THANKS TO YOU, MILLIONS OF BOYS

... BECOME MORE CONFIDENT

... GROW SPIRITUALLY

... ARE BETTER CITIZENS

... LEARN LIFE SKILLS

... HAVE FUN!

WITHOUT YOU, THEY WOULD NOT.
Cub Scout roundtables are a form of commissioner service and supplemental training for volunteers at the den and pack level. The objective of roundtables is to give these leaders program ideas; information on policy, events, and training opportunities; and an opportunity to share experiences and enjoy fun and fellowship with other Cub Scouting leaders. The roundtable commissioner and staff demonstrate elements of a model meeting that leaders may use as a pattern for their own den and pack meetings. The roundtable experience will inspire, motivate, and enable unit leaders to provide a stronger program for their Cub Scouts.
# Table of Contents

**Cub Scouting’s Core Values,**
*September 2012 to August 2013* . . . . . . 3

**Roundtable Overview** ................. 4
   Using the Cub Scout Roundtable
   Planning Guide .......................... 4
   Core Values ............................ 4
   Pack Activities .......................... 4
   Length and Format of Roundtable ...... 4

**Parts of a Roundtable** ................... 5
   Preopening ................................ 5
   General Opening
   (All Scouting Programs) ............... 5
   Combined Session
   (Cub Scout Leaders Only) ............. 5
   General Closing
   (All Scouting Programs) ............... 6
   After the Meeting ..................... 6
   Pack Participation .................... 6
   Publicity and Promotion ............. 7
   Attendance Incentives ................ 7
   Recognition for Roundtable Staff ..... 8

**Commissioner’s Notebook** .............. 9
   Roundtable Staff Members ............ 9
   Resources, Contacts, Speakers,
   Materials, and Supplies ............. 10
   Training Courses ...................... 11
   Internet References .................. 12
   Cub Scout Roundtable Planning Sheet . 13
   Roundtable Attendance Record ......... 15
   Getting to Know You .................. 16
   Roundtable Program Evaluation ...... 17

**Roundtables** ............................
   August 2012 .......................... 18
   September 2012 ...................... 21
   October 2012 .......................... 24
   November 2012 ....................... 27
   December 2012 ....................... 29
   January 2013 ......................... 31

February 2013 .......................... 33
March 2013 ............................ 35
April 2013 ............................. 37
May 2013 .............................. 39
June 2013 .............................. 41
July 2013 .............................. 43

**Safe Scouting**
   Roundtable Safety Minute:
   Annual Health and Medical Record .... 45
   Roundtable Safety Minute:
   Age-Appropriate Guidelines ........... 46
   Roundtable Safety Minute: Leadership/
   Supervision on Trips and Outings ..... 47
   Roundtable Safety Minute:
   Accident and Sickness Insurance ..... 48

**Resource Highlights** .................... 49

**Membership and Retention**
   Retention Minute:
   Using Boys’ Life Magazine ........... 50
   Retention Minute:
   Succession Plans for Cub Scout
   Leaders ............................... 51
   Retention Minute:
   Parent Communication ................ 52
   Retention Minute:
   Using the Cub Scout Handbooks ..... 53

**Supplemental Pack Meeting Plans**
   September 2012 ...................... 55
   October 2012 .......................... 59
   November 2012 ....................... 64
   December 2012 ....................... 68
   January 2013 ......................... 73
   February 2013 ....................... 79
   March 2013 ........................... 86
   April 2013 ............................ 92
   May 2013 ............................. 95
   June 2013 ............................ 99
   July 2013 ............................ 105
   August 2013 ......................... 110
# Cub Scouting’s Core Values

**September 2012 to August 2013**

<table>
<thead>
<tr>
<th>Month</th>
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<th>2013</th>
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ROUNDTABLE OVERVIEW

The 2012–2013 Cub Scout Roundtable Planning Guide was designed to help you plan a successful roundtable program for your district. For each month of the 2012–2013 program year, you will find:

- A program agenda that includes the key elements of a Cub Scout roundtable. Recommended times for each activity will help you maintain a reliable schedule.
- A supplemental pack meeting plan that corresponds to the monthly Core Value and optional pack meeting theme. These plans may be found online at http://www.scouting.org/CubScouts/Leaders/DenLeaderResources/DenandPackMeetingResourceGuide/PackMeetingPlans.aspx and may be downloaded, reproduced, and distributed to roundtable participants for use with their dens and packs.

In addition to the monthly resources, which are focused around themes and Core Values, there are three additional sections. They are:

1. **Safe Scouting**—Here you will find information covering a number of the most frequently asked questions about the health and safety polices of the Boy Scouts of America. Each month, leaders will be taught how to keep their Scouts safer while enjoying all the fun of Scouting.
2. **Resource Highlights**—The BSA has hundreds of resource materials in the way of brochures, booklets, and other forms of media to help leaders become more successful in their roles. Included in this section is a listing of many of these resources, which can be highlighted each month.
3. **Membership and Retention**—It doesn’t do much good to have a great program if there aren’t any Scouts to benefit from it. In this section, you will find tips on how to recruit and retain youth in Scouting.

**CORE VALUES**

One of Cub Scouting’s 12 Core Values is highlighted each month. Ceremonies, Cubmaster’s Minutes, Commissioner’s Minutes, and some activities at roundtable meetings reflect that month’s Core Value. Stress Core Values whenever possible. Roundtables can be a strong influence for pack committees in promoting the Core Values at their pack meetings.

**PACK ACTIVITIES**

The sample roundtable programs in this guide give suggestions for pack activities that will occur in the following months. For such major activities as the blue and gold banquet and the pinewood derby, some roundtable commissioners prefer to have suggestions two or even three months in advance. Talk it over with the roundtable staff and experienced den and pack leaders. Review the Getting to Know You surveys and Roundtable Program Evaluation forms from your participants. Go through these monthly plans and, if needed, adjust your roundtable plans accordingly. Be flexible to suit the needs of your district.

**LENGTH AND FORMAT OF ROUNDTABLE**

Experience has shown that although roundtable meetings for each of Scouting’s programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing) can be successfully conducted separately, a greater benefit is derived from the fellowship and unity that comes from holding these meetings on the same night and in the same location.

The suggested length of a roundtable meeting is 60 minutes and includes a combined opening, individual breakouts by program, and a combined closing ceremony.

Many districts choose to offer a time after the closing of the meeting (often referred to as cracker barrel) to allow Scouters to mingle, share experiences and ideas, and fellowship one with another. Refreshments or other activities may be provided, but be mindful of staff and participants’ time and budget constraints.

**USING THE CUB SCOUT ROUNDTABLE PLANNING GUIDE**

How your roundtable staff chooses to use this guide will depend much upon your experience. Being flexible is the key to a successful roundtable. Keep in mind that the program is flexible—policy is not.

If you have never planned a roundtable before, the sample meetings can serve as examples. Many roundtable commissioners use the plans exactly as written, but each roundtable should be modified to suit the purposes and personalities of your staff and the leaders who attend.

As you gain confidence in your ability to plan, you can add extra features or substitute other topics or activities for those suggested.

Lastly, you can plan an entire roundtable from scratch, choosing training topics and activities of your own.
Preopening

The preopening is a definite part of the program, not just a time filler for early arrivals. Make your gathering time interesting and active. It’s a way to get people to the meeting on time, and it sets the tone for everything that follows during roundtable.

Displays

Parking Lot—Make it easy for participants to ask questions. A parking lot could be a container, a bulletin board, or any method of collecting written suggestions or questions. Be sure to have plenty of blank cards or sticky notes and pens available for participants to write down questions.

Highlighted Resources—One of the recommended sections of the roundtable is called Resource Highlights. Have a copy or two of the resources you will be highlighting available for Scouters to browse through. It’s a great way to engage your participants in that discussion later on. You may also wish to make these available for sale at the end of the roundtable.

Other Displays—If the resources are available, set out displays that give pack leaders ideas for their meetings. Encourage leaders to use similar displays at parents’ nights or special pack events.

Supplies—Keep a supply of commonly used forms and literature on hand. These could include recruiting flyers, handbooks, program helps, registration forms, etc.

Registration

A roundtable staff member greets each arrival, helps each person sign in at the registration table, gives each person a name tag, and gets them involved in the gathering activity. Pay particular attention to newcomers. Perhaps you can identify them with a special name tag. Explain the format of your roundtable, including the use of the parking lot, and make them feel comfortable and welcomed.

Preopening Activities

Organize an interactive easy-to-join game such as a get-acquainted game for those who arrive early.

General Opening

(All Scouting Programs)

Welcome

The roundtable commissioner calls the meeting to order and starts things off by welcoming all participants to the meeting. Start on time. It is unfair to those who arrived on time to have to wait. Beginning with an enthusiastic greeting will set the tone for a fun evening of learning and fellowship.

Prayer

In keeping with the Scout’s duty to God, include a nonsectarian prayer in the roundtable program. As some people aren’t comfortable praying in public, make sure to ask a staff member or participant in advance to offer the prayer.

Opening Ceremony

Use a simple opening ceremony so that leaders will be able to duplicate it in their packs and dens. You may wish to delegate this opportunity to a particular pack or group, or use participants if appropriate. Use the U.S. flag and emphasize citizenship and character development.

Introductions and Instructions

Although you have already welcomed those in attendance, extend a special welcome to newcomers. You may wish to present them with a special recognition or certificate. Make them feel so comfortable that they can’t wait to return next month.

Be sure to explain the flow of the evening’s activities. Point out the various program groups and where they will be gathering. Take care of housekeeping items such as the location of restrooms and any policies specific to the building in which you are meeting.

After announcing the time and location of the general closing, dismiss the participants to their various breakout sessions.

Combined Session

(Cub Scout Leaders Only)

Icebreakers, Songs, and Cheers

Icebreakers and cheers, such as those found in Group Meeting Sparklers, and songs from the Cub Scout Songbook help get a roundtable off to a good start by creating enthusiasm and a relaxed atmosphere. For the meeting where a song is included, make song sheets available to each participant.

Tips for Pack Activity

This is a suggestion of a pack activity suitable for the following month. Give some concrete ideas and a list of resources, and provide opportunities for participants to share their experiences.

Safe Scouting

In the back of this guide are answers to many of the most frequently asked questions about BSA policies and safety guidelines. Choose one of these topics each month or include one of your own. Be sure to cite official policy only and make sure that you provide resources for answers if you don’t know.

Sample Ceremony

A sample ceremony is presented in this section to show leaders how Cub Scouting’s purposes and ideals can be symbolized in ceremonies. If some of your packs are noted for excellent ceremonies, you might ask their leaders to perform a ceremony. Be sure to involve as many participants as possible.

Resource Highlight

Select one or more of the many books or media resources provided by the BSA to introduce to your leaders. Explain how these resources might help them in delivering the Core Values or creating a better program for their pack or den. You might invite a member of the district training team to present this part of the program.
Cub Scout Leader Breakouts

Up to this point, all Cub Scout leaders have been together. Now it’s time to separate them into four groups to present position-specific information. Encourage discussions and participation, and give concrete and ready-to-use ideas. Whenever applicable, conduct a hands-on activity or project that is related to the roundtable topic.

Cub Scout Den Leaders. Tiger Cub and Cub Scout den leaders and assistants focus on ideas for their den meetings and outdoor activities.

Webelos Den Leaders. Webelos den leaders and assistants focus on ideas for Webelos den meetings and issues specific to Webelos Scouts.

Cubmasters. Cubmasters and assistant Cubmasters focus on the elements of running a fun and well-organized pack meeting, as well as outdoor pack events.

Pack Leaders. The pack committee chair and committee members concentrate on ways to improve the pack’s overall program.

Membership and Retention

This is where leaders can discuss and share best practices for recruiting and retaining Scouts into their dens and packs. Several ideas are included in the back of this guide, but you may choose to use local resources or brainstorm some of your own. Remember to challenge participants to use these tools and not simply discuss them. A plan without action will never yield the results we desire.

Open Forum (Q&A)

Roundtable staff members answer questions posted on the parking lot or any other question that has come up as a result of the roundtable discussions. For unique unit-specific questions, ask for a way to get back with the individual to provide the information needed.

Following this final session, dismiss your leaders to join back with the other Scouting leaders for the closing.

General Closing (All Scouting Programs)

Announcements

The chairs or committee members responsible for upcoming events give promotional announcements. This helps put a face to the event and makes people feel more welcome and eager to attend the events. Make sure the spokespeople are available for questions after the meeting.

Limit each announcement to a short introductory statement about the event and where more information can be found, such as fliers and websites. Make sure the information is available to the participants at the end of the meeting.

Commissioner’s Minute

This should be thought-provoking and inspirational. It offers encouragement to the participants to use the skills they learned at the roundtable to provide a better program for their youth. Having the Commissioner's Minute at roundtable can serve as a model for the Cubmaster’s Minute at a pack meeting.

Closing Ceremony

With the assistance of participants, conduct a model closing ceremony. Preselect the participants involved in the ceremony. End the roundtable program on time.

After the Meeting

Fellowship (Cracker Barrel)

This is a time for camaraderie and the exchange of ideas through informal discussion. Simple nutritious refreshments add a finishing touch. Roundtable staff will be able to catch the tone of your meeting by moving from group to group. Scouters should feel free to leave at their convenience.

This is a good time to collect Getting to Know You surveys or Roundtable Program Evaluation forms. These completed forms will help give you ideas for planning next month’s program and help ensure you are addressing the needs of the Cub Scout leaders in your district.

Staff Meeting

At the close of each roundtable, conduct a short staff meeting to evaluate the meeting and review the plans for next month's meeting. Make sure everyone is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtable. Read and review the Getting to Know You surveys and the Roundtable Program Evaluation forms. The key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in these forms.

Pack Participation

Roundtables should be presented as learning experiences. Leaders watch demonstrations, and then practice what they just learned. Because people learn best by active involvement rather than by observations, Cub Scouting leaders attending a roundtable should have as much opportunity as possible to participate. Participation can be as informal as playing a game or making a craft. Or, a segment of the program can be assigned to individuals or a pack in advance so they have time to prepare. This makes roundtables more satisfying experiences and convinces Cub Scout leaders that these are their roundtables. Pride in doing a task well can help Cub Scouts develop their leadership skills.

Pack Assignments

Set up a schedule that allows packs or individuals to volunteer in advance to be responsible for presenting a song, skit, game, or ceremony at upcoming monthly roundtable meetings. Your staff may wish to provide the specific activity for them to use, such as those suggested in this guide, or you may allow presenters to be creative with their own ideas. Designate a roundtable staff member to preview all original presentations for suitability, making sure they meet the purposes of Cub Scouting, the Core Values, and the aims of the Boy Scouts of America. Have a staff member check on the pack leader’s progress in preparing their presentation, and also send them a reminder about their roundtable assignment. Ask this staff member to be prepared as a backup should the person or pack fail to deliver on their assignment. Do not leave an embarrassing gap in the evening’s program.

Encourage packs that present preapproved, original material to make the information available to all roundtable participants as a handout. This will enable all leaders attending to readily use these ideas in their own den or pack meetings.
Show and Tell

Roundtables are most successful when Cub Scout leaders have the opportunity to share information and ideas with other leaders. Ask pack leaders to bring examples of their den yells and songs, newsletters, den doodles, den flags, and pack meeting props and ceremonies. A special area may be set up to display these items during the preopening.

Participation Awards

Pack participation is an important part of building roundtable attendance and motivating Cub Scout leaders. A system that has worked well in many districts is to award points to those packs that prepare and present a portion of the roundtable program. When a certain number of points are earned, the pack gets an award. Packs volunteer for specific assignments for next month’s roundtable. Competition for assignments is usually keen because packs are eager to work toward an award.

Publicity and Promotion

Promotion is key to increasing your roundtable attendance. If your roundtable is fun and exciting and meets the needs of your district leaders, your current participants will keep coming back. But you must get the leaders there for that very first meeting.

Promotion is more than just letting Cub Scouting leaders know when and where the roundtable is happening. Your goal is to make them want to come. You should include the following information in any of your roundtable promotional materials:

• Purpose—Let leaders know how roundtable meetings will help them in their leadership positions.

• Involvement—Roundtables are interactive, hands-on meetings in which participants are actively involved.

• Contact—Include the name and phone number of a contact person to answer leaders’ questions about roundtables.

Fliers

Informational fliers that detail just what a roundtable is all about should be distributed to new leaders in Join Cub Scouting packets and at Basic Leader Training courses. Continue the distribution throughout the year at day camps, district pinewood derbies, or anywhere else you will find Cub Scouting leaders.

Invitations

Computer-generated invitations are easily created and are impressive to the new leader. Have the roundtable staff attend training events to hand-deliver invitations and invite new leaders to the roundtable. This could be done at the closing of the training session in a special ceremony. At the roundtable, the new leader already knows at least one person, a staff member.

Mailed Announcements

This method can be expensive and time-consuming, but it might be worth the effort and expense for special events. If your chartered organizations have printed bulletins, place stories in them. Try church bulletins and company newsletters.

District or Council Newsletters

Be sure your roundtable dates and meeting places are listed on the district and council calendars. Include new information in each month’s newsletter article detailing the Core Value and the agenda for that month.

District or Council Websites

Many districts and councils maintain home pages on the World Wide Web. Keep up-to-date information on these sites about plans for upcoming roundtable events.

Local News Media

Make brief announcements in the local news section of your community newspaper, or create public service radio announcements. Your local cable television station may have a community bulletin board that will allow you to post information about your monthly roundtable.

Telephone Trees

Telephone campaigns can take time, but the whole roundtable team can cover a phone list in one evening. Try to keep the conversation to roundtable matters and set a time limit for each call. Make sure to place your call at a time that is convenient to the recipient. Messages on voicemail can also be effective.

Email Messages

Establish a roundtable email directory of district Cub Scouting leaders. Reminders of meetings and special events can be sent efficiently to many people through this avenue of communication.

Road Shows

Develop a slide show or videotaped presentation of your roundtable. Make arrangements for roundtable staff members to visit pack committee meetings around your district to show leaders what they are missing.

Attendance Incentives

Now that you have succeeded in getting leaders to attend a roundtable, how do you keep them coming back? A well-planned roundtable program will inspire leaders to try the program ideas they see, and they will want to come back next month for more ideas, fun, and fellowship. But with the many demands on leaders’ time, you may want to consider using other incentives to ensure continued attendance, including awards, competitions, and rewards for regular attendance. That little something extra might make the difference on an extremely busy day.

Attendance Awards

Name tags and beads are popular attendance awards. They provide immediate recognition to all those attending. String a blue bead on a vinyl lace to hand out at the roundtable; pass out blue beads at registration each month. Trade six blue beads for a yellow one. When the leader attends a set number of roundtables, present a leather name tag on which to hang the lace and beads. Cub Scouters can wear this totem with their uniform when attending the roundtable each month. (These awards are not official insignia and should not be permanently attached to the uniform or worn outside your council. They are inappropriate at any meeting that Cub Scouts attend.)

Other attendance awards might include:

• Slide of the Month—A simple, easy-to-duplicate neckerchief slide that is presented to all leaders attending.

• Certificate—Award a thank-you certificate to packs and leaders who help with the program.

• Pins—Give special pins or insignia for a year’s perfect attendance.

• First-nighter—A first-nighter award for new attendees will make them feel welcome and important.
Cubbies or Trophies
Packs promote attendance using Cubbies, and a similar system will work for roundtables, too. The pack with the highest percentage of attendance (or whatever criteria you choose) is awarded the Cubby to display at its pack meeting. The pack returns it to the next roundtable, where it is awarded again. The Cubby can be anything: a stuffed toy, a decorated hiking stave, a silly award, or an impressive trophy or plaque.

Traveling Totem
Similar to the Cubby, this totem may be an unfinished ceremonial prop that is awarded to the pack with the highest percentage of attendance. The winning pack brings the prop back the next month with something new done or added to it. At the end of the year, the pack having the greatest average attendance receives the prop as an award.

Cub Scouting Bucks
Cub Scouting leaders earn bucks through attendance at or participation in the roundtable. Leaders can use these bucks to purchase personal or pack items at an auction held once a year. Real money is never used. The only way to earn bucks is through roundtable attendance (some districts choose to include participation in training events and district activities). Auction items are donated and collected throughout the year.

Door Prizes or Special Drawings
These are award items of use to Cub Scouting leaders. Use program-oriented handicraft items or kits. If you have built a special piece of equipment to demonstrate a game or ceremony, give it away as a prize. The lucky recipients can use it in their pack activities. You may want to choose your winners in different ways each month—from a hat, draw names of those attending, mark name tags in a special way, or randomly place a tag under the participants’ chairs.

Refreshments
Knowing that a healthy snack or refreshing beverage awaits, may be just the incentive one needs to attend the roundtable. Sometimes simple is best.

Recognition for Roundtable Staff
Roundtable commissioners and staff members should be trained so they will be fully qualified to present material and teach skills at roundtables in an interesting way. Training opportunities include
- Roundtable commissioner and staff basic training
- Council commissioner conferences and workshops
- Council trainer development conferences
- Wood Badge courses
- Philmont training conferences
To earn the Scouter’s Key, roundtable commissioners must
1. Complete the three-session training program outlined in the Commissioner Basic Training Manual, No. 33613.
2. Complete personal coaching orientation, including the orientation projects.
3. Complete basic training for Cub Scouting roundtable commissioners and staff.
4. Complete three years as a registered commissioner within a five-year period.
5. Earn the Arrowhead Honor Award as roundtable commissioner by doing the following
   a. Review all material in this guide.
   c. Recruit a roundtable staff.
   d. Lead the staff in preparing a one-year roundtable outline.
   e. Supervise the staff in conducting these roundtables.
   f. With the commissioner and district executive, develop and use an attendance promotion plan.
   g. Attend a council commissioner conference or planning conference, or actively participate in a major council event.
The roundtable staff members for ___________________________________________________________ district:

Name______________________________________________________________
Address________________________________________________________________________
Telephone number____________________________________________________________________
Email address________________________________________________________________________
Roundtable position____________________________________________________________________
Training completed____________________________________________________________________
Additional information____________________________________________________________________
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Roundtables are a form of commissioner service and supplemental training for volunteers at the pack level intended to give them an example for pack meetings; information on policy, events, and training opportunities; ideas on program, such as crafts, games and ceremonies; and an opportunity to share experiences and enjoy fun and fellowship so they can provide a stronger program for Cub Scouts.

District ________________________________  Location _______________________  Date ____________

Cub Scout Roundtable for _____________________________  Core Value for the Month ________________

**PREOPENING**

<table>
<thead>
<tr>
<th>Starting Time</th>
<th>Staff Member Assigned</th>
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<tr>
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<td>Facilities</td>
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<td>Display</td>
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<td>Registration</td>
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<td>Activity</td>
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(See back of sheet for materials and equipment checklist.)

**GENERAL OPENING (All programs combined.)**

<table>
<thead>
<tr>
<th>Master of Ceremonies</th>
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<tbody>
<tr>
<td>Welcome (1 min.)</td>
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<tr>
<td>Prayer (1 min.)</td>
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<tr>
<td>Opening Ceremony (2 min.)</td>
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<tr>
<td>Introductions and Information (3 min.)</td>
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**COMBINED CUB SCOUT LEADERS**

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<th>Staff Member Assigned</th>
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<tr>
<td>Icebreaker/song/cheer</td>
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<tr>
<td>Tips for Pack Activity</td>
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<tr>
<td>Safe Scouting</td>
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<tr>
<td>Sample Ceremony</td>
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<tr>
<td>Resource Highlights</td>
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CUB SCOUT LEADER BREAKOUTS

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<th>Staff Member Assigned</th>
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<tr>
<td>Cub Scout Den Leaders</td>
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<tr>
<td>Webelos Den Leaders</td>
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<tr>
<td>Cubmasters</td>
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<tr>
<td>Pack Leaders</td>
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COMBINED CUB SCOUT LEADERS

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<th>Staff Member Assigned</th>
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<tr>
<td>Membership and Retention</td>
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<tr>
<td>Open forum (Q&amp;A)</td>
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GENERAL CLOSING (All programs combined)

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<tr>
<th>Staff Member Assigned</th>
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<tr>
<td>Announcements</td>
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<tr>
<td>Commissioner’s Minute</td>
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<tr>
<td>Closing Ceremony</td>
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AFTER THE MEETING

<table>
<thead>
<tr>
<th>Staff Member Assigned</th>
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<tr>
<td>Refreshments and Fellowship</td>
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<tr>
<td>Roundtable Staff Meeting</td>
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</table>

CHECKLIST—DISPLAY MATERIALS

- Boys’ Life magazine
- Scouting magazine
- Den doodles
- Insignia and uniform display
- Book of the month
- Den & Pack Meeting Resource Guide
- Cub Scout Leader How-To Book
- U.S. flag
- District/council flags
- Name tags
- Registration sheet
- Pens/pencils
- Recognitions
- Ceremonies equipment
- Audiovisual equipment
- Extension cord
- Skill demonstration materials
- Craft tools
- Craft materials
- Giveaways
- Game materials
- Handouts
- Refreshments
- Roundtable Staff
# Roundtable Attendance Record

- Cubmaster present
- Total number people present

<table>
<thead>
<tr>
<th>Pack No.</th>
<th>ATTENDANCE</th>
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GETTING TO KNOW YOU

Welcome to our district’s Cub Scout roundtable. Congratulations on taking that extra step to be an informed Cub Scout leader. Please fill out this form and return it to a roundtable staff member tonight. This information will help the roundtable staff to get to know you and better meet your needs.

Your name _______________________________________________________________________________________________________

Home address ____________________________________________________________________________________________________

Phone number (H) ________________________ (B) ____________________________ (C) _______________________________

Email (H) ____________________________________________ (B) __________________________________________________

Pack No. _____________________________________________ of (town) _____________________________________________

Chartered organization _____________________________________________________________________________________________

Registered Cub Scouting position___________________________

What Cub Scouting training have you attended? _________________________________________________________________________

________________________________________________________________________________________________________________

________________________________________________________________________________________________________________

Previous Scouting experience ____________________________________________

________________________________________________________________________________________________________________

________________________________________________________________________________________________________________

Are you an Eagle Scout? □ Yes or have earned the Girl Scout Gold Award? □ Yes

Occupation ______________________________________________________________________________________________________

Spouse _______________________________________________ Scouting experience _____________________________________

Children (Please list their Scouting experience.) _________________________________________________________________________

________________________________________________________________________________________________________________

________________________________________________________________________________________________________________

How did you hear about roundtable? __________________________________________________________________________________

Why did you come to roundtable? ____________________________________________________________________________________

________________________________________________________________________________________________________________

With whom did you come, or did you come by yourself? __________________________________________________________________

What are your expectations of the roundtable program? ___________________________________________________________________

________________________________________________________________________________________________________________
Please complete this evaluation form on tonight’s program. Be honest! Tell us what you liked and did not like. The goal of your roundtable staff is to plan a program that meets the needs of our district’s leaders.

What was your favorite topic tonight? ___________________________________________________________

Why? __________________________________________________________________________________

What was the most helpful topic? ______________________________________________________________

Why? __________________________________________________________________________________

What was the least helpful topic? ______________________________________________________________

Why? __________________________________________________________________________________

Did you feel welcome and warmly received?  □ Yes  □ No

Why or why not? ___________________________________________________________________________

Did you feel comfortable participating in the program?  □ Yes  □ No

Why or why not? ___________________________________________________________________________

What portions of tonight’s program will you use in your pack or den? _______________________________

Why? __________________________________________________________________________________

Was the program run on time?  □ Yes  □ No

Were there enough handouts?  □ Yes  □ No

Do you feel motivated by tonight’s program?  □ Yes  □ No  How so? ______________________________

What would you change about tonight’s roundtable? _______________________________________________

Why? __________________________________________________________________________________

Do you plan on returning to the next roundtable?  □ Yes  □ No

Would you encourage other Cub Scout leaders to attend?  □ Yes  □ No

Why or why not? ___________________________________________________________________________

_________________________________________________________________________________________
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone to the roundtable. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one's duty to God, the evening will begin with prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant to give the prayer and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month's Core Value: cooperation. You may also choose to use the American Heroes Ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce and recognize those who are attending roundtable for the first time and invite them to stand so that others may get to know them. Don't forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)

Explain to your leaders that the Core Value for this month’s roundtable is cooperation and that you would like their cooperation in getting things started. Have them sing Row, Row, Row Your Boat as a round. It can be found on page 37 of the Cub Scout Songbook. Share with them that this is a fun way to show Scouts how each person can be a part of something awesome if they cooperate and do their part.

Tips for Pack Activity (10 minutes)

Human Foosball. Perhaps one of the best examples of cooperation occurs within the realm of team sports and athletics, and the sport that is played in more parts of the world than any other is soccer. Although many people have played table soccer, better known as foosball in an arcade or at home, not many have actually had the opportunity to be part of a life-sized foosball game.

This activity can be set up outside or inside a large fellowship hall or gymnasium. Simply mark off an appropriate sized field including goals and lines as illustrated below, and divide up into two teams. Players are positioned along PVC pipes or ropes, or simply stationed on the lines.

Play proceeds just as it does in foosball. Point out to the Scouts that it will take cooperation on the part of each of the players to be successful.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting's activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

Have your participants gather in small groups about the size of a den (6 to 8 participants). Give each participant a 3-foot section of rope. Have them tie a square knot using the right end of their rope and the left end of their neighbor's rope so that a complete circle is formed. Once the circle is completed have the participants lean back, while holding onto their rope, thus creating a taut circle.

When closing a meeting, a den leader can use this ceremony to demonstrate that, through cooperation, a circle of close friends can be held together.

(From page 2-5 of Cub Scout Ceremonies for Dens and Packs.)
Resource Highlight (5 minutes)
The BSA has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Often, leaders do not know these exist. Select one or more of the resource materials listed in the Resource Highlights section of this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of cooperation.

Position Specific Breakouts (10 minutes)
After the Resource Highlight, separate the participants into groups.

EXPLAIN—DEMONSTRATE
GUIDE—ENABLE

Cub Scout Den Leaders
Review the requirements for the Bobcat badge. Lead a discussion on fun ways to help boys complete these requirements. Ideas may include games, ceremonies, gathering time activities, and projects. Point out that the continuing boys should be encouraged to help new Cub Scouts in learning the Bobcat requirements. Remind leaders that the Bobcat badge must be earned before a boy can work on rank badges for Tiger Cub, Wolf, Bear, or Webelos Scout.

Activity. Play Forehead Squeeze Relay, found on page 3-16 of the Cub Scout Leader How-To Book. Discuss how this game might relate to this month’s Core Value, cooperation.

Webelos Den Leaders
Using the Cub Scout Leader Book as a reference (page 42), review the Webelos den leaders’ responsibilities regarding advancement. Remind leaders to plan meetings around activity badge areas. Brainstorm ways in which den leaders and parents can motivate a Webelos Scout. Discuss ways to monitor the boys’ progress. Show examples of advancement incentives, such as the Webelos Den Advancement Chart and den doodles.

Activity. Play Chain Dodge Ball, found on page 3-9 of the Cub Scout Leader How-To Book. Discuss how this game might relate to this month’s Core Value, cooperation.

Cubmasters
Lead a discussion on displaying and identifying den exhibits at pack meetings. Suggest to the Cubmasters that one method is to provide each den a clearly labeled table. The tables should be placed so that people have a chance to view the exhibits as they come into the pack meeting. Brainstorm ways to encourage the dens to display their exhibits at each pack meeting. Point out that viewing den exhibits can contribute to a boy’s desire to join, or stay in, Cub Scouting.

Activity. Play Helping Partners, found in the supplemental pack meeting plan for September.

Pack Leaders
Charter Renewal (Retrieving Lost Scouts). Invite the district commissioner to explain the annual charter renewal process. Make sure you discuss the membership inventory process and some reasons why boys might have dropped off the unit charter this past year. Discuss and brainstorm ideas as to why boys leave Scouting and ways we can bring them back into activity. Ideas might include special invitations or phone calls along with personal meetings with the boys’ parents. Ask leaders to share success stories of boys who have returned to Scouting or ways in which they have worked to retain more boys.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)
Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program. Select one of the features from the Membership and Retention section in this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event; it is a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped add to or keep boys in the pack or den.

Open Forum (Q&A) (3 minutes)
As you close your Cub Scout breakout, see if you have answered all of the questions that may have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now. Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who may be able to get them the answers they need.

General Closing (8 minutes)
Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)
Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure those who made announcements are available for questions after the meeting.

Commissioner’s Minute (1 minute)
Robert Baden-Powell, the founder of Scouting, said that “Scouting is a game with a purpose.” The game is our fun and exciting program, but our purpose is to help boys become responsible adults. Each month we engage our Scouts in fun activities and games. Let’s make sure through these activities we allow our Scouts the opportunity to grasp the purpose of Scouting. Remember, when it comes to true learning, more is caught than is taught.

Closing Ceremony (2 minutes)
Have the designated service group retire the colors, or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

After the Meeting
Fellowship and Refreshments
Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple nutritious refreshments add a finishing touch.
Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect Getting to Know You surveys or Roundtable Program Evaluation forms. These completed forms will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

**Staff Meeting**

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review. The key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in these forms.

As your roundtable staff gains experience and confidence, you will want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
SEPTEMBER ROUNDTABLE
CORE VALUE FOR OCTOBER: RESPONSIBILITY
SUPPLEMENTAL PACK MEETING THEME: JUNGLE OF FUN

GENERAL OPENING (7 MINUTES)
Welcome (1 minute)
It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing).
The roundtable commissioner calls the meeting to order and welcomes everyone to the roundtable. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.
Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed their participation well in advance of the meeting.

Opening Ceremony (3 minutes)
Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: responsibility. You may also choose to use the opening ceremony found in the supplemental pack meeting plan for October.

Introductions and Instruction (3 minutes)
The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce and recognize those who are attending roundtable for the first time and invite them to stand so that others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.
Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)
Icebreakers, Songs, and Cheers (2 minutes)
Explain to your leaders that the supplemental pack theme for this month’s roundtable is Jungle of Fun, and to get things started, you have a special game for them to play. Have them play Jungle Animal Pairing, found on page 41 of Group Meeting Sparklers.

Tips for Pack Activity (10 minutes)
Surprise Breakfast Hike, found on page 4-3 of the Cub Scout Leader How-To Book, can be a great way to introduce your local “jungles” to your Scouts. Discuss things that can be done on your hike that will remind the boys that they don’t have to travel to a true jungle to find great wildlife and interesting plants. Teach them that this month’s Core Value of responsibility isn’t just something we do indoors, but it also applies to our outdoor conduct. Cover the principles of Leave No Trace. You may wish to work as a group on the Cub Scout Leave No Trace Achievement Award.

Safe Scouting (3 minutes)
Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)
When opening a den meeting, it is often possible to use a ceremony while accomplishing another task. One such ceremony is the Roll Call Opening, found on page 2-3 of Cub Scout Ceremonies for Dens and Packs.
Line up your leaders and, beginning on the far left, have each person call out his or her name followed by an action or item that is related to this month’s Core Value of responsibility. Some examples of responsibility that the Scouts might think of include doing chores without being asked, showing up on time, or doing homework before watching TV or going outside to play after school.

Resource Highlight (5 minutes)
The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.
Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of responsibility.

Position-Specific Breakouts (10 minutes)
After the Resource Highlight, separate the participants into groups.
of complete uniforming. Remind participants that the uniform is one of the methods of Cub Scouting. Stress the importance of the leaders’ setting an example by wearing their uniforms. Go over the insignias appropriate for Tiger Cubs and Wolf and Bear Cub Scouts; ask for volunteers to pin actual badges and awards on the uniform shirt.

Review the placement of the badges using the boys’ handbooks and uniform inspection sheets. The Guide to Awards and Insignia may also be helpful as a resource.

Activity. Using one of the clay recipes found on page 2-20 of the Cub Scout Leader How-To Book, have participants create something that their Scouts might have seen or heard while on a surprise breakfast hike. Discuss how this plant or animal might be impacted by our responsible use of the outdoors.

Webelos Den Leaders

Visiting Troop Meetings, Activities, and Campouts. Invite Scoutmasters or senior patrol leaders to assist in leading a discussion of appropriate troop activities in which Webelos dens might participate. Ideas should include troop meetings, hiking, overnight camping trips, and simple outdoor cooking sessions. Point out also that the Webelos den may be invited to participate in a court of honor.

Discuss how to arrange a visit to a troop meeting. Remind Webelos den leaders that visiting one troop meeting and one Boy Scout–oriented outdoor activity are part of the Arrow of Light requirements. Inform the leaders of upcoming district and council events that the Webelos den may visit.

Activity. Animal, Bird, or Fish, found on page 3-24 of the Cub Scout Leader How-To Book. Discuss how this game might relate to this month’s supplemental theme: Jungle of Fun.

Cubmasters

Pack Communication. Lead a discussion on the importance of pack communication. Ask leaders for examples of various methods of communication. Methods should include pack newsletters, fliers, email, and phone trees. Examine barriers to communication and brainstorm ways to overcome them. Show examples of pack newsletters.

Activity. Have participants execute the Outdoor Code closing ceremony, found in the supplemental pack meeting plan for October, and practice the Thunder and Rain Applause.

Pack Leaders

BSA Resources: Establishing a Pack Library. Discuss how having access to BSA literature is essential in developing the best program possible and how a pack library can help leaders to have such access. Using the Cub Scout Leader Book as a resource, share ideas on which literature the pack library should include. Suggest including back issues of Boys’ Life and Scouting magazine, as well as non-BSA books such as nature guidebooks, in the pack library.

Activity. Play the game, Shapes, found on page 3-21 of the Cub Scout Leader How-To Book.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but is often overlooked or gets lost in the program.

Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event, but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who may be able to get them the answers they need.

General Closing (8 minutes)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure those who made announcements are available for questions after the meeting.

Commissioner’s Minute (1 minute)

It has been said that the four steps to achieve success are:

1. Show up.
2. Show up on time.
3. Show up on time with a plan.
4. Show up on time with a plan and the knowledge of how to execute it.

Perhaps Scouting’s founders were just a bit more succinct when they penned the words “Be Prepared.” Let us instill in the hearts of our Scouts that success in life will follow those who show up prepared.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

After the Meeting

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect Getting to Know You surveys or Roundtable Program Evaluation forms. These completed forms will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.
**Staff Meeting**

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review. The key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in these forms.

As your roundtable staff gains experience and confidence, you will want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing).

The roundtable commissioner calls the meeting to order and welcomes everyone to the roundtable. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

*Note:* Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed their participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: citizenship. You may wish to use the I Am an American ceremony found on page 5-4 of Cub Scout Ceremonies for Dens and Packs.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce and recognize those who are attending roundtable for the first time and invite them to stand so that others may get to know them.

Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)

Explain to your leaders that the core value for this month’s roundtable is citizenship, and to celebrate our U.S. citizenship, we are going to learn the Red, White, and Blue cheer. Divide your group into thirds and assign each a color: red, white, or blue. Each group will yell out their color when you point to them. Start off slowly and then increase the speed. Lastly, point to all three groups at once and see which group is the loudest.

Tips for Pack Activity (10 minutes)

Honor our veterans. As Veterans Day approaches, it’s a great time to remember those who have given so much to ensure our freedoms and those of others around the world.

The pack can choose from many opportunities. Here are a few ideas:

- Participate in a local Veterans Day parade.
- Post flags at a local cemetery for veterans who have been interred there.
- Conduct a Veterans Day flag ceremony at school or other public venue.
- Visit with elderly veterans.
- Take a tour of a local military museum or installation.
- Host a breakfast at the local VFW.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from the section at the back of this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation.

Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

When a Cub Scout takes on the role of denner, it is often helpful to use a simple ceremony to empower him. Role-play the following induction ceremony with your participants.

Cub Scout _______, please step forward. You have been elected by your peers to be denner.

As denner, you will assist the den leader and den chief and do all you can to help the others in our den. Do you accept these responsibilities and promise to do your best?

The Scout answers, “Yes.”

(Pin the denner cord on the new denner.)

Denner ____________, we welcome you to the ranks of leadership.

Resource Highlight (5 minutes)

The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Often, leaders do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section of this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of citizenship.

Position Specific Breakouts (10 minutes)

After the Resource Highlight, separate the participants into groups.
Cub Scout Den Leaders

Managing Boy Behavior. Using the Cub Scout Leader Book as a resource, discuss managing Cub Scout behavior in a den setting. Talk about having clear expectations set forth in a code of conduct developed by the boys. Explore the ideas of positive recognition and reinforcement. Include in the discussion the use of the Cub Scout sign and den doodle. Point out that prevention of unacceptable behavior is much easier than correction of such behavior. Emphasize having a well-planned program to keep the boys engaged and behaved. Encourage using the handshake and motto, as these remind boys that they belong to a group. Have participants practice the Cub Scout handshake.

Activity. Kim's Game—Patriotic: Try a variation of the classic Kim's Game. Using the instructions on page 3-24 of the Cub Scout Leader How-To Book, set up a game composed only of items that have a patriotic theme or that reflect community service.

Webelos Den Leaders

Uniform and Insignia. Remind participants that the uniform is one of the methods of Cub Scouting. Using the Cub Scout Leader Book and the Webelos Handbook as resources, lead a discussion about the uniform and insignia for Webelos Scouts. Refer participants to the Tiger Cub, Cub Scout, and Webelos Scout Uniform Inspection Sheet found in the Cub Scout Leader Book. Point out the options available to Webelos Scouts in regard to their uniforming. Display a plain uniform shirt without any insignia, actual insignia, and badges, and awards for Webelos Scouts; ask participants to pin the insignia, badges, and awards on the shirt. The Guide to Awards and Insignia might also be helpful as a resource. Emphasize the importance of adult leaders setting a good example by wearing the proper uniform.

Activity. Play Sparrow Sparring described on page 3-31 of the Cub Scout Leader How-To Book.

Cubmasters

Using the Monthly Themes. Using the supplemental pack meeting plans as a resource, discuss the advantages and disadvantages of using monthly themes at the pack meeting. Refer participants to the supplemental pack meeting plans. Remind them that the roundtable meetings include the monthly themes. Ask experienced Cubmasters to share some of the ways they use monthly themes when planning pack programs.

Activity. Review proper display of the American flag and practice folding and displaying it in a number of settings. You may wish to create a quiz using page 4-7 of Cub Scout Ceremonies for Dens and Packs.

Pack Leaders

Uniforming the Pack. Uniforms identify boys and leaders as members of the BSA. Remind leaders that the uniform is one of the methods of Cub Scouting. Using chapter 12 of the Cub Scout Leader Book as a resource, discuss how participants can make sure that all of the boys and adult leaders in their packs are completely and correctly uniformed. Brainstorm sources from which Cub Scouts can acquire uniform items; ideas should include secondhand shops, hand-me-downs, pack uniform exchanges, and special fund-raising to pay for uniforms. Mention the possibility of the packs providing new Cub Scouts with the pack and den numerals.

Activity. Have the participants play a variation of the Uniform Game found on page 3-24 of the Cub Scout Leader How-To Book.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but is often overlooked or gets lost in the program. Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event, but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now. Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who might be able to get them the answers they need.

General Closing (8 minutes)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure those who made announcements are available for questions after the meeting.

Commissioner's Minute (1 minute)

The term "citizen" as defined in the dictionary is an inhabitant of a city or town, a member of a state—but isn't there more to being a U.S. citizen?

It is important to remember that we are part of a nation that allows each person to have a voice and to play an active role in shaping its future. So the next time you pick up a piece of trash or stand up to a bully, remember that each act of service you engage in, and each freedom you defend, is truly an act of citizenship.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors, or use the I Am Your Flag ceremony found on page 6-4 of Cub Scout Ceremonies for Dens and Packs.

After the Meeting

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.
After the meeting is a good time to collect Getting to Know You surveys or Roundtable Program Evaluation forms. These completed forms will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

Staff Meeting
At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review. The key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in these forms.

As your roundtable staff gains experience and confidence, you will want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
November Roundtable
Core Value for December: Respect
Supplemental Pack Meeting Theme: Holiday Lights

General Opening (7 minutes)
Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing).

The roundtable commissioner calls the meeting to order and welcomes everyone to the roundtable. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed their participation well in advance of the meeting.

Opening Ceremony (3 minutes)
Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: respect. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)
The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce and recognize those who are attending roundtable for the first time and invite them to stand so that others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

Cub Scout Program (43 minutes)
Icebreakers, Songs, and Cheers (2 minutes)
In the spirit of the holidays, begin by singing the song “I Love the Word Hello,” found on page 9 of the Cub Scout Songbook. If your group is ambitious, try it as a round.

Tips for Pack Activity (10 minutes)
Ice Skating Outing. The suggested Sports and Academics awards for December are Good Manners and Ice Skating.

Plan a special family outing at the local ice rink. Discuss in advance the proper manners and respect that should be shown to other skaters and how Scouts actions can be a positive role model for others.

Safe Scouting (3 minutes)
Select one of the Safe Scouting features from the section at the back of this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)
Demonstrate the World Globe ceremony found on page 6-8 of Cub Scout Ceremonies for Dens and Packs.
Point out that this may be a good closing ceremony as the year comes to an end. Scouts in all parts of the world will celebrate the holidays differently or perhaps not at all. As we respect each other’s beliefs and traditions, we can become stronger in our bonds of Scouting fellowship and service.

Resource Highlight (5 minutes)
The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Often, leaders do not know these exist.
Select one or more of the resource materials listed in the Resource Highlights section of this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of respect.

Position Specific Breakouts (10 minutes)
After the Resource Highlight, separate the participants into groups.

Cub Scout Den Leaders
Youth Leadership. Explain the importance of youth leadership positions and their values to youth as they mature. Discuss the roles of the Cub Scout denner and assistant denner. Emphasize that the Cub Scout denner should be given meaningful responsibilities and recognition to help him learn how to be a leader. Brainstorm appropriate responsibilities for the Cub Scout denner. Ask participants to share their ideas on ways to recognize the denner’s efforts; show shoulder cords for the denner and assistant denner. Point out that a denner shoulder tab is also available for former denners to wear on their left shoulder.

Activity. Create and exchange Holiday Jigsaw Puzzles, as found on page 5-25 of the Cub Scout Leader How-To Book.
WEBELOS DEN LEADERS

Youth Leadership. Lead a discussion on the roles of the Webelos Scout denner and assistant denner. Remind participants that the roles should be more challenging than those of the Cub Scout denner and assistant denner. Brainstorm appropriate responsibilities for the Webelos Scout denner at den meetings and on outings. Ask experienced Webelos den leaders to share their success stories. Explore ways to recognize the Webelos Scout denners’ efforts. Show the denner cords and how to wear them. Lead a discussion on the role of the Webelos den chief and how he or she can help the Webelos Scout denner and assistant denner to be leaders.

Activity. Play Fill Santa’s Sack, found in the supplemental pack meeting plan for December.

CUBMASTERS

Maintaining Discipline in Pack Meetings. Ask participants to speak to the group and share success stories from their pack meetings. Lead a discussion on what makes a pack meeting a success. Brainstorm ideas on how to keep pack meetings orderly and running smoothly. Discuss positive ways to recognize good behavior. Incorporating a den spirit award may be included in the discussion. Give examples of behavioral problems and discuss preventative measures. Remind Cubmasters that they should use the acronym KISMIF (Keep It Simple, Make It Fun!) when planning their pack meetings and should strive to involve family members in pack activities.

PACK LEADERS

Blue and Gold Banquet Preparations. The blue and gold banquet is one of the highlights of the Cub Scouting year. Using the Cub Scout Leader Book as a resource, discuss the administrative duties and assignments for the banquet. Create a sample chart of duties that can be easily used by everyone. Explain that each den should sign up for some duties and program features. It is important that all duties and responsibilities for both the banquet and the program be discussed and assigned. Suggest that a banquet chairman form a committee to share in the various duties. Remind participants that most parents are willing to help if given small, specific tasks, and most will do an outstanding job with their assignment if it is manageable. Point out that recognition of everyone who helped should be on the list of duties.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but is often overlooked or gets lost in the program. Select one of the features from the Membership and Retention section in this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event, but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now. Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who might be able to get them the answers they need.

GENERAL CLOSING (8 MINUTES)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure those who made announcements are available for questions after the meeting.

Commissioner’s Minute (1 minute)

Millions of youth and adults have been a part of the Scouting movement since it began in 1910. Perhaps your dad was a Scout or your mother was a den leader. Maybe you are the first in what will become a long legacy of Scouters in your family. Whatever the circumstance, someone helped you take that first step on this wonderful journey of character development, citizenship, and personal fitness. What better way to say thanks to those people than to pass along their legacy? May each of us commit ourselves to being that person in the life of somebody else as we invite others to join with us in our Scouting family.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors. You may also choose to include the closing New Year of the Gold and Blue as found in the closing of the supplemental pack meeting plan for December, or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

AFTER THE MEETING

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple nutritious refreshments add a finishing touch. Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect Getting to Know You surveys or Roundtable Program Evaluation forms. These completed forms will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

Staff Meeting

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review the key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in these forms.

As your roundtable staff gains experience and confidence, you will want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
DECEMBER ROUNDTABLE
CORE VALUE FOR JANUARY: POSITIVE ATTITUDE
SUPPLEMENTAL PACK MEETING THEME: ABRACADABRA

GENERAL OPENING (7 MINUTES)

Welcome (1 minute)
It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one's duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)
Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month's Core Value: positive attitude. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)
The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don't forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)
Nobody exudes a more positive attitude than the average fisherman. Begin your program using the audience participation story Fisherman’s Luck, found on page 17 of Group Meeting Sparklers.

Tips for Pack Activity (10 minutes)
Pass on the tradition of backyard magic shows you held as a child by hosting a pack family magic extravaganza. As this time of year may not be conducive to an outdoor show, be sure to find a location that is large enough to accommodate all of your pack’s families.

Starting on page 5-49 of the Cub Scout Leader How-To Book, you will find lots of easy to learn magic tricks that can be performed by almost any member of the family. Be sure to include all family members, and even invite friends and neighbors.

Safe Scouting (3 minutes)
Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)
Share the following as a simple example of an opening ceremony.

Four Scouts carry in the flags and post them. Each boy takes a turn reading the following:

Scout 1. “It’s great to be an American; this is greatly known and the beauty of this land has a magic all its own.”
Scout 2. “The magic of America does not come from a magic spell. It comes from you and me, who love it so well.”
Scout 3. “The wave of a magic wand did not buy us liberty. Great men and women died so we might all live free.”
Scout 4. “So let us all now pledge to always do our part, for the magic of America lies deep within our heart.” (Ask the audience to stand and recite the Pledge of Allegiance.)

Resource Highlight (5 minutes)
The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Often leaders do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of positive attitude.

Position-Specific Breakouts (10 minutes)
After the Resource Highlight, separate the participants into groups.

EXPLAIN—DEMONSTRATE
GUIDE—ENABLE

CUB SCOUT DEN LEADERS

Blue and Gold Banquet Preparation. Discuss the responsibilities of den leaders for the upcoming blue and gold banquet. Using the Cub Scout Leader How-To Book as a resource, brainstorm ideas about table decorations, invitations, skits, and songs for the February theme, Turn Back the Clock. Discuss ways to add sparkle and excitement. Will the Scouts be receiving awards at the banquet? Remind den leaders to make sure advancement reports
are completed online or in person. Share ideas about special guests who might be included on your invitation list.

Teach and practice the trick Coin Through the Head, found on page 5-50 of the Cub Scout Leader How-To Book.

**Webelos Den Leaders**

**Arrow of Light Ceremonies.** The Arrow of Light Award is the highest rank in Cub Scouting. It should be presented in an impressive and memorable ceremony. Lead a discussion on what makes ceremonies special, and invite leaders to share some of their favorite ceremonies. Point out that ceremonies should make the recipient feel special and should involve family members. The ceremony need not be long or complex but should be impressive and memorable and should inspire not only the recipient but those younger Scouts who are observing. Remind leaders that this ceremony is different from a graduation or bridging ceremony.

Have your leaders experiment with the Center of Gravity activities related to the Scientist activity badge, which are located on pages 422-423 of the Webelos Handbook.

**Cubmasters**

**Planning Special Ceremonies.** Using Cub Scout Ceremonies for Dens and Packs as a resource, discuss the various types of special ceremonies. Include examples of recognition ceremonies for both youth and adults, as well as those for special events such as the National Summertime Pack Award. Discuss the use of props and costumes. Share ideas that may be unique traditions to your area or to individual packs and dens.

Divide your leaders into groups; have each group create its own unique ceremony and share it with the larger group.

**Pack Leaders**

Using the Cub Scout Leader Book, review the purpose, the method, and the results of the Unit Leadership Enhancements. Discuss the use of these short training sessions and how they might be implemented within the pack. Select one of the topics and present it to the group as outlined.

**Activity.** Play “The Snail,” found in the supplemental pack meeting plan for September.

**After 10 minutes, groups should reconvene in the main meeting area.**

**Membership and Retention (5 minutes)**

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the Membership and Retention features from this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event; it is a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

**Open Forum (Q&A) (3 minutes)**

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who can get them the answers they need.

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**GENERAL CLOSING (8 MINUTES)**

Everybody from all of the program breakouts should now be reconvened in a single room.

**Announcements (5 minutes)**

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

**Commissioner’s Minute (1 minute)**

You know, we are all magicians.

It doesn't take a magic hat; it doesn't take a magic wand. Magic is always present in our lives.

The magic of a sunset, of a friend's kind word or deed, or how we are loved and needed … Things can leave a magical feeling within us. The greatest way we can use the magic around us is by using it to quietly help others and not be so concerned about getting the credit.

Maybe we can provide magic for others by doing small deeds that will make another person wonder who did the deed for them. Cub Scouts, can you create a little magic for someone else this month?

**Closing Ceremony (2 minutes)**

Have the designated service group retire the colors, or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

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**AFTER THE MEETING**

**Fellowship and Refreshments**

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

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**Staff Meeting**

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As your roundtable staff gains experience and confidence, you will want to adapt the basic format to meet the needs of your district. Don't be afraid to try something new.
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)

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The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: resourcefulness. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don't forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)

Lead your leaders in a rousing chorus of “Pinewood Derby” found on page 55 of the Cub Scout Songbook.

Tips for Pack Activity (10 minutes)

Family History Fair. Tracing your family roots can become a lifetime hobby and can be lots of fun. There are many books and classes on how to find information, but a Scout can start simply by asking his parents what they know about their ancestors.

Have families gather together pictures, heirlooms, and stories of their ancestors. This could also include any family trees or other similar family history.

Hold a fair where the items listed above can be shared. Invite everybody to come dressed as one of their ancestors. See whose costume represents the oldest known relative in your pack. Cub Scouts can share foods or perhaps even ancestral recipes from the countries of their families’ origin.

Organize games from bygone eras that will help your Scouts understand how children used to have fun before video games or organized sporting events, etc.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from this guide to share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

Share the All Purpose, All-Occasion Ceremony Creator, found on page 10-5 of Cub Scout Ceremonies for Dens and Packs.

The sample ceremony can be as easy as recognizing one of the leaders present for attending his or her first roundtable or recognizing an experienced leader for his or her continued regular attendance at roundtable.

Resource Highlight (5 minutes)

The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of resourcefulness.

Position-Specific Breakouts (10 minutes)

After the Resource Highlight, separate the participants into groups.

EXPLAIN—DEMONSTRATE
GUIDE—ENABLE

Cub Scout Den Leaders

Rainy Day Activities. Lead a discussion on the importance of having a backup plan for den meetings, especially if the original plan involves being out-of-doors. Brainstorm ideas of how an outdoor activity can be brought inside. Talk about preparing a small library of activities that can be conducted on short notice or with minimal resources.
Break into small groups, and give each group a bag of six random household items (i.e., alarm clock, canned goods, pencil). Ask the groups to create a short skit using all of the items and then share it with the larger group.

**Weberos Den Leaders**

**Activity Badge Counselors.** Review the qualifications and responsibilities required of an activity badge counselor, as well as the benefits of using them. Talk about how using activity badge counselors can help transition a boy into using merit badge counselors when he moves up into a Boy Scout troop. Brainstorm ways to identify and recruit activity badge counselors, including using the Family Talent Survey. Point out the benefit of using experts in various program fields and that people generally enjoy talking to others about their careers and avocations.

Have leaders chose two activity badges and brainstorm lists of potential counselors that could be shared with the group.

**Uniform Inspection.** Boys develop a feeling of pride in wearing their uniforms and insignia correctly. Conducting an occasional uniform inspection at a pack meeting will also help to improve the pack's appearance. Using the *Cub Scout Leader Book* as a resource, talk about the proper way to conduct a uniform inspection. Display the various uniforms complete with appropriately placed insignia or, if you have access to the Internet, go to www.bsainiforms.org and use the interactive tools to demonstrate proper uniforming. Stress the importance of adults setting the example of wearing the official Scouting uniform.

Have the leaders conduct uniform inspections on each other, and share ways in which corrections should be made while maintaining Scouting's safe environment and not making others feel embarrassed or inadequate.

**Pack Leaders**

**Anniversary Week Activities.** Discuss ways in which a pack or den might participate during Scouting's anniversary week. Aside from the typical Scout Sabbath or Scout Sunday, brainstorm ideas through which Scouts can become more visible in their communities. Be sure to include chartered organizations in your discussions. Encourage leaders to share successful ways in which they have celebrated Scouting's birthday.

**After 10 minutes, groups should reconvene in the main meeting area.**

**Membership and Retention (5 minutes)**

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the Membership and Retention features in this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event, but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

**Open Forum (Q&A) (3 minutes)**

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who can get them the answers they need.

**GENERAL CLOSING (8 MINUTES)**

Everybody from all of the program breakouts should now be reconvened in a single room.

**Announcements (5 minutes)**

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

**Commissioner's Minute (1 minute)**

Have you ever stood on the edge of a canyon, yelled as loud as you could, and then listened for the echo coming back? Sometimes we yell loud enough that the echo comes around a second time, as the sound bounces back and forth between the canyon walls. Scouting is kind of like that. The more effort you put into it, the more returns will come back to you. May each of us put forth our best efforts and watch and listen for the return that comes in the lives of the boys we serve.

**Closing Ceremony (2 minutes)**

Have the designated service group retire the colors, or choose a more formal ceremony from *Cub Scout Ceremonies for Dens and Packs.*

**AFTER THE MEETING**

**Fellowship and Refreshments**

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect completed Getting to Know You surveys or Roundtable Program Evaluation forms, which will help give you ideas for planning next month's program and help make sure you are addressing the needs of your Cub Scouting leaders.

**Staff Meeting**

At the close of each roundtable, conduct a short staff meeting to check next month's assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review them. The key to new ideas that will pull in new packs and maintain their leaders' attendance could be found in these forms.

As your roundtable staff gains experience and confidence, you will want to adapt the basic format to meet the needs of your district. Don't be afraid to try something new.
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: compassion. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)

Lead the group in the cheer, It's a Snap.

Snap your fingers once after the first line and once after the second line. Snap wildly after the third line.

“Being kind; it's a snap!” (single snap)

“Helping others; it's a snap!” (single snap)

“Do your best to be kind and helpful!” (wildly snapping)

Tips for Pack Activity (10 minutes)

Service Projects. What better way is there to plant seeds of kindness and to show compassion to others than to provide service? Our communities and the world benefit from every act of service we provide. Not only do the actions of our Scouts enhance the lives of those they serve, but their attitudes encourage others to be better people and perpetuate acts of kindness in their everyday lives.

Brainstorm ideas for service opportunities that packs can participate in. Let your leaders know of local organizations that coordinate such activities or those who may be in need of some special help. Don’t forget to include our various charted organizations. They, too, are often in need of service. Remind leaders to track and report their service on the Journey to Excellence website at http://www.scouting.org/awards/journeytoexcellence.aspx.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from this guide to share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

Demonstrate the Den Chief Induction Ceremony found on page 12-2 of Cub Scout Ceremonies for Dens and Packs.

Resource Highlight (5 minutes)

The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of compassion.

Position-Specific Breakouts (10 minutes)

After the Resource Highlight, separate the participants into groups.
WEBELOS DEN LEADERS

Field Trips and Tour Plans. Discuss the current policy on what constitutes a local outing and when tour plans are required. Keep in mind that your local council may have additional policies for processing these forms. Be sure to include both hard copy and online resources and the method of completing each. Encourage leaders to share some of the best field trips or outings they have taken with their dens and packs.

Discuss the Engineer activity badge and have participants make marshmallow catapults as described on page 224 of the Webelos Handbook.

CUBMASTERS

Storytelling Skills. Stories are fun, and boys enjoy listening to them. Storytelling is a good way to emphasize the Core Value or theme of the month. Depending upon the desired message, the leader might tell a story from nature, an incident from the life of a famous person, a myth, or a legend. Using the Cub Scout Leader Book and the Cub Scout Leader How-To Book as resources, discuss types of stories and how to tell stories. Brainstorm resources for stories, and invite leaders to share their favorite stories.

Practice telling a story selected from the Cub Scout Leader How-To Book.

PACK LEADERS

Your Unit Commissioner. Invite your district commissioner to talk about the roles and responsibilities of unit commissioners. Referring to the Cub Scout Leader Book, discuss how a unit commissioner helps the pack and how the pack members can help their commissioner. Stress the importance of good communications between the pack leaders and the unit commissioner. Encourage them to get to know their commissioner. Provide contact information for the district commissioner and district executive.

Try to time your session such that pack leaders can join with the Cubmasters and provide an audience as they practice telling stories.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event, but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who can get them the answers they need.

GENERAL CLOSING (8 MINUTES)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

Commissioner’s Minute (1 minute)

Once upon a time there were two brothers who decided to leave home and move to the city. Just outside the city, one of the brothers met an old man.

“How are the people here?” he asked.

“How were the people in your town?” the old man replied.

“Oh, all of them were cross. They grumbled all of the time,” the brother answered. “That’s why I decided to leave.”

“Well. You’ll find the people here are exactly the same,” the old man said and walked down the street.

A little while later, the second brother met the same old man and asked him, “How are the people in this city?”

“How were the people in your town?” the old man replied.

“They were very nice—always cheerful and helpful. I hated to leave,” the brother replied.

“Well, you’ll find the people here are exactly the same.” The wise man smiled, and the two walked on down the street together.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors. You may also choose to conduct the closing of the supplemental pack meeting plan for March, or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

AFTER THE MEETING

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect completed Getting to Know You surveys or Roundtable Program Evaluation forms, which will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

Staff Meeting

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review these; the key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in these forms.

As your roundtable staff gains experience and confidence, you may adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
MARCH ROUNDTABLE
CORE VALUE FOR APRIL: FAITH
SUPPLEMENTAL PACK MEETING THEME: CUB SCOUTS GIVE THANKS

GENERAL OPENING (7 MINUTES)

Welcome (1 minute)
It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)
Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: faith. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)
The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)
Snowball Fight. Give each person a sheet of paper and have them write down one fact about themselves that they think nobody will know. Have each leader crumple up his or her paper into a ball, and on your mark, have them commence a “snowball fight.” After the fight has gone on long enough to sufficiently mix up the papers, have the participants stop and, one by one, read their fact aloud. The others must guess which fact is associated with each leader.

Tips for Pack Activity (10 minutes)
Faith Hike. In connection with this month’s Core Value of faith, organize a faith hike with your pack. Contact various churches or religious groups in your area that are located within walking distance of each other, and arrange to make a visit while completing a hiking circuit. At each stop, have the religious leaders explain a bit about their faith and what makes them the same and different from those of other faiths. Be sure to thank your hosts and help the boys understand the importance of reverence for the beliefs of others. If well thought out, this activity may satisfy other recognition requirements.

Safe Scouting (3 minutes)
Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)
Demonstrate the Living Circle Closing ceremony found on page 2-5 of Cub Scout Ceremonies for Dens and Packs.

Note: This may be a good closing ceremony. You may choose to use verbiage that will reinforce the Core Value of faith or the supplemental theme of Cub Scouts Give Thanks instead of the motto.

Resource Highlight (5 minutes)
The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of faith.

Position-Specific Breakouts (10 minutes)
After the Resource Highlight, separate the participants into groups.

EXPLAIN—DEMONSTRATE
GUIDE—ENABLE

CUB SCOUT DEN LEADERS

Creating Skits. The main purpose of skits is for boys to have fun. Discuss some of the different types of skits, including pantomime, role-playing, and short plays. Stress the importance of having every boy involved, and brainstorm ways to encourage shy and quiet boys to take an active part in their skits. Having the boys create their own skit can be an excellent way to encourage participation. Introduce the idea of using prerecorded voices or puppets. Remind the participants that skits for Tiger Cubs involve their adult partners as well. Brainstorm ideas for appropriate skits for this month’s theme or Core Value. Point out that jokes can be turned into skits. You may consider providing copies of Boys’ Life as resource material for creating skits. Remind leaders that the content of all skits should be consistent with the values and purposes of Scouting.

Have leaders create and share a short skit.
WEBELOS DEN LEADERS

Outdoor Cooking. There is something special in cooking one's own food outdoors. Webelos Scouts can cook their meals on their den's overnight campout, or they can make a simple snack in the backyard after a den meeting. Involve the boys in menu planning as well. Using the Cub Scout Leader How-To Book as a resource, discuss different types of cooking arrangements and recipes for Webelos Scouts. Review dishwashing methods. Ask the leaders to share their experiences with cooking in the outdoors. Stress the need for proper hygiene and outdoor fire safety and stove use.

Have the leaders try making a simple no-bake treat that would be suitable for their Webelos Scouts. There are several online resources for no-bake Cub Scout fare.

CUBMASTERS

Using Cheers, Stunts, and Applauses. Discuss how to use cheers, stunts, and applauses in a pack meeting. Suggest scattering them throughout the pack meeting. Use applauses to recognize dens for their contributions. Remind leaders that these should be positive in nature. Review the Positive Values section at the beginning of Group Meeting Sparklers. Practice some of the cheers and applauses found in Group Meeting Sparklers or some cheers of your own. Have the Cubmasters create a cheer or applause for the skit that the den leaders are creating in their breakout. Suggest that creating a box, bucket, or special bag full of cheers and applauses is a great way to have a readymade source, which can be drawn out and performed by the audience at any pack gathering.

Provide various containers and have the Cubmasters make their own bucket of cheers.

PACK LEADERS

Chartered Organization Relationships. Using the Cub Scout Leader Book as a resource, discuss the responsibilities of the chartered organization toward the pack and the pack's responsibilities toward the chartered organization. Explain the role of the chartered organization representative. Ask the participants if they know their chartered organization representative. Brainstorm ideas about how to promote good relationships with their chartered organization. The discussion should include service opportunities that the pack can provide for the organization.

Have the leaders play Kim's Game using various patches and recognition items in place of the traditional objects from nature.

After 10 minutes, groups should combine back in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now. Allow an opportunity for new questions or concerns to be addressed.

If you run out of time, direct individuals to others (including your local professionals) who can get them the answers they need.

GENERAL CLOSING (8 MINUTES)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

Commissioner’s Minute (1 minute)

During a board of review, a Scout was once asked, “If you could add one more attribute to the existing 12 points of the Scout Law, what would it be?” Without hesitation, the Scout responded, “Gratitude.” He then expressed his gratitude for all those who had made such a difference in his life.

May we each be grateful for those who make a difference in our lives.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors. You may also choose to use the closing found in the supplemental pack meeting plan for April, or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

AFTER THE MEETING

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

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Staff Meeting

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The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review these forms; the key to new ideas that will pull in new packs and maintain their leaders’ attendance could be found in them.

As your roundtable staff gains experience and confidence, you might want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: health and fitness. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)

Have your leaders sing Five Cub Scouts, found on page 38 of the Cub Scout Songbook.

Tips for Pack Activity (10 minutes)

Budget Buffet. Learning how to plan a budget-friendly meal that is also healthy and nutritious can be tricky at times. Holding a budget buffet is one way to help Cub Scouts learn this skill—and what Cub Scout ever turned down an opportunity to eat?

Gather your Scouting families at a suitable facility where a simple meal can be prepared and where there is enough room for sharing a meal. Begin with a quick, yet fun and informative review of what makes a healthy meal. Using guidelines such as those found on www.myplate.gov might be a good place to start.

After your initial gathering, give each Scout a small budget, perhaps as small as $1, and a 30-minute time limit. The goal is for each Scout to buy one healthy item that can be used to help prepare a feast when they return. Scouts may coordinate with one another or simply go on their own.

Upon their return, the challenge will be to prepare a healthy and somewhat tasty meal using whatever ingredients have returned.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

Have the participants practice a standard flag ceremony as described on page 4-3 of Cub Scout Ceremonies for Dens and Packs.

Resource Highlight (5 minutes)

The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section of this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of health and fitness.

Position-Specific Breakouts (10 minutes)

After the Resource Highlight, separate the participants into groups.

EXPLAIN—DEMONSTRATE GUIDE—ENABLE

CUB SCOUT DEN LEADERS

Den Service and Conservation Projects. Using Chapter 29 of the Cub Scout Leader Book as a resource, discuss types of service projects for a den. Point out that the project should be age-appropriate and yet challenging for the boys. Brainstorm ideas for service and conservation projects for each age group. Review the procedures for reporting to your council or through http://www.scouting.org/Awards/JourneyToExcellence.aspx.

Make Helicopter Wings as found on page 2-10 of the Cub Scout Leader How-To Book.
**WEBELOS DEN LEADERS**

**Den Service and Conservation Projects.** Using the Webelos Handbook and the Webelos Leader Guide as resources, lead a discussion about the Webelos requirements that involve service and conservation projects. Brainstorm conservation project ideas. Review the procedures for reporting service hours to your council or at http://www.scouting.org/Awards/JourneyToExcellence.aspx. Have the leaders play a game of Touch and Pass. Gather a number of things found in nature—a pine cone, a rock, a twig, etc. Have the participants stand in a circle facing inward, with their hands behind their backs. Begin handing the items one at a time to the participants. As participants to, without looking at the items, feel each item and then pass it to the right. Once all of the items have been passed around, collect them before having the leaders turn around. Next, have the leaders write down as many of the items as they can remember. The person with the most number of correct items wins.

**CUBMASTERS**

**Pack Gathering Activities.** It is important to have something for arriving Cub Scouts and their families to do at the beginning of a pack meeting. Discuss the value of gathering activities. Mention to the leaders that a planned gathering activity helps prevent confusion and noise. Refer to the Cub Scout Leader How-To Book and the Den Chief Handbook for ideas. Ask the participants to share their favorite gathering activities. Practice and play a gathering activity such as Balloon Kangaroo Jumping, found on page 3-25 of the Cub Scout Leader How-To Book.

**PACK LEADERS**

**Tiger Cubs.** Point out that the spring is a great time to begin recruiting new Tiger Cubs and their families into the pack, because kindergarten-age boys may become Tiger Cubs upon completion of the school year or June 1. Invite the district membership chair to explain the district and council plan for recruiting Tiger Cubs, sharing the resources that are available to help in this effort. Discuss ways in which packs can most effectively recruit new Tiger Cub families. Point out that as Tiger Cub families become involved in the pack activities, the adult partners quickly become the future leaders of the pack. Stress the importance of including Tiger Cubs right away and particularly in the pack’s summertime activities. Play the Dutch Shoe Relay, found on page 3-26 of the Cub Scout Leader How-To Book.

After 10 minutes, groups should reconvene in the main meeting area.

**Membership and Retention (5 minutes)**

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event but is rather a natural part of sharing an awesome program with the people around us. Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

**Open Forum (Q&A) (3 minutes)**

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who can get them the answers they need.

**GENERAL CLOSING (8 minutes)**

Everybody from all of the program breakouts should now be reconvened in a single room.

**Announcements (5 minutes)**

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

**Commissioner’s Minute (1 minute)**

Take nothing but pictures and leave nothing but footprints. As Scouting leaders, we surely take a lot of pictures, and we leave footprints. We leave footprints by creating fun and meaningful programs for the boys and by setting good examples. We don’t always know what footprints we might have left with the boys, but we know that they are there. Like the great memories we preserve in pictures, our footprints will remain for years to come.

**Closing Ceremony (2 minutes)**

Have the designated service group retire the colors. You may also choose to include the closing found in the closing of the supplemental pack meeting plan for May or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

**AFTER THE MEETING**

**Fellowship and Refreshments**

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect completed Getting to Know You surveys or Roundtable Program Evaluation forms, which will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

**Staff Meeting**

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the completed Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review these forms; they could hold the key to new ideas that will pull in new packs and maintain their leaders’ attendance.

As your roundtable staff gains experience and confidence, you might want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: perseverance. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms. Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)

Have your leaders challenge each other in the Champion Hummer, found on page 39 of Group Meeting Sparklers.

Tips for Pack Activity (10 minutes)

Western Rodeo Roundup and Pioneer Day. In the spirit of Head West, Young Man, your pack may wish to hold its own Western-themed event. This activity can be as simple or as elaborate as you like, but either way, playing like cowboys and testing their roping and riding skills will be lots of fun for the Cub Scouts and their families. Consider researching the local history in your area and create games and activities that not only challenge the boys’ physical prowess but also engage them in knowing more about where they live and how it all began.

Tips and ideas can be found in the Cub Scout Leader How-To Book, page 6-23.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

Have leaders participate in a rededication ceremony.

Materials: A small twig or stick for each participant and a campfire (real or artificial).

CUBMASTER: Fire has been used as a symbol in many cultures. It provides heat for warmth and light of darkness. It cooks our food, and it brings us together in friendship.

Before you is a fire of friendship. All of us in our pack are friends and shall remain so for many years to come. I am going to ask everyone here to add their stick to the fire as a pledge of their continued friendship. Please make the Scout sign and repeat after me: “I promise to do my best and be a friend to everyone.” Now place your stick on the fire.

Resource Highlight (5 minutes)

The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist. Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of perseverance.

Position-Specific Breakouts (10 minutes)

After the Resource Highlight, separate the participants into groups.

EXPLAIN—DEMONSTRATE GUIDE—ENABLE

CUB SCOUT DEN LEADERS

Planning Den Outdoor Activities. Having outdoor fun and adventures is one of the most exciting parts of Cub Scouting. Lead a discussion on the benefits of having den outdoor activities. Remind the leaders that den plans should include outdoor activities throughout the year. Brainstorm ideas for upcoming months. Point out that outdoor activities might include those in a backyard or at a nearby park, as well as field trips, hiking, and conservation projects. Remember to emphasize the importance of having backup plans for when the weather turns bad.

Activity. Have the leaders make Plastic Foam Cup Puppets as found on page 5-19 of the Cub Scout Leader How-To Book. These may be used as a quick backup plan in the event of bad weather on an outdoor activity.
Webelos Den Leaders

Planning Den Outdoor Activities. Lead a discussion on the benefits of having den outdoor activities. Using the Webelos Handbook as a resource, brainstorm ideas for outdoor activities that could be planned as a part of the Traveler or Handyman activity badges. Remember to emphasize the importance of having backup plans for when the weather turns bad.

Activity. Have leaders make a set of tangram puzzle pieces as found on page 5-25 of the Cub Scout Leader How-To Book. These may be used as a quick back-up plan in the event of bad weather on an outdoor activity.

Cubmasters

Campfire Programs. A campfire is fun, entertaining, and inspirational; moreover, it fosters fellowship. Using the Cub Scout Leader Book and Chapter 4 of the Cub Scout Leader How-to Book as references, lead a discussion on the essential ingredients of a successful campfire. Stress the importance of having a well-organized and well-planned program. Show the Campfire Program Planner found in the Cub Scout Leader Book, and explain how to use it. Point out that a memorable campfire program follows the flames of the fire. It begins with an exciting start, grows into a bright leaping flame, and slowly tapers down to warm glowing embers. Remind Cubmasters that all skits and songs must be previewed for appropriateness prior to the program. End with a discussion on fire safety.

Using resources such as the Cub Scout Leader Book and the Cub Scout Leader How-To Book, help the participants plan a campfire program.

Pack Leaders

Pack Leadership Team. Using the Cub Scout Leader Book as a reference, discuss the makeup of the pack leadership team. Briefly review the team’s positions. Stress the importance of the team approach to leadership, and lead a discussion on what is needed for the leadership to work as a team. In the discussion, be sure to cover communication, involvement, training, and planning. Examine the role of the pack committee to support the team.

Have the leaders participate in the game Car and Driver, found on page 3-15 of the Cub Scout Leader How-To Book.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

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General Closing (8 minutes)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

Commissioner’s Minute (1 minute)

When rounding up wild horses, have you ever wondered why it is that a horse laden with a full saddle and rider is able to outpace and catch up to a wild horse that is not weighed down with the same burden? Well, it turns out that horses respond to challenges and encouragement. That small bit placed in the mouth of the brokermasted horse provides just enough resistance that the horse believes he is pushing against it, and the challenge moves him forward. Likewise, the constant encouragement by the rider drives the horse to dig deep and produce more effort than he would if left on his own.

Many times our Scouts struggle with the freedoms that we give them, and they can lose their way for a time. As leaders, it’s up to us to provide them with just enough of a challenge and the right amount of encouragement to assist them in digging deeper to find their true abilities. Within each Scout lies the potential for greatness. It’s up to us to help them find it.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors. You may also choose to include the closing found in the closing of the supplemental pack meeting plan for June or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

After the Meeting

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect completed Getting to Know You surveys or Roundtable Program Evaluation forms, which will help you give ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

Staff Meeting

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials. The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the completed Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review these forms; they could hold the key to new ideas that will pull in new packs and maintain their leaders’ attendance.

As your roundtable staff gains experience and confidence, you might want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
GENERAL OPENING (7 MINUTES)

Welcome (1 minute)
It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one’s duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)
Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: courage. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)
The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

CUB SCOUT PROGRAM (43 MINUTES)

Icebreakers, Songs, and Cheers (2 minutes)
Start by having your leaders join you in the Rhythmic Exercise found on page 44 of Group Meeting Sparklers.

Tips for Pack Activity (10 minutes)
Summer is the perfect time to take a family hike. Many packs organize specialty hikes to take advantage of the unique surroundings of their area.

Check out the list of historic trails in your area, or plan a series of hikes over the course of the month. While completing a 50-miler is something reserved for older Scouts, consider earning the Summertime Pack Award by taking a series of hikes that add up to a specified distance and then holding a special ceremony for those who reach the goal.

Safe Scouting (3 minutes)
Select one of the Safe Scouting features from this guide, and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)
Using your leaders as Cub Scouts, demonstrate the Knights of the Round Table Advancement Ceremony found on page 8-5 of Cub Scout Ceremonies for Dens and Packs.

Resource Highlight (5 minutes)
The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of courage.

Position-Specific Breakouts (10 minutes)
After the Resource Highlight, separate the participants into groups.
Set up a model meeting and outdoor settings using building blocks or other small items to represent podiums, seats, tables, etc. Have the group practice appropriate ways to present, display, and retire the flag in each of the settings.

**Cubmasters**

**Building and Maintaining Pack Spirit.** Begin this session by talking to the group in a monotonous tone with little facial expression and enthusiasm. Ask the participants how such an attitude would affect the spirit if the pack. Point out that it is important for them to keep a positive and enthusiastic spirit when working with Scouts or conducting pack meetings. Brainstorm ideas for building pack spirit. Encourage Cubmasters to involve everybody in pack meetings and activities. Remind them that varying activities, yells, and cheers and getting the audience to actively participate will improve the spirit of a pack. Remind them that the use of costumes and props enhances the quality of the program. Healthy competitions between dens can also build a sense of unity within the pack. In addition to the regular recognition of the Scouts accomplishments, don't forget to recognize parents and leaders so that everybody feels a sense of belonging in the pack.

Practice the audience participation story Cubs in Shining Armor found in the supplemental pack meeting plan.

**Pack Leaders**

**National Awards.** Explain that the purpose of the National Summertime Pack Award is to encourage packs to provide a year-round program to the Scouts. Review the requirements and show the recognition items such as the certificate and streamer. Refer to the *Cub Scout Leader Book* for the application form.

Ask the district commissioner to explain the Journey to Excellence and the recognition that can be earned for reaching those goals. Emphasize that earning awards is not an end in itself, but rather they represent the accomplishments of what a well-planned program can provide to our Scouts.

Using the *Guide to Awards and Insignia* for reference, have the leaders try to identify as many Cub Scout Awards as possible in one minute. The person who can identify the most is the winner.

After 10 minutes, groups should reconvene in the main meeting area.

**Membership and Retention (5 minutes)**

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program.

Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

**Open Forum (Q&A) (3 minutes)**

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

Allow an opportunity for new questions or concerns to be addressed. If you run out of time, direct individuals to others (including your local professionals) who can get them the answers they need.

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**General Closing (8 minutes)**

Everybody from all of the program breakouts should now be reconvened in a single room.

**Announcements (5 minutes)**

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

**Commissioner’s Minute (1 minute)**

One of the songs frequently sung at the end of a campfire is “Scout Vespers.” It is in the *Cub Scout Songbook*. I’d like to read part of the first verse. “Softly falls the light of day, as our campfire fades away. Silently each Scout should ask: Have I done my daily task?” What is our daily task as Cub Scout leaders? Even when we are not with our boys, we are still Cub Scout leaders. Have we done our task today?

**Closing Ceremony (2 minutes)**

Have the designated service group retire the colors. You may also choose to include the closing found in the closing of the supplemental pack meeting plan for July or choose a more formal ceremony from *Cub Scout Ceremonies for Dens and Packs.*

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**After the Meeting**

**Fellowship and Refreshments**

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect completed Getting to Know You surveys or Roundtable Program Evaluation forms, which will help give you ideas for planning next month’s program and help make sure you are addressing the needs of your Cub Scouting leaders.

**Staff Meeting**

At the close of each roundtable, conduct a short staff meeting to check next month’s assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review these forms, they could hold the key to new ideas that will pull in new packs and maintain their leaders’ attendance.

As your roundtable staff gains experience and confidence, you might want to adapt the basic format to meet the needs of your district. Don’t be afraid to try something new.
July Roundtable
Core Value for August: Honesty
Supplemental Pack Meeting Theme: Kids Against Crime

General Opening (7 minutes)

Welcome (1 minute)

It is suggested that roundtables begin with a general session, including the leaders from all of our Scouting programs (Cub Scouting, Boy Scouting, Varsity Scouting, and Venturing). The roundtable commissioner calls the meeting to order and welcomes everyone. An enthusiastic and friendly welcome will set the tone for the rest of the roundtable, so make sure you reflect the fun that Scouting truly is. Following the welcome, explain that in the Scouting spirit of doing one's duty to God, the evening will begin with an opening prayer. Announce that an opening ceremony will immediately follow the prayer, and then introduce the individual offering the prayer.

Note: Many people are uncomfortable offering public prayers; therefore, make sure you have preselected a staff member or participant and have confirmed his or her participation well in advance of the meeting.

Opening Ceremony (3 minutes)

Recruit participants to help in conducting the opening ceremony. This should include a brief flag ceremony and may include a focus on this month’s Core Value: honesty. You may also choose to use the opening ceremony found in the supplemental pack meeting plan.

Introductions and Instruction (3 minutes)

The roundtable commissioner briefly introduces himself or herself and the roundtable staff, if needed. Be sure to introduce those who are attending roundtable for the first time, inviting them to stand so others may get to know them. Don’t forget to introduce special guests and presenters and thank them for their support of Scouting. Give a short overview of how your roundtable is organized, including combined and breakout sessions, the locations of any breakouts or activities, and housekeeping items such as the location of restrooms.

Following the general opening, dismiss the various groups to their respective breakouts.

Cub Scout Program (43 minutes)

Icebreakers, Songs, and Cheers (2 minutes)

Start by enthusiastically sharing the game titled The Moon Is Big and Round, found on page 5-9 of the Cub Scout Leader How-to Book. See how many of your leaders can follow instructions.

Tips for Pack Activity (10 minutes)

Photography Scavenger Hunt. Summer is a great time to be outdoors, and there is so much going on that it’s hard to choose one activity for the pack.

The suggested awards for the month of August are Photography and Fishing. So how about a Photo Scavenger Hunt? Create a list of things found in nature, like a tree or a squirrel. Maybe you could include acts of Scout-like service such as somebody picking up trash alongside the road or helping a neighbor with some yard work. Make the list as specific or as broad as you’d like. Then send out your Cub Scouts with their families to see how many pictures of the specific tasks can be taken by each team. Upon returning to your rendezvous point, the winner is the team who got the most photos on the list. Maybe you could include a tie-breaker based upon a photo that is the most unique or perhaps not even on the list.

Safe Scouting (3 minutes)

Select one of the Safe Scouting features from this guide and share with the participants how BSA policies are designed to enhance the safety of Scouting’s activities. You may wish to have a staff member or participant give this presentation. Make sure the presenter is selected in advance and is familiar with the material.

Sample Ceremony (5 minutes)

Present the Cubmaster Induction Ceremony found on page 12-3 of Cub Scout Ceremonies for Dens and Packs.

Resource Highlight (5 minutes)

The Boy Scouts of America has produced hundreds of booklets, handbooks, pamphlets, and other media materials to assist leaders in providing a quality Scouting program. Leaders often do not know these exist.

Select one or more of the resource materials listed in the Resource Highlights section in this guide. Have a staff member or participant give a brief overview of the resource and explain how it might be used to incorporate this month’s Core Value of honesty.

Position-Specific Breakouts (10 minutes)

After the Resource Highlight, separate the participants into groups.
WEBOLOS DEN LEADERS

Council and District Activities. Review the council and district calendars for activities that are open and available to Webelos Scouts. Be sure to include day camps and resident camps as well as Webelos-ree or similar events held by your district or council. Provide the description and key information on how to participate. Discuss the benefits of attending larger events involving other dens and other packs or troops. Ask leaders to share their positive experiences from previous events.

Have the leaders play a brief game of Forester Identification.

Materials: Assorted leaves, seeds, flowers, bark, etc., from the local flora.

Arrange the plant materials on a table, and allow each participant to step forward in turns to identify one of the items. Once the item has been identified, it is removed from the table, and the next participant takes a turn. Play proceeds until all of the items are gone. The person who identified the most wins.

CUBMASTERS

Youth Leadership. Explain the importance of youth leadership positions and their values to youth as they mature. Discuss the roles of the Cub Scout denner and assistant denner. Emphasize that the Cub Scout denner should be given meaningful responsibilities and recognition to help them learn how to be a leader. Brainstorm how the Cub Scout denner may be used in pack meetings to help with the activities and recognition. Ask participants to share their ideas on Ways to recognize the denner's efforts.

Practice the service award ceremonies found in Cub Scout Ceremonies for Dens and Packs.

PACK LEADERS

Recruiting Boys. Inviting new members into a pack is one of the most important functions of the year. As boys grow up and move on to Boy Scouting, it is important for the health of the pack to invite at least as many new boys to fill the vacated dens. Invite your district membership chair to share ways that recruiting can be a year-round activity and what resources are available from the council to help. Point out that a well-organized and executed summertime program will go a long way toward attracting boys to their packs.

Have the participants engage in a brainstorming session of best practices for recruiting in their community. Share these with the rest of the group.

After 10 minutes, groups should reconvene in the main meeting area.

Membership and Retention (5 minutes)

Recruiting and retaining Scouts is a year-round function but often is overlooked or gets lost in the program. Select one of the features from the Membership and Retention section of this guide to share with the participants. Remind everybody that recruiting is not a one-time event or even a special event but is rather a natural part of sharing an awesome program with the people around us.

Consider having one of your participants share a best practice that has helped them add to or keep boys in their pack or den.

Open Forum (Q&A) (3 minutes)

As you close your Cub Scout breakout, see if you have answered all of the questions that have been placed in your parking lot at the beginning of the roundtable. If not, try to answer them now.

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GENERAL CLOSING (8 MINUTES)

Everybody from all of the program breakouts should now be reconvened in a single room.

Announcements (5 minutes)

Have announcements made by the chairs or spokespeople for any upcoming events or activities. These should be brief but should cover the main points. If more explanation is necessary, arrange to have flyers or online resources available. Make sure the people who made announcements are available for questions after the meeting.

Commissioner's Minute (1 minute)

Any service given to others not only helps the recipient but also enriches the life of the person who performed the service. Waite Phillips, who donated the property that became the Philmont Scout Ranch in New Mexico, once said, “The only things we keep permanently are those we give away.” Let us help our Cub Scouts learn that through service they will receive much more in return than they could ever hope to give. By teaching this truth to our Scouts, we will be greatly blessed, too.

Closing Ceremony (2 minutes)

Have the designated service group retire the colors or choose a more formal ceremony from Cub Scout Ceremonies for Dens and Packs.

AFTER THE MEETING

Fellowship and Refreshments

Fellowship, refreshments, conversation, reminders for the next meeting—these things can be among the most productive parts of the roundtable. This is a time for camaraderie and the exchange of ideas through informal discussion. Simple, nutritious refreshments add a finishing touch.

Scouters will feel free to leave at their convenience because the program ended on time. Roundtable staff will be able to catch the tone of your meeting by moving from group to group.

After the meeting is a good time to collect completed Getting to Know You surveys or Roundtable Program Evaluation forms, which will help give you ideas for planning next month's program and help make sure you are addressing the needs of your Cub Scouting leaders.

Staff Meeting

At the close of each roundtable, conduct a short staff meeting to check next month's assignments, review physical arrangements, make sure everyone involved is ready, and ensure the availability of all necessary materials.

The roundtable commissioner and staff should discuss and brainstorm ideas for a follow-up plan for packs whose leaders are not attending roundtables. A way to get started with your plan is to hand out the Getting to Know You surveys and the Roundtable Program Evaluation forms. Read and review these forms; they could hold the key to new ideas that will pull in new packs and maintain their leaders' attendance.

As your roundtable staff gains experience and confidence, you might want to adapt the basic format to meet the needs of your district. Don't be afraid to try something new.
SAFE SCOUTING

ROUND TABLE SAFETY MINUTE: ANNUAL HEALTH AND MEDICAL RECORD

The BSA Annual Health and Medical Record (often known as the “medical form” or “annual physical”) is designed for several purposes but mostly to help assure that all participants in the Scouting program are healthy enough to participate in the adventure of Scouting. The form serves as a single place to document the medical history and recent medical examination plus consent to obtain treatment in the event a participant needs emergency care while traveling away from a parent or guardian.

The form comes in four parts—A, B, C, and D. Most participants should complete all three parts and be sure that part D is printed and available to the examining health care provider at the time of the medical examination.

Parts A and B must be completed annually by all participants in the Scouting program—no exception. Leaders should have a copy for each participant on file and taken on every event, especially when the participant’s parent or guardian is not present. “All participants” includes leadership and parents along on the activity.

Part C must be completed annually by all participants in any event that exceeds 72 hours in duration—summer camp, national events, high-adventure base participation, and any time an activity might be physically demanding like a weekend backpacking trip or a strenuous service event or project. Note: This part is not just for high adventure.

Part D is informational and must be reviewed by all participants and the examining medical professional to assure that participants in our national high-adventure bases are physically prepared for the strenuous activity in isolated areas where medical treatment may not be rapidly available. Each high-adventure base has specific health requirements based on the expected activities and the environment. Participants hiking at Philmont and those participating in scuba activities at the Florida National High Adventure Sea Base may have special requirements requiring additional testing and forms—please read Part D closely, as participants who fail to meet the medical criteria will not be allowed to participate.

Frequently Asked Questions

Over 95 percent of the questions received by the Health and Safety Team on the AHMR are on the FAQ page.

Question: Where can I find the most current version of the AHMR? Why is it updated?
Response: The most current version and the standards for use can be found on the BSA site, http://www.scouting.org/healthandsafety/ahmr.aspx. The form is updated periodically to reflect new issues and understanding of the medical experts that volunteer to advise the BSA. Some updates are done to encourage your licensed health care provider (MD, DO, NP, or PA) to screen for specific indicators such as the potential of sudden cardiac death consistent with the recommendations by the American Heart Association. Others updates may be required to accommodate new programs or activities such as the Scuba Diving merit badge.

Question: Why is the form completed annually?
Response: There is the need—especially in growing boys and aging adults—for periodic examination and review to assure optimal health. Because our health status can change quickly, waiting longer than 12 months could be detrimental and put our participants at risk.

Question: Is this process intended to eliminate participants or restrict participation?
Response: No. The process is all about assuring safety. The process is intended to assure that the participant can safely enjoy the activity without risk to himself or herself and those that will be responsible for rendering aid should he or she suffer from some medical condition in a strenuous or remote area.

Question: Will there be separate forms for Philmont, Sea Base, Northern Tier, the Summit, or the Jamboree?
Response: No. Volunteer and professional leaders from all BSA national events and high-adventure bases have collaborated to develop one form that meets all needs of the various Scouting activities and to meet all known standards of those states and areas where Scouting activities occur.
**Roundtable Safety Minute: Age-Appropriate Guidelines**

The Boy Scouts of America outlines in its Age-Appropriate Guidelines those activities suitable for specific age groups. Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of BSA youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.

### Frequently Asked Questions

**Question:** Where can I find the Age-Appropriate Guidelines?

**Response:** The chart is found as an insert in the printed and online editions of the Guide to Safe Scouting and on the BSA's scouting.org web page on the “Scouting Safely page” in the Guidelines/Policies area.

**Question:** Must a unit follow the Age-Appropriate Guidelines for all our unit activities?

**Response:** Yes. There is a risk to any unit outing or activity. A unit must develop its tour and activity plan around the Age-Appropriate Guidelines to minimize injury and risk to the youth.

The full Age-Appropriate Guidelines chart can be found at [http://www.scouting.org/BoyScouts/Age-AppropriateGuidelines.aspx](http://www.scouting.org/BoyScouts/Age-AppropriateGuidelines.aspx).
ROUNDTABLE SAFETY MINUTE: LEADERSHIP/SUPERVISION ON TRIPS AND OUTINGS

It is the responsibility of the chartered organization of any Cub Scout pack, Boy Scout troop, Varsity Scout team, or Venturing crew or ship to inform the committee and leadership of the unit that sufficient adult leadership must be provided on all trips and outings (coed overnight activities require both male and female adult leaders).

Two-deep leadership. Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings.

Frequently Asked Questions

Question: Can a patrol of Boy Scouts camp out overnight by themselves?
Response: Adult leadership is required for any overnight activity. There are a few instances, such as patrol activities, when the presence of adult leaders is not required and adult leadership may be limited to training and guidance of the patrol leadership. With the proper training, guidance, and approval by the troop leaders, the patrol can conduct day hikes and service projects.

Question: Can the father of a female crew member stand in for the requirement to have both male and female adult leadership for an overnight activity?
Response: No; an adult female, over the age of 21 must be present.

Question: Does this policy mean we have to have two adults in every vehicle when transporting Scouts?
Response: During transportation to and from planned Scout outings, two-deep leadership can be maintained by meeting for departure at a designated area, periodic checkpoint stops as a group, and having a daily destination point. If you cannot provide two adults for each vehicle, the minimum required is one adult and two or more youth members—never one on one.
Accident and sickness insurance (also known as accident and health insurance) coverage for Scouts and Scouters furnishes medical reimbursement in case of death, accident, or sickness within the policy amounts. The accident and sickness insurance plans provide limited financial protection for the cost of unexpected medical expenses. Accident and sickness is optional coverage for local councils.

The Council Plan was developed to provide each council with the opportunity to include all its members under one common councilwide plan of accident and sickness insurance. The plan extends to all youth and seasonal staff. Registered leaders and volunteers can be enrolled in the plan, too. The choices available for coverage are youth and/or adults in the traditional programs and Explorers and/or non-Explorers in Learning for Life. It is up to each council to select the coverage of the Council Plan. Scouts and guests who are being encouraged to become registered Scouts and volunteers are automatically insured while in attendance at a scheduled activity. Other guests are not covered.

If the council does not provide insurance coverage, the traditional units are encouraged to enroll in the Unit Accident Plan. The Unit Accident Plan does not provide coverage for illnesses. All registered youth (Tiger Cub den, Cub Scout pack, Boy Scout troop, Varsity Scout team, and Venturing crew) must be insured. Leaders and committee persons, as a group, may be insured at their option. New members added during the year are automatically covered under this plan until the renewal date. This includes leaders and committeepersons, if insured. Non-Scouts, Non-Scouters, and guests attending scheduled activities for the purpose of being encouraged to become Scouts or leaders are automatically insured at no additional cost. Other guests are not covered.

These plans/policies are excess to any and all other available source of medical insurance or other healthcare benefits. In the event there is no other primary insurance or health care plan, these policies generally pay as primary coverage subject to the plan limits and terms.

The coverage provided has maximum limits it pays and a maximum benefit period, usually 52 weeks from the date of the incident. The plans do not take care of everything. Claims should be filed with the accident and sickness carrier as soon as possible along with any other source of medical insurance or other healthcare benefits. Accident and sickness plans and insurance companies have specific procedures for processing claims. Volunteers need to check with their local council to verify which plan/policy their council provides or is available.
RESOURCE HIGHLIGHTS

Campfire Program Planner, No. 33696
Climb On Safely, No. 430-099
Cub Scout Academics and Sports Program Guide, No. 34299
Cub Scout Bear Handbook, No. 33451
Cub Scout Ceremonies for Dens and Packs, No. 33212
Cub Scout Grand Prix: Pinewood Derby Guidebook, No. 33721
Cub Scout Leader Book, No. 33221
Cub Scout Leader How-To Book, No. 33832
Cub Scout Magic, No. 33210
Cub Scout Songbook, No. 33222
Cub Scout Tiger Cub Handbook, No. 34713
Cub Scout Webelos Handbook, No. 33452
Cub Scout Wolf Handbook, No. 33450
Cub Scouts Fun for the Family, No. 33012
Den Chief Handbook, No. 33211
Group Meeting Sparklers, No. 33122
Guide to Awards and Insignia, No. 33066
Guide to Safe Scouting, No. 34416
Individual Campout Checklist for Pack Overnighter
Informed Consent Agreement (Permission Slip)
Meeting Place Inspection Checklist, No. 6140
Pack Meeting Planning Sheet
Pack Overnighter Site Approval Form, No. 13-508
Pack Program Planning Chart, No. 26-004
Pack Record Book, No. 33819
Resident Camping for Cub Scouting, No. 13-33814
Scout Leader Uniform Inspection Sheet, No. 34048
Scouting for the Blind and Visually Impaired, No. 33063
Scouting for Youth Who Are Deaf, No. 33061
Scouting for Youth With Emotional Disabilities, No. 32998
Scouting for Youth With Learning Disabilities, No. 33065
Scouting for Youth With Mental Retardation, No. 33059
Scouting for Youth With Physical Disabilities, No. 33057
Selecting Cub Scout Leadership, No. 522-500
Tiger Cub, Wolf Cub Scout, and Bear Cub Scout Uniform Inspection Sheet, No. 34282
Tour Planning Worksheet, No. 680-014
Unit Money-Earning Application, No. 34427
Webelos Leader Guide, No. 33853
Webelos Scout Overnight Checklist
Your Flag, No. 33188
MEMBERSHIP AND RETENTION

RETENTION MINUTE: USING BOYS’ LIFE MAGAZINE

Keep more boys in your Cub Scout Pack: How? Promote and utilize Boys’ Life magazine to your parents and boys. Why?

- **Longer Cub Scout Tenure and Retention.** On the average, Cub Scouts who subscribe to Boys’ Life recharter two times more often that Cub Scouts who do not subscribe to Boys’ Life.

- **The Silent Cub Scout Leader.** Boys’ Life works in the absence of direct leadership. Even if a boy must miss a meeting or two, Boys’ Life will be there, helping him work on his Scouting projects when no leader is there. Boys’ Life brings Cub Scouting into the home!

- **Higher Rank Advancements.** On average 78 percent of Boys’ Life subscribers advance at least one rank each year, versus 38 percent of nonsubscribers.

- **Stronger Parent Support for Cub Scouting.** Most parents/family members read part or all of Boys’ Life each month and become more knowledgeable about and stronger in their support for Cub Scouting.

- **Age-Specific Reading for Cub Scouts.** The BSA publishes two demographic editions of Boys’ Life magazine for ages 6 to 10 and 11 and older to meet the reading levels and needs of Cub Scouts.

- **General Scouting Excitement/Education.** Boys’ Life is an essential part of the Cub Scout’s learning process. It is a positive influence in shaping the character of our Cub Scouts.

- **Scouts in Action** is one the most popular features in Boys’ Life. Cub Scout leaders can use the stories of Scouts in Action for inspirational talks and real-life examples of Scout heroes. The stories are based on the actions of real Scouts who have received the BSA Award of Merit or Lifesaving Award.

Frequently Asked Question

**Question:** How many months is the Boys’ Life subscription, and how much does it cost?

**Response:** Boys’ Life comes each month, and the cost for Cub Scouts is only $1 per month—only $12 per year, a real bargain! Boys’ Life is the official monthly youth magazine of the Cub Scouts! Boys’ Life stimulates rank advancement, strengthens boys, and improves membership retention! Visit Scouting.org/magazines for more information.
Retention Minute: Succession Plans for Cub Scout Leaders

Many new and long-tenured packs fail to continue due to a key adult leader who, for whatever reason, has decided to step down. They may move, their son moves up to a troop, etc. Most often the pack fails because there is no other person or persons prepared and willing to assume the leadership roles. Establish a succession plan, identify at least two key leaders in every pack leadership role, and get those leaders trained. Good succession planning calls for leadership to be identified and selected two years in advance.

Frequently Asked Questions

Question: How do you implement succession planning?
Response: The committee chairman should identify a candidate or two who will be trained to succeed the Cubmaster, den leader, or other needed positions. This person should be introduced to parents, other leaders, and the boys. He or she should be given the authority to run the pack or den, as a leader in training, while still under the current leader’s direction, so that he or she may be properly mentored and hit the ground running when taking on the full responsibility of the position.

Question: When should we begin succession planning?
Response: If your pack hasn’t got a succession plan in place; you’re already behind the curve. This process really needs to begin long before there is a crisis. Starting early allows the current leadership to really research the past performance of the pack and attempt to predict the future needs and requirements of the pack. Warning: Some leaders might feel overwhelmed or intimidated by having to groom their replacements. Just remind them of how they felt as a new leader and assure them that they’ll do great.

Question: So do we recruit new leaders?
Response: This isn’t about just recruiting new leaders. This is the planning and execution of a system by the unit, for the benefit of the unit, which serves to continuously update and improve their leadership. Succession helps to ensure that a thriving unit won’t lose any of its momentum in the transition process. The goal is to effectively have the next leader trained and ready to go before that leader is truly needed to take over.
Regular communication with your Cub Scout parents and their families is critical to keeping boys in Cub Scouting. For new Cub Scouts who have just joined your pack, the first few weeks of Cub activities are extremely important. Even though they are officially members of your pack, most parents during the first few weeks are still making up their minds on whether this Scouting stuff is worth their time and effort. The pack and Scouting are still on trial. Help new families make the choice to stay with Cub Scouting. Be sure your pack is welcoming to new families and that they are introduced to pack and den leadership. They will likely have lots of questions. You should answer their questions, but don’t overwhelm them with information. It is important to stay in contact with parents during the first few weeks so they will decide that this is something they want to continue to be a part of. Social media (Facebook and Twitter) is very helpful with pack communication. Regular communications that the families do not have to go looking for will help ensure their attendance at upcoming events and activities. Distributing periodic newsletters with upcoming events, contacts, frequently asked questions (FAQs), and even reports of recent rank and advancement have proven to be very successful at keeping families more involved in the pack. It’s a good idea whenever a boy is absent from Cub meetings or activities to give his parents a personal phone call, not an email. At the very least, the leader should call when the boy has missed two meetings in a row. Be aware of your approach when making the call. Remember, you want this to be a positive experience for the family. Rather than asking, “Why wasn’t Tommy here tonight?” a more welcoming approach is to say something like, “We just wanted to let you know that we missed Tommy at our last activity. Is he doing OK?” Parents are usually glad that someone has called. Staying in touch like this is often enough to keep a boy who misses a few meetings from dropping out altogether. Sometimes boys have to miss meetings for an extended period of time due to sports, church commitments, school obligations, or other activities. When this happens, assure the boy and his parents that this is perfectly acceptable and that you will work to support their son in his absence. Ask that they stay in touch with both the leaders and with what the pack is doing. Be sure to welcome them back when their other obligation is over.
We want to make sure we keep more youth in Scouting for a longer period of time. How do we do this? Use the handbook! Each Cub Scout should have the age appropriate Tiger, Wolf, Bear, or Webelos handbook. Parents and other adult mentors want their Scouts to grow up to be self-reliant, dependable, and caring adults. Cub Scouting has these same goals for youth. Scouts will be greatly helped by enthusiastic participation in the many activities available in each of the handbooks for Scouts and adults to do together. It is said that “You can’t tell the players without a program,” and so is it with Scouts. Young men cannot receive the full benefits of Cub Scouting without the handbook to guide them along the Scouting trail. It is the responsibility of the Cub Scout pack to promote the utilization of the handbook. It is the “manual of Cub Scouting” and one of the best retention strategies around!

**Frequently Asked Questions**

**Question:** Do the adult mentors and the boys really need the handbook to participate?  
**Response:** The handbook is for both Scouts and adults. As a guiding resource, the handbook will help adults understand Cub Scouting as well as provide basic information on fun advancement-oriented activities for their Scout. Adults will find facts about Cub Scouting and the Boy Scouts of America that are intended for them but that may also be interesting for their Scout. Having a handbook allows families to experience Cub Scouting any time—day or night, weekday or weekend.

**Question:** What is in the handbook?  
**Response:** This instructional guide gives adults an overview of each Cub Scout program, including information about dens, leadership, uniforms, and advancement, plus there are ideas for planning a den program. There are sections on the Leave No Trace Awareness Award, the Cub Scout Outdoor Activity Award, the Cub Scout Academics and Sports program, BSA Family program, and much more.

**Question:** Is there just one handbook for Cub Scouts of all ages?  
**Response:** No; there are handbooks for Tiger (first grade), Wolf (second grade), Bear (third grade), and Webelos (fourth grade and a portion of fifth grade). Each handbook is written and designed to provide age-appropriate activities and challenges.
Supplemental Pack Meeting Plans
Hometown Heroes

Pack Committee

Why Hometown Heroes for the Core Value Cooperation. Hometown heroes are those who see a need, bring others together to cooperate in achieving a common goal, and solve problems to keep us safe in our community by working together as a team. Firefighters, police officers, members of the military, and other leaders cooperate to make our lives better. Our founding fathers represented different colonies but joined together to create the United States of America. Our space program combined the efforts of the government, the military, and private business to explore our universe and provide innovative ideas for our daily lives.

BEFORE THE MEETING

Set up tables for den displays. Assign a den to serve as greeters and hand out the gathering game. Have pictures of local heroes, Eagle Scouts, and other notable people posted in the room. Make a banner that says “Welcome, Heroes” and post it as well. Be sure to have the awards ready for presentation and the props prepared for the skits.

GATHERING

Who Am I?
For this game, you will need some painter’s tape. On a strip of tape, have the assigned den members write the name of a hero. On the back of each adult, stick on the name of a hero, such as “teacher,” “firefighter,” “soldier,” or “police officer.” Don’t show the name to the adult or his or her Scout. Ask the adults to circulate with their Scout and try to find out who their hero is by asking “yes” or “no” questions, such as “Do I work outdoors?” or “Do I save people’s lives?” They may ask up to three questions of each person, then they must move on to someone else to ask more questions.

OPENING

The preassigned den presents the flags.

American Heroes Ceremony
The preassigned den enters, with each Scout holding a symbol of an American hero with the following words written on the back for the Scouts to read.

CUB SCOUT 1 (holding a map of the United States): Many Americans cooperated to help shape our country.

CUB SCOUT 2 (holding a picture of George Washington): George Washington was one of the first heroes of our country. With the cooperation of other founding fathers, he helped us to become united as a nation.

CUB SCOUT 3 (holding a scroll and quill pen): Thomas Jefferson put the words that our founders agreed to in the Declaration of Independence.

CUB SCOUT 4 (holding a kite and a key): Benjamin Franklin shared some great ideas, including discovering that lightning was electricity.

CUB SCOUT 5 (holding a picture of an astronaut): Because of the cooperation of everyone in our space program, hero Neil Armstrong placed an American flag on the moon.

CUB SCOUT 6: Please stand and join us in the Pledge of Allegiance.
**Prayer (Cub Scout or Leader)**

“We give thanks for the heroes who have set an example for us, and pray that they stay safe. We pray that we will follow their example by cooperating as a family, a den, and a pack to improve our lives and the lives of others.”

**Welcome and Introductions**

The Cubmaster welcomes everyone to the pack meeting, especially new families and special guests.

CUBMASTER: Thank you to all of you who cooperated to set up this meeting, to all of you who worked together to prepare offerings for our program, and to all of our families who join us tonight. Our pack meeting is always a cooperative effort of leaders, parents, Scouts, and our chartered organization to create a fun meeting for our pack families and recognize the efforts of our Scouts. You deserve a hero’s welcome!


CUBMASTER: Speaking of heroes, how many of you were able to identify the hero we placed on your back? It took the cooperation of everyone here answering your questions to accomplish your goal. A true hero brings everyone together. Good job!

Let’s give another hero cheer. “Hip hip hooray, hip hip hooray, hip hip hooray!”

**PROGRAM**

A special guest who is a hometown hero may be asked to talk to the group briefly about how he or she cooperates with others to achieve success.

**Tactile Copier Game**

This is a cooperation game about heroes. The object of the game is to copy the picture correctly. Players arrange themselves in two-person teams (one adult per Scout). A picture of a hero is shown to the Scout. The Scout uses his finger to “draw” the picture. Then the adult draws the picture on paper based on the Scout’s finger drawing. The adult shows the picture to the group, and then the drawing is compared to the original picture of the hero.

Ideas for pictures include astronaut, firefighter, police officer, member of the military, scientist, doctor, Scout leader, college professor, teacher, lawyer, religious leader, writer, inventor, grandparent, and parent.

**Audience Participation**

Gather suggestions from the audience to fill in the blanks of the following story. Keep track by number.

1. Name of a hero
2. Hero’s job
3. Color
4. Color
5. Piece of clothing
6. Type of hat
7. Descriptive word (adjective)
8. Type of animal
9. Action verb (past tense)
Read the following story and insert the words chosen by the audience for each blank.

Once upon a time, there lived an American hero named (1) _______________________ . He worked as a (2) ____________________ . He had (3) ______________________  hair and (4) ______________________  eyes. His uniform included a (5) ____________________ . He always wore a (6) _______________________ . He rode his (7) _____________________ horse into town one day. On his way, he met a (8) _____________________. It frightened him so much that he (9) ____________________________  to make it move out of the way. The whole town cheered. After all, he was their hero.

The moral of this story is that when you wish everyone to cooperate, they need to understand the whole story, or it can turn out very unheroic!

**Applause Stunts**

"Fire Engine Cheer"
Divide the audience into four groups. As you point to each group, group members call out their portion of the following cheer.

- Bell
  - Ding, ding ding
- Siren
  - Rrrr! Rrrr! Rrrr!
- Horn
  - Honk, honk, honk
- Clanger
  - Clang, clang, clang

**Paul Bunyan Cheer:**
Divide the group into two groups, the Chips and the Chops. As you point to each group, group members yell in unison either “Chip!” or Chop!”

**RECOGNITION**

**Key to the City Advancement Ceremony**
Collect enough old keys so there is one for each Scout who is receiving an award. Tie the keys to ribbons. (A hardware store that grinds keys may have some old keys to donate.)

Explain to the pack the tradition of the mayor of a city bestowing a symbolic “key to the city” to hometown heroes.

CUBMASTER: Tonight our heroes are those Scouts who have earned awards and rank advancements. (The Cubmaster, acting as mayor and perhaps wearing a suit or tuxedo jacket or a sash that says “Mayor of Pack ___”, announces the contributions each advancing Scout has made to the pack as well as the work he did to achieve his goal. The Cub Scout, with his parents or guardian, is presented with the “key” to his new rank.)

(With all advancing Scouts and parents in front of the group, the Cubmaster explains that the cooperation of parents and leaders made it possible for the pack’s heroes to succeed.)

(The Cubmaster leads the pack in the “Champion” cheer. To the count of four, do the following: stomp, stomp, clap, pause, while saying, “We do, we do, thank you!”)
Cubmaster’s Minute

A hero is someone who is admired for his or her qualities and achievements and is regarded as an ideal or a role model. We have discovered some of our own hometown heroes tonight. They have cooperated with their families, their dens, and their packs and set an example for us to follow. A hero is someone who instills confidence by listening to others, thinks about what is best for everyone—not just himself or herself—and cooperates with others to make things better for us all. We all know that cooperation is working together with others toward a common goal. Let us remember to do that every day.

Closing

On six large pieces of paper or poster board, print the letters of the word “HEROES” in large capital letters on the front (one letter per paper) and the corresponding phrases on the back. Have a preassigned den present the following skit.

CUB SCOUT 1: H—HELPING other people makes each of us a hero for a while.

CUB SCOUT 2: E—EVERYONE has a hero; it might be one of you.

CUB SCOUT 3: R—READY is what heroes are, to do what must be done.

CUB SCOUT 4: O—OUR means us cooperating, joining in like heroes do.

CUB SCOUT 5: E—EAGLE SCOUTS are heroes to each of us Cub Scouts.

CUB SCOUT 6: S—SCOUTS will always do their best, and that’s our best tonight.

The preassigned den retires the colors.
Jungle of Fun

Pack Committee

**Why Jungle of Fun for the Core Value Responsibility.** This jungle theme is used to show how being responsible is an important part of any society. In the Jungle Book story used in the *Wolf Handbook*, Akela, Baloo, and the other jungle creatures take responsibility for Mowgli’s safety and learning the ways of the jungle, making him a responsible part of their pack. It directly relates to the Cub Scout Law of the Pack and how the leaders, parents, and Scouts are all responsible for the success of their pack. In today’s society, we understand our responsibility to preserve and protect the natural habitats of other creatures as we follow the Outdoor Code.

**BEFORE THE MEETING**

Have printed materials (copies of word search game; large poster with the Law of the Pack; poster or handout with the Outdoor Code) for families to see; council fire set up; awards for Scouts set out on display. Decorate the room with pictures of jungle animals, jungle flowers, fruits, and birds. Have jungle sound effects or background noises playing as families enter. The Cubmaster should wear a safari hat. Help Cub Scouts set up any displays.

**GATHERING**

The preassigned den hands out copies of the word search game (see the end of this meeting plan) and pencils for families to do together as they arrive. Here is the key.

Try to find **all 12** words on this board: AKELA, BALOO, BOA, CROCODILE, CUBS, ELEPHANT, GORILLA, HIPPO, LION, SCOUT, TIGER, WEBELOS

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**Option:** Use “Jungle Animal Pairing” from *Group Meeting Sparklers*, No. 33122.

**OPENING**

Preassigned den presents the flags.

**CUBMASTER:** Baden-Powell, the founder of Scouting, based Cub Scouting on one of the *Jungle Book* stories written long ago by Rudyard Kipling. This story, which is in the *Wolf Handbook*, tells how Akela, the leader of the Wolf pack, took responsibility for Mowgli, a boy who had gotten lost in the jungle. Baloo, the bear, took responsibility for teaching Mowgli the Law of the Pack and the ways of the jungle. Please join me in repeating the Law of the Pack. *(Raise the right hand in the Cub Scout sign along with den members who presented the flags.)*
**Prayer (Cub Scout or Leader)**
“We give thanks for the members of our pack and the animals of the jungles around the world. We pray that we help keep them safe as responsible citizens of our planet.”

**Welcome and Introductions**
The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare for and plan the pack meeting.

Give everyone a jungle cheer welcome. (Explain the Jungle cheer, below.)

The preassigned den leads the pack in “I Like Bananas, Coconuts, and Grapes” from the *Cub Scout Songbook*.

**PROGRAM**

**Den Demonstrations**
Ask each den in turn to talk about their adventures during the last month. Call members to the front and ask them to each give their own distinctive sound as they come forward:

TIGER CUBS: Roar like a tiger—RRRRRR!

WOLF: Howl like a wolf—Ah-ooooo!

BEAR: Growl like a bear—Grrrr!

WEBELOS: We’ll BE Loyal Scouts!

CUBMASTER: Thank you to all the inhabitants of our jungle pack. Let’s give them a jungle cheer!

**Jungle Cheer**

Divide the group into the following groups.

CUB SCOUTS: The sounds they used earlier

MOMS: Screech like a hawk—Eyaw! Eyaw!

DADS: Yell like a monkey—Eeeek! Eeeek!

OTHER FAMILY MEMBERS: Hiss like a snake—Hsss! Hsss!

**RECOGNITION**

CUBMASTER: We have several jungle den members who have met their responsibilities to themselves this month by achieving and mastering new skills in their den. As Akela of our pack, I call the following jungle creatures to the council fire. *(Set up a simulated campfire with a cauldron; see Cub Scout Ceremonies for Dens and Packs for suggestions. Call up those to be recognized by name, along with their parents in the following manner. Prearrange for each Cub Scout to imitate his creature’s movements as he is called up.)*

The bobcat who hunts, climbs, and jumps in the wild. *(Call out the Cub Scout’s name.)*

The mighty tiger who moves quietly through the jungle. *(Call out the Cub Scout’s name.)*

The wolf who prowls the night with his friends. *(Call out the Cub Scout’s name.)*

The bear who rises on his hind feet to frighten others. *(Call out the Cub Scout’s name.)*

The Webelos Scout who moves on two feed proudly with the creatures. *(Call out the Cub Scout’s name.)*

*(Take the awards out of the council fire and present to each Cub Scout with his parents.)*
CLOSING

Cubmaster’s Minute
I used the word “responsibility” many times tonight. I used it to talk about everyone who provided tonight’s meeting—they were responsible for its success. I used it to talk about Akela, who took responsibility for Mowgli, teaching him to also be responsible. I talked about it when we recognized our Scouts for learning new skills.

Where we live—though it isn’t like the jungles in South America or Africa—requires us to be responsible for ourselves, to keep us safe; for our family, to do our tasks as a family member; and for others, to be responsible as a citizen and care for our planet the way Akela, Baloo, and the other jungle creatures were responsible and cared for Mowgli.

Part of that word is response. That means when you are responsible, you respond to a need. Our Cub Scouts have shown great responsibility this month in responding to the needs of themselves, their family, our pack, and others. We adults respond by giving you a cheer. (Lead families and leaders in the Jungle cheer.)

CLOSING CEREMONY

The Outdoor Code
CUBMASTER: Please join me in reciting the Outdoor Code. As an American, I will do my best to be clean in my outdoor manners.

PACK FAMILIES: I will treat the outdoors as a heritage. I understand my responsibility to improve it for myself and others.

PACK LEADER: I will be careful with fire.

PACK FAMILIES: I will prevent forest fires. I will build fire in a safe place and be sure the fire area is cold before I leave.

PACK LEADER: I will be considerate in the outdoors.

PACK FAMILIES: I will treat public and private property with respect. I will remember that use of the outdoors is a right and a privilege.

PACK LEADER: I will be conservation minded.

PACK FAMILIES: I will learn how to practice good conservation of soil, water, forests, wildlife, and energy.

(The preassigned den retires the colors.)

AFTER THE MEETING

Other Features to Add
(Adapted from Group Meeting Sparklers)

Run Ons

I’m a Tiger
PERSON 1: “Ask me if I’m a tiger.”
PERSON 2: “OK, are you a tiger?”
PERSON 1: “Yes. Now ask me if I’m a bear.”
PERSON 2: “OK, are you a bear?”
PERSON 1: “No, remember, I told you I was a tiger!”
Branch Office
PERSON 1: “We interrupt this meeting to bring you a message from the branch office.”
PERSON 2: (Making monkey noises, enters carrying a branch)

Cheers
Tiger cheer: Grrrrrrr-eee-aaaate!
Wolf cheer: Aaaarrrooooooooo!
Lion cheer: Bring hands up and make lion-type claws, and yell, “Roar! Roar! Roar! Roar!”

Applause
Thunder and Rain Applause
CUBMASTER: Remember that every jungle has its thunderstorms! (Have the group place their hands, palms open, on their knees. Starting from the left side of the room, have them softly tap their knees to simulate rain. As the “storm” moves across the room, have each section pat louder and louder until it gets to the center, when everyone stands, yells “BOOM” to simulate thunder, then sits down. The “storm” then fades away as it moves to the right.)
Try to find all 12 words on this board: AKELA, BALOO, BOA, CROCODILE, CUBS, ELEPHANT, GORILLA, HIPPO, LION, SCOUT, TIGER, WEBELOS

**Option:** Use “Jungle Animal Pairing” from Group Meeting Sparklers, No. 33122.
Fifty Great States

Pack Committee

Why 50 Great States for the Core Value Citizenship. “Fifty Great States” reminds us that we are to contribute our service and show responsibility to local, state, and national communities. Cub Scouts develop good citizenship skills when they learn about respecting the flag and providing service to the community.

BEFORE THE MEETING

Consider inviting veterans in your area to your pack meeting. Invite dens that have been working on their Citizenship belt loops and pins to bring their posters to satisfy requirement 2. Make a poster showing things that you can do to be a good citizen.

Gather items required for the flag ceremony: one American flag; one large bowl or pot (like a Dutch oven); one extra-long spoon; pieces of red, white, and blue paper; white stars; a needle; and some thread. A few days before the meeting, create “weathered” copies of the Declaration of Independence, Bill of Rights, and U.S. Constitution: Print a copy of each document, and soak the paper in hot tea until the tea has stained the paper. After the pages have dried, crumple them up to make them look more authentic and weathered. Decorate the meeting room with the weathered documents.

Gather materials for the gathering part of the meeting: names of 50 states cut and folded in a jar; each state’s motto, cut and folded and placed in same jar; scroll for awards ceremony.

Help Cub Scouts set up their displays.

GATHERING

As the Scouts arrive, have each one pull an item from the jar containing state names and mottos. Have the Scouts figure out their corresponding state or motto and then find the Scout who has that matching state or motto. (For example, the Scout who pulls “Michigan” will find the Scout who pulled Michigan’s state motto.) As the Scouts get settled, have them stay with their partner states and mottos.

OPENING

The Cubmaster asks whether we have a lot of states represented here. The Cubmaster will call out each state’s motto. The Scouts with that state and motto will stand up and yell out their state’s name. Example: When the Cubmaster calls out “Lone Star State,” Scouts who pulled the state name “Texas” and the motto “Lone Star State” will stand up and yell “Texas!” Be sure to invite the parents to join in the activity.

Invite the preassigned den to do the opening flag ceremony.

Materials: seven Scouts; one narrator; one American flag; one large bowl or pot (like a Dutch oven); one extra-long spoon; pieces of red, white, and blue paper; white stars; a needle; and some thread.

Preparation: Conceal an American flag inside a large bowl or pot. The Cub Scouts will use a long spoon to stir the pot as they add pieces of red paper, blue paper, and white paper; white stars; a needle; and some thread.

NARRATOR: Today we have a special treat, and we’re going to follow this recipe, the greatest in the land.

First, we put in a heaping cup of red for courage. (CUB SCOUT 1 puts pieces of red paper into the pot.)

We’ll add blue for truth, justice, and loyalty. (CUB SCOUT 2 puts pieces of blue paper into the pot.)

We’ll also need some white for purity or cleanliness of thought, word, and deed, along with some stars. (CUB SCOUT 3 pours in pieces of white paper and CUB SCOUT 4 pours in white stars.)

Last, we’ll add a needle and thread. The steel of the needle represents the strength of our nation. The thread ties us all together as Americans. (CUB SCOUT 5 puts in the needle and thread.)

When you combine these things, you come up with our flag, Old Glory. (CUB SCOUTS 6 and 7 remove the flag from the pot, open, and hold it.) May it always fly with honor and respect.

(After this opening, have the Scouts put the flag on a flagpole for display during the meeting.

Repeat the Pledge of Allegiance if you would like.)
Prayer
CUBMASTER OR LEADER: Tonight, let us remember all of those who came before us to help build this country. Remember their sacrifices and their examples of citizenship. Let us also remember those who will come after us to help keep this country the beautiful place that it is.

Welcome and Introductions
The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare the pack meeting. Greet especially those veterans who have joined you. Encourage each boy to thank these veterans for their service to their country. A preassigned den recites the Preamble to the Declaration of Independence. Have several boys each memorize one line:

In 1776, when the Declaration of Independence was written,
Our forefathers started the outline of our rights as American citizens:
“We hold these truths to be self-evident,
That all men are created equal,
That they are endowed by their Creator
With certain unalienable Rights,
That among these are Life, Liberty, and the Pursuit of Happiness.”

CUBMASTER: With these rights, we have our own duties of being good citizens. Tonight, we invite those dens that worked on their Citizenship belt loops to share what they have learned about our duties as citizens.

PROGRAM

Den Demonstrations
Have each den talk about their posters for citizenship. Have each den come up and discuss what they have done and what our duties are as citizens of our state.

CUBMASTER: What a great example of citizenship and a good look at what great citizens each of you are becoming. Thank you for sharing your work with us. We salute you for your hard work! Let’s do the Red, White, and Blue cheer!”

Cheer
Divide the pack into three groups, RED group, WHITE group, BLUE group. As the Cubmaster points to each group, and they stand and shout their color. The cheer doesn’t always have to be in order. Mix it up to make it fun!

Pack Song
Have a preassigned den lead the pack in singing “America (My Country ’Tis of Thee),” by the Rev. Samuel F. Smith.

America (My Country ’Tis of Thee)
My country! ’tis of thee,
Sweet land of liberty,
Of thee I sing;
Land where my fathers died,
Land of the pilgrims’ pride,
From ev’ry mountain side
Let freedom ring.

My native country, thee,
Land of the noble free,
Thy name I love;
I love thy rocks and rills,
Thy woods and templed hills,  
My heart with rapture thrills  
Like that above.

Let music swell the breeze,  
And ring from all the trees,  
Sweet freedom’s song;  
Let mortal tongues awake,  
Let all that breathe partake,  
Let rocks their silence break,  
The sound prolong.

Our fathers’ God, to Thee,  
Author of Liberty,  
To Thee we sing;  
Long may our land be bright  
With freedom’s holy light,  
Protect us by Thy might,  
Great God, our King.

**RECOGNITION**

The Cubmaster holds out a big scroll reading the names of the Scouts receiving their awards. Have another leader or den chief help with handing out the awards.

CUBMASTER: Being a citizen of the United States, we have freedoms that are not allowed in many other countries—freedom to vote, freedom to think and say what we want, to worship as we please, and go where we want to go. Freedom to be a Scout! Tonight we recognize those Scouts who have earned their rank. *(The Cubmaster will call the boys by name and ask their parents to please step forward. Fill in lines below with each Scout and the applicable rank.)*

It is my honor as president of this state of Cub Scouts to admit you the office or rank of ____________________. *(INSERT SCOUT’S NAME), I name you president-elect *(INSERT BOY’S FIRST NAME).* Be it known to all of the states that you have been confirmed with the rank of ____________________. Parents, will you please present *(INSERT SCOUT’S NAME)* with the badge representing the rank of ____________________.

Friends of the state, let us congratulate our new ____________________ with a cheer!

Red, White, and Blue! Red, White, and Blue!

**Bobcat,** you have completed the first freedom in this pack and exhibited great citizenship in the process. As a good citizen of this pack, you have promised to do your duty to God and your country. Live by these words and remember your duties to continue to be a good citizen.

**Tiger,** you are the youngest members of our pack but the most eager. Your Go See It activities remind us of our forefathers settling our country. This task of creating a new government was not easy but reminds us of our duties as a citizen and to continue to honor those words our forefathers spoke—Life, Liberty, and the Pursuit of Happiness are our rights.

**Wolf,** one of the obligations of exhibiting good citizenship is the care and respect we are to give our flag. You have taken the challenge as a Wolf Scout, and you have learned the importance of our pledge and have given your allegiance to our flag and to our country. These are great building blocks for becoming a good citizen. Continue to build upon these blocks.

**Bear,** the Bears begin to see much more freedom than the younger Scouts. What requirements you need to complete your rank are decided by you and Akela. You extend these freedoms more as you continue to grow. Let us not forget the strength we need to maintain these freedoms and the duties that are required to be a good citizen.
**Webelos**, the oldest Scouts in our pack, are the fine young men in our Webelos patrols. Webelos, meaning “We’ll Be LOyal Scouts,” remain faithful and true to the pack even while they begin to stretch their wings and become more independent. You have been great examples of good citizens of our pack to the younger Scouts.

**Arrow of Light**, the highest award in Cub Scouting and the shining light of our pack. You have earned the Citizen activity badge, and you understand the importance of good citizenship. Commit to being a good citizen and influencing others to be good citizens as well.

**CUBMASTER’S MINUTE**

The freedoms we have were granted to us by our forefathers through the Declaration of Independence—Life, Liberty, and the Pursuit of Happiness—and the Bill of Rights outlined in the Constitution. But, to quote Eleanor Roosevelt, “With freedom comes responsibility.” Tonight we learned of our responsibilities as Americans. Respecting and honoring those freedoms among the other people in this country helps us to be good citizens. But to keep these rights, men and women have made sacrifices of their time and, sometimes, their lives. The biggest way we can repay this is to be good citizens. As adults, we can vote, follow laws, and pay our taxes. As young men learning about life, you can repay this debt by being kind to others, respecting the flag, and helping others where possible.

**CLOSING**

A preassigned den retires the flags. Scouts again thank those veterans who have attended the pack meeting.
December

Holiday Lights

Pack Committee

Why Holiday Lights for the Core Value Respect. Many of our holiday traditions this month involve lights—the star of Bethlehem, miracle of the lamps, the morning star that enlightened Buddha, the bonfires at yule. We show respect for the customs of others by sharing our holiday traditions with the pack and den: lights on a Christmas tree, candles on a menorah for Hanukkah, or on a Kwanzaa kinara. Boys can light the way this month by brightening someone’s holiday season while learning more about how others celebrate this season.

As a pack or den, visit a nursing home, preschool, or children’s ward, and sing holiday favorites. Conclude your outing by sharing cookies decorated by the boys. Help those less fortunate with a service project or toy drive. How about a holiday dessert pot luck? Each family can bring a traditional dessert to share at the pack meeting.

This might be a perfect time to ask pack families to donate to the World Friendship Fund of the Boy Scouts of America, which assists developing nations in providing Scouting to their youth (search “World Friendship Fund BSA” on the Internet). This is also an appropriate month to work on the Language and Culture belt loop and pin, or the Heritages belt loop and pin.

BEFORE THE MEETING

Have printed materials (copies of the word match game, a large poster with the Cub Scout Promise, and the closing song) for families to see. Decorate the room for the holiday season with Christmas decorations, a Hanukkah menorah, a Kwanzaa kinara, etc. (Ask pack families to bring their faith symbols and holiday traditional items to decorate the room.)

GATHERING

The preassigned den hands out copies of the word match game and pencils for families to do together as they arrive. (See the end of this meeting plan for a copy of the word game and word search.) Here are the keys for the word match and the word search.

Word Match Key
Arabic: SALAM
French: PAIX
Hebrew: SHALOM
Italian: PACE
Latin: PAX
Russian: MIR

English: PEACE
Hawaiian: MALUHIA
Hindi: SHANTI
Japanese: HEIWA
Mandarin: ANPING
Spanish: PAZ

Word Search Key

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CUBMASTER: This month we shine holiday light on our own traditions and culture and the customs of others. As we learn more about one another, we respect the different ways each of us celebrates this time of year around the world.

The preassigned den enters, each member carrying a battery-operated candle. As each boy lights his candle, he says:

CUB SCOUT 1: This is the season of lights.

CUB SCOUT 2: The days are shorter, the nights are longer, brightened by our holiday lights.

CUB SCOUT 3: Many homes light candles to honor the birth of Jesus at Christmas time.

CUB SCOUT 4: Many homes light Hanukkah candles to celebrate the festival of lights.

CUB SCOUT 5: Many homes light the kinara to celebrate Kwanzaa.

CUB SCOUT 6: The most brilliant light comes from the spirit of goodwill and peace toward all.

CUB SCOUT 7: Cub Scouts light up the lives of others by respecting the traditions of all faiths and traditions.

CUB SCOUT 8: Please stand and join us in the Cub Scout Promise.

**Prayer (Cub Scout or Leader)**

“Please prepare yourselves for prayer as is your custom. We give thanks for all who are here with us tonight, and wish those around the world who are celebrating in their own way, a happy, safe, and secure holiday season. May the light of the season lighten our hearts and theirs throughout this year and the next. Amen.”

**Welcome and Introductions**

The Cubmaster or assistant Cubmaster welcomes new families and introduces them to the pack, and thanks those who helped prepare for the meeting.

The Cubmaster turns attention to the match game, reading the key and asking if anyone correctly matched all 12 or 11, etc., and so on until a winner family is identified. Do the Rudolph cheer from the Cub Scout Leader How-To Book. (Use hands to make antlers on your head and blink your eyes, saying “Blink, blink, blink.”)

The preassigned den leads the pack in “Light the Night” (sung to the tune of “Row, Row, Row Your Boat”).

**Light the Night**

Light, light, light the night,
Candles glowing bright.
Giving, sharing, always caring
Cub Scouts do what’s right.

**PROGRAM**

**Den Demonstrations**

Dens talk about service projects they completed during the month and show finished den projects.

CUBMASTER: Thank you to each of our dens. We respect the efforts you made this month and admire your Scouting spirit. Let’s give them a Good Turn cheer. *(Each person pairs up with another person and uses one hand with a partner to applaud.)*
Fill Santa’s Sack

Divide players into two or more teams. Place the teams at opposite ends of the room. Give each team a scarf of one color for the team (blue for one team, gold for another, etc.), and a big garbage bag. Scatter equal numbers of each color of inflated balloons around the floor in the center of the room. On a signal, each team runs in and fills its sack with as many balloons of its color as it can in the time allowed. Remind them that broken balloons don’t count.

RECOGNITION

Cubs Light the Way

Equipment: yule log with battery-operated candles for each rank. Please refer to Cub Scout Ceremonies for Dens and Packs for ideas on how to create a yule log.

The Scout and his parents come forward to receive his recognition. The Cubmaster hands awards to parents, and each Cub Scout lights a candle with the assistant Cubmaster’s help.

The Cubmaster speaks about each badge as it is presented.

CUBMASTER: The Bobcat badge is symbolized by this light, whose flame glows with the understanding of the Cub Scout Promise and motto, which unite us.

The Wolf badge is symbolized by this light. Our candles glow brighter for this Scout who has grown in his understanding of his family and community.

The Bear badge, its light glowing even brighter, is presented to this Scout in recognition of completion of achievements at home with his family, in his community, for his personal growth, and for his citizenship skills.

The Webelos badge is symbolized by this light, which glows brighter still with the confidence this Scout has gained in completing his activity badges and understanding of Webelos.

The Arrow of Light is the brightest of all, for it glows with the full light of Cub Scouting.

(An alternative is to use electric candles for all ranks, attached to a dimmer switch. The assistant Cubmaster can turn up the dimmer switch slightly as each rank is announced, until it is at full light with the Arrow of Light. Look in Cub Scout Ceremonies for Dens and Packs for ideas. This can be adapted to a closing ceremony by dropping the word “badge,” adjusting some verbiage and saying at the end, “each level of Cub Scouting brightens our world and lights the way for others around the world as we learn about others and respect their traditions.”)

Candle Cheer

Hold hands together as a tiny flame, say “Flicker,” expand hands, say “Flicker, flicker,” then expand hands even wider and say “Flame!”

Cubmaster’s Minute

We all share a sense of wonder at the lights of the season—the light of hope and peace for the future—whatever our religious beliefs. As we respect our own beliefs and the beliefs of others, we light a powerful flame, which unites us all. Though individually we may be very different, by respecting those differences we unite—as a den, a pack, a nation, and a world, lighting the way for the future. (As the Cubmaster speaks, the assistant Cubmaster circulates, handing each Scout a small flashlight to hold up.)

CLOSING

The Cubmaster asks all families to stand and sing together the “New Year of the Gold and Blue” (sung to the tune of “Auld Lang Syne”).

New Year of the Gold and Blue

Should all our Cub Scouts
Do their best
From this year to the new,
We’ll have a kind and thoughtful world
With the help of gold and blue.

**Optional: Snow Globe Cheer**
Pretend to pick up a big snow globe. Shake it, look at it, and say, “Ooh, aah, special!”

**Optional: Run-Ons**
CUB SCOUT 1: (Enters, somersaulting)
CUB SCOUT 2: What are you doing?
CUB SCOUT 1: Good Turns!

**Optional: Jokes**
Santa to Mrs. Claus: Why are you giving me an umbrella?
Mrs. Clause: I hear rain, dear.

What do you call an old snowman?
Water!

What does Santa do in his garden?
Hoe, hoe, hoe!

What kind of candle burns longer, a blue candle or a gold candle?
Neither. Candles always burn shorter!

**Optional Audience Participation**
*If appropriate to your pack membership*, perform “The House Where Santa Clause Lives” from the 
*Cub Scout Leader How-To Book*.

**Optional Skit: Mr. Boyce and the Good Turn**
(Adapted from Trapper Trails Pow Wow, 2003)
Characters: Someone dressed as William D. Boyce in hat and coat carrying an umbrella and briefcase; one Scout in full uniform, carrying a lantern with “Good Turn” written on it; narrator; other Scouts can be Londoners hurrying past Mr. Boyce.

NARRATOR: It is a foggy night in London. The year is 1909. An American businessman is lost in the fog.

BUSINESSMAN: I don’t think I can find my way tonight.

SCOUT: May I help you, sir?

BUSINESSMAN: I am looking for this address. Can you tell me where to find it?

SCOUT: I will take you there. (The Scout leads the businessman to center stage.)

SCOUT: Here you are, sir.

BUSINESSMAN: Thank you, and here you are (holding out money) for helping me.

SCOUT: Thank you, sir, but I can’t accept anything. I am a Scout, and this is a Good Turn.

NARRATOR: The gentleman was W.D. Boyce. He respected the values shown by the Scout and was so impressed with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of Scouting information. He incorporated the Boy Scouts of America on February 10, 1910.

The “unknown Scout” who helped him in the fog was never heard from again, but he will never be forgotten. That Scout’s Good Turn is what brought Scouting to our country.

**AFTER THE MEETING**
- Refreshments
- Cleanup
**Word Match**
The following words translate to “peace” in many languages. How many can you guess? Match the words with the language:

<table>
<thead>
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<tr>
<td>Salam</td>
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**Word Search**
Many words translate to “peace” in other languages. Find and circle the following words for “peace.”

<table>
<thead>
<tr>
<th>Arabic: SALAM</th>
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P E N T R A L H
A I P A Z L A A
C W I N T U M N
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B S G P A I X I
M I R P E A C E
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Abracadabra

Pack Committee

Why Abracadabra for the Core Value Positive Attitude. Having a positive attitude means that we think about the good and not the negative things we do or face in our lives. While learning magic tricks and puzzles, it can be frustrating, especially when we don’t get the trick or puzzle figured out right away. That negative “I can’t do it” may come more easily to us than trying again with an “I-think-I-can” positive attitude. That “I think I can” just might quickly turn into “I can!”

BEFORE THE MEETING

Prepare your meeting room for a “Magic Midway” using tables, chairs, or an assortment of both. Set out magic tricks, illusions, and puzzles for Cub Scouts, parents, siblings, and friends to participate in together. The Cub Scout Magic book, No. 33210, is a wonderful resource for sample magic tricks. Also attached is a resource sheet with more magic fun to use.

Coordinate with the Webelos den leaders to have their Cub Scouts perform one or two of the experiments required to earn the Scientist activity badge during the den demonstrations portion of the pack meeting.

Print out positive words or statements in advance, and display these on walls around the midway to reinforce a positive attitude as the magic tricks are tried. For example, “You’re Amazing!,” “You Can Do It!,” “Awesome Job!,” “Way to Go!,” and “Fantastic!”

When planning for refreshments, consider the following ideas.

- Large pretzel rods and fruit leather to wrap on the ends make fun edible magician wands.
- Smiley face cookies or smiley face fruit snacks.

GATHERING

Have greeters (may be a den’s assignment, pack leaders, or parent volunteers) greet Cub Scouts and their families and invite them to explore the “Magic Midway.” It might be a good idea to have volunteers show participants how to perform some of the tricks or puzzles. Be sure to secure volunteers in advance.

Opening

The Cubmaster, who may choose to dress as a magician, waves a magic wand (painted dowel or painted paper tube roll from a pant hanger) and says, “Welcome to the magic world of Cub Scouting!” The den assigned to bring in the flags for the pack meeting now marches in with the flags and posts them. Then read the following.

The Magic of America

Scouts who are presenting the colors can do this reading. If there are enough Scouts so that some are flag bearers and others are color guard members, have the color guard be the readers so that all have a part in the opening.

CUB SCOUT 1: It’s great to be an American. This is widely known, and the beauty of this land has a magic all its own.

CUB SCOUT 2: The magic of America does not come from a magic spell. It comes from you and me, who love our country so well.

CUB SCOUT 3: The wave of a magic wand did not buy us liberty. Great men and women died, so we might all live free.
January

CUB SCOUT 4: So let us all now pledge to always do our part, for the magic of America lies deep within our heart.

CUB SCOUT 5: Will everyone please stand and recite with me the Pledge of Allegiance.

Prayer (Cub Scout or Leader)
“Let us be thankful to be able to see and feel the magic that surrounds us, the wonders of nature, the love of our family, friends, and country, and, most of all, the magic that a positive attitude brings not only to ourselves but to others.”

Welcome and Introductions
The Cubmaster welcomes the pack into the new year and any new Cub Scouts and their families who have recently joined. The Cubmaster then thanks all who helped and participated in the Magic Midway and recaps a few of the tricks and puzzles.

Amazing Three-In-One Song
The Cubmaster or a volunteer explains the song while offering positive statements throughout the explanation, such as “You can do it!,” “This group is awesome!,” “Your voices will be amazing!”

Divide the group into three sets. Ask the first to sing “A-B-C,” the second to sing “Twinkle, Twinkle, Little Star,” and the third to sing “Baa, Baa, Black Sheep.” Have each section practice its song one at a time. Now wave a magic wand over the whole group, say the magic words “Groupus, Singus Alltogetherus,” and have the groups sing all together. This trick works because all three songs have the same tune.

PROGRAM

Den Demonstrations/Cheers
The Cubmaster asks each den in turn to talk about their adventures during the last month. Call each den to the front and ask members what they found to be magically fun at their meetings. After each den demonstration, the Cubmaster leads a cheer for that den before calling up the next den.

The Cubmaster then asks the Webelos dens to perform one or two of the tricks or experiments of the Scientist activity badge. For example, the Egg in the Bottle. Have the Webelos dens explain that while there is a science that makes this happen, it’s also somewhat magical. The Cubmaster leads cheers after the Webelos dens perform, as well. (For cheer examples, see resource sheet, attached.)

RECOGNITION

The Surprised Magician
Equipment: top hat with Bobcat and Tiger Cub badges secretly hidden inside; Wolf badges slid up the Cubmaster’s sleeve; a decorated magic wand (from a paper towel tube) with Bear badges rolled inside; several colored hankies with Webelos badges attached to each one.

This ceremony may take some practice on the part of the Cubmaster, who may want to develop a personality to act like a magician. Prepare the top hat by placing the first awards inside so they can be easily removed. The Bobcat badges can be taped inside the hat. The Tiger Cub badges can be attached to a very small tiger stuffed animal or picture of a tiger.

Slide the Wolf badges up the sleeve. Roll the Bear badges in the magic wand paper towel tube so the badges can be removed by a shake of the wand. Tie the colored hankies to one another on diagonal corners, and then fold them inside the pocket so they will come out one by one.

MAGICIAN: Ladies and gentlemen, tonight we have already seen magic performed. Now it is time for the Advancement Magic Show to recognize the Cub Scouts of our pack. The work these Scouts have done to earn these awards, while magical, were in reality done with positive attitudes and lots and lots of hard work. Let the show begin!
(The Cubmaster can decide whether to have each Scout and his family come up individually as the Cub Scout’s name is called, or to call the entire den and all families up at the same time, and then award the Scouts individually as the den stands together).

The magician waves a hand and the wand (carefully, so badges hidden in the wand and up the sleeve do not fall out) over the hat, saying “Abracadabra!” Place the wand on the table. Wait a few seconds, the peer into the hat, and look surprised. Reach in and pull out the Bobcat badges first. Read the name of the Scouts, and ask that he and his parents come forward. Review the magic of Scouting of the Bobcat badge (what it takes to earn), and then award the badge to the Scouts and congratulate them and their families with positive words and phrases (see the attachment).

The magician then carefully waves the wand again and reaches inside for the Tiger Cub badges attached to the tiger stuffed animal or tiger picture. The magician again reviews the magic of Scouting of the Tiger badge, and recognizes the Tiger Cubs and their families. Congratulate the Scouts and their families with positive words and phrases (see the attachment).

The magician now shows an empty hat, looks surprised, and then states, “I wonder what other magic might appear during the show?”

The magician then skims one arm with the Wolf badges over the hat, slides the Wolf badges into the hat, picking up the hat, and turns it over onto the table, letting the awards spill out. Surprise! The magician reviews the magic of Scouting of the Wolf badge and recognizes the Wolf Scouts and their families. Congratulate the Scouts and their families with positive words and phrases (see the attachment).

When the Bear badges are done, the magician puts a hand in the hankie pocket and pulls out a hankie. Wipe a brow and surprise—magic! There is something attached to the hankie. The magician reviews the magic of Scouting of the Webelos badge, then awards the Webelos badges to the Scouts and their families. Congratulate the Scouts and their families with positive words and phrases (see the attachment).

End the magic show with a group applause.

**CLOSING**

Be sure to prepare any materials (signs, etc.) beforehand so that everything goes as planned.

**Without U**

Each Cub Scout holds up a sign with his word(s) on it, with the “U” missing from the word.

CUB SCOUT 1: The magic of C B S CO TS (Cub Scouts) would be missing without you.

CUB SCOUT 2: The magic of YO TH (Youth) would be missing without you.

CUB SCOUT 4: The magic of S CCESS (Success) would be missing without you.

CUB SCOUT 5: The magic of F N (Fun) would be missing without you.

CUB SCOUT 6: The magic of O TDOORS (Outdoors) would be missing without you.

ALL: Clearly, the magic of Cub Scouting needs you!

**Announcements**

Announce any upcoming dates or events the pack will be having or participating in with the district or council.
CUBMASTER’S MINUTE

We’ve seen a lot of magic here in our pack meeting. We’ve seen tricks and puzzles, and the magic of how hard work can be rewarded. But you know, there’s something *magical* that happens as we awaken and begin each and every day. It’s our attitude and how we choose to behave in our work and play. If we wake up and decide, “I’m going to think about the good, and only the good of all things today,” imagine the magic it will do not only for you, but also for others you meet along the way.

CLOSING CEREMONY

The preassigned den retires the flags.

AFTER THE MEETING

- Refreshments
- Cleanup

RESOURCE SHEET

Optional Gathering Activities

**Card Houses.** See who can build the tallest card house. Put a time limit of 1 minute to make it even more challenging.

**Balanced Coin.** Fold a dollar bill in half lengthwise, and place it on the table with the fold up. Challenge your friend to balance a half-dollar coin on top of the fold. Fold the bill again into a V-shape, and place the coin as shown. Pull slowly and gently on the ends of the bill to straighten it out, and the coin will remain balanced on the creased edge.

**Balanced Glass.** Set three empty glasses and a crisp dollar bill on the table. Announce that you can place each end of the dollar bill on the rims of two side-by-side glasses in such a way that the bill will balance the third glass in the middle of the bill.

**Solution:** Use a crisp bill for this trick. Fold five or six sharp pleats lengthwise in the bill. The bill will become stiff enough to support the third glass. A used bill will not be stiff enough to support the glass.

**Super-Strength Napkin.** Twist a paper napkin into a “rope.” Hand the paper rope to a friend, and challenge him to break the napkin rope by pulling on the ends. No matter how hard he pulls, he will not be able to break it. You take the napkin rope and break it easily.

**Secret:** Have a glass of water handy. First twist the napkin into a tough rope. While your friend is trying to break the napkin rope, secretly dip your fingertips into the glass of water. When you take the napkin, twist the middle once more. Touch the middle of the rope with your wet fingertips, so that the rope gets wet. When the rope gets wet, it becomes easy to break apart.

**Disappearing Water.** Here is another great trick. Pour a little water into a paper cup. Say you will make the water disappear. Ask someone to hold out a hand, then pour the contents of the cup into the hand. Instead of getting wet, the person will be left holding an ice cube. Say that you tried to make the water disappear—but it was too hard!

**Secret:** You will need to prepare the cup in advance. Take a piece of dry sponge, and cut it into a round shape so that it just fits into your paper cup. Glue the round sponge to the bottom of the cup. Just before performing the trick, put an ice cube into the cup. Have a second cup of water ready. Pour a little water into the cup, so that the water doesn’t touch the ice cube. The sponge will soak up the water. Pour the ice cube onto the person’s hand. You may want to cover the top of the cup while pouring so that the person cannot see the contents of the cup.

**Balancing Sugar Cubes.** Arrange six sugar cubes as shown. Challenge someone to hold the two lower cubes between the thumb and forefinger of each hand, lift the entire stack, and drop it into a glass. You can do it every time, but when the challenger tries it, the stack tumbles over. Present the stunt as a test of “steady nerves.”
Secret: When you start to lift up the stack, let the tips of your thumbs touch in back. This will steady your hands and make the lift easy.

Optical Illusions for Kids. Go to Kidsownplanet.com. You will find a selection of optical illusions, which are interesting pictures that need to be viewed with concentration. They seem to our eyes to be something that they actually are not. Optical illusions help young people increase their concentration and attention span.

APPLAUSES, CHEERS, AND RUN-ONS

The Magic Word
Select a magic word, such as “abracadabra” or “hocus pocus.” Instruct the audience to clap, stomp, and make lots of noise any time the word is said. Have a “stop” signal to show everyone it’s time to stop the noise.

Alakazam
Point your index finger upward and say “A-la-ka,” then point at the person getting the applause and say “Zam!”

Abracadabra
Divide the audience into three groups. The first group yells “Abra,” the second group yells “Ka,” and the third group yells “Dabra!” when the leader points to them. Vary volume by pointing low for soft and high for loud. Try different volumes for each part.

Magician’s Bow
Extend arms out to your sides, say “Ta-da!” and take a deep bow.

Magic Yell
Pretend to reach up your sleeve. Pull your hand out and shout “Shazamm!”

Disappearing Rabbit
Hold hands to the side of your head like bunny ears and shout “Poof! Poof! Poof!”

Magician Applause
Take the imaginary hat off your head, make a magical gesture over the hat, and say “Presto!”

Magic Hand Applause
Applaud with your hands in front of you, then with your hands behind your back while you say, “Now you see them, now you don’t!”

Handkerchief Cheer
Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

Magic Cheer
Have the group wave their hands back and forth and say “Hocus pocus!” three times.

Magicians Cheer
Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say “Ta-da!”

Magic “Tricks”
CUB SCOUT 1: Betcha I can stay under water for a full minute.

CUB SCOUT 2: Betcha you can’t.

CUB SCOUT 1: (Takes a glass of water from behind his back, holds it over his head, and starts to count.) One one thousand, two one thousand, three one thousand . . .
CUB SCOUT 1: Give me a penny and without looking at it, I’ll be able to tell you the date.

CUB SCOUT 2 (handing boy a penny): OK, let’s see you do that.

CUB SCOUT 1: The date is (says today’s date).

CUB SCOUT: I have a magic pencil. If someone mentions a color, my pencil will write that color. (Whatever color is chosen, the boy writes the word for that color, displays it, and takes a bow.)

CUB SCOUT 1: Knock, knock.

CUB SCOUT 2: Who’s there?

CUB SCOUT 1: My magic hat goes.

CUB SCOUT 2: My magic hat goes who?

CUB SCOUT 1: I didn’t know you could pull an owl out of your hat!
Turn Back the Clock

Pack Committee

Why Turn Back the Clock for Core Value Resourcefulness. When you look back in time, it is easy to find many examples of resourcefulness, using human and other resources to their fullest. Whether it is the Ice Age, the Wild West, the Space Age, or the 1950s, each time period had people with goals who used the resources available to them to make their lives better.

BEFORE THE MEETING

A week or so before the meeting, have each den select a different era so they can create decorations for their blue and gold banquet table with symbols of that era. Have each den list the resources they used to decorate their table and of the resources available in the era they chose. Go to www.superkids.com/aeweb/tools/words/search and make a word search for each den using the words they provided. (Hint: The search serves double duty when glued to the placemats made by the boys.) Distribute to each den a copy of the skit planning sheet (found at the end of this pack meeting plan) for the dens to create their own skits about resourcefulness in the era they selected. Set a deadline for the dens to share their skits with the Cubmaster, who will review each skit for appropriate content and timing. Make or have made a “time machine” using a large appliance box. Attach large movable clock hands made out of poster board to the front. Cut an entrance and exit into the sides of the box. Also make large cardboard tools for “fixing the machine.” Prepare a set of 3-by-5 cards with each of the three phrases for the audience participation story below.

Before the meeting, have printed materials (copies of the word search game—if not given to the dens earlier—to glue to placemats, a large Law of the Pack poster) for families to see or use; flag ceremony flags; awards for Scouts on display, and the time machine and cardboard tools.

Don’t forget to have pencils available for the word search. Help Cub Scouts set up their tables. Prepare the Cub Scouts who are advancing in rank. When they exit the time machine and the Cubmaster asks how they got back, have them say in unison, “We were resourceful.” Distribute the audience participation cards to the boys and their families so that all can participate.

GATHERING

Option 1: The preassigned den distributes copies of the word search and pencils. If each den provided words for a custom word search, be sure each den receives its customized word search.

Option 2: Use the prepared “resourcefulness” word search puzzle at the end of this meeting plan. Have copies of the word search and pencils for families to do together as they arrive. Here is the key.

Option 3: Attach a copy of the word search to each placemat before arrival, and set these on the tables during decorating, along with the pencils.

Try to find all 11 words in the word search puzzle: RESOURCEFULNESS, TOOLS, TAPE, PAPER, GLUE, WOOD, HAMMER, CLAY, PARENTS, AKELA, NAILS.
OPENING
A preassigned den presents the colors and leads the Pledge of Allegiance. (The den for second-year Webelos Scouts who are graduating to Boy Scouting is recommended, as this will be their last flag ceremony as Cub Scouts.)

After the Pledge of Allegiance, have a den form a straight line in the front of the room.

CUB SCOUT 1: Today, most flags are made of nylon or cotton. However, when the first American flags were made, these resources were not available.

CUB SCOUT 2: Early American flags were made from resources that were available at the time, such as wool bunting, silk, linen, and hemp.

CUB SCOUT 3: Not only was the fabric used for the first flag made of available resources . . .

CUB SCOUT 4: There was a human resource as well, Betsy Ross.

CUB SCOUT 5: Mrs. Ross was a widow who owned an upholstery company. Colonial upholsters did all manner of sewing.

CUB SCOUT 6: She was approached by George Washington, Robert Morris, and George Ross to construct the first flag.

CUB SCOUT 7: These men were members of the secret flag committee, appointed by the First Continental Congress.

CUB SCOUT 8: Because they recognized Mrs. Ross as a valuable resource to meet their goal of a new flag for our new country, they asked her to sew our first flag.

CUB SCOUT 9: How resourceful!

Prayer (Cub Scout or Leader)
“Please bless the food we will eat at this banquet, the friends and family here with us tonight, and those who could not join us this evening. Let us remember the resources we used as we prepared for this blue and gold banquet. May we be ever mindful of utilizing our resources to their fullest, and of not being wasteful.”

Welcome and Introductions
Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare the pack meeting.

The preassigned den sings “We Are a Cub Scout Pack” to the tune of “Hickory Dickory Dock.”

We Are a Cub Scout Pack
We are a Cub Scout Pack,
Traveling back to the past,
The clock struck one,
It’s time for fun,
We’re glad it’s blue and gold time at last.
PROGRAM

Den Demonstrations
Using the skit planning sheet, each den performs its original skit about resources from the era chosen for the blue and gold banquet.

Note: The Cubmaster should screen each skit for appropriateness prior to the evening of presentation. The skit planning sheet is located at the end of these pack meeting plans.

Audience Participation
Prepare 54 3-by-5 cards using the three-phrase sets (see the end of this meeting plan). Each card should have one set of three phrases. Before the meeting, deal all of the cards to the boys and their families, who will keep them facedown until the time arrives for the audience participation. (Each person may get more than one card.) Read the story. When you come to a space, pause and let each player in turn read one line from his or her card. The crazier the better, although it is sometimes just as fun for the card to fit perfectly.

RECOGNITION
CUBMASTER: As we have all been learning about the core value resourcefulness, the time has now come for the final test—to send our Cub Scouts back in time to see how resourceful they have become.

Will (call out names of Cub Scouts), about to receive the rank of (name the rank), please come forward and enter the time machine. (Scouts enter the time machine through the door cut into the side of the box. The Cubmaster spins the clock hands on the front of the box.)

It looks as if it is working; they are going back in time. Oh, no! There appears to be a malfunction in the machine. Will the parents of these young men please come forward to help me fix the machine. (As parents come forward, give them the big cardboard tools to tinker with the box. They actually don’t have time to do any work with the tools before the Cubmaster returns to the script.)

CUBMASTER: Wait, it looks as if they are coming back now. (The boys exit the other side of the box.)

CUBMASTER: The machine was malfunctioning. How did you get back?

CUB SCOUTS (IN UNISON): We were resourceful!

CUBMASTER: Parents, please stand with your resourceful Cub Scouts. Due to your exhibition of resourcefulness here this evening, and because you have diligently met all the requirements of this rank by doing your best, I am pleased to present you with the rank of _________.

After the ceremony is complete, ask all to stand and give these resourceful Cub Scouts a Turn Back the Clock cheer. (Note: It is done the same as a round of applause, just counterclockwise.)

Cubmaster’s Minute
We have heard a lot about resourcefulness this evening. Using what you have at hand can improve the way you live. We have learned that using resources wisely has improved with each era. We have learned that people are resources, too. You don’t have to be an adult to use or be a resource. Each of you used resources to create table decorations, and each of you was a resource when you created and performed your skit. Because you used your resources wisely, we had a great blue and gold banquet.

We all know that Cub Scouts are resourceful, and you showed that many times over this evening. I want you to think of one thing as we leave tonight. We know that to be resourceful is to use a resource to its fullest. That means not wasting. Let us not be wasteful, and make the next era better because of how we utilized resources in this era.

CLOSING
A preassigned den retires the colors.

CUBMASTER: Thank you so much for joining our resourceful Cub Scouts in our journey through time this evening. Please enjoy your dinner.
Try to find all **11 words** in the word search puzzle: RESOURCEFULNESS, TOOLS, TAPE, PAPER, GLUE, WOOD, HAMMER, CLAY, PARENTS, AKELA, NAILS.

| Y | A | T | N | J | K | I | T | A | V | S | L | H | E | E |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| L | F | V | W | S | G | L | U | E | A | E | U | D | J | T | S |
| S | W | C | R | N | O | H | W | H | E | P | N | G | H | R | R |
| N | P | L | H | K | T | D | O | F | C | S | E | H | N | O | D |
| B | P | A | E | G | T | T | O | O | L | S | L | A | A | C | D |
| Q | A | Y | P | P | S | N | D | N | Z | J | C | M | I | E | I |
| R | R | A | K | E | L | A | O | N | A | F | E | M | L | G | B |
| R | E | S | O | U | R | C | E | F | U | L | N | E | S | S | V |
| I | N | E | C | X | G | D | E | H | H | P | E | R | F | E | N |
| J | T | M | F | H | T | B | R | I | R | E | G | V | P | M | M |
| E | S | N | J | E | H | L | G | G | T | I | C | H | A | M | S |
### Audience Participation Activity

<table>
<thead>
<tr>
<th>Some dirty dishwater</th>
<th>A banana skin</th>
<th>A toadstool</th>
<th>A Model-T</th>
</tr>
</thead>
<tbody>
<tr>
<td>A rusty nail</td>
<td>A bad dream</td>
<td>A pumpkin pie</td>
<td>A pushcart</td>
</tr>
<tr>
<td>A jar of jam</td>
<td>Some axle grease</td>
<td>A tool belt</td>
<td>A little red hen</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A flashlight</th>
<th>A polka-dotted snake</th>
<th>A short pencil</th>
<th>A can of dog food</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Dutch oven</td>
<td>A bunch of posies</td>
<td>A juicy watermelon</td>
<td>A telephone</td>
</tr>
<tr>
<td>A snapping turtle</td>
<td>A red barn</td>
<td>A rattlesnake</td>
<td>A loose tooth</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A crazy bed bug</th>
<th>A swarm of bees</th>
<th>A can of tar</th>
<th>Three raisins</th>
</tr>
</thead>
<tbody>
<tr>
<td>A bean shooter</td>
<td>A hat dog</td>
<td>A pile of peach fuzz</td>
<td>A leaky pail</td>
</tr>
<tr>
<td>A ton of bricks</td>
<td>A hammer</td>
<td>A bald eagle</td>
<td>An old egg</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A trolley car</th>
<th>A bar of soap</th>
<th>A rhinoceros</th>
<th>A cartload of fish</th>
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</thead>
<tbody>
<tr>
<td>A pig’s tail</td>
<td>A green tomato</td>
<td>A shovel full of coal</td>
<td>A cross-eyed cat</td>
</tr>
<tr>
<td>A tall pine tree</td>
<td>A battleship</td>
<td>A can of red paint</td>
<td>A tall hat</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>A green apple</th>
<th>A tube of lipstik</th>
<th>A ripped road map</th>
<th>A bottle of blue nail polish</th>
</tr>
</thead>
<tbody>
<tr>
<td>A pink toothbrush</td>
<td>A spinning wheel</td>
<td>A roll of duck tape</td>
<td>A brass monkey</td>
</tr>
<tr>
<td>A bike horn</td>
<td>An old crab</td>
<td>A battle of dish soap</td>
<td>A stick of dynamite</td>
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<table>
<thead>
<tr>
<th>A pain in the neck</th>
<th>A bow-legged horse</th>
<th>A pair of bee’s knees</th>
<th>A race horse</th>
</tr>
</thead>
<tbody>
<tr>
<td>A scrub brush</td>
<td>Some Limburger cheese</td>
<td>A flat can</td>
<td>A fishing hook</td>
</tr>
<tr>
<td>A head of old cabbage</td>
<td>Mickey Mouse</td>
<td>A big fat worm</td>
<td>A pink elephant</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>A chunk of wood</th>
<th>A piece of ribbon</th>
<th>A litter of puppies</th>
<th>A sour pickle</th>
</tr>
</thead>
<tbody>
<tr>
<td>A spare tire</td>
<td>A top hat</td>
<td>A rusty horseshoe</td>
<td>A green tractor</td>
</tr>
<tr>
<td>An ear of corn</td>
<td>A bucket of slop</td>
<td>Three raisins</td>
<td>A black cloud</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A silly giggle</th>
<th>A dragon fly</th>
<th>A glass eye</th>
<th>A heap of pancakes</th>
</tr>
</thead>
<tbody>
<tr>
<td>A screwdriver</td>
<td>A box kite</td>
<td>A red necktie</td>
<td>A yellow parrot</td>
</tr>
<tr>
<td>A can of worms</td>
<td>A blue hen</td>
<td>A bobtailed bunny</td>
<td>A pitchfork</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A swarm of bees</th>
<th>Mary’s little lamb</th>
<th>A prickly thistle</th>
<th>A spitting camel</th>
</tr>
</thead>
<tbody>
<tr>
<td>A jack-a-lantern</td>
<td>A lit match</td>
<td>A derby hat</td>
<td>A tape measure</td>
</tr>
<tr>
<td>A barrel stove</td>
<td>A set of false teeth</td>
<td>A purple crayon</td>
<td>A can of sauerkraut</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A litter of piglets</th>
<th>A quarter</th>
<th>A sneezing cat</th>
<th>A broom</th>
</tr>
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<tbody>
<tr>
<td>A cake of soap</td>
<td>A skeleton key</td>
<td>A jar of peanut butter</td>
<td>A roaring lion</td>
</tr>
<tr>
<td>A purple canoe</td>
<td>A box of rocks</td>
<td>A flu shot</td>
<td>A bouquet of roses</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A waterfall</th>
<th>A jar of peanuts</th>
<th>A sneezing cat</th>
<th>A bowl full of jelly</th>
</tr>
</thead>
<tbody>
<tr>
<td>A streetcar</td>
<td>A shovel</td>
<td>A holiday CD</td>
<td>A seashell</td>
</tr>
<tr>
<td>An olive tree</td>
<td>A set of blueprints</td>
<td>A tiger shark</td>
<td>A yardstick</td>
</tr>
</tbody>
</table>
Once upon a time, there was a Cub Scout from __________. He was learning about times long ago. So he hopped into a __________ to travel to the past. He wanted to learn about what people of that time did with their resources. So he went to ancient __________ and saw __________, __________, __________, and __________. He was truly amazed to see all of these things together.

The people of this time used __________ as __________, and __________ as __________. They rode on __________ to get to __________. When he saw them eat __________ and __________, he nearly fainted. He decided to more closely explore the town where he landed. He caught a ride on a __________ to explore the town. He saw a house with __________ and __________ hanging by the front door. He saw a garden with __________, __________, and __________ growing in it. He saw a __________ tied to a tree.

He saw a __________ in a dog house. He saw a __________ riding a bicycle, and a __________ driving a bus. He saw a __________ building a house made out of __________. He thought what an unusual use of resources they have in this place. By this time he was not even fazed when he saw __________, __________, and __________ playing with __________ in a yard. He wondered if he could use a __________ or a __________ to build a tree house back in his own time.

He wondered if __________ and __________ really tasted good. He wondered how in the world they started using __________ to push in carts at the grocery store. He wondered why they sold __________, __________, and __________ at the green grocery, and __________ and __________ at the fish market.

Boy, was this town mixed up. He had expected to go back in time and see the great Pyramids built. Instead, he saw __________. He expected to see cave men using the first fire; instead he saw __________. He thought he would see the Seven Wonders of the World being built and how people back then came about using their resources to accomplish amazing feats; instead, he saw __________, __________, __________, and __________. Then he realized that sometimes resources can be used for purposes other than what we normally think of them as being used for.

This was a revelation. If using __________ to make __________ worked, then this was a new way of using a resource. He decided that when he got home, he would try using __________, __________, and __________ as he saw them being used here. He would no longer waste __________ if it was put on his plate. He had learned so much. So he got back in his time machine to return home to his own time. When he returned, he realized he really did not travel back in time after all, but to a place of imagination because he had __________ in his time machine engine. The end.
Subject of the plot (theme):

Outline

Boy wants something

Boy starts to get what he wants

Obstacles stop boy

Boy uses his resources and achieves goal

Note: Keep it simple. Keep it short (3 to 5 minutes). Keep it in good taste. Use your resources!
Planting Seeds of Kindness

Pack Committee

Why Planting Seeds of Kindness for the Core Value Compassion. Compassion means being kind and considerate of others. It is having patience and a generous heart. It is showing genuine concern by our thoughts, words, and deeds to people, animals, our environment, and our community. Cub Scouts can develop an understanding of the concept of kindness by understanding how a tiny seed can grow into food that we eat or a flower for all to enjoy. By “planting” and “growing” small areas of kindness in our thoughts, words, and deed, we share the goodness in our hearts in hopes that those who experience it will then share kindness with others and keep it growing.

BEFORE THE MEETING

Print copies of the seed packet template at the end of this meeting plan. The packets can be assembled before the meeting and then decorated at the meeting, or you can have the Cub Scouts assemble the packets before decorating. A free, downloadable template can be found at www.gardensandcrafts.com/seedpackets.html; many other templates are available for free online. You can always design your own, customized for your pack.

Seed Packet Template Assembly*

1. Cut out the template as carefully as possible within the outside lines.
2. Fold the template:
   a. Fold the bottom forward (this will be the back of the seed packet), and then unfold again.
   b. Fold the two sides toward the middle.
   c. Glue the two side flaps (be careful not to glue the rest of the template, as it will stick together).
   d. Fold the bottom flap up again and firmly press together the side flaps and bottom flap. You should now have a small seed packet ready to be filled.
   e. Fold down the top flap and allow the glue to dry. Once dry, label and fill the packet with seeds.

Check with a local nursery to see if seeds (flower or vegetable) can be donated for this activity. Each Scout’s packet needs only a few seeds; many manufacturers’ packets have several seeds. Place seeds in small plastic bags labeled with the plant names so Scouts can choose the packet they want.

*Garlic, potato, and onion sets won’t fit in this seed packet template.

GATHERING

Have greeters (may be a den’s assignment, pack leaders, or parent volunteers) greet Cub Scouts and their families and invite them to make their own “planting seeds of kindness” packets to take home and share with family members or perhaps a neighbor, teacher, or someone else of their choosing. Scouts can decorate the packets and then choose which seeds they would like to put into their packets. Helpers should help the Scouts write on their packet the type of seed, planting information, as well as the light the seed needs to grow.

Alternative Gatherings

Cub Scout Seeds of Kindness

Use the “planting seeds of kindness” template to make the packets, and have the Cub Scouts decorate their packet. Instead of seeds, they would write on small strips of paper an act of kindness they will do for someone. Then have them seal their strip of paper in the seed packet and present it to the person they will act out their kindness for. Examples: I will open the door for you (give to a teacher). I will clear the table at dinner for you (give to a parent). I will help you with the lawn (give to a neighbor).
Seeds of Kindness Book Drive

Using the same template, have Scouts write information on the front of their packet about “spreading seeds of kindness” by collecting new and used books for donation to a local library or children’s home. The pack should agree on a collection date and location, and this information should be put on the seed packets. No actual seeds would be put in the packets if this activity is used. The Cub Scouts would just write information, decorate, and seal the packet. Print information on posters to help the Scouts see what to write on their packets.

OPENING

CUBMASTER: Welcome to our “planting seeds of kindness” pack meeting tonight. It will be an exciting meeting as we watch compassion GROW!

(You should have a poster with a tree trunk base drawn on it. With each letter below, make “limbs” to attach to the poster tree trunk. The final product will be a full tree. You can add leaves, flowers, birds, squirrels, butterflies, and so on, if you’d like to the branches.)

C is for caring about others.
O is for the opportunities when we can help.
M is for the many needs of our community.
P is for understanding how a person feels.
A is for the action we can take.
S is for showing concern through kind thoughts and words.
S is for that someone we may not know but we can become friends.
I is for the interest we share in our environment.
O is for the giving of ourselves to others.
N is for being nice to all people, plants, animals, and our Earth.

Prayer (Cub Scout or Leader)

“Help us to do our best in helping and caring for others. Help us to be kind to all things and understand what we can do to make this world a better place with our words and actions.”

Welcome and Introductions

The Cubmaster welcomes pack members to the meeting and extends a welcome to special guests and any others in attendance. This would be a good time to thank all those who helped prepare for the pack meeting.

PROGRAM

Song

Sometimes a simple way to plant kindness is to smile and say hello. The preassigned den leads the pack in “I Love That Word ‘Hello’” (sung to the tune of “Auld Lang Syne”).

I Love That Word “Hello”

I love to hear that word “hello”
Wherever I may go.
It’s full of friendship and good cheer,
And warms the heart up so.
Hello, hello, hello, hello
Hello, hello, hello;
Where e’er we meet
Like friends let’s greet
Each other with “hello.”

**Cheer**

**It’s a Snap**
Snap your fingers once after the first and second line and then wildly snap your fingers after the third line.

- Being kind, it’s a snap.” (single snap)
- Helping others, it’s a snap.” (single snap)
- Do your best to be kind and helpful.” (wild snapping)

**Game**
When it comes to thinking about ways to show kindness, two heads are sometimes better than one. This game has us put our heads together to achieve a goal of crossing the finish line.

**Getting Our Heads Together**
Preparation: Divide the players into relay teams, paired according to height (or mix teams so that Tiger, Wolf, Bear, and Webelos Scouts are on both teams).

Select a distance according to the size and coordination of the players. Give a paper cup to each pair of players. The object of the game is for each pair to hold the paper cup between their heads without using their hands, and to move the predetermined distance to the finish line.

Once one pair has crossed the finish line, the next pair goes. Play continues until all of the players have crossed the finish line. If the cup is dropped or touched by a player’s hands, that pair must return to the start line and try again.

Note: All players are winners in this game; the point is to show that working together toward a common goal can be achieved.

**Cheer**

**Good Turn Cheer**
Everyone stands up, turns around, and sits down.

**RECOGNITION**

**Cub Scout Seedling**
**Props:** Cardboard trees and bushes in background

CUBMASTER: Do you see that tree in my backyard? I planted that tree as a seedling not too long ago. Look at it now! I did it as a conservation project to show compassion for our environment.

ASSISTANT CUBMASTER: Wow, it sure has grown!

CUBMASTER: A young Bobcat starting his Cub Scouting adventure may be like a young seedling just starting to grow like the one that used to be in my backyard. We have several Cub Scouts who have earned the Bobcat rank.

ASSISTANT CUBMASTER: Will the following boys and their parents please join us. (Read the Bobcat names aloud.)

CUBMASTER: These Cub Scouts, like a seedling, have just started sprouting. Parents, I give you the Bobcat badge to present to your sons. **Lead a cheer!**
A young Tiger Cub has gone beyond the Bobcat, and like the seedling is growing into a tree. His limbs are still developing, and he needs support from his adult partner to stand straight.

ASSISTANT CUBMASTER: We have several Cub Scouts tonight who have earned their Tiger Cub badge, the second rank in Cub Scouting. Will the following boys and their parents please join us. (Read the Tiger Cub names aloud.)

CUBMASTER: A Tiger Cub has accomplished more than the Bobcat completing his five achievements. He has begun to discover the world around him. Parents, please present these Tiger Cub badges to your sons. Lead a cheer!

A young Wolf Cub Scout has gone even further, like the seedling becoming a tree. His limbs are becoming stronger and extending higher each day. They are becoming visible to neighbors, reaching out to see and learn.

ASSISTANT CUBMASTER: We have several Cub Scouts tonight who have earned the Wolf Cub Scout Badge, the third rank in Cub Scouting. Will the following boys and their parents please join us. (Read the Wolf Cub Scout names aloud.)

CUBMASTER: A Wolf Cub Scout has completed his 12 achievements. His experiences, skills, and knowledge have begun to extend beyond his home and have become visible to others. Parents, please present these Wolf Cub Scout badges to your sons. Lead a cheer!

The Bear Cub badge is the fourth rank of Cub Scouting. A Bear Cub Scout has continued up the Scouting trail beyond the Wolf. He has become strong and straight as a young tree, not fully grown yet, but well on his way. His search extends beyond his neighborhood into the rest of the community and country. His experiences could be fishing in a creek, hiking through town, or visiting a local park or zoo. We have several Cub Scouts who have met the challenges of the Bear Cub Scout and will receive their awards tonight.

ASSISTANT CUBMASTER: Will the following Cub Scouts and parents please join us. (Read the Bear Cub Scout names aloud.)

CUBMASTER: The Bear Cub Scout has matured and endured the challenges of the Cub Scout trail. His experiences and knowledge are nearly complete. His backyard is beyond his neighborhood. Parents please present these badges to your sons. Lead a cheer!

The Webelos Scout is coming to the end of the Cub Scout trail. He is a full-grown tree in the Cub Scout forest. He stands straight and tall. His backyard extends up and down the highways. His fun may include canoeing at a Cub Scout camp, hiking in the woods, and camping overnight. We have several Cub Scouts here tonight who have met the Webelos challenges.

ASSISTANT CUBMASTER: Will the following boys and their parents please join us. (Read the Webelos Scout names aloud.)

CUBMASTER: The Webelos Scout has almost completed the Cub Scout trail. He is knowledgeable, skillful, and confident. His backyard is almost limitless. Parents please present these badges to your sons. Lead a cheer!

Tonight these Scouts grow like the trees we find all around us. They have begun as young seedlings, reaching up and learning about their world with understanding and compassion for each other, their community, and their world. May they always be kind and continue to do their best in all things.

(For second-year Arrow of Light Webelos Scout recipients, the following ceremony may be used in conjunction with the previous ceremony.)

**Like an Acorn—Arrow of Light Ceremony**

When you first see an acorn, it may seem quite small and insignificant. Who could guess the great potential lying inside its small shell? A Cub Scout is much like an acorn.

Although he may appear to be small, a Cub Scout has the potential of greatness within him. As an acorn sprouts and grows, it turns into a majestic tree sought after for its strength and admired for its beauty. It is very popular, and its useful purposes seem unlimited.
Would ________________ please come forward with his parents. ________________ was like an acorn when he first joined Cub Scouting. He was full of potential and ready and willing to learn and grow. In the Wolf, Bear, and Webelos dens, he has grown by learning the ideals of Scouting. He is developing character along the way. He has gone above that which is required to gain his Webelos badge and has earned the Arrow of Light. He is reaching new heights each day as he follows the Cub Scout motto to “Do your best.”

The Arrow of Light is the highest award you can earn in Cub Scouting, but it is not the end to your growth. Just as the mighty oak grows each day for years and years, you too will continue to grow and learn. Follow the path that leads onward in Scouting, and one day you will reach above the oaks and soar with the Eagles.

CLOSING

Announcements
Announce any important upcoming pack, district, or council events.

Cubmaster’s Minute
You may have heard the expression “Walk a mile in another person’s shoes.” What does that mean? (Gather a couple of answers from the audience). Before we can behave in compassionate ways, we must understand how another person feels. If we first think about a person’s feelings, we can be better prepared to spread seeds of kindness to that individual.

Most of us are happiest when we are spreading seeds of kindness. When we help other people—as our Cub Scout promise states—on a regular basis, it becomes a natural thing for us. That is the real meaning of a Good Turn. We are helping without even thinking about it. Please continue to plant seeds of kindness each day. What grows from this seed—kindness—is better than what grows from any other seed.

Closing Ceremony

Cub Scout Garden of Thoughts
Props: Large cut-outs of vegetables for seven Cub Scouts, as indicated.

CUB SCOUT 1: We’re Cub Scouts who have come your way to share with you our garden of thoughts for the day.

CUB SCOUT 2 (holds up carrot): Take care at all times, remembering to do your best each day.

CUB SCOUT 3 (holds up lettuce): Let us always give a smile to others as we travel down life’s way.

CUB SCOUT 4 (holds up turnip): Be sure to turn up at meetings and participate in pack activities.

CUB SCOUT 5 (holds up bean): Learn not to put things off, for it’s not fun being late.

CUB SCOUT 6 (holds up beet): In life’s game, you can beat if you strive to work with everyone.

CUB SCOUT 7 (holds up large package of seeds): And now that we’ve planted some seeds of thought, we’ll say goodnight, for our meeting is adjourned.

Retirement of the Colors
Den assigned retires the colors

AFTER THE MEETING
• Refreshments
• Cleanup
<table>
<thead>
<tr>
<th>PLANT NAME</th>
<th>COLOR</th>
<th>SUN</th>
<th>HEIGHT</th>
<th>GROWING NOTES</th>
<th>PLANTING INFORMATION</th>
</tr>
</thead>
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Cub Scouts Give Thanks

Pack Committee

**Why Cub Scouts Give Thanks for the Core Value Faith.** In springtime we give thanks for the gift of the renewal of the natural world around us—the birds returning, seeds sprouting, daylight becoming longer each day, our friends and our family. We have faith that the world around us is renewed each year. Giving thanks is an expression of our having inner strength and confidence based on our trust in a higher power.

**BEFORE THE MEETING**

Gather materials: flags for the flag ceremony, pictures of things that people give thanks for cut out from magazines, one large thank-you poster printed with “Thank you for having faith in me,” and markers for the gathering activity. Set out on display the awards in their gift boxes for the Scouts.

Help dens decorate the room with pictures, posters, etc., of what Cub Scouts and parents are thankful for. (Den and Webelos leaders should collect these items before the meeting. Seek permission in advance from the chartered organization to secure the pictures to the wall.)

**GATHERING**

Have a variety of markers set out on tables. As pack families arrive, provide the large thank-you poster. With the help of his family, each Scout will choose someone he wishes to thank and prints that name on the large poster.

**OPENING**

The Cubmaster asks the preassigned den to present the colors and lead the pack in the Pledge of Allegiance. At the end of the pledge, have the color guard stand in a straight line in the front of the room. Each color guard member can then recite his line from the script below.

CUB SCOUT 1:  **F** is for Family. Our family has faith in us and gives us the strength and confidence to succeed.

CUB SCOUT 2:  **A** is for America. We are thankful that we live in a country where we are free to practice our faith as we choose.

CUB SCOUT 3:  **I** is for Ideals. We each work hard to live our lives following the ideals of Cub Scouting and the teachings of our faith.

CUB SCOUT 4:  **T** is for Thanks. We are thankful and faithful to those who help us.

CUB SCOUT 5:  **H** is for Heart. We all know in our hearts the right thing to do is to “Do Our Best.” May we all do our best to show our faith by giving thanks.

**Prayer (Cub Scout or Leader)**

“We give thanks for those who have had faith in us to help us enjoy all our blessings.”

**Welcome and Introductions**

The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare for and plan the pack meeting. That is a Good Turn! Let’s do the Good Turn Applause.

Applause  *(Everyone stands and turns around, first in one direction, then in the opposite direction.)*
PROGRAM

Den Demonstrations
Ask each den to talk about (and possibly show) what they did on their adventures during the last month.

CUBMASTER: “Cub Scouts, I had faith in you that you would show us some truly fabulous den demonstrations this month, and you have definitely done that. What a gift! We are thankful that as you learned in your dens this month, you lived by the Cub Scout motto to ‘Do Your Best.’ We all know that it is a belief and trust in a higher being that gives us the strength to do our best each day.”

Audience Participation
Divide the group into thirds and have the groups sing the following in rounds to the tune of “Three Blind Mice.”

Cub Scouts true,
Cub Scouts true,
Show their faith,
Show their faith!

By giving thanks for
The wonderful things,
Their families and
Their own blessings,
For the things they learned at their Scout meetings,
They’re Cub Scouts true.
Cub Scouts true.

RECOGNITION

Special Gift Recognition Ceremony
Awards are placed inside gift boxes that can be easily opened before the meeting.

CUBMASTER: “We have several Scouts who have shared their gifts with us and worked hard to earn recognition for those efforts.” (Call up first Scout and family members, while explaining the accomplishment of the Scout to be recognized). “We recognize both this Scout and his family members who have had faith in his ability to move steadily along the Cub Scout trail.” (Give opened gift box to Scout and parents).

“Let us give this Scout and his family the heart and sole applause.” (Slap heart, then sole of shoe, three times.)

(Continue process with other Scouts to be recognized.)

CLOSING

The den brings the banner or poster to the front of the room and holds it up so all can see the “Thank You for Having Faith in Me” thank-you poster or banner created during the gathering activity.

Have the preassigned den say the following:

CUB SCOUT 1: Thank you, parents, for helping us earn our ranks.
CUB SCOUT 2: Thank you, den leaders, for showing us new things.
CUB SCOUT 3: Thank you, Cubmaster, for leading us each month.
CUB SCOUT 4: Thank you, pack committee, for helping us to grow.
CUB SCOUT 5: Thank you, Cub Scouts, for giving us goodwill.
**Cubmaster’s Minute**

Faith is a gift we have been given. Faith that we will find something new each day, faith that despite challenges like bullying, failures, disappointments today, life will open new doors to new opportunities tomorrow. With faith, all things are possible.

Cub Scouts, we thank you for being with us tonight and for the efforts you have exhibited in earning your recognitions. We have faith that you will see that, just as the seasons change, so will your future. I salute you as the leaders of our future, I thank you for spending this sliver of time with us, and I have faith that you will surmount any obstacles that may come your way and lead us all.

You Cub Scouts are a gift to all of us. Thank you!

**CLOSING CEREMONY**

The preassigned den retires the colors.

**AFTER THE MEETING**

The preassigned den serves refreshments.

The preassigned dens assist in cleanup.
Cub Café

Why Cub Café for the Core Value Health and Fitness. As Cub Scouts, we are personally committed to care for our minds and our bodies. One way we care for our bodies is by what we feed ourselves. By choosing Cub Café as a theme, we can emphasize healthier choices, thus reinforcing our commitment to care for our bodies.

BEFORE THE MEETING

Gather all of the supplies for the meeting, including copies of the “Types of Apples” word search, pencils, opening ceremony supplies, awards for presentation, supplies for the recognition ceremony, and supplies for the closing ceremony. Label the den tables for their displays with large chef’s hats cut out of poster board with the name of the den on each hat. Attach the hats to the tables or to the wall behind the table, if that’s OK with the chartered organization. Remember, as Scouts we leave no trace.

GATHERING

Do the “Types of Apples” word search at the end of this meeting plan. It was created at www.armoredpenguin.com/wordsearch.

OPENING

The stage is set with a large kettle and a campfire. Inside the kettle and against one side is a folded flag, out of sight of the audience.

CUB SCOUT 1: Tonight we’re going to fix for you a treat that’s really grand and make for you a recipe—the grandest in the land.

CUB SCOUT 2: In first we’ll put a heaping cup of red for courage true. (Pours in a container of red paper cut in small pieces)

CUB SCOUT 3: And then we’ll add for loyalty a dash of heavenly blue. (Pours in a container of blue paper cut in small pieces)

CUB SCOUT 4: For purity we’ll now sift in a layer of snowy white. (Pours in a container of white paper cut in small pieces)

CUB SCOUT 5: We’ll sprinkle a pinch of stars to make it come out right. (Pours in a small container of silver stars)

CUB SCOUT 6: We’ll stir and stir and you will see that what we’ve made is Old Glory. (Pulls out the flag and holds it up)

CUB SCOUT 7: Our flag is the most beautiful flag in the world, Let’s always be loyal to it.

Pledge of Allegiance

Please stand for the Pledge of Allegiance. The flag is then placed for display at the meeting.

Prayer

We give thanks for our health and those foods that we eat that help us be fit. May we all be personally committed to care for our minds and bodies.
Welcome and Introductions
The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare the pack meeting.

The preassigned den sings the following song to the tune of “The Farmer and the Dell.”

The Cub Scout eats so well,  
The Cub Scout eats so well,  
He chooses what is good for him,  
So he will not fall ill.

He likes his apples red,  
He likes his apples green,  
He likes his apples all cut up,  
And calls it fruit salad.

Den Demonstrations
Ask each den in turn to talk about their adventures during the last month. Call each to the front to do so.

CUBMASTER: Thank you to each of the dens who have shared their adventures with us. Let us salute them by giving them a Bite of Apple Cheer. The Cubmaster instructs the pack members to pretend they are taking a big bite out of a big juicy apple, then they rub their tummies and say, “Yum, yum, so good for my tum.”

Audience Participation
Play the game “My Cubmaster Cooks” with the entire group. Instruct the audience that if a Cub Scout names a healthy food to respond by saying “Good for you!” and if the food is unhealthy, respond by saying “Oh, no!” The first Cub Scout would say, “My Cubmaster cooks ______________,” and fills in the blank with something that starts with an A. The second Cub Scout would say, “My Cubmaster cooks (whatever the first Cub Scout stated starts with an A) and ______________,” and fills in the blank with something that starts with a B. Each subsequent Cub Scout says, “My Cubmaster cooks,” repeats those foods listed by the Cub Scouts that went before him in alphabetical order, and then adds the new food that starts with the next letter in the alphabet. If a Cub Scout gets stuck while reciting the previous foods, he can do a stirring motion to signal he needs help from the rest of the group.

Recognition
A table is set up in the front of the room with a large box sitting on it decorated to look like an oven with a front and back door cut into the box. The box should be large enough to hold a cookie sheet, and the doors should both be able to close. Behind the table is a stack of cookie sheets, with the awards to be presented to each den laid out on a separate cookie sheet. The assistant Cubmaster stands behind the oven to load the awards through the back door. The Cubmaster, wearing a chef’s hat and apron, picks up a large mixing bowl and long wooden spoon from the table next to the oven and begins to pretend he/she is stirring batter. There is one empty cookie sheet on the table that the Cubmaster will pretend to drop batter onto. A spatula to lift awards with is next to the cookie sheet.

CUBMASTER: Friends, this month we are celebrating health and fitness. Here at the Cub Café, I am whipping up a few healthy goodies to present to our hardworking Cub Scouts. They are guaranteed to be calorie free. This month, they have earned many different awards. Here, let me get a batch in the oven real quick.

The Cubmaster pretends to drop spoonfuls of awards onto the empty cookie sheet and places the sheet in the oven through the front door. As soon as the front door of the oven is closed, the assistant Cubmaster removes the empty tray, places the first tray of awards to be awarded in the oven through the back door, and then rings a bell. After hearing the bell, the Cubmaster says, “Wow, it looks like they are already ready,” removes the awards through the front door of the oven, and places them on the table. Using a large spatula, the Cubmaster removes the awards one at a time to present to the Cub Scouts, then asks the Cub Scout and his parent to come to the front of the room to receive his award. This procedure is repeated for each den.

Note: This can also be done with the new neckerchiefs for the next rank if the pack so desires.
Cubmaster’s Minute

In the Scout Oath, Boy Scouts pledge to be “physically strong, mentally awake, and morally straight.” This evening our theme was Cub Café because we know that in addition to exercise, it is important to eat right to become physically strong. This week, think about what you are eating before you put it in your mouth and ask yourself, will this food help me become physically strong? Remember that in Cub Scouts, you are preparing to become Boy Scouts.

CLOSING

The preassigned den does the closing.

Each Cub Scout should have a quarter of a poster board cut into the shape of an apple with his letter written in a large capital letter on the front side, and what he is going to say on the back side. The poster board should be attached to a paint stick so he can raise it into the air after he has said his lines.

H is for health. A state of strength and wellbeing is the type of health I want.

E is for eating the healthy choice of foods not only at the Cub Café, but every day.

A is for apple, a healthy, tasty snack choice that has fiber, too.

L is for lentils, a bean that is a good source of protein.

T is for tomato, a fruit full of vitamin C.

H is for happy, how I feel because I am healthy.

CUBMASTER: Thank you, ____ den, for the wonderful closing ceremony. Good night and healthy eating to all.

TYPES OF APPLES

Apples make a good, healthy snack. There are many different types of apples, not just red and green. They all have special names. Find and circle the names of 12 different kinds of apples in the word search below.

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<th>G</th>
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Find these 12 words in the letters above. Words can be spelled forward, backward, up, down, or diagonally.

Braeburn
Delicious
Fuji
Granny Smith
Honeycrisp
Idared
Jonathan
King
Liberty
McIntosh
Pink Lady
Rome Beauty

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Head West, Young Man

Pack Committee

Why Head West, Young Man for the Core Value Perseverance. Perseverance is defined as sticking with something and not giving up, even if it is difficult. As the pioneers headed west across this great country, they met many difficulties, yet they did not give up. Instead, they kept going, overcame the adversities they met, and helped to develop our wonderful country.

BEFORE THE MEETING

Have each den set up their den display tables. Have a Conestoga wagon made out of poster board with each den’s name on it, either attached to the table or behind the table so that guests can easily identify the table of each den. Make sure the flags are ready for presentation. Ensure you have all of the supplies for the skit and advancement ceremony, as well as awards ready for presentation. Don’t forget the Cubmaster’s and assistant Cubmaster’s stick horses and cowboy hats, copies of the word search, and pencils.

GATHERING

The preassigned den hands out copies of the word search (see the end of this meeting plan) and pencils for families to do together as they arrive. Here is the key.

Try to find all 17 words in the word search puzzle: BARN, BLACKSMITH, CAMPFIRE, CONESTOGA, WAGON, CORN, COW, CROPS, HOMESTEAD, HORSE, MULES, OXEN, PERSEVERANCE, PIONEER, PLOW, PRAIRIE, TRAIL, WAGONTRAIN

I A O E R P B K L Q E H H D W Y Q I S L D Y U T U
M X M C P P I Z D Z N U U Z M Z E A H M O K Y M
I H A N H W V E X Z A I J S H F L X Q G D W N X R O
T G O A N L B Y I I O E K H D T G S N R O C A S R
U S V R R H W R U L V G X I I G P O O D O R I
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V I Z O R P C A J R A L C L Q I M U F V Q X S I K
W F W Y C D P T A W X B I E U Y G V G M G O A
**OPENING**

The Cubmaster enters riding a stick horse and ties up the stick horse to a post or the back of a chair.

Have the preassigned den present the colors. When the flags reach the front of the room, the Cub Scout who calls the flag ceremony states:

“Our frontier forefathers helped start our great land,
With courage and bravery they took their true stand.
Let’s pause a moment to pay them tribute today,
Grim hardships and setbacks they had in their way.
Remembering how they were put to the test,
In history books ’tis said, they always DID THEIR BEST.
May we ever be thankful for their perseverance so grand,
So we can proudly salute the great flag of our land.
Please stand and join us in the Pledge of Allegiance.”

**Prayer (Cub Scout or Leader)**

Please help each of us to always stick with the tasks we try, even when they are difficult, just like the pioneers who traveled west and settled our frontiers. Amen

**Welcome and Introductions**

The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare for and plan the pack meeting. The preassigned den performs its choice from the skits below.

**The Oldest Settler in the West**

CUB SCOUT 1: Who’s the oldest settler in the west?

CUB SCOUT 2: Death Valley Scout?

CUB SCOUT 1: Nope.

CUB SCOUT 3: Buffalo Bill?

CUB SCOUT 1: Nope.

CUB SCOUT 4: Lucien Maxwell?

CUB SCOUT 1: Nope.

CUB SCOUTS 2, 3, and 4: We give up. Who is the oldest settler in the west?

CUB SCOUT 1: The sun!

OR
Frontier Life

A narrator tells the story of the harsh frontier life out on the prairie. Cub Scouts perform various actions cued by the narrator, including a large group to act as a thundering herd of buffalo and three Cub Scouts to act as “volunteers.” The narrator begins by asking for three volunteers from the audience (preselected and cued). They are asked to come forward and lay down on their stomachs next to each other.

NARRATOR: Now to begin. Frontier life out on the prairie was very harsh. First, the wind swept across the prairie. (A Cub Scout comes out with a broom and sweeps the backs of the three volunteers while making wind noises.)

NARRATOR: The sun beat down. (Another Cub Scout shines a flashlight on the heads and backs of the volunteers.)

NARRATOR: And the rain came down. (Another Cub Scout sprinkles water on them.)

NARRATOR: Life was hard on the prairie, but the pioneers persevered. Sometimes when they planted crops, the sun shone too long and bright without any rain and the crops failed. (Cub Scouts run out and shine their flashlights on the backs of the volunteers.) The pioneers just planted more crops.

NARRATOR: If they planted their crops and the rain lasted too long and flooded their fields, they replanted. (A Cub Scout runs out and sprinkles water on the backs of the volunteers.)

NARRATOR: If the wind blew down their barns, they rebuilt. (A Cub Scout comes out with a broom and sweeps the backs of the three volunteers while making wind noises.)

NARRATOR: Worse than the wind, sun, and rain was the constant fear of a buffalo stampede. (On that cue, a large group of Scouts charges across the stage toward the volunteers, who get up and run offstage in fear.)

PROGRAM

Den Demonstrations

Ask each den in turn to talk about their adventures during the last month. Call each to the front to do so. After each den gives its presentation, have the pack give the den a cheer or applause. See the examples below.

CUBMASTER: (The Cubmaster thanks the den for sharing their adventures and asks the pack to salute the dens by giving them a cheer or applause listed below.)

Chuck Wagon Cheer
“Come and get it!”

Horse Applause
Galloping in place, saying, “Clippety clop! Clippety clop!”

Bandanna Applause
Throw a bandanna into the air. Everyone applauds until the bandanna reaches the floor. Repeat, catching the bandanna at different points during the drop.

Wagon Train Cheer
Make a circle with one arm above your head and say, “Head ’em up!” Point straight ahead and say, “Move ’em out!”

Coyote Applause
Lift up your head, as if howling at the moon, and say, “Aw Woo, Aw Woo, Aw Woo, Woo!”

Westward Ho Cheer
The Cubmaster says “Westward” and the audience answers, “Ho!”
**Audience Participation**

Have the audience say the associated expression when the tickler phrases below are read by the narrator. These instances are indicated in bold in the story.

<table>
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<th>Phrase</th>
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<tr>
<td>Wagon Train</td>
<td>“Head ’em up!”</td>
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<td>Challenge/Challenges</td>
<td>“Circle the wagons!”</td>
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<td>Persevere/Perseverance</td>
<td>“Keep trying!”</td>
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<tr>
<td>Chuck Wagon</td>
<td>“Come and get it!”</td>
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<tr>
<td>Horse/Horses</td>
<td>“Clippety clop! Clippety clop!”</td>
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Once there was a young man who wanted to go west to the frontier lands. This man knew there would be **Challenges** along the way, but he was prepared to **Persevere**. So he bought a **Horse** and joined a **Wagon Train**.

Now this was a very special **Wagon Train** because it had seven **Chuck Wagons**, each with a team of seven **Horses**. Each **Chuck Wagon** had a cook named **Cookie**, and each **Horse** was named **Perseverance**. So he asked the man in charge of the **Wagon Train**, “Why are all of the **Chuck Wagon Horses** named **Perseverance**?” The man in charge of the **Wagon Train** replied, “Well, on this **Wagon Train** the biggest **Challenge** most people face is the food from the **Chuck Wagon**. But we all know we must eat to keep up our strength, so we named the **Horses** **Perseverance** to remind us that even when we face the most difficult **Challenges** we must stick with it and not give up. Just as with any other **Challenge** we face, we must **Persevere** to succeed.”

**RECOGNITION**

Both the Cubmaster and the assistant Cubmaster are at the front of the room, wearing cowboy hats and holding stick horses like they are riding them.

CUBMASTER: “Well, (say the assistant Cubmaster’s name), I understand we have a passel of awards to give the Cub Scouts tonight. If you hand them over, we can start the presentation.”

ASSISTANT CUBMASTER: “Oh, no! We left the awards on the chuck wagon that stayed behind to fix its axle. What shall we do?”

CUBMASTER: “There is only one solution for this; you need to go fetch them.”

ASSISTANT CUBMASTER: “OK, anything for the Cub Scouts.” The assistant Cubmaster then rides off on a stick horse to “fetch” the awards.

CUBMASTER: The Cubmaster dismounts and ties the “horse” to a chair or pole. “Cub Scouts, there is no need to worry. Mr./Ms. ___________ is on the job to get the awards. He/she never gives up, even when facing big challenges. Hey, that sounds a lot like you guys.”

ASSISTANT CUBMASTER: (Rides in on a stick horse carrying a Dutch oven filled with the awards.) “Here are the awards, fresh off the fire. You would not believe what I had to face to get them. I even ran into a big bear that thought they were his dinner. But never fear, just like the Cub Scouts this month persevered when faced with the challenges of earning these awards, I also never gave up when faced with challenges to retrieve them.”

CUBMASTER: “That’s great. Thank you so much. Now let’s get these awards in the hands of the Cub Scouts who earned them.”

The Cubmaster then calls each Cub Scout and his parent or guardian to the front of the room to receive his award. The Cubmaster should be sure to call the Cub Scout by name and say a little about what the Cub Scout did to earn the award. (Note: It is easiest if the awards are separated into envelopes by den in the Dutch oven and labeled with their contents.)
After all awards have been presented, have the pack give the “cowpoke applause.”

Cowpoke applause: Raise one hand in the air, as if waving a hat, and say “Whoopee!”

**Cubmaster’s Minute**

Tonight we have celebrated perseverance. We have learned that Cub Scouts, like pioneers, persevere to meet their goals. Sometimes we face difficult activities or challenges, but if we just give up we will never succeed and meet our goal. So the next time you have a difficult school subject or other challenge, stick with it, don’t give up, and you will eventually succeed. We are Cub Scouts, we persevere.

**CLOSING**

The closing is designed for nine dens. If your pack has fewer dens, select the lines that you like the best to assign to each den. If you have more than nine dens, group by rank and select five of the lines that you like best and change den ___________ to the ___________ den and fill in the ___________ with their rank. Give each den their assigned lines a week before the pack meeting so that they can practice. Be sure that each den knows the signal that it is their turn to give their yell. Signs with the den name or number printed on them work very well.

CUBMASTER: United we stand, divided we fall, all for one, and one for all!

Wagons Ho! Den ____________ is on the go!

We’re pioneers, pioneers, den ____________ has no fears!

Horse and cattle, rancher and hand, den ____________ is true to the land!

Clap your hands, slap your thigh, den ____________ is ridin’ high!

Over the mountains, through the trails, den ____________ never fails!

We are the miners, couldn’t be finer, den ____________!

We’re not rowdy, den ____________ says “Howdy!”

Head ’em up, move ’em out, den ____________ is here to shout!

We’ve done fine, we’ve done well, now for a real cowboy yell, den ____________ , den ____________ , den ____________!

CUBMASTER: Cub Scouts, you have done your best, worked hard, and passed the test. Great job! We will now retire the colors.

The preassigned den retires the colors.
Try to find all 17 words in the word search puzzle: BARN, BLACKSMITH, CAMPFIRE, CONASTOGAWAGON, CORN, COW, CROPS, HOMESTEAD, HORSE, MULES, OXEN, PERSEVERANCE, PIONEER, PLOW, PRAIRIE, TRAIL, WAGONTRAIN

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IHANHWVEXZAJSHFLLXGQDWXRO
TGOANLBYIIIOEKHOTGSNROCASRI
USVRRHWRURLNVGXIIGPOODORI
RKVEZYOMIULRBSJYLIGYPXTXJ
UWLVJFOMVBPZYBCOJHLRMMAJP
JLXETXMEILAPBKNT00XXQDTW
FZRSBLACKSMITHEDTWWAFERHS
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RVGPPSSZYPYEEAZUODCPZMKEBY
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SPROJAMQVASSJHBSNQBVDDNST
TRQNDHGZXRZFJRJHIKNCWAYBO
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EZDLZRWXOWEUSDYZUYQFXSINZK
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XLRULELTANGTGVCVCVOOLGESAVFS
VIZORPCAJRAMCLQIMUFVQXSIK
WFYCDPTAWXBIEUYGVVGMGOA
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Cubs in Shining Armor

Pack Committee

Why Cubs in Shining Armor for the Core Value Courage: Many associate courage and valor with knights because of their code of conduct. The Knights Code of Conduct extols these virtues, which reinforce that a true chivalrous knight does what is right regardless of the difficulties or consequences. He exhibits true courage.

BEFORE THE MEETING

Prepare materials (flags for flag ceremony, copies of crossword puzzle, pencils for crosswords, large poster with the Law of the Pack printed for families to see, shields for opening, awards for Scouts, and fake sword for the ceremony); decorate the room with a “throne” in the front of the room and a pillow for presentation of the awards. Check to see if the local Scout troop has a bugler to herald the arrival of the king/queen; the Cubmaster should wear a crown. Help Cub Scouts set up any displays.

GATHERING

Crossword Puzzle

A preassigned den hands out copies of the crossword puzzle (see the end of this meeting plan) and pencils for families to work together as they arrive.

ACROSS
2 Female ruler of the land
3 The home of the king
5 Telling the truth and being a person worthy of trust
7 Male ruler of the land
8 A weapon that the king uses to dub his knights
9 Metal covering that a knight wears to protect his body

DOWN
1 Doing what is right regardless of the consequences
4 The water that surrounds the castle
6 A piece of metal that a knight holds in front of him that is often decorated with his coat of arms
8 Title given to a knight

| 1 | C |
| 2 | Q | U | E | E | N |
|   |   | R |
| 3 | C | A | S | T | L | E |
| 4 | M | G |
| 5 | H | O | N | E |
|   | A | H |
| 6 | E | S | T | Y |
| 7 | K | I | N | G |
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|   |   | L |
| 8 | S | W | O | R | D |
|   | I |
| 9 | A | R | M | O | R |
OPENING

Pledge of Allegiance
(The preassigned den presents the flags.)

CUBMASTER (to the preassigned den): “Come forth and tell all gathered the code of a Cub Scout in shining armor.” (Each Cub Scout has a shield made of poster board. Each shield features one of the letters of the word COURAGE. Make sure the Cub Scouts stand in a line so the audience can read the word COURAGE when the boys are ready to present. If you have an eighth boy, write the entire word COURAGE on his shield. If you have only seven boys, have all of them read the last line together. Have each boy say what is written on the back of his shield.)

CUB SCOUT 1: C is for CHARITY, giving aid to those who need our help.

CUB SCOUT 2: O is for OBEY, to listen to those placed in authority, our AKELA.

CUB SCOUT 3: U is for USING all we have learned for good.

CUB SCOUT 4: R is for RESPECT of God, family, and country.

CUB SCOUT 5: A is for ALWAYS telling the truth.

CUB SCOUT 6: G is for GALLANTRY, showing courteous and thoughtful behavior, especially toward women.

CUB SCOUT 7: E is for seeing to the END all tasks begun.

CUB SCOUT 8: When you put them all together you get COURAGE. Doing what is right regardless of its difficulty or the consequences because we are Cub Scouts!

Prayer (Cub Scout or Leader)

“We give thanks for the members of our pack and our families. Let us all remember that true courage is doing what is right regardless of the difficulty or consequences.”

Welcome and Introductions

The Cubmaster welcomes Cub Scouts and families and introduces any special guests. If there are new parents and boys, introduce the current pack leaders with a brief explanation of their roles. Recognize the setup crew, greeters, cleanup crew, and those who brought refreshments for their efforts.

PROGRAM

Song (Solo)

The preassigned den sings “I’m a Cub Scout Knight” (sung to the tune of “Row, Row, Row Your Boat”).

Row, Row, Row Your Boat

I am a Cub Scout true,
Doing what is right,
Regardless of how hard it is,
’Cause I’m a Cub Scout Knight!
Den Demonstrations

(Ask each den, in turn, to talk about their adventures during the last month. Call each to the front to do so.)

CUBMASTER: “Thank you to each of the dens of our realm who have so gallantly shared their adventures with us. Let us salute them by giving them a “royal round of applause.” (Do the “Round of Applause” cheer from the Group Meeting Sparklers.)

Audience Participation

CUBMASTER: Whenever the words *Cub Scout* are read, Webelos Scouts respond with *Do your best.* When the word *knight* is read, the Bear Cub Scouts respond with *shining armor.* When the word *courage* is read, the Wolf Cub Scouts respond with *Do what’s right,* and when the word *king* is read, the Tiger Cubs respond with *Hail to the king.*

Once upon a time, there was a CUB SCOUT who wanted to be a KNIGHT. He knew that for a CUB SCOUT to become a KNIGHT, he must exhibit great COURAGE and complete a special challenge determined by the KING. So the CUB SCOUT who wanted to be a KNIGHT went to see the KING. The KING asked the CUB SCOUT who wanted to be a KNIGHT if he had COURAGE. The KING explained that COURAGE means always doing what is right regardless of the difficulty or the consequences. The KING asked the CUB SCOUT who wanted to be a KNIGHT if he had COURAGE. The CUB SCOUT said, “Yes.” So the KING gave the CUB SCOUT a challenge. The KING told the CUB SCOUT that if he wanted to be a KNIGHT, he must exhibit COURAGE and bring the KING a dragon scale. Now the CUB SCOUT really wanted to become a KNIGHT, so he decided to bring the KING a dragon scale.

The CUB SCOUT knew there was a fierce dragon that lived in a cave about an hour’s hike away. So the CUB SCOUT prepared for the hike. He gathered water, a first-aid kit, a flashlight, and emergency gear, and went to find his buddy. The CUB SCOUT knew how important it was to always be prepared, to hike with a buddy, and to tell an adult where he was going. Telling his mother he was going to a cave to get a dragon’s scale took great COURAGE, but he did it because it was the right thing to do. His mother understood and gave him permission to go set about on the task set forth by the KING.

So the CUB SCOUT and his buddy went to the cave of the dragon. When they got there, they were scared. Dragons can be scary, you know. But the CUB SCOUT really wanted to be a KNIGHT, so he entered the cave to carry out his task. CUB SCOUTS do not take things that do not belong to them, so the CUB SCOUT asked the dragon for a scale. The dragon was so impressed that the CUB SCOUT would ask rather than just take, that it gave him a shiny silver scale.

The CUB SCOUT took the scale back to the KING so he could show the KING he had the courage required to become a KNIGHT. The KING asked the CUB SCOUT how he acquired the scale. The CUB SCOUT explained that he had asked the dragon for a scale and the dragon gave him one. The KING was very impressed with the COURAGE of the CUB SCOUT. The KING explained that, just like CUB SCOUTS, KNIGHTS do not take anything without asking, either. So the CUB SCOUT passed the KING’S test of COURAGE and became a KNIGHT, because true COURAGE is doing what is right regardless of the difficulty or consequences. The end.
RECOGNITION

(The Cubmaster is dressed as a king/queen and has a fake sword for the ceremony. The assistant Cubmaster or other adult places the award for each boy on the pillow and presents it to the parents, who will present it at the appropriate time.)

CUBMASTER: It is now time for our knighting ceremony. As monarch of this pack, it is my honor to confer this fount of honor upon those in this pack who have earned the badge of their rank.

(As the Scout is being dubbed, the Cubmaster touches the fake sword to one shoulder, then to the other.) Be it known to all in the realm that you have been confirmed with the rank of (insert rank). (Each boy should be dubbed and awarded his rank individually.)

TO BOBCATS: Gentlemen/Sirs, you have completed the first task in this pack and exhibited great courage in this endeavor. It is not easy to memorize, recite, and live by the Cub Scout Oath and Law of the Pack, but you have done so and admirably so.

TO TIGERS: Gentlemen/Sirs, you have had the opportunity to search the realm, discover new tasks, and share them with your friends and family. It is not easy to try something new, but you have done so and with great courage.

TO WOLVES: Gentlemen/Sirs, you have learned how to handle tools and how to display the flag; you know how to be healthy and save. You have learned that Cub Scouts always do what is right because they are Cub Scouts.

TO BEARS: Gentlemen/Sirs, you have exhibited great courage in exhibiting your duty to God, your country, and your family. You have exhibited great courage in always doing what is right to meet your goals.

TO WEBELOS SCOUTS: Gentlemen/Sirs, you have met the challenges required to earn the rank of Webelos Scout. You have learned the patrol method and started following the pathway that Boy Scouts follow.

TO ARROW OF LIGHT SCOUTS: Gentlemen/Sirs, you have exhibited both courage and perseverance in facing and mastering the many tasks set before you to reach this very auspicious honor. This is the highest honor that this monarch can bestow upon one of his Scouts.

Friends of the realm, let us congratulate our Cub Scouts with a cheer!

Hip, hip, hooray! Hip, hip, hooray!

Cubmaster’s Minute

“Walt Disney said, ‘All of our dreams can come true—if we have the courage to pursue them.’ As you have heard many times this evening, courage is doing what is right, regardless of the difficulty or consequences. As you pursue your dreams, I ask you to remember two things. First, Cub Scouts always do their best. Second, Cub Scouts do what is right; they have courage.”

CLOSING

The preassigned den retires the flag.
ACROSS
2 Female ruler of the land
3 The home of the king
5 Telling the truth and being a person worthy of trust
7 Male ruler of the land
8 A weapon that the king uses to dub his knights
9 Metal covering that a knight wears to protect his body

DOWN
1 Doing what is right regardless of the consequences
4 The water that surrounds the castle
6 A piece of metal that a knight holds in front of him that is often decorated with his coat of arms
8 Title given to a knight
Kids Against Crime

Pack Committee

Why Kids Against Crime for the Core Value Honesty. Crime is often an act of dishonesty. Kids Against Crime focuses on the opposite of dishonesty—honesty. Honesty is all about telling the truth and being a person worthy of trust.

BEFORE THE MEETING

Make sure you have all the materials ready: flags for the flag ceremony, awards for Scouts, copies of the Honesty Is the Best Policy maze, and pencils. Set up tables for den displays. The den displays can focus on summertime activities in which the Scouts participated, including day camp and resident camp activities. The Cubmaster and den leaders should help Scouts set up the displays.

If the Cubmaster is going to invite a law enforcement officer to attend the pack meeting, the visit must be scheduled in advance. The officer needs to know the time and place of the meeting and what is expected of him or her, specifically that the presentation should be about crime prevention with an emphasis on honesty.

GATHERING

Hand out copies of the “Honesty Is the Best Policy” maze found at the end of this meeting plan. Make sure all the boys have pencils. Here is the key.

Help the Cub Scout find his way to the Character Counts emblem.
**Opening**

**Pledge of Allegiance**
Have the preassigned den present the flags.

Prepare seven shields that look like a detective’s shield made out of gold poster board. The letters of the word “HONESTY” should be printed in large capital letters on the front of the shield (one letter per shield), and the corresponding words printed on the back. Have a preassigned den present the following skit.

CUB SCOUT 1: H is for HONOR, exhibiting a strong moral character.

CUB SCOUT 2: O is for ONE. The decision made by one person can make a difference in the lives of many.

CUB SCOUT 3: N is for NEVER telling a lie. Honesty is always the best policy.

CUB SCOUT 4: E is for ENFORCEMENT, as in the law enforcement officers who help to keep us safe.

CUB SCOUT 5: S is for SCOUTS—Cub Scouts, Boy Scouts, Varsity Scouts, and Venturers—all doing the right thing each and every time.

CUB SCOUT 6: T is for TRUSTWORTHY, the first point of the Scout Law and what every Scout should strive to be.

CUB SCOUT 7: Y is for YOU, the person who can make a difference by practicing honesty.

**Prayer (Cub Scout or Leader)**

“Help me keep the Cub Scout Promise and help me to be a person who always tells the truth and is worthy of the trust that others place in me.”

**Welcome and Introductions**
The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare for and plan the pack meeting.

The Cubmaster then introduces the law enforcement officer who is the guest presenter.

**Program**
Ask the officer to give a presentation about crime prevention that emphasizes the importance of honesty.

CUBMASTER: “Pack, let us give a special thank you to Officer_________________. Let’s give the Grand Salute Applause.” (The Grand Salute Applause can be found on page 5-10 of the Cub Scout Leader How-To Book.)

If you do not have a guest speaker, a preassigned den can perform the following skit.

**Standing Up to Crime**
(from Baloo’s Bugle and Crossroads of America Council)
Equipment: A Cub Scout handbook (to be used as a prop)
Personnel: Seven Cub Scouts
(The first boy holds the handbook and then passes it to the next Scout as the lines are read.)
CUB SCOUT 1: As boys and their families joined Cub Scouts, they learned the Cub Scout Promise.
CUB SCOUT 2: When we say we’ll do something, that is a promise. We promise to obey the law of the Pack.
CUB SCOUT 3: Then we promise to do our duty to God. This means we honestly express our relationship to a higher power and its importance in guiding us.

CUB SCOUT 4: Then we promise to do our duty to our country. This means we should do what we can for our country, be proud that we are Americans, and obey the laws of the land.

CUB SCOUT 5: Next we promise to help other people, which means you should do things for others that would make something better for them.

CUB SCOUT 6: Lastly, we promise to obey our leaders and parents. All of this, we promise to do.

CUB SCOUT 7: We make and keep these promises because we are Cub Scouts. Cub Scouts keep their promises because they are young men who are true to their word.

CUBMASTER: Please rise and join us in the Pledge of Allegiance.

RECOGNITION

If the Cubmaster invited a law enforcement officer to the meeting, this is a great opportunity to have that person help the Cubmaster hand out awards.

Using a half sheet of construction paper and the following guide, make a “detective’s shield” holder. List the awards on the inside left and staple the awards on the inside right. Be sure to put each boy’s name on the outside. You can make each den’s shield holder a different color to aid in organization.

<table>
<thead>
<tr>
<th>Outside</th>
<th>Cub Scout’s Name and Den #</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inside</td>
<td>List of Awards for this Cub Scout</td>
</tr>
<tr>
<td></td>
<td>Staple the awards here.</td>
</tr>
</tbody>
</table>

You might want to consider using this clip art on the outside of the award holder above the Cub Scout’s name.

CUBMASTER: “Tonight we would like to congratulate boys in the pack for the awards they have earned over the last month.”

The Cubmaster then calls each Cub Scout and his parent or guardian to the front of the room to receive his award. Be sure to call each boy by name.

After presenting the boys with their awards, say the following:

CUBMASTER: “Cub Scouts, you have earned many different awards tonight. You have shown some of the same traits that police officers show when they earn their badges or shields, most especially the trait of honesty. Being honest means telling the truth and doing the right thing. Remember, as Cub Scouts we always strive to be young men worthy of the trust that others place in us. Please give the Cub Scout sign and join me in the Law of the Pack.”

Cubmaster’s Minute

American businessman Joseph Sugarman once said, “Each time you are honest and conduct yourself with honesty, a success force will drive you toward greater success. Each time you lie, even with a little white lie, there are strong forces pushing you toward failure.” We gain our strength and ability to live not from the days when everything goes right. But rather, it is from days that are full of problems. May we always do the right thing every day, no matter who’s looking.
The preassigned den retires the flags.

**CLOSING**

A preassigned den sings the following song to the tune of “Sing a Song of Sixpence.”

We’re a pack of Cub Scouts,

We’re honest, proud, and true.

We always keep our word,

In what we say and do.

Because Cub Scouts are honest,

They help to keep the peace.

Isn’t this a grand ol’ way

To help our own police?
HONESTY IS THE BEST POLICY

Cub Scouts,
As you complete this maze, remember that the focus this month is on honesty. Honesty means telling the truth, doing the right thing, and being a person worthy of trust.

Akela

Help the Cub Scout find his way to the Character Counts emblem.

This maze was created using Puzzlemaker at DiscoveryEducation.com.