

# The Philmont Cub Scout Roundtable Supplements

June 2019



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July 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 Uniform Identifier of the Month**  
**Shoulder Loops**

The epaulets or “tabs” are the pieces of uniform fabric with the button located on the shoulder of the uniform. The shoulder loops slide over the epaulets. Shoulder loops - those small pieces of looped broad ribbon - were introduced as part of the BSA's khaki-tan uniforms designed by Oscar de Renta in 1973. The shoulder loops identify youth and adult members of the BSA to each other by program area or level of service. (scoutinsignia.com) The orange Varsity loop was eliminated in 2017.

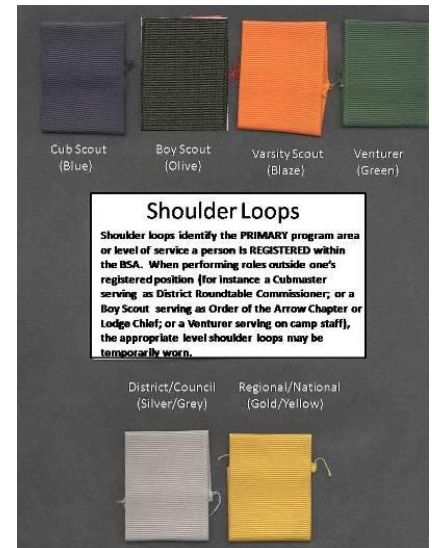
The colors are blue for Cub Scouts (item no. 677), forest green for Boy Scouts (item no. 64017), green for Venturers (item no. 678), silver for District and Council (item no. 680) and gold (item no. 679) for Regional, Area, and National.

Custom loops are not authorized for wear with the BSA uniform, so if you see those, they aren't official.

Two exceptions:

- Special loops released by the BSA and sold at Scout Shops (such as special loops for jamborees or anniversaries).
- Red loops. (originated in 1964) As with any other “previous-generation” uniform parts, red loops may still be worn. But they are no longer available for purchase. (Bryan on Scouting July 30, 2014)
- Please note that Varsity program is no longer available and that the Orange/ Blaze loops are not to be worn. (We just liked the graphic and couldn't change it without it looking wonky.)
- **Cub Scout Shooting Sports** The summer months are a great time for the Cub Scouts to earn their Shooting Sports Awards. The fifty-one-page BSA booklet is available online at <https://www.scouting.org/outdoor-programs/shooting-sports/>

The booklet with information about shooting sports is: **Cub Scout Shooting Sports GUIDE - A Guide to the Cub Scout Shooting Sports Awards for Unit Leaders, Councils, Districts, and Range Masters.** This booklet gives information for Tiger Cubs, Wolves, Bears and Webelos Scouts in B.B. guns, archery, and slingshots with the safety and range rules, resources, levels, awards- patches and pins. Tigers may shoot with an adult partner.



### ◆ 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.

### Opening Ceremony

**Our Flag** (Great Salt Lake Council *Pow Wow Book*, 1979)

Equipment:

Seven cards which spell out the words O U R F L A G.  
Seven Cub Scouts.

Cub Scout 1: **O** Our country's symbol is red, white and blue.  
Cub Scout 2: **U** Underlying loyalty it stands for, 'tis true.  
Cub Scout 3: **R** Reverence it demands as the symbol of our land.  
Cub Scout 4: **F** Flying its colors in a manner so grand.  
Cub Scout 5: **L** Love and devotion it has brought beyond compare.  
Cub Scout 6: **A** Astronauts placed it on the moon when they landed there.  
Cub Scout 7: **G** Glorious is that symbol which stands for all we hold dear. Let's stand together and Pledge Allegiance to our flag right here.

### ◆ Opening Prayer

Thankful for Water - (July 2008 H2OHH! Cub Scout Program Helps)

We are thankful for the water that we drink, the water that we play in, the water that we rely on in countless ways every day. We hope to always work hard to keep it clean and free of waste. 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!

### Swimming

Bend forward from waist down and do swimming crawl stroke

### Watermelon Cheer

Pretend to pick a watermelon from the ground, pick it up. Take out your pretend knife, slice yourself a big piece of the watermelon. Hold it up so you can eat it from side to side, keeping the seeds in your mouth. Then pretend to spurt the seeds out of your mouth.



### **Diver's Cheer**

Pretend to jump off the diving board and say "Kersplash! PERFECT!"

### **Diver's Cheer**

Pretend to walk to the end of the diving board, bounce a few times, look down and say "No way!"

(retiredscouter.com)

## Run Ons

### **Swimmers sit to eat lunch**

Cub 1. Where do swimmers sit to eat lunch?

Cub 2. At pool tables.

### **Swimming Is One of The Best Exercises**

Cub 1: They say that swimming is one of the best exercises for keeping the body slim and trim.

Cub 2: Yeah. Right!

Cub 1: Why do you say that?

Cub 2: Well, did you ever see a whale?

### **School Has No Teachers**

Cub 1: What school has no teachers?

Cub 2: A school of fish.

### **Sea Creature look for cash**

Cub 1. What kind of sea creature do you look for if you want cash?

Cub 2. If you want cash, look for a Sand Dollar.

### **Water healthy for swimming**

Cub 1: Is this water healthy for swimming?

Cub 2: Sure, it's well water.

(retiredscouter.com)

## Songs

### **Song: Water Sports**

(Tune: Yankee Doodle)

Water sports are what we like,  
For summer, spring and fall,  
When summer comes you now must know,  
We'll have a great big ball.

*Chorus:*

ships

Cub Scouts always having fun,  
Cub Scouts in the water,  
Swimming, diving, fishing too,  
Safely like we "otter."

### **Song: Raingutter Regatta Song**

Tune: Sailing, Sailing

Sailing, sailing, let's have some backyard fun  
We find the Regatta appealing  
To sailors old and young.

Sailing, sailing, poof, poof, go the racing

Come join in the fun, Cub Scouts.  
The winners have puckered lips!

(retiredscouter.com)

Rivers and lakes, and oceans and streams,  
And even swimming pools,  
Back stroke, breast stroke and butterfly,  
We'll follow safety rules.

*Chorus:*

Cub Scouts always having fun,  
Cub Scouts in the water,  
Swimming, diving, fishing too,  
Safely like we "otter."

(retiredscouter.com)

#### ◆ Cub Scout Interest Topic

- Safe Water Fun-
  - In Cub Scouts we emphasize the fun in Scouting, but we also focus on the Safety factor that the families of our youth have entrusted in us. If your Pack is planning some awesome fun water play please make sure that as many leaders as possible take the following trainings. All of these trainings are in the training section in [www.my.scouting.org](http://www.my.scouting.org) under Program Safety.
    - Safe Swim Defense
    - Safety Afloat
      - <https://www.scouting.org/health-and-safety/safety-moments/safety-afloat/>
    - Weather
  - Please pass out the PDF for Aquatic Safety for more clarification.  
[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-055\(17\)\\_Aquatics\\_WEB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-055(17)_Aquatics_WEB.pdf)

#### ◆ Audience Participation **AT THE BEACH**

Divide the audience into 6 groups and assign each group one of the words listed below. Have all members of the group stand up and say the appropriate phrase when their word is said during the story. Alternatively, have a leader for each word, and everyone says the appropriate phrase for each keyword.

**Beach** - Shade eyes with one hand and say, "Sand, sand, everywhere!"

**Cub Scout** - Stand, Cub salute and say, "Do Your Best!"

**Swim** - Make swimming motions with your arms while saying, "stroke, stroke."

**Water** - "Splash, splash!"

**Food** - "Yum, yum!"

**Kids** - "Are we there yet?"

Summer time had arrived at last. School was out and the **kids** in the Smith family were all looking forward to the first trip to the **beach**. All of the chores were done, and it was time to pack the car. Mother was trying to pack the **food** in the picnic basket but was having trouble getting the sandwiches wrapped before the **kids** could grab them.

"Why don't you **kids** go out to the car and help your father while Chad stays here to help me get the **food** ready?" Mother suggested. As soon as the **kids** had left the kitchen, Chad, a helpful **Cub Scout**, said, "What can I do to help, Mother?"

"Get some **water** and ice for the punch, Chad," said Mother. Together Mother and her helpful **Cub Scout** managed to finish packing all the **food** in less than 10 minutes. Meanwhile, Father had finished packing the car.

"OK, **kids**, it's time to get in the car and drive to the **beach**," Father said. "It will take us about half an hour to drive to the **beach**, so relax and enjoy yourselves, **kids**."

When they finally arrived at the **beach**, the **kids** couldn't wait to get in the water and **swim**. Chad, the ever-helpful **Cub Scout**, volunteered to watch the younger children while Mother and Father spread the picnic blanket on the **beach** and unpacked the **food**.

"Hold my hand, Jimmy," said Chad, the watchful **Cub Scout**. "Don't get in the **water** over your knees, because you don't know how to **swim**. We'll wade right here in the shallow **water** near the rocks on the **beach**."

"Lunch is ready," called Mother. "Come and get your **food**."

After they had finished the delicious **food** Mother had packed, the **kids** decided to build a sand castle on the **beach**, near the **water**. When it was time to leave the **beach** and head for home, Chad, the helpful **Cub Scout** helped gather the toys, while his parents loaded the leftover **food**.

"Thanks for taking us to the **beach**, Mom and Dad!" chorused the **kids**. "We sure had a good time **swimming** and playing on the **beach**." "And thanks for helping us at the **beach**, Chad. We're glad to have a **Cub Scout** in the family," Mother and Father told their oldest son.

(primetroop.org)

#### ◆ STEM Minute Rainbow Density Column

You can create a column of layers of colored liquids using density.

Materials:

Liquids of different densities in order of density:  
honey (most dense), corn syrup, dish soap, water,  
vegetable oil, rubbing alcohol (least dense)

Tall glass jar or a graduated cylinder

Food coloring



Procedure:

1. Pour an inch (or however much you want) of honey into the bottom of the cylinder or glass. You cannot add food coloring to the honey, it will not mix.
2. Add an inch of colored corn syrup. Pour it slowly and carefully on top of the honey.
3. Color some liquid dish soap and carefully add an inch on top of the corn syrup.
4. Add an inch of colored water on top of the dish soap.
5. Add an inch of vegetable oil on top of the water. Do not add food coloring to it because food coloring is water-based, and it won't mix with the oil.
6. Add an inch of colored rubbing alcohol.
7. Optional layer: lamp oil (refined kerosene)

#### STEM

Each of the liquids has different density. In the heavier liquids the molecules are packed more tightly together. Add them to the jar in order of most dense (honey) to least dense (rubbing alcohol). Since each new liquid was less dense than the one before it, it floated on top instead of mixing together. You can try other liquids, if you want to! Even though the amount of liquid is the same, the denser ones will be heavier. (Density = mass/volume.)

Temperature affects density. Heat causes substances to expand and become less dense. Cold causes them to contract and become more dense. Adding substances to water will change its density. Salt water is more dense than fresh water, which is why it is easier to float in salt water than fresh water.

MATERIAL	DENSITY (g/cm <sup>3</sup> or g/mL)
Rubbing alcohol	0.79
Lamp oil (refined kerosene)	0.81
Baby oil	0.83
Vegetable oil	0.92
Ice cube	0.92
Water	1.00
Milk	1.03
Dawn dish soap	1.06
Light corn syrup	1.33
Maple Syrup	1.37
Honey	1.42

**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
  - Floats and Boats - Elective Adventure
    - Hand out the Leader Guide handout for Floats and Boats to help your leaders become prepared to work on this elective.  
<https://cubscouts.org/wp-content/uploads/2015/05/Floats-and-Boats.pdf>
    - Review the water safety chant and play the buddy system game. Discuss why both are important. (Requirements 1 and 2)
    - Lion Leaders move up to Tiger Breakout
    - Review Activity 1 that correlates with Requirement 3. Make sure you have pool noodles to help assist with helping someone without entering the water.
    - Activity 2 is for Requirement 4 and will help you with working with the youth. Make sure to stress that this requirement happens in a pool with a certified BSA Lifeguard or an approved Lifeguard by the BSA if you are doing this as a Den.



#### THE WATER SAFETY CHANT

**S** is **Someone's** watching.

Never swim alone.

**C** is **Check** the rules.

Know where you can roam.

**O** is **Only** buddies  
should go from the shore.

**U** is know what **"U"** can do.

Don't do any more.

**T** is **Tell** a grown-up  
if someone's in need.

**SCOUT** shows safety.  
Now you take the lead.



◆ Wolf Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Requirement Modifications
  - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
  - The link is found at :  
[http://www.scouting.org/filestore/cubscouts/pdf/Wolf\\_Addendum.pdf](http://www.scouting.org/filestore/cubscouts/pdf/Wolf_Addendum.pdf)
- Wolf Requirement
  - Motor Away - Elective Adventure
    - Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction. Use the Wolf book to help create the Arrow, Delta and Dart airplane shapes.
      - Make a paper airplane catapult using a rubber band and paper airplane. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.

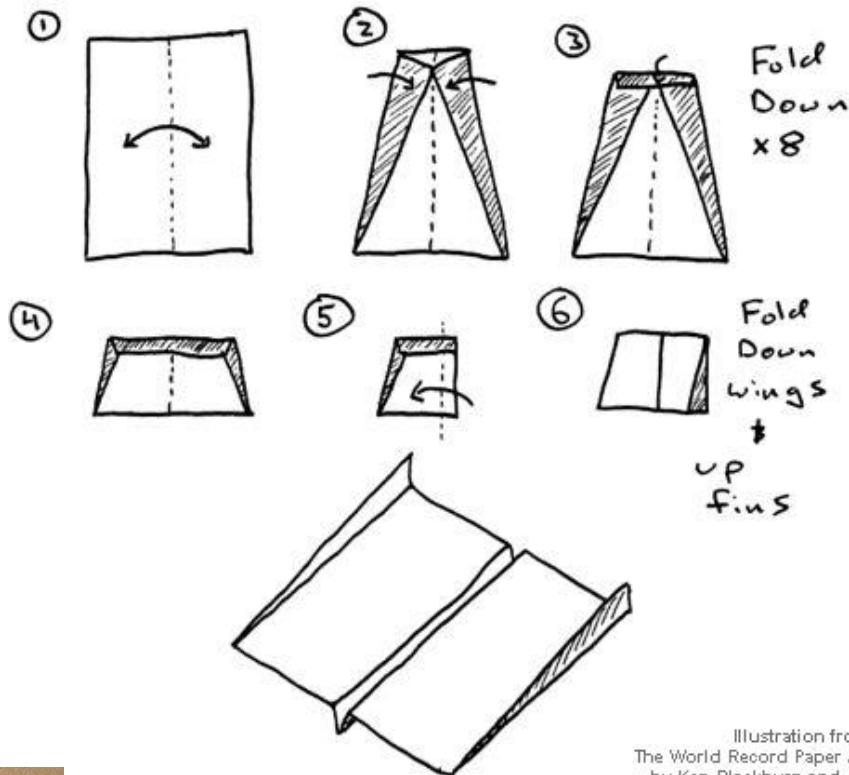


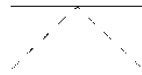
Illustration from  
The World Record Paper Airplane Book  
by Ken Blackburn and Jeff Lammers



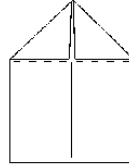
- Air of the Wolf - **Elective Adventure**
  - Conduct two of the following investigations to see how air affects different objects:
    - Demonstrate different ways to make a paper airplane. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.

### The EAGLE

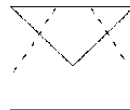
This is a very stable plane. It can fly straight with little adjustment. Curve the elevators up to "loose".



Fold on the 11 inch chord of paper in half lengthwise and open back up. Fold the top corners down to the center.

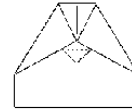


Fold the top down.



Fold the corners in to the middle.

Fold the little point up, fold the top flap down, and fold the airplane in half away from you.



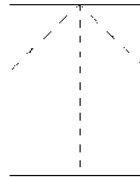
Now fold the wings out at an angle as shown.



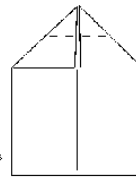
Bend the elevators up just slightly for a "loose" performance.

### High Glider

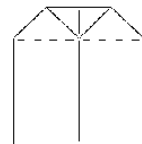
You'll see this one almost straight up, you may get it high of 10 seconds. It is also a good, straight nose airplane.



Fold on the 11 inch chord of paper in half lengthwise and open back up. Fold the top corners down to the center.

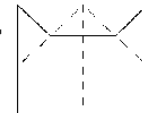


Now fold the point over to the center of the previous folds.



Fold the top down.

Fold the top corners down to the center. Fold the plane in half towards you.



Now fold the wings out at an angle as shown. Fold the wings up.



Bend the elevators up slightly for "loose" flight.

- **Paws of Skill - Elective Adventure**
  - Requirement 4: Discuss being a member of a team. Make a list of team sports and talk about how the team works together to be successful. Create a game using paper airplanes. Play for 30 minutes.
  - Requirement 6: Discuss sportsmanship and what it means to be a good sport while playing a game or sport. Discuss how games done with the paper airplanes can show good and bad sportsmanship. While playing games with paper airplanes members of the den should demonstrate good sportsmanship.

◆ **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://www.scouting.org/filestore/cubscouts/pdf/Bear\\_Addendum.pdf](https://www.scouting.org/filestore/cubscouts/pdf/Bear_Addendum.pdf)



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

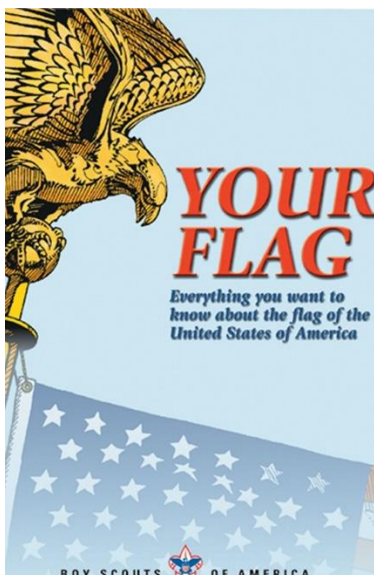


- Pledge: A binding promise
- Allegiance: Devotion or loyalty
- Flag: Rectangular piece of fabric used as a symbol
- United States of America: Our country
- Republic: Leaders are elected to represent everyone
- One nation under God: Freedom comes from God
- Indivisible: Not divided, kept together
- Liberty: Being free
- Justice: Fair and right in judgment

The *Your Flag* book is a great resource that every unit should have available for their leaders.

<https://www.scoutshop.org/catalog/product/view/id/1779>

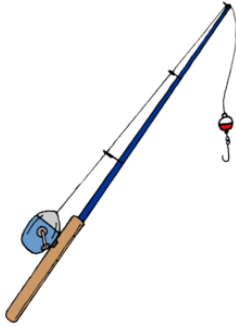
- Review **Requirement 2: Do at least one of the following.**
  - A. “Find out about two famous Americans. Share what you learned.” Discuss with the leaders some examples of famous Americans, including those in the Bear handbook. Suggest that the Scouts could learn about someone with his/her family and then present the information to the den.
  - B. “Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.” Provide a list of some historical places in your area to the leaders and/or have the leaders discuss and provide their own suggestions for each other.
- Review **Requirement 3: Do at least two of the following:**
  - A. “With your school or den, visit a local sheriff’s office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or



den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.” Provide contact information for local officers. Remind the leaders that the Den Leader Guide gives some examples of questions for the Scouts to ask on page 85.

- B. “Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available.” Remind the leaders to provide information to the Scouts’ parents about this since much of the requirement is to be done with the family. Discuss contacts to include on the list of emergency numbers.
- C. “With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.” Remind the leaders to provide information to the Scouts’ parents to help them complete this and record when it has been completed.
- Review “Requirement 4: Do at least one of the following:
  - A. Do a cleanup project that benefits your community.” Discuss things to do to help make the project fun. This could include an award for the Scout who collected the most trash or who found the most unique item. Also discuss safety such as the boy having a leader pick up a used syringe or other items.
  - B. Participate in a patriotic community parade or other civic event that honors our country. Provide contact information for those in the local area. Discuss which civic events may be considered.
- A Bear Goes Fishing - **Required Adventure**
  - Remind the leaders that the Cubs must complete at least three of the four requirements. Some of the requirements may be completed with the Cub’s family as is the case with many adventures.
  - Review requirement 1: “Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes.” Review with the leaders which fish are in your area.
  - Review requirement 2: “Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.” Review the “good neighbor” rules found in the Bear Handbook.
  - Review requirement 3: “Learn about fishing equipment and make a simple fishing pole. Practice casting at a target.” Discuss with the leaders some items to be used to make a simple fishing pole.





The Bear Handbook suggests that some catch fish with bare hands; however, make sure the leaders know the local fishing rules and follow them. Make sure you review the following terms with the Cubs (and preferably show examples of each):

- Fishing pole
  - Rod and reel
  - Fishing line
  - Bait
  - Tackle box
  - Fishing knots
  - Casting
  - Sinkers
  - Bobbers
  - Hooks
- Review requirement 4: “Go on a fishing adventure and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.” Especially due to the length of time expected, the Cubs may be encouraged to go with a parent or guardian if this requirement is selected. Remember the Cub Scout six essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle).

#### ◆ Webelos Breakout

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

- Webelos Requirement
  - Requirement Modifications
    - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
    - [http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS\\_AOL\\_Addendum.pdf](http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf)

- **Aquanaut - Elective Adventure**

Complete requirements 1-4 and at least two others.

1. State the safety precautions you need to take before doing any water activity. Scout leaders may complete the Safe Swim Defense at [my.scouting.org](http://my.scouting.org) website. All participants will have a BSA Health History completed. Swim only in an area that is safe. Two lifeguards and one rescuer for every 10 participants on duty. Besides the lifeguards, there are lookouts who monitor the swimmers. All participants are classified as swimmers, beginners and nonswimmers, and stay in designated areas. Each participant has a buddy- the Buddy System. All participants follow the rules for the activity.
2. Discuss the importance of learning the skills you need to know before going boating. Adults leaders may complete the Safety Afloat training at [my.scouting.org](http://my.scouting.org) website. All participants will have a BSA Health History completed. Swimming ability-





If you are not classified as a swimmer, you may operate a rowboat or paddle boat with a buddy who is a swimmer or ride in a canoe or paddle craft with an adult who is a swimmer. All participants must wear a US Coast Guard -approved life jackets. Each participant has a buddy. Each participant must know how to safely operate the water craft. Adults in charge will check the weather and prepare for emergencies. Check the equipment before using the water craft, life jackets and emergency equipment. All participants know, understand, and follow the rules.

3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land. The order is: reach, throw, row, go. **Reach** for the victim with anything available- stick, tree branch, towel, shirt, pole, canoe paddle. **Throw-** a line, buoy, floating object. If the item is attached to a rope, make sure to anchor yourself. Stand on the end of the rope to keep it from floating away in the water. **Row-** Use a boat to go to the victim. Have them hold on to the boat while you row it back to shore. **Go** - swim to the victim with a life jacket or float. This is dangerous, do this last. See the Red Cross website for information and paper games about reach and throw. [http://www.redcross.org/images/MEDIA\\_CustomProductCatalog/m44240110\\_Reach\\_or\\_throw\\_dont\\_go.pdf](http://www.redcross.org/images/MEDIA_CustomProductCatalog/m44240110_Reach_or_throw_dont_go.pdf)
4. Attempt the BSA swimmer test. A. Jump feet first into water that is over your head. B. Level off and swim 100 yards in one swim (no stopping and including one sharp turn). The first 75 yards must be done in a strong manner in the sidestroke, breaststroke, trudgen or crawl. The last 25 yards must be using an easy resting backstroke. C. After completing the swim, rest by floating.
5. Demonstrate the precautions you must take before attempting to dive headfirst into the water and attempt a front surface dive. Do not dive in places where it is not allowed, in cloudy water, or water where you don't know how deep it is. Never dive in shallow water. Always check with a lifeguard.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke. Have the Scouts demonstrate the strokes on land and then do them in the water.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had



### Engineer - Elective Adventure

Complete requirements 1 and 2. Requirements 3 and 4 are optional.

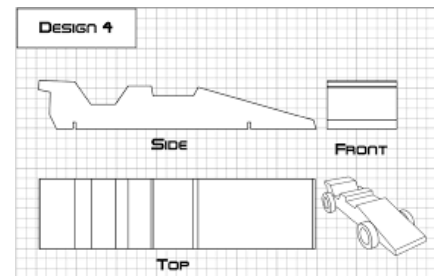
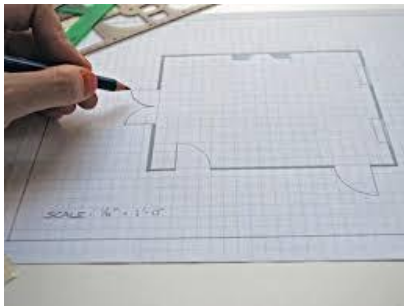
1. Pick one type of engineer. With the help of the internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den. Types of



engineers are: chemical engineer, civil engineer, electrical engineer, mechanical engineer, structural engineer, aerospace engineer, computer engineer, architectural engineer, defense engineer, environmental engineer, geotechnical engineer, etc. There are more than forty types of engineering degrees available. See information the *Webelos Handbook*.

2. Learn to follow engineering design principles by doing the following:
  - A. Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specification to design a project. "Blueprints" were reproductions of technical drawings of an architectural or engineering design on light-sensitive sheets. The blueprint had light colored lines on a blue background, as a negative of the original. The technical drawings now are computer images and are called "drawings," "prints" or "plans." Use graph paper to have the Scouts draw their plans for their project.
  - B. Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun. There are many suggestions for projects in the *Webelos Handbook*.
  - C. Share your project with others at a den or pack meeting.
3. Optional. Explore other fields of engineering and how they had helped from our past, present, and future. See the list of engineers from above.
4. Optional. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting. Have your Scouts design their Pinewood Derby on graph paper and then make them. Discuss what other things the derby car would need besides a design? Weights, balanced wheels, paint design, etc.

(Pinewood Derby design [papel.lenguasalacarta.co](http://papel.lenguasalacarta.co))



### ◆ Arrow of Light Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- AOL Requirement
  - Requirement Modifications
    - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
    - [http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS\\_AOL\\_Addendum.pdf](http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf)
  - **Aquanaut - Elective Adventure**  
See the information in the Webelos section above.



**Engineer - Elective Adventure.** See the information in the Webelos section above.



### ◆ Cubmasters Breakout

- Outdoor activities
  - **Sponge Ball Tag** - Wendy, Chief Seattle Council
    - Choose 2-4 player to be it and give them sponge balls. They throw the balls at the other players, trying to tag them. If a player is hit, he is now it.
  - **Squirt Ball:** - Wendy, Chief Seattle Council
    - Using a squirt gun, try to squirt a ping pong ball off the top of a water bottle. Boy with fewest squirts wins.
  - **Sidewalk Art Contest** - Alice, Golden Empire Council.
    - Supply plenty of sidewalk chalk and each family, den or individual can have a section of sidewalk to design. You can choose a theme or just let the imagination reign – when time is up, everyone gets to go around and admire the creativity! You could also have “judges” and award each artist or artist



- Game
  - **MINIATURE SCAVENGER HUNT** Utah National Parks
    - The object of the game is to gather as many items as you can from other people in the room. Each person can only give you one item All items must fit inside the 35 mm film can. Have the people sign after they give you item so that you know to whom to give it back when the game is done.
  - 1) Paper clip \_\_\_\_\_
  - 2) Bobbi pin \_\_\_\_\_
  - 3) Penny \_\_\_\_\_
  - 4) A Different Coin \_\_\_\_\_
  - 5) Button \_\_\_\_\_
  - 6) Safety Pin \_\_\_\_\_
  - 7) Battery \_\_\_\_\_
  - 8) Patch \_\_\_\_\_
  - 9) Piece of String \_\_\_\_\_
  - 10) Thumb Tack \_\_\_\_\_
  - 11) Key \_\_\_\_\_
  - 12) Match \_\_\_\_\_
  - 13) Nail Clipper \_\_\_\_\_
  - 14) Piece of Paper \_\_\_\_\_
  - 15) Picture \_\_\_\_\_

- Game
  - **WORD TWINS** Utah National Parks
    - Provide cards on which have been written one word of common pairs such as “Jack” and “Jill,” “ham” and “egg,” etc.
    - Have as many cards as needed. Ask everyone to match up his card and introduce himself to the person holding the mate to his card. Some other combinations are: Bat and ball, socks and shoes, slide and swing swim shorts and towel, cats and dogs day and night, picnic and ants, sun and moon bees and honey, sticks and rocks, matches and fire tent and sleeping bag mosquitoes and bug spray spoon and fork, plates and cups, salt and pepper hot and cold, clean and dirty skunks and raccoons wolves and bears, etc.

◆ **Committee Chair Breakout**

- **Pack, Den Meetings and Activities** - Discuss the need for regular den meetings, activities and pack meetings.
  - **Pack Meetings** - Pack meetings need to be held at least 8 times per year. Have pack meetings on the calendar a year in advance so that parents, leaders and Scouts know when to expect them. It helps to hold them on the same night each month, such as the third Tuesday of each month.
  - **Den Meetings** - Den meetings should be held weekly, preferably on the same day and time each week. For example: In a month with four weeks, den meetings could be held at least 3 times and pack meeting on the fourth week.
  - **Summertime Pack Award** - This award encourages packs to be active during the months that school is out; June, July and August. The pack can qualify for the certificate and streamer by planning and conducting three pack activities—one each in June, July, and August, or during other school vacations if your pack is in a year-round school. Dens with an average attendance of at least half their members at the three summer pack events are eligible for a colorful den participation ribbon. Scouts who participate in all three pack events are eligible to receive the National Summertime Pack Award pin, which they can wear on the right pocket flap of their uniform.
    - Follow this link for the Summertime Pack Award application:  
<https://filestore.scouting.org/filestore/pdf/33748.pdf>



◆ **Commissioner’s Minute:**

- Three Important Things (Capital Area Council, TX)  
 To the sailor, three things were essential - a compass, a sextant, and a flag. The compass to tell them where they were heading during the day. The sextant to tell them where they were at night, And the flag to tell them which way the wind is blowing.

◆ **Closing**

The preassigned Scouters perform the closing ceremony.

◆ **Retire the Flags**