future Senators (Bobcats) and their constituents (Parents) come forward? Let these future lawmakers repeat with me the Cub Scout Promise and the law of the Pack: All Bobcats repeat the Cub Scout promise and Law of the pack.

The Cubmaster or Advancement Chairman gives the badges to the parent(s) who pins it on their son.

**Cubmaster or Advancement Chairman:** Next, we have another group of future world citizens—Olympic Gold Medal Winners, gifted writers, diplomats, college professors, and future engineers who will shape our tomorrows. These Cub Scouts have completed the first 12 achievements and have earned the badge of Wolf. Will you Cub Scouts come forward with your parents?

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

**Cubmaster or Advancement Chairman:** Parents have a tendency to think of them as just little boys, but these are the ones who will sit on the Supreme Court benches, the future captains of industry who will help solve the problems of pollution, grapple with the challenges of world peace and prosperity and overcome the limitations of energy and resources. You have completed the required achievements of the rank of Bear. Will Bears please come forward with your parents?

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

**Cubmaster or Advancement Chairman:** It's not too far-fetched for us to think of our Webelos Scouts as the movers and shapers of our future. They have demonstrated an ability to perform necessary accomplishments in earning Activity Badges. A journey of a thousand miles begins with just one step. Will the following Webelos Scouts step up and be recognized?

The Cubmaster or Advancement Chairman gives the badge to the parent(s) who pin it on their son.

**Cubmaster or Advancement Chairman:** Scouting is in the business of Character building and will deliver to a nation a great gift, a new generation of prepared young citizens—physically strong, mentally awake, and morally straight—young people who are growing through their Scouting experience, learning the lessons of responsibilities of citizenship and priding themselves on the great accomplishments of our country.

- Activities or games:

### **Alien Egg**

*Greater St. Louis Area Council*

**Supplies:** an alien egg (ball about the size of a volleyball covered with aluminum foil).

**Directions:**

Divide the boys into pairs.

Tell them that you have been given an alien egg.

The egg cannot be moved from place to place unless it is carried between the heads of two people.

The egg is unique in this way because it must be in contact with human brain waves while it is in motion or the baby alien inside might get upset, break open the egg, and eat the carpeting.

The object is for each pair to crawl sideways, with the egg between their heads, to the end of the playing area and back. They must then exchange the egg with the next pair in line without using their hands.

## Space Flight

### *Baltimore Area Council*

Form teams in separate circles, each facing the center. Give the captain of each team an object representing a satellite.

On signal, the holder of each satellite starts passing it around his circle (the earth). Each Cub Scout passes it to the next until the captain holds it again. He should shout “one” and send it around again. The first team to complete ten trips around the earth wins the game.

- Review the April Pack meeting guide and discuss the upcoming pack meeting found at: [https://www.scouting.org/filestore/cubscouts/pdf/2017/310-842\(17\)\\_April\\_Loyal.pdf](https://www.scouting.org/filestore/cubscouts/pdf/2017/310-842(17)_April_Loyal.pdf) (This would be a great handout to give to each pack.)

### ◆ Committee Chair Breakout

- How to prevent volunteer burnout
  - Volunteers are the backbone of Scouting. We deliver the program to the youth that we serve but sometimes that grateful cheer from the youth isn't going to keep us going. What can we do as the Committee Chair to help make sure that the Pack keeps going but we don't lose our leaders. Here are 5 starter ideas to help guide you through a discussion with your Committee Chairs!
    1. Make sure that they are trained. A leader that knows what they are doing and understands the resources that are available will do better in the long run. Most leaders that are frustrated state that they don't know what they are doing. Either online or face to face leader specific will help them understand the program. The trainer will more than likely have all of the BSA publications to show where they can get some guidance.
    2. Have a mentor. Having a new leader mentored by a more experienced leader in your Pack will help guide them through the process.
    3. Don't rely on one person to do everything. I have seen time and time again where one leader that is excited about the program just keeps adding more and more jobs to their plate. The Cubmaster should only focus on being the Cubmaster, adding Den Leader and Outdoor Activities Chair to his or her plate will lead in to burning out. The saying “Many hands make light work” is very true. Having one person being the Outdoor Activities Chair but then giving them people to act as sub-committee chairs. One person to plan the Fall Pack Campout, one to plan the district Halloween event, one to be in charge of the holiday parade, ect. ect. How do you get more people to join the committee? Check out the March 2018 Cub Scout Interest Topic!
    4. Den leaders need Assistant Den leaders to help with planning den meetings and working with the youth. Also utilize the Denner Program. The denner is a den member selected to be a boy leader for a short period of time—anywhere from one week to several months. It is a good practice for the den leader to rotate the position of denner throughout the den so all boys have the opportunity to experience the leadership position. When I was a Tiger Den leader I started this with the Youth and the Parent as a team for a month. The family that was planning the following month was the Assistant Denner and we rotated every

month. As the youth worked through the ranks they gained more responsibilities so that as an AOL they didn't have the parents do much at all and were ready to cross over into the Troop as a youth lead unit with the understanding of the leadership responsibility.

5. Den Chiefs! The den chief is a Boy Scout, Venturer, or Sea Scout who serves as an activities assistant at Wolf, Bear, or Webelos Scout den meetings. He (or she, if you work with a female Venturer or Sea Scout) can serve as a positive role model for Cub Scouts as they look toward joining the Boy Scout program and beyond. The Scoutmaster from a local troop may be able to help identify a den chief.

#### ◆ Commissioner's Minute:

(Show a model of a futuristic rocket.) "This cool rocket is someone's vision of what the future will look like. But that's just one person's vision—what's yours? We don't know what the future will actually be like, but we do know that we need good people to make it as bright as possible. And we can be sure we're doing our best for the future by remembering to follow the Scout Oath and the Scout Law. Let's think about what the Scout Oath and Scout Law mean for our future as we stand and say them together."

#### ◆ Closing

The preassigned Scouters perform the closing ceremony.

**Leader:** "We have dreamed of and spoken of the future tonight. We always think of the wonders of technology and all the changes that will take place. But, in the future, one thing will remain the same—the human spirit. Tonight, let us pledge to be the best we can be as we listen to these thoughtful words adapted from the poet William Arthur Ward."

**Cub Scout 1:** "Do more than belong ... Participate."

**Cub Scout 2:** "Do more than care ... Help."

**Cub Scout 3:** "Do more than believe ... Practice."

**Cub Scout 4:** "Do more than be fair ... Be kind."

**Cub Scout 5:** "Do more than forgive ... Forget."

**Cub Scout 6:** "Do more than dream ... Work."

**Cub Scout 7:** "Do more than teach ... Inspire." **Cub Scout 8:** "Do more than live ... Grow."

**Cub Scout 9:** "Do more than give ... Serve."

**Leader:** Here's to a wonderful future. Good night, Cub Scouts."

#### ◆ Retire the Flags