

The Philmont Cub Scout Roundtable Supplements

April 2019



The Philmont Cub Scout Roundtable Supplements
April 2019

May Pack Meeting
(Be Kind to Animals Week)

◆ **Gathering**

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

Midway Award of the Month

Messengers of Peace

Launched in September 2011, Messengers of Peace is a global initiative designed to inspire millions of young men and women in more than 220 countries and territories to work toward peace. Using state-of-the-art social media, the initiative lets Scouts from around the world share what they've done and inspire fellow Scouts to undertake similar efforts in their own communities. The initiative is inspired by the World Scout Committee, administered by the World Scout Bureau, and driven by youth volunteers worldwide. (scouting.org)



A qualifying project has a significant impact on the community in one of these three dimensions of peace:

1. Personal dimension: harmony, justice, and equality
2. Community dimension: peace as opposed to hostility or violent conflict
3. Relationship between humankind and environment: security, social and economic welfare, and environment (boyscouttrail.com)

Units that want to purchase patches should submit their Messengers of Peace related projects through the **Journey to Excellence website** and check the 'Messengers of Peace' box. This adds the project to the map on the **Messengers of Peace website** and generates a unit certificate which should be taken to the Scout Shop to purchase patches. The patch is worn around the World Crest patch that is on every Scout uniform.

The ring-shaped patch is available at the Scout Shop Item: 615442

◆ **Opening Ceremony** The flag ceremony is led by preassigned Scouters. They will present the colors and lead the pack in the Pledge of Allegiance. Preassigned Scouters perform the opening skit.

EASY CUB SCOUT FLAG CEREMONY

1. Start with your thumb. Tell the Scouts to **hold their thumb up** and pretend they're gesturing for someone to stand up. They'll say, "Color Guard, Attention! Will the audience please rise?"
2. Next, they hold out their pointer finger. They can use the "**come here**" motion by curling their finger toward themselves. The words are, "Color Guard, advance! Scout salute!"

3. When the Color Guard reaches the front of the room, the Scouts will **hold out their middle finger** to join their pointer finger to make the Scout Salute. The middle finger is the outside finger of the salute. They'll say, "Please join me in the Pledge of Allegiance. I pledge Allegiance..."
4. After the Pledge, the leader will use their **ring finger** to remember how the flagpole needs to go into the "ring" on the flag stand. The ceremony leader will say, "Color Guard, post the colors!" After they're posted, the leader will say, "Two."
5. The last finger, the pinkie, can be thought of as the **baby finger**. The baby finger is tired and wants to sit down. So, the Scout will say, "You may be seated." (sherry@CubScoutIdeas.com)



◆ Opening Prayer

Scout Prayer for Peace (<http://fairviewscouts.ie/>)
(all present link arms/hands)

O G-d, we join with the Scouts throughout the world to pray for peace. Grant that through Scouting we may come to understand each other better and learn to live together in harmony. Amen.

◆ Welcome and Introductions

The Roundtable Commissioner or Assistant Roundtable Commissioner - New Member Coordinator welcomes new Scouters, visitors, and special guests by introducing them to the district. If you aren't sure what a New Member Coordinator is, check out : <http://scoutingwire.org/marketing-and-membership-hub/new-unit-development/commissioners/> and see the New Member Coordinator section in the November 2018 Cub Scout Roundtable Supplement.

◆ **Big Rock Topic**

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

◆ **Applauses and Cheers!**

Cat Applause

You're PURRRRRR-Fect!!

Bear Cheer

Give a great big 'GRRRRRRRRROWL!!!'

Bear Hug

Put arms around your own shoulders and give a big hug.

Duck Applause

Squat down and tuck hands into arm pits forming wings, "Duck walk" saying "QUACK, QUACK, QUACK".

Wolf

Cup hands around mouth, bend at the waist and as you howl like a wolf, come up until you are tilting your head back. Do this 3 times. "Aaaaarrrroooooo!"
(retiredscouter.com)

Run-Ons:

Animals Live At The North Pole

Cub 1: What kind of animals live at the North Pole?

Cub 2: Cold ones.

Animal Grows Down

Cub 1: Which animal grows down?

Cub 2: A goose!

Ask Me If I'm A Lion

Cub 1: Ask me if I'm a Lion.

Cub 2: Okay, are you a lion?

Cub 1: Yes. Now ask me if I'm an elephant?

Cub 2: Okay, are you an elephant?

Cub 1: No, don't you remember? I'm a lion!

They're After Me

Cub Scout 1: (runs in yelling) They're after me! They're after me!

Cub Scout 2: Who's after you?

Cub Scout 1: The monkeys! They think I'm bananas!

Song: Over Hill, Over Dale

Tune: The Caisson Song

Over hill, over dale,
We will hit the Cub Scout trail,
As the Cub Scouts go hiking along.
In and out, all around,
You will never see us frown,
As the Cub Scouts go hiking along.
For it's hi-hi-hee,
It's Cub Scouting for me,
Shout out our name and shout it strong!
For where'er we go,
All our friends will know,
That the Cub Scouts are hiking along.

Song: Be Kind to Your Web-Footed Friends

Tune: Stars and Stripes Forever

Be kind to your web-footed friends,
For a duck may be somebody's mother.
Be kind to your friends in the swamp...
Where the weather's always damp.

You may think that this is the end,
Well, it is!

◆ **Cub Scout Interest Topic**

- Spring Recruitment

Why do we recruit in the spring?

We should be recruiting Cubs and their families *all year long*. Sometimes, circumstances prevent people from joining during our normal recruitment campaigns. Many families relocate during the school year and are looking for a new opportunity or a new pack to join. The challenge we sometimes face is that we can't use our usual recruiting tools and techniques. Schools may restrict when we can hold a Join Scouting Night to the fall, for example.

So, what to do? Here are some suggestions, that work not just in the spring, but all year long:

- Encourage units to place articles and announcements with their chartered organizations. Church, temple, and mosque bulletins and websites are often looking for content, and since they signed up for Scouting, they should be eager to place some copy.
- Also write an announcement to be read from the pulpit promoting your pack's recruitment drive, and have pack leaders and youth on hand to sign families up. It also reminds people that they have Scouting as part of their faith outreach.
- A simple personal invitation from a peer. Have your Den create invitations to the upcoming summertime activities that you have planned. Many families are looking for something fun to do year-round but more so in the summertime. Several Scouts have been recruited to join the Pack after attending Bicycle Rodeos, Fishing Days, and Cub Scout Carnivals.
- Local radio, television and community cable channels are always looking for ways to improve community outreach, and providing information and a writeup on your packs recruiting night, or an upcoming Pinewood Derby, will help you and them in reaching the community. You can also turn that into a possible outing to see how local news is reported in your community.

But, But, But I don't know how to write up compelling content! Where can I go to get help? The BSA Media Center has already done most of the work for you. All you would have to do is provide the pertinent details for your recruitment night. If you need it, recruiting information in other languages can be obtained from your local council office.

<https://scouting.webdamdb.com/bp/?fbclid=IwAR1U2PBVi0zg-BI3qn6cw3EQTazQezVFkQXVxAKDbnmjZEwbxIObDfFcqp0#/folder/4599099/>

◆ Audience Participation Cub Knot Story

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

ROPE	"I'm fit to be tied."
KNOT	Cross arms in front and say, "What knot?"
CUB SCOUT	"Where are the cookies?"
DEN MEETING	"Paint, cut, glue."

For those of you who can't image that a ROPE___ can come alive, this story may be hard to believe. Once there was a four-foot piece of ROPE___ who wanted to become a CUB SCOUT___. The ROPE___ knew that in DEN MEETINGS___ CUB SCOUTS___ learned to tie KNOTS___ in ROPES___. He had always wanted to learn how to tie himself into a KNOT___ .

So, the ROPE___ checked with a CUB SCOUT ___ that he knew, to find out when the next DEN MEETING___ was to be held. He put on his best tie, hitched up his pants, and headed for the meeting. The ROPE___ could tell he was at the right house because several CUB SCOUTS___ were arriving to begin the DEN MEETING___. The ROPE___ walked right in and said to the den leader, "I want to be a CUB SCOUT___ and attend your DEN MEETINGS___" But the den leader said, "I cannot let a ROPE___ be a CUB SCOUT___!"

Well, the ROPE___ was really upset. He ran out of the DEN MEETING___, not knowing what to do next. He ran outside into the gravel road and was run over by a bread truck. The ROPE___ was tumbled, rolled, crunched, and in general, pretty messed up. His ends were all unraveled, and he had been twisted into a quadruple half hitch KNOT___. The ROPE___ could not even remember who he was. But somehow, he remembered he wanted to become a CUB SCOUT___ and that a DEN MEETING___ was going on that he should be attending. He stumbled to the front door and knocked. When the CUB SCOUT ___ den leader opened the door, there was the unraveled half hitched ROPE___.

"I want to be a CUB SCOUT___," said the ROPE___. The den leader looked at him and said, "Aren't you the ROPE___, that was here a few minutes ago?" The ROPE___ looked at the den leader and shouted, "I'm a frayed KNOT___!" (I'm afraid not.)

◆ STEM Minute

Craft Stick Catapult

(<http://www.instructables.com/id/Craft-Stick-Catapult> or YouTube)
(Webelos: Engineer Adventure #4)

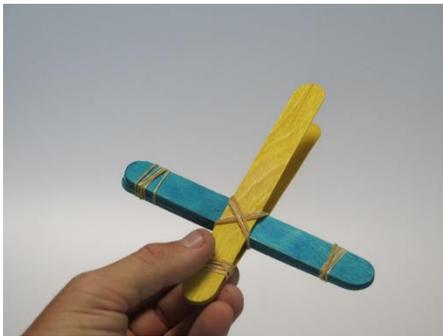
Materials: 7 craft sticks, 6 rubber bands, catapult basket (milk or juice bottle caps, etc.), projectiles (pompoms, marshmallows), tape. [Use duct tape or heavy tape instead of a hot glue gun.] Have extra rubber bands on hand for different designs.

Procedure. Have the Scouts design their own catapults with the materials listed.. Here is one example of a design: Use rubber bands to secure five of the craft sticks bundled together on each end. With the remaining two craft sticks, secure them together at one end with a rubber band. Wedge the 5 sticks (the lever) between the two sticks (fulcrum) near the secured end.

Secure the two sticks and the five sticks together with the remaining rubber bands. Tape the catapult basket (bottle cap) on the end of the stick farthest from the lever. With your finger flip the craft stick behind the catapult basket while holding the opposite end.

STEM

This catapult is an example of potential and kinetic energy. The catapult has potential energy when at rest. When the Scouts shoot the projectiles, it is kinetic energy. Observe the path and motion of the projectiles. Can you predict a pattern? Measure the length the projectile travels. Try different projectiles to see what travels the farthest.



If You Use the 60-minute Roundtable Please Skip to the Commissioner's Minute and Closing Ceremonies

◆ Cub Scout Leader Breakouts

◆ New Leader Breakout

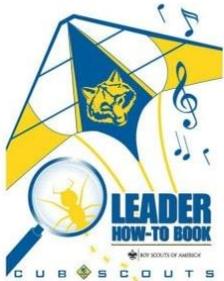
- See the September Philmont Supplement for all of the details. This is the same breakout session for all new leaders attending Roundtable for the first time. If they have attended this breakout they need to attend the breakout session that fits their position in the pack.

◆ Lion Breakout

- Lion Requirement

- Pick My Path - Elective Adventure

- Activity 1 is a game called Emotion Charades. Discuss how to play the game. Play a couple of rounds of the game. Please note that some of the Lions may not catch the nonverbal cues if they are subtle, they need to be big and over the top. Children on the Autism Spectrum as well as other youth may have problems with this game as they have a hard time differentiating nonverbal cues. On the flip side of the spectrum you may have youth that are very emotionally empathetic and could cry if they see someone being sad. Just remind them that this is just a game. Make sure that you emphasize the last paragraph in the Lion Leader book for Activity 1 on page 73 to the leaders as an example.
- Practice some of the games for the Outing. More ideas for games are located in the *Cub Scout Leader How to Book* if the ones in the Lion Leaders Guide don't look appealing. Remember that the games need to be easy enough for the youth to be able to teach another Lion Cub.



◆ Tiger Breakout

- Tiger Requirement

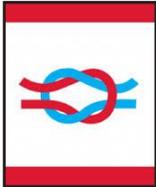
- Tiger Tag - Elective Adventure

- Discuss what an "Active Game" looks like. These are games that help the youth release excess energy...so tons of movement = the need for a large space. Give examples of Active Games to the Leaders so that they have an example for when they ask the Tiger Cubs. Use a copy of the *Cub Scout Leader How to Book* for lots of examples of games (there are 44 pages in the games section, they will be able to find one they like). The youth will also give you ideas of games they learn at school (like in PE class).
- Practice playing a couple of games, including a relay race.
- Ask about what the meaning of being a good sport is. What would points of the Scout Law that would demonstrate being a good sport. (Trustworthy, kind, cheerful, brave, ect...)



◆ **Wolf Breakout**

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
 - The link is found at :
http://www.scouting.org/filestore/cubscouts/pdf/Wolf_Addendum.pdf
- Wolf Requirement
 - Call of the Wild - **Required Adventure**
 - Show how to tie an overhand knot and a square knot.
 - Prepare “Knot Kits” to use with your den. These can be used to help Scouts learn to tie knots. These kits can be kept with the den supplies and reused as needed.
 - To make the kits you will need: Sandwich bags, ¼” dowel cut into 6-inch pieces or pencils, two pieces of 18” rope fused at the ends, copies of the knot papers for reference.

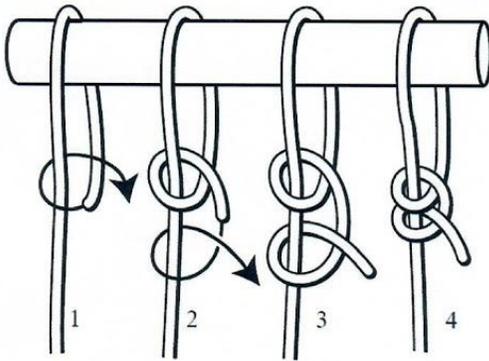


•
•



Bear Necessities

Two Half Hitches

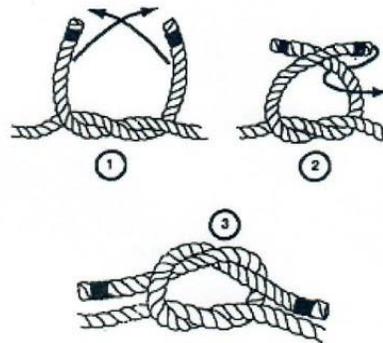


Call of the Wild

Overhand Knot



Square Knot

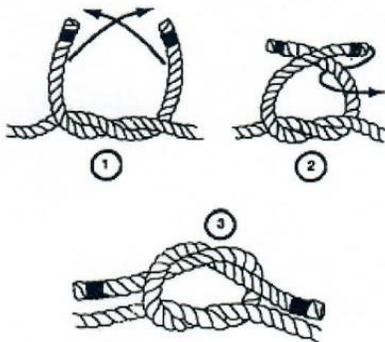


Call of the Wild

Overhand Knot

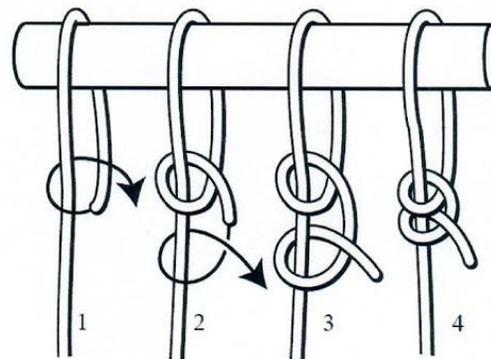


Square Knot



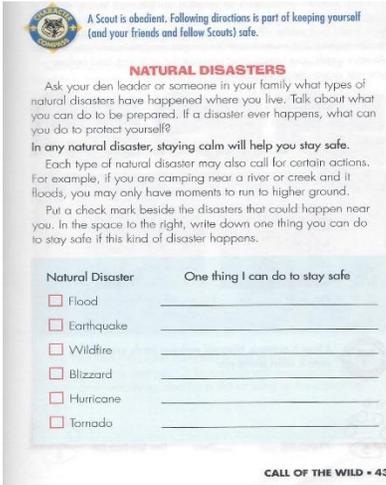
Bear Necessities

Two Half Hitches



- **Call of the Wild - Required Adventure**

- Discuss what to do in case of a natural disaster such as an earthquake or flood. Discuss having emergency 72-hour kits. Refer to the chart in the Call of the Wild Adventure under Natural Disasters. Discuss each of these with Scouts. Scouts should “Be Prepared” for different types of disasters. Have Scouts write what they can do to be safe in their books.



- **Earthquake:** Your den or pack can participate in state or national earthquake drills. These drills teach Scouts how to be prepared, what to do in case of earthquake and how to help others. Information can be found at <https://www.shakeout.org/>.



- **Flood:** Floods are among the most

frequent and costly natural disasters. Flooding often occurs following a hurricane, thawing snow, or several days of sustained rain. Flash floods occur suddenly, due to rapidly rising water along a stream or low-lying area. Discuss having to evacuate quickly and how to protect your family, pets and home. Flood information can be found at the Red Cross website: <http://www.redcross.org/get-help/how-to-prepare-for-emergencies/types-of-emergencies/flood#About>

- **Wildfire** - Discuss what to do when trapped near a wildfire. Stay calm. Call 911. Get clear of vegetation. <http://www.readyforwildfire.org/What-To-Do-If-Trapped/>
- **Blizzard** - Stay indoors. Drive only if necessary. Walk carefully. Keep dry. Stock up on food, water and medicines.
- **Hurricane** - Stay inside and away from windows, glass doors and skylights. Find a safe area in your home (an interior room, a closet or bathroom on the lower level). If flooding threatens your home, turn off electricity at the main breaker.
- **Tornado** - If there are tornados in your area have a family tornado plan in place. Know where you can take shelter. For information on tornado safety and ideas on where and how to shelter, what to do during and after a tornado and knowing the signs of a tornado see the following website: <http://www.spc.noaa.gov/faq/tornado/safety.html>.

◆ **Bear Breakout**

- Remind Den Leaders to work with each new Cub Scout on his Bobcat Rank
- Bear Requirement
 - Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
 - The link is found at: https://filestore.scouting.org/filestore/cubscouts/pdf/Bear_Adendum.pdf

- **Fur, Feathers, and Ferns - Required Adventure**

- Remind the leaders that the Scouts must complete Requirement 1 plus three others. Help the leaders see the connection with "Treasure Hunters," the theme, by discussing the fact that wildlife should be considered treasures to all.
- Review Requirement 1: "While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk." Discuss with the leaders an area to visit in your area. The leaders should share suggestions with each other rather than just getting ideas from the one leading the discussion. Discuss some of the signs to help the Scouts identify (scat, partially eaten leaves, feathers, other -- see the Bear Handbook).
- Review Requirement 2: "Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit." The leaders should make appropriate arrangements prior to the den meeting, including obtaining permission slips from parents.
- Review Requirement 3: "Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines." Discuss some examples.
- Review Requirement 4: "Observe wildlife from a distance. Describe what you saw." Consider having an example of a cardboard periscope (see Bear Handbook) for the leaders to see. Discuss how the periscope seems to make things appear closer.
- Review Requirement 5: "Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it." Caution leaders to teach the Scouts to care for insects by not burning them with the magnifying glass.
- Review Requirement 6: "Learn about composting and how vegetable waste can be turned into fertilizer for plants." Consider showing the leaders an example of composting (see Bear Den Leader Guide).
- Review Requirement 7: "Plant a vegetable or herb garden." Make sure to view the indoor garden at future den meetings so that the boys may see the progress and take care of the garden.



○ Critter Care - **Elective Adventure**

- Remind the leaders that the Cubs must complete each of the requirements. The leaders will want to work closely with the parent(s) since most of these requirements will need to be done at home. Leaders should also be aware of possible allergies.
- Review requirement 1.: Do one of the following:
 - “A. If you have a pet, make a list of tasks that you did to take care of the pet for two weeks.” This requirement would need to be done on their own, not with the den.
 - “B. If you do not have a pet, research one that you would like to have and prepare a report about the care it needs.”
- Review requirement 2: “Complete one of the following:”
 - “A. Make a poster or a PowerPoint presentation about your pet or a pet that you would like to own. Share the poster or presentation with your den, pack, or family.” Plan ahead to have poster paper and other materials to create the poster. Encourage the Cubs to share the posters with their families. If displayed at pack meeting, discuss ahead of time with the Cubmaster unless an agreement is already in place for den displays at pack meeting.
 - “B. Make a poster or PowerPoint presentation explaining three ways that animals can help people. Share the poster or presentation with your den, pack, or family.” Discuss examples such as the following; however, be sure to let the Cubs think about the requirement first and come up with their own ideas.
 - Search-and-rescue dogs help find people who are missing.
 - Guide dogs help blind people get around on their own.
 - Therapy pets help people who are sad or who are dealing with a lot of stress.
 - Medical assistance dogs can call for help if someone is having a medical emergency.
 - Search on the Internet for other examples (<https://www.bhg.com/pets/care/family-pet/how-pets-help-people/> <http://now.tufts.edu/articles/how-pets-help-people>)
- Review requirement 3: “Complete at least one of the following and share with your den, pack, or family:”
 - “A. Visit with a local veterinarian or an animal shelter caretaker. Find out what types of animals he or she might see on a regular basis and the types of care he or she gives to them.” Leaders should plan ahead if they desire to have a special guest at den meeting or visit an animal





shelter. During the visit, consider the following questions for the Cubs to ask:

- How many years did you go to school?
- Do you work on nights or weekends?
- What classes should I take in school if I choose this career for myself?
- What is your favorite part of taking care of animals?
- Do pets have allergies just like people?
- “B. Learn about careers that involve the care of animals. What education, training, and experience are required?” Review with the leaders some of the careers, including, but not limited to dog trainer, veterinarian, pet groomer, and zookeeper. See the following site for a longer list:
http://www.animalcareers.cornell.edu/list_careersby.php?col=title

◆ Webelos Breakout

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

- Webelos Requirement
 - Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf
 - **Webelos Walkabout - Required Adventure with Leave No Trace**
 - Complete requirements 1-4 and at least one other.
 - Demonstrate for the Scouts how they will live the **Leave No Trace Principles** as they complete this Adventure
 - **Know Before You Go. #1.** Plan a hike or outdoor activity. Where are you going? Get a map of the area. What will you need? How long will your hike or activity be? Are there any rules for your location? Be prepared. Take water, a first-aid kit, a snack or lunch, and appropriate clothing for the weather.
 - Choose which leadership roles your Scouts will have (or take turns). **#6.** Perform one of the following leadership roles during your hike: trail leader, first-aid leader, or lunch or snack leader.
 - **#2.** Assemble a first-aid kit suitable for your hike or activity.
 - **#3.** Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your adventure.
 - **Choose the Right Path.** Select a trail. Is it easy or hard? Is there a bathroom nearby? Don't take shortcuts. Use the Buddy System.
 - **Trash Your Trash. #4.** Clean up after eating your nutritious lunch or snack. Pick up trash and pack it out.
 - **Leave What You Find.** Looks for plants, animals, insects, rocks, flowers but do not pick them or disturb them. If you want a souvenir, take a picture.



- **Be Careful With Fire.** If you pass by picnic or camping sites, look to see if there are unattended fires burning or smoking. Ask your leader to help put them out.
- **Respect Wildlife. #5.** Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity. Travel quietly. Give the animals space. Do not chase the wild animals or birds. Stay on the trail so you don't disturb the soil and plants.
- **Be Kind to Other Visitors.** Be courteous and polite to other hikers and campers in the area. Keep the noise down.

(www.LNT.org)



◆ Arrow of Light Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- AOL Requirement
 - Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016,** please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf
 - **Outdoorsman - Required Adventure with Leave No Trace**
 - Demonstrate for the Scouts how they will live the **Leave No Trace Principles** as they complete this Adventure
 - **Know Before You Go. #1.** With the help of your den leader or family, plan and participate in a campout or outdoor activity. Where are you going? Get a map of the area. What will you need? How long will your campout or activity be? Are there any rules for your location? Be prepared. Take water, a first-aid kit, a snack or lunch, and appropriate clothing for the weather. If camping, check for a good tent site and the equipment you will need for camping.
 - Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another scout that is not a Webelos Scout.
 - Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.



- Share what actions you will take in the case of extreme weather events: A. Severe rainstorm causing flooding. B. Severe thunderstorm with lightning or tornadoes. C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
- **Choose the Right Path.** What is in the location for your campout or activity. Is there water? Restroom facilities? Use the Buddy System.
- **Trash Your Trash.** Pick up your trash and help your den remove trash after the campout or activity.
- **Leave What You Find.** Leave your camping or activity area in better condition than when you came. Do not disturb trees, flowers, plants, rocks, insects, birds or animals. If you want souvenirs, take pictures.
- **Be Careful with Fire.** If your unit is using a cooking fire, check safety rules and rules for your site. Have water nearby. Use a fire pit. Make sure when you are done that your fire is completely out.
- **Respect Wildlife.** Travel quietly. Give the animals space. Do not chase the wild animals or birds. Stay on the trail so you don't disturb the soil and plants.
- **Be Kind to Other Visitors.** Be courteous and polite to other people or campers in the area. If you are camping, keep the noise down during the night.
- (www.LNT.org)

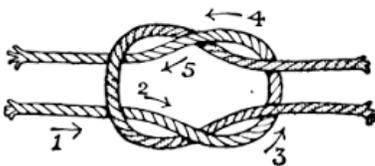
Building A Better World - Required Adventure

1. 3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life. The "rule of law" is - laws apply to everyone; laws are clear and fair and are evenly applied, laws respect basic rights, the ways laws are created are open and fair. Every person is subject to the **law**, including people who are lawmakers, **law** enforcement officials, and judges. Have the Scouts share which laws they obey in everyday life.
2. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community. Find out if your community has a community council and if you can visit one of their leaders. Have your Scouts make a brief list of important issues in the community before you visit with your community leader. Examples: bullying, clean water, homelessness, poverty, crime, traditions, etc.
3. Show that you are an active leader by planning an activity for your den without your den leader's help. Ask your den leader for approval first. The planning shows leadership skills. Have the Scouts answer these questions when they plan: who, what, where, when, why, and how much will it cost?



Scouting Adventure - Required Adventure 5 A and B

5. Show how to tie a square knot, two half hitches, and a taut line hitch. Explain how each knot is used. Have your Den Chief help with the demonstration and help the Scouts tie these knots.

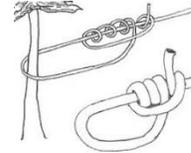
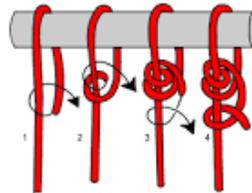
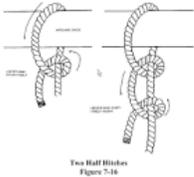




The **square knot** is called the joining knot because it joins two ropes together. It is on the World Crest badge and the religious knot. It is used for tying packages to secure them. Have the Scouts sit in a circle and tie their rope to the rope of a Scout next to them in a continuous circle of square knots.

Two Half hitches. A hitch is a knot that ties a rope to something. The two half hitches will slide on a line to secure a tent or dining fly.

Taut line hitch. A taut line hitch is similar to the two half hitches but it creates a loop that doesn't slide. It can be used to tighten the line on a tent stake. It is an adjustable knot on a line with tension.



◆ **Cubmasters Breakout**

- Game: Pet Mix-up (Piedmont Council)
 - This is played with all the players blindfolded. Divide players into different teams of pet animals. (*Baltimore Area Council suggests three to a team*) No one is to tell what his animal is. Players are then scattered around the room at random. On signal, the players begin to make their animal calls trying to find their teammates.
 - Players may not make any other noise except the noise that the animal makes.
 - When they find all their team members, they link elbows. The first team to find all their members is the winner.
- Rank advancement ceremonies: (From May 2016 pack meeting plan)
- **Animals Are Important in Cub Scouting**
 - **Props:** Large pictures of the ranks of each den
- **Cubmaster:** "People have long admired and loved animals for their appearance, qualities, and character. The symbol of our country is an animal—the bald eagle. It is a beautiful bird, and yet it is strong. Animals are important in Cub Scouting, too."
- **Bobcat:** "The bobcat is a swift, skillful hunter and the smallest of the wild cats. Bobcats in Scouting are the newest Scouts, who will learn skills and pursue the badge of their rank. Will the following Cub Scouts (call the name of each Bobcat to be recognized) and their parents or guardians please come forward to receive your Bobcat badge?"
- **Tiger:** "The tiger is the largest of the wild cats, and every single tiger in the world has his own distinct pattern of stripes. Tigers in Scouting are experiencing wonderful adventures to earn the badge of their rank. Will the following Tigers (call the name of each Tiger to be recognized) and their parents or guardians please come forward to receive your Tiger badge?"
- **Wolf:** "The wolf works in a group to hunt. The wolf is a loyal animal that keeps the same mate for life. Wolves in Scouting work in groups to learn leadership and develop skills. Will the following Cub Scouts (call the name of each Wolf to be recognized) and their parents or guardians come forward to receive your Wolf badge?"

- **Bear:** “The bear is a large creature that can be fierce if angered but is normally peaceful and non-aggressive. Bears are bigger Cub Scouts who always show consideration to those smaller, and strive to live peacefully with others. Will the following Cub Scouts (call the name of each Bear to be recognized) and his parents or guardians come forward to receive your Bear badge?”
- **Webelos:** “The Webelos is not actually an animal but one who is a loyal Scout. He has learned the Outdoor Code and the Leave No Trace principles. He understands there is strength in being gentle to all animals. Will the following Webelos Scouts (call the name of each Webelos Scout to be recognized) and his parents or guardians come forward to receive your Webelos badge?”
- **Arrow of Light:** “The Arrow of Light is the last rank in Cub Scouting. The Cub Scout who achieves this rank has learned about building a better world. He is kind to all animals, especially the Bobcats, Tigers, Wolves, and Bears. He is kind to other Webelos Scouts as well. Will the following Scouts (call the name of each Scout to be awarded the Arrow of Light) and his parents or guardians please come forward to receive Cub Scouting’s highest honor, the Arrow of Light?”

◆ Committee Chair Breakout

- Service Projects - Doing a “Good Turn” daily is part of being a Scout. Service projects are “Good Turns” that can be done as dens or packs. Packs can achieve JTE bronze status by completing two service projects in the year. Complete three service projects, and the pack can get silver. If at least one of those three is conservation oriented, the pack will earn gold.
 - Discuss and make a list of service project ideas such as: participating in Scouting for Food, help at the local Scout Show, play games at a local nursing home.
 - Discuss and make a list of conservation-oriented service projects such as: improving trails, plant trees, collect and turn in recyclables, litter clean-up projects, helping local council camps clean up in the spring.

◆ Commissioner’s Minute: (from May 2016 pack meeting plan)

- “Mahatma Gandhi once said ‘The greatness of a nation and its moral progress can be judged by the way animals are treated.’ Let’s promise to treat our animal friends kindly.”

◆ Closing

The preassigned Scouters perform the closing ceremony.

◆ Retire the Flags