

The Philmont Cub Scout Roundtable Supplements

May 2019



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June Pack Meeting

◆ 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 NOVA

The Boy Scouts of America's NOVA Awards program incorporates learning with cool activities and exposure to science, technology, engineering and mathematics for Cub Scouts, Boy Scouts, and Venturers. The hope is that the requirements and activities for earning these awards stimulates interest in STEM-related fields and shows how science, technology, engineering and mathematics apply to everyday living and the world around them. Counselors and mentors help bring this engaging, contemporary, and fun program to life for youth members.

The Nova Awards

There are four Nova awards for Cub Scouts, Webelos Scouts, Boy Scouts, and Venturers. Each award covers one component of STEM—science, technology, engineering, or mathematics.

- Cub Scout Nova awards: Science Everywhere, Down and Dirty, Nova WILD!, Out of This World, Uncovering the Past, Tech Talk, Swing!, Fearful Symmetry, and 1-2-3 Go!
- Boy Scout Nova awards: Shoot! Let It Grow!, Splash!, Start Your Engines, Whoosh!, and Designed to Crunch
- Venturer and Sea Scout Nova awards: Launch!, Wade, Power Up, Hang On!, and Numbers Don't Lie



For their first Nova award, Scouts earn the distinctive Nova award patch. After that, a Scout can earn three more Nova awards, each one recognized with a separate pi (π) pin-on device that attaches to the patch. The patch and the three devices represent each of the four STEM topics—science, technology, engineering, and mathematics. (scouting.org)

◆ **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.

The Living Circle

The Living Circle is a ceremony that is used occasionally as an opening or closing at a Cub Scout meeting. It reminds Scouts of the friendships they are making that link them together with other Cub Scouts.

To form a Living Circle, Cub Scouts and leaders stand in a close circle, facing inward and slightly to the right. With their right hands, they make the Cub Scout sign. With their left hands, they reach into the center of the circle. Each thumb is pointed to the right, and each person grasps the thumb of the person on his left, making a complete Living Circle handclasp. The Scout Oath, the Scout Law, or Cub Scout motto can then be repeated.

The Living Circle can also be used by moving all the left hands up and down in a pumping motion while the members say, "A-ke-la! We-e-e-ll do-o-o- ou-r-r best," snapping into a circle of individual salutes (with right hands) at the word "best."

(From Scoutbook and Baloo's Bugle (Vol. 10 Issue 2) cited from Great Salt Lake Council.) This ceremony was used in the early 1950's and has been used ever since then.

Action	Say
Raise the circle	AH
Lower it	KAY
Raise it	LA
Lower it	WE'LL
Raise it	DO
Lower it	OUR
Raise it	BEST!
Release Hands	

(Ah-kay-la is the phonetic spelling of Akela)



◆ **Opening Prayer**

“Help me at all times to remember to do my very best,
 Open my mind to learn new things that I may become wise,
 Help me to learn that helping others brings me joy,
 Teach me how to be strong, and
 Help me to be a better Scout.
Amen.” - USSSP

◆ **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!**

Upper Hand

Stand on your toes, holding your hands straight over your head to applaud.

Reverse Applause

Start with hands together and quickly bring apart.

German (use cheers in other languages!)

Wunderbar! Wunderbar! Ja Ja Gut! (pronounced "voonder bar, voonder bar, ya ya goot!")

Give A Hoot

Divide the audience into two sections. Have one section yell, "Give A Hoot!" and the other section yell, "Don't Pollute!" Alternate pointing at each section, pointing faster and faster.

Give Two Big Hands

This deserves two big hands, hold both hands up open palm towards audience.

Run-On's

Ha, Ha, Thump

Cub 1: What goes ha, ha, ha, thump?

Cub 2: A man laughing his head off!

Following A Road Map

Cub 1: What's harder than following a road map?

Cub 2: Folding it.

Hold Without Touching It

Cub 1: What can you hold without touching it?

Cub 2: Your breath.

How Does A Robot Shave?

Cub 1: How does a robot shave?

Cub 2: With a laser blade!

Song: Smile Song (S-M-I-L-E) (Tune: John Brown's Body)

It isn't any trouble just to S-M-I-L-E,
It isn't any trouble just to S-M-I-L-E,
There isn't any trouble, but will vanish like a bubble,
If you'll only take the trouble just to S-M-I-L-E.

(2nd verse) It isn't any trouble just to G-R-I-N, grin, etc.

(3rd verse) It isn't any trouble just to L-A-U-G-H, etc.

(4th verse) It isn't any trouble just to Ha Ha Ha Ha Ha, etc.



◆ **Cub Scout Interest Topic**

- **Outdoor Activity Awards**

“Tiger through Webelos Cub Scouts can earn the Cub Scout Outdoor Activity Award in each of the program years, as long as the requirements are completed each year. The first time the award is earned, the Cub Scout will receive the pocket flap award (shown to the left), which is to be worn on the right pocket flap of the uniform shirt.

Each successive time the award is earned, a Wolf Track pin may be added to the flap. Leaders should encourage Cub Scouts to build on skills and experiences from previous years when working on the award for a successive year.” - Scouting.org

The Cub Scout Outdoor Activity Award is one of the “long term” awards that a youth can earn in Cub Scouts. Each year the youth in your program has the opportunity to achieve this distinction. The bigger question is, is your Pack giving your youth the program to earn it? Let’s break down the award at the Pack level.

(Pass out the award sheet https://filestore.scouting.org/filestore/cubscouts/pdf/512-013_WB.pdf)

So first off, are you promoting Cub Scout Day Camp or if your Council has a Cub Scout/ Webelos Resident Camp and are they attending. If they can’t make Day Camp or a Resident Camp they will not be able to earn the award. They can look at either of these in another district/ council to be able to participate.

Have your youth earned their rank specific outdoor adventures?

Finally, review the 14 other requirements that are part of the award. Some of these, like the Buddy System, are happening at camp. Review the camp agenda to see if the youth that attend will be able to get the activity signed off.

Remember, this can take the full year to complete and the scouts can and should be earning this award yearly.

Questions?

https://filestore.scouting.org/filestore/cubscouts/pdf/512-013_WB.pdf



Sparrow/s: "Chirp, chirp"
Snake: "Sssssssssss"
Squirrel: "Chatter, chatter"
Rabbit: "Hippity, hoppity"
Tree/s: Stand up and sway.
Cub Scout/s: "Do your best!"

A flock of **SPARROWS** swooped into the woods and settled on the branch of a **TREE**. Their chirping quickly caught the attention of the animals in the forest. The **RABBIT** and the **SQUIRREL** came close to listen to the news. The **SNAKE** pretended he didn't care.

"It's terrible news!" said one of the **SPARROWS**. "That pack of **CUB SCOUTS** is coming to spend the day again."

"Oh, no!" sighed the **TREES**. "Last time they came we lost branches and leaves. Two of them built a fire so close to us, the oak **TREE** almost caught fire."

The **RABBIT**'s ears had positively frozen in place when he heard the words, **CUB SCOUTS**. "I had to run for my life. They chased me until I was about to pass out." The **SQUIRREL** almost fell off the branch he was sitting on and the **SNAKE** forgot that he was pretending not to hear.

"**CUB SCOUTS**," the **SNAKE** hissed, "Why do they have to come here? Last time, they caught me and tried to put me in a bag to take me home with them. I barely escaped with my life."

"They are coming tomorrow," chirped the **SPARROWS**.

"Tomorrow," sputtered the **SQUIRREL**. "I've got to gather acorns before they come and take them all." The **RABBIT** hopped off muttering about how he could reinforce his home. The **SNAKE** just lay there trying to think of hiding places.

The next day dawned clear and beautiful, and the **CUB SCOUTS**, their parents and their leaders arrived. The **TREES** rustled, the **RABBIT** trembled, the **SNAKE** hid, and the **SQUIRREL** jumped to the highest branch and stayed there as quiet as he could.

Then they all saw an amazing thing. The **CUB SCOUTS** started picking up all the trash and putting it into big plastic bags. Some of the Scouts saw the **SQUIRREL**. They saw the acorns and left them alone. The **SNAKE** was hiding beside his favorite log. He looked like one of the old branches, but one of the sharp-eyed **CUB SCOUTS** spotted him. They came close to him quietly, looked at him and talked in a whisper. They did not try to catch him. The **SNAKE** couldn't believe it. Some of the **CUB SCOUTS** tried to break a branch off at **TREE** but other Scouts told them that it was not a good idea.

That evening the **SPARROWS** returned to see how the day had gone. They couldn't believe how clean the forest looked with all the trash gone. The **RABBIT** told them, "The **CUB SCOUTS** picked up all the trash!" The **TREES** and animals were glad the **CUB SCOUTS** had come.

◆ STEM Minute

Garden in a Glove

Germination of seeds (www.msichicago.org/experiment/hands-on-science/garden-in-a-glove, Pinterest or other sites)

Materials:

clear plastic gloves
permanent marker
five types of seeds (examples: lettuce, peas, beans, alfalfa, corn, carrots, tomatoes, peppers, etc.)
cotton balls
water
pipe cleaner, twist tie or string
paper and pencils for your plant diary of your observations

Procedure:

1. Use the marker to write the name of the seeds on each of the glove's five fingers, one different seed per finger.
2. Wet the cotton balls in water and squeeze the extra water out.
3. Put two to four seeds of the same type into each cotton ball.
4. Put the cotton ball inside each finger of the glove. You can use a pencil to push the cotton ball to the tip of the finger in the glove. Make sure to put the correct seed in the finger labeled with that seed.
5. Blow a little air into the plastic glove and close it with a pipe cleaner, twist tie or string.
6. Tape or hang the glove in a warm, sunny place. Observe the seeds over the next few days.

STEM

You can observe the germination of the seeds. Germination is the stage of growth when a plant root sprouts from the outer seed covering. The root will grow, then the cotyledons and leaves begin to form. You can observe photosynthesis as the plants grow. Observe the plants will grow towards the light. Germination will take about 3 to 5 days. Keep a plant diary of your observations.

After about two weeks you can transplant the seeds. Cut the tips of the fingers on the glove off and plant the cotton balls and seeds into soil or moss. You can watch them continue to grow.



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 Leaders move up to Tiger Breakout

◆ Tiger Breakout

- Tiger Requirement
 - Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016,** Please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/Tiger_Addendum.pdf
 - Rolling Tigers - Elective Adventure
 - Have a guest speaker from the State or Local Police come and walk through the bicycle riding laws as well as discuss safety equipment. Your leaders will also have a contact for Requirement #8 as well.
 - Remind leaders that if their Pack does a Bicycle Rodeo that all of these requirements would be covered.
 - Brainstorm a list of bicycle shops that would be willing to possibly have a safety check session for your youth.

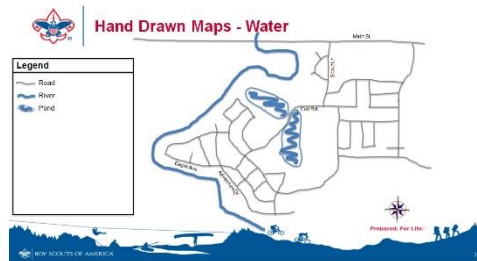
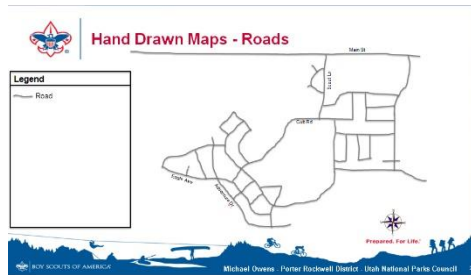
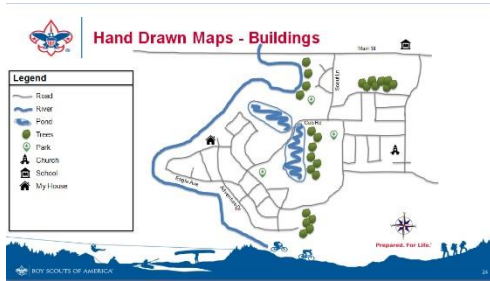


◆ Wolf Breakout

- 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
 - Finding Your Way - **Elective Adventure**
 - Scouts will learn to follow and give directions. Observe and read a map. Learn the Cardinal directions. Navigate with a compass. Work with others and use the buddy system.
 - Discuss with the Scouts and show different types of maps and how they are used.



- A - Using a map of your city or town, locate where you live.
- B - Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key.



Map Types

Street Map



Location Map



Nautical Chart



Topographic Map



Globe



Cartoon Map



Road Atlas

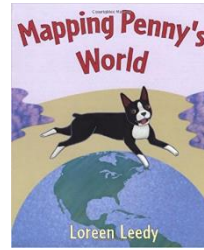


Fictional Map



World Map





Book Resource: Mapping Penny's World by Loreen Leedy.

This illustrated book follows Lisa and her dog Penny as she learns about maps. The book introduces map skills and knowledge such as a key, scale and compass rose. The book shows how Penny begins to make her own maps, in a way that teaches the reader how to use mapping skills to make their own maps.



- Requirement 2
 - A - Identify what a compass rose is and where it is on the map.
 - B - Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
- Discuss going on a scavenger hunt using a compass, and locate an object with a compass. Ball compasses are great for Wolf Scouts because they are easy to read, and don't have to be held flat the way a base plate compass does.



Lensatic Sighting Compass



Thumb Compass



Ball Compass



Base Plate Compass



Navigation Compass

Make a compass neckerchief slide.

Materials: Milk jug handle cut into ¼ inch rounds, E6000 adhesive, small plastic toy compasses. Directions: Using the E6000, glue the milk jug rounds onto the back of the compass. Allow to dry.



◆ **Bear Breakout**

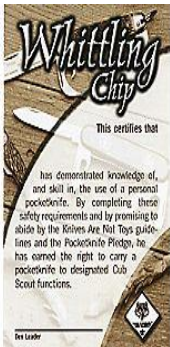
- Remind den leaders to work with each new Cub Scout on the Bobcat rank
- Bear Requirement
 - Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for 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 Addendum.pdf](https://filestore.scouting.org/filestore/cubscouts/pdf/Bear_Addendum.pdf)

○ **Bear Claws - Required Adventure**

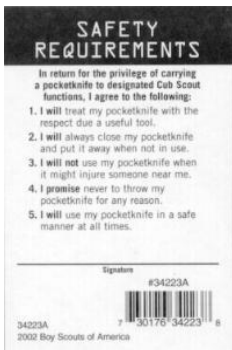
- Discuss Requirement 1: Learn about three common designs of pocketknives. (If possible show an example of three different ones. The three common designs used in Scouting are shown in the Bear handbook, jackknife, penknife, and multipurpose knife.)
- Discuss Requirement 2: Learn knife safety and earn your Whittling Chip. (Review the knife safety rules and the Pocketknife Pledge. Explain that if the Cub carves two items for Requirement 3, one item may count toward the Whittling Chip. Consider making a fake pocketknife for the youth to use for practice in folding a knife prior to using a real knife. See <http://scoutermom.com/17574/make-a-fake-pocket-knife-for-safety-demonstrations/> for an example. Also consider having a quiz for the youth to take and then to review together. See <http://10dyuk2k99c42ykeneovawpk.wpengine.netdna-cdn.com/wp-content/uploads/Shavings-and-Chips-quiz.pdf> for an example).



- Discuss Requirement 3 options. (If time permits, try some options at Roundtable so that the leaders are familiar with them):



- A. Using a pocketknife, carve two items. Let the leaders practice carving in soap or soft wood so that they are familiar with teaching the youth to carve..
- B. With a pocketknife, safely perform each of these tasks:
 - (1) Demonstrate how to cut a piece of rope, twine, or fishing line.
 - (2) Open a sealed box without damaging the contents.
 - (3) Open a can with the can opener tool on a pocketknife. (See <https://www.youtube.com/watch?v=kU0QNaC3P4Q> for a demonstration.)
 - (4) Remove and replace the screws on an object with the screwdriver tool on a pocketknife.
 - (5) Open a letter.



- Age-appropriate Activities
 - Provide a copy of the chart provided by the BSA. (See this link: https://filestore.scouting.org/filestore/pdf/34416_insert_Web.pdf)
 - Note that the pocketknife is approved for use by the Bear members but not the lower age groups.
 - Review the other approved activities for the Bear age group.

◆ **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

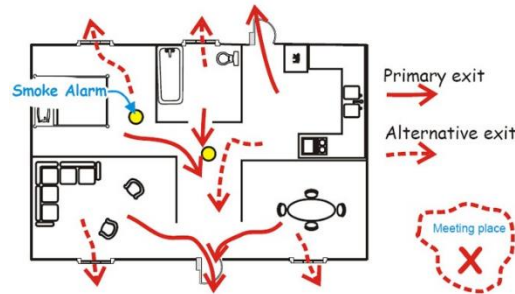


- **First Responder - Required Adventure**

- 1. Explain what first aid is. Have the Scouts share what they should do after an accident.
- 2. Show what to do for hurry cases of first aid. Ask your Den Chief or a scout in your partner or community troop to help with this demonstration.
- 3. Show how to help a choking victim. Have the Scouts demonstrate with each other.
- 4. Show how to treat for shock. Tell the scouts that you were in an accident and demonstrate that you feel dizzy and weak. Pretend to shiver. Act dizzy. Ask them to show how to give you first aid. What do they do?
- 5. Demonstrate how to treat at least five of the following: A. Cuts and scratches. B. Burn and scalds. C. Sunburn. D. Blisters on the hand or foot. E. Tick bites. F. Bites and stings of other insects. G. Venomous snakebites. H. Nosebleed. I. Frostbite. Have the Webelos Scouts in teams or with your Den Chief, demonstrate or tell the Webelos den how to treat for these and share experiences.
- 6. Put together a simple home first aid kit. Explain what you included and how to use each item correctly. Have the Webelos Scouts demonstrate how to use each item. Show the Scouts samples of items found in first aid kits. A simple first aid kit can be made with ziploc sandwich bags. Cubs could have in their first aid kits: bandages, gauze pads, bandaids, antiseptic towelettes, sting-free alcohol wipes, Latex-free gloves, hand sanitizer gel and more items.
- 7. Create and practice an emergency readiness plan for your home or den. Look for the exits in your home or meeting place. Where is the first aid kit for your den at your meeting place? Where is the first aid kit at home? Is there a smoke alarm in your meeting place and where is it? Is it working? Do windows open?



Will anyone need special assistance if there is an emergency?



- 8. Visit with a first responder or health-care professional. If possible, meet with them at their workplace. Look at their equipment and facilities. Ask about their education and training to be a first responder. Be courteous and thank your first responder. Ask your Scouts how they can be first responders as Cub Scouts. What can they do?



Adventures in Science - Elective Adventure

Do numbers 1 and 2 and any four or more in the list for number 3.

1. An experiment is a “fair test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effects on plant growth. Look for the independent variable, the control variable, and the dependent variable. See the *Webelos Handbook* for information. Use the **Garden in a Glove STEM** experiment *in this supplement*. Use the same type of seeds in each finger of the glove, for example, all pea seeds. Use one or two of the fingers for the control seeds and the other three fingers for adding fertilizer as the independent variable. Observe the fertilizer’s effects on the plants.
2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.
3. Complete any four of the nine choices.

◆ 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
 - **Scouting Adventure - Required Adventure**





- This is a good month to complete these requirements for the Scouting Adventure. Plan ahead with your partner or community troop.
- Requirement 3D. As a patrol, make plans to participate in a Boy Scout troop's campout or other outdoor activity.
- Requirement 4. With your Webelos den leader, parent, or guardian, participate in a Boy Scout troop's campout or other outdoor activity.
-



Adventures in Science - Elective

See the information in the Webelos section in this supplement.

◆ Cubmasters Breakout

- Advancement Ceremony
 - **Animal Tracks in the Dirt** (San Gabriel Valley, Long Beach Area, Verdugo Hills Councils)
 - Have various "animal tracks" available as each of the following are discussed.
 - Cubmaster (In a secretive manner) We are gathered tonight to study all the details of the scene of the crime. We have found many tracks in the dirt around the scene The first animal we need to identify has the following characteristics: it is striped, orange and black. Stalks prey, belongs to the cat family. From all the above detailed I believe we are describing the Tiger family. (call up Tigers receiving Awards and their parents)
 - The next animal track we found was a fairly fresh one. The facts that we know are: red in color, spotted, has a short stubby tail, and belongs to the Lynx family. Could it be a Bobcat? (call up new Bobcats and their parents)
 - The next track was harder to trace as it belongs to the dog family. It loves to eat game and livestock, but especially loves to howl. It is more commonly known as the Wolf. (call up Wolves receiving Awards and their parents)
 - His track was easy. It is larger in size than other tracks. It is a mammal with long shaggy hair and loves to eat fruit and insects. Bears are easy to spot. (call up Bears receiving Awards and their parents)
 - This was the hardest track of all. It has been here the longest, so it was harder to identify. It made deeper grooves like it had more hanging on it. He identifies marks that made it easy to finally identify were its love of candy, sodas and junk food. And the evidence that it is tall and gangly. Of course, it could only be Webelos. (call up Webelos receiving Awards and their parents)
 - It greatly relieved my mind that all tracks have been identified and classified into groups. Everyone loves to solve a mystery.

- Game
 - Above and Below (Alapaha Area Council)
 - Arrange the Cub Scouts in a circle. One at a time, call out the names of things that are found either above the ground or below the ground. For example, strawberries grow above the ground, potatoes grow below the ground. When you call out something that is found above the ground, they stand. If it is found below the ground, they sit down. Failure to respond correctly eliminates a player. The last player to remain in the game is the winner.

◆ **Committee Chair Breakout**

- Outdoor Activities
 - Discuss outdoor activities for dens and packs. While boys appreciate the fun and fellowship of the regular meetings of their den and pack, outdoor activities play a crucial role in keeping boys interested and active in the Scouting program. Every leader should be sure there are plenty of opportunities for boys and their families to experience the “outing” in “Scouting” by including at least one outdoor activity per month.
 - Cub Scout Camping - Organized camping is a creative, educational experience in cooperative group living in the outdoors. It uses the natural surroundings to contribute to physical, mental, spiritual, and social growth.
 - Excursions and Field Trips - Cub Scouts enjoy many outdoor experiences as they participate in the variety of activities that can be held outside, such as field trips, hikes, nature and conservation experiences, and outdoor games.
 - Outdoor Adventures - Many Cub Scout Adventures encourage dens to go outside to complete requirements. Discuss encouraging den leaders to take their dens outside.
 - Sing a Song! - Discuss using songs to encourage Scouts to have fun in the outdoors. Try singing the “Out in Scouting” song.

Out in Scouting tune: “Scotland the Brave” or “Old Spice”

We put the out in Scouting.
 We put the flight to Eagles.
 We lift the light of Scouting, over the world.
 We'll never be hiked under.
 Listen to our Scouting thunder!
 We lift the light of Scouting, over the world.

All Scouts will work together
 No matter what the weather.
 We light the light of Scouting over the world.
 We leave a sign that will say
 To all who pass this way
 We light the light of Scouting over the world.

- Journey to Excellence Check-In. Discuss how Packs are doing with their JTE progress.

◆ **Commissioner's Minute:**

- **Think About a Tree** (Sam Houston Area Council)

Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun, and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree - by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we learn from the tree - to give to others more than we receive.

◆ **Closing**

The preassigned Scouters perform the closing ceremony.

◆ **Retire the Flags**