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CUB SCOUT ACTIVITIES

Cub Scouts enjoy a variety of activities. Cub Scouting uses activities to achieve the aims of Scouting—citizenship training, character development, and personal fitness. Many of the activities happen right in the den and pack. The most important are the weekly den meetings and the monthly pack meetings; these meetings should be filled with fun and exciting new things to do.

In addition to these meetings, Cub Scouts enjoy other types of activities, which this chapter will explore. A well-rounded, year-long program will keep boys growing strong in mind and body and having fun at the same time.

NATIONAL DEN AWARD



The National Den Award recognizes dens that conduct a quality, year-round program. It can be earned only once in any 12 months. The 12-month period (charter year, calendar year, etc.) is determined by the pack committee.

Service projects, Cub Scout Academics and Sports, field trips, character development, and Cub Scout camping are areas that are emphasized. Dens earn the award as a team, not as individual den members. The recognition is a ribbon for the den flag or den doodle.

See the list of requirements in Appendix 1 (page 34-33). Once the requirements are completed as stated, the signed National Den Award application is sent to the local council service center where the ribbon can be obtained.

NATIONAL SUMMERTIME PACK AWARD



Your pack can qualify for the National Summertime Pack Award certificate and streamer by planning and conducting three pack activities—one each in June, July, and August. This award can be an incentive for greater attendance at your summer pack activities.

Qualifying packs receive a colorful streamer for their pack flag. Dens with an average attendance of at least half their members at the three summer pack events will be eligible for a colorful den participation ribbon. Boys 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. This is an individual recognition for boys, not adults.

The purpose of the National Summertime Pack Award is to encourage packs to provide a year-round program by continuing to meet during the time periods when school is out of session for several weeks or months. If your pack is in a “year-round school” (or is part of a home-school association) where there are several three- to four-week breaks at various times during the year, you could earn the Summertime Pack Award by having a special pack activity during those breaks. If your pack conducts a special activity during three of these breaks, it can also qualify for the Summertime Pack Award.

RELIGIOUS EMBLEMS PROGRAM

The Scouting movement encourages its members to be faithful in the practice of their religion. The Cub Scout Promise, Scout Oath, and Venturing Oath all call upon members to pledge themselves to do their duty to God.

The Boy Scouts of America does not define what constitutes a belief in God or the practice of religion. Rather, it provides a program and ideals that complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organizations for packs, troops, teams, and crews.

Most of the major religious bodies in the United States have programs to recognize Cub Scouts who demonstrate faith, observe their creeds or principles, and give service. The religious emblems are not Scouting awards. They are pre-

sented by religious groups to boys who work with their religious leader or counselor on a program of requirements that often takes a year or more to complete. (See “Duty to God,” No. 5-879, or go to www.scouting.org/awards/religious/awards/index.html for more information.)

In most cases, a Cub Scout may start work on a religious emblem as soon as he joins the pack. However, some religious bodies require him to achieve a certain rank or tenure before he can start work on the emblem.

Religious emblems are worn on the uniforms at special events. They are worn on occasions such as the blue and gold banquet, troop courts of honor, uniform inspections, recognition dinners, and other formal occasions.

For informal occasions, boys may wear the square knot (silver knot on a purple background) centered above the left uniform pocket. Adults who earned a religious emblem as a Cub Scout may wear this same square knot, with the Cub Scout device centered on the knot.

For some religious organizations, religious emblems for adult Scouters are presented for exceptional service to boys through the religious organization and Scouting. Those who receive an adult religious emblem may wear the square knot (purple knot on a silver background) centered above the left uniform pocket.

NATIVE AMERICAN EMPHASIS

Most Cub Scout-age boys enjoy activities that incorporate the lore of native Americans, and some of the most popular Cub Scout themes highlight native American cultures.

Den and pack activities can demonstrate that native Americans have a profound history and heritage. Emphasis should be on their authentic cultures and traditions, and *not on popular myths that have been portrayed in the media*. Packs can also help boys and their families understand that native Americans are a significant presence in America today.

Pack leaders should not encourage boys to “play Indian.” Although this may be entrenched in our backgrounds, it often is seen as mockery, can be offensive. For example, boys can be excited about making authentic tribal clothing, but packs should discourage such things as Indian-style Halloween costumes. A den might sit in a circle with an American Indian to learn about his or her heritage, but Cub Scouts should never run in circles whooping it up with feathers in their headbands.

Cub Scouting can also help families appreciate the importance of tribal diversity. Most native Americans think first of their tribal identity and only second about being a native American. Don’t lump all Americans together! Learn about the Pima or Choctaw or Sioux—or any of the more than 300 recognized tribes in our country today, or about the people native to Hawaii or Alaska. Learn about the groups in your area.

Avoid any native American activity that has a religious connotation. For instance, it would be disrespectful for dens or packs to stage religious dances or ceremonies. When in doubt, call on a native American consultant and use up-to-date references. (Some tribes have Web sites with contact information.) Help the pack be authentic and avoid activities that could offend others.

CHARACTER DEVELOPMENT EMPHASIS

Cub Scouting's emphasis on character development can help strengthen the part of a boy's education concerned with values. Values education is nothing new to Cub Scouting. Scouting ideals are incorporated in the Cub Scout Promise and Law of the Pack, and many Cub Scout activities reinforce ethical behavior.

Each of the boys' handbooks has requirements that are designated as Character Connection advancement requirements. These activities relate to certain ethics and values that help build character in boys. As boys complete advancement and elective requirements for their ranks in Cub Scouting, they participate in many activities in which they experience ethical decision-making opportunities and values are reinforced. Character Connection advancement requirements are specific and allow boys and families to identify the specific values emphasized.

Character development activities reinforce traditional Cub Scouting methods. Learning by doing is a typical Cub Scouting method. Cub Scouts learn physical skills, mental skills, and even social skills through practice. In the same way, moral development happens through experience and practice. Through sharing and talking about the activities, boys are encouraged to think a little more deeply about what they do and how it affects them and other people.

For more information on character development and Character Connections, see Chapter 4, "Character Development."

ACTIVITIES FOR CUB SCOUTS WITH DISABILITIES

When conducting an activity with a Cub Scout who has a disability, keep everything as close as possible to the basic program, which is designed to achieve its objectives to serve all boys.

A Cub Scout once said: "I have epilepsy. What's your disability?" Every one of us has some type of "disability"—it might be a poor attitude, a poor sense of responsibility, or something else that keeps us from doing things other people can do. It helps to remember this comment when working with special boys.

One of the first steps in working with boys who have disabilities is to realize that they are more like other boys than

they are different. Find out their abilities as well as their limitations. Plan activities in which all boys can participate. Boys with special needs are just as eager for adventure as other boys, and they need challenges to have a satisfying experience.

Often, a boy with a disability will be limited in what he is able to do, and he himself will be aware of any limitations he might have. Boisterous games or activities that require vigorous physical stamina might be beyond his capability. He needs quiet encouragement and opportunities to do the things he can do. Such a boy could be given the job of helping score or act as a judge or referee. Boys in wheelchairs can often go on hikes, with other boys taking turns pushing his wheelchair if needed.

A new den member who has special needs should be welcomed into a den with other boys. The den leader should spend some time acquainting the rest of the den members with his disability. An awareness game is a good way to build understanding. For more information on how to deal with boys who have special needs, see Chapter 17, "Cub Scouts With Disabilities," and information in the *Cub Scout Leader How-To Book*.

ACTIVITIES IN DENS AND PACKS

Many of the activities that boys enjoy can be done in a den or pack setting. All activities should be done in a positive way that builds boys' self-esteem and self-confidence. (See Chapter 3, "Cub Scouting: A Positive Place.")

This chapter will highlight several types of activities; however, more activities should be part of a boy's program in Cub Scouting besides these. (See Chapter 30, "Cub Scouting's BSA Family Program"; Chapter 31, "Cub Scout Academics and Sports Program"; Chapter 32, "Outdoor Activities"; and Chapter 33, "Cub Scout Camping.")

Ceremonies

Ceremonies play an important part in our lives. We have ceremonies to celebrate birthdays, holidays, graduations, weddings, and religious and many other special occasions. Ceremonies are an important part of Scouting. (See *Cub Scout Ceremonies for Dens and Packs*, No. 33212, for detailed guidelines and ceremony examples.)

Den Ceremonies

Use simple ceremonies to open and close den meetings and to mark important events in the lives of the boys and the den. Den ceremonies should be short—no longer than two or three minutes—and varied; the same opening and closing each week will become boring. Ceremonies are usually built around everyday experiences. Occasionally, the boys should have a chance to help plan and lead den ceremonies.

Here are some of the types of den ceremonies to consider using:

- **Opening.** An opening ceremony, often a flag ceremony, signals the beginning of the den meeting.
- **Progress Toward Ranks ceremony** can acknowledge a boy's progress toward his rank advancement.
- **Denner installation ceremony** recognizes a boy leader and the importance of this position in Cub Scout and Webelos dens.
- **Special recognition ceremonies** can mark special events such as birthdays and holidays.
- **Closing ceremonies** can emphasize Cub Scouting's ideals and bring a quiet, inspirational end to the den meeting.

Pack Ceremonies

Ceremonies are also an important part of pack meetings and can be used to emphasize Cub Scouting's ideals. Use pack ceremonies to open and close meetings, help develop the monthly theme, and promote advancement. These ceremonies can recognize boys, leaders, and family members for special awards, service, or tenure.

Here are some of the types of pack ceremonies to consider using:

- **Opening ceremonies** set the stage for the pack meeting and can be related to the monthly theme.
- **Flag ceremonies** teach boys how to handle and present the American flag in a special way.
- **Induction ceremonies** welcome new boys and their families into the pack.
- **Advancement ceremonies** celebrate the completion of requirements for Bobcat, Tiger Cub, Wolf, Bear, and Webelos ranks and for the Arrow of Light Award.
- **Graduation or transition ceremonies** can be used when boys transition from one program to another on the Scouting trail.
- **Recognition ceremonies** are used to recognize leaders, den chiefs, boys, or family members for special service, activities, or tenure.
- **Closing ceremonies** bring the meeting to a close and send everyone home with inspirational ideas to remember.

Other ceremonies can be used to recognize a variety of events or awards:

- Arrow Points
- Tiger Track beads

- Webelos activity badges
- Academics and Sports belt loops and pins
- World Conservation Award
- Cub Scouting's Leave No Trace Awareness Award
- National Summertime Pack Award
- BSA Family Award
- National Den Award
- Centennial Quality Unit Awards
- Charter presentation
- Pack tenure awards—25-year or 50-year anniversary awards
- Individual tenure awards—Service stars or veteran recognitions

Remember that ceremonies, like all Cub Scout activities, should be positive and meaningful experiences that reflect the values and aims of Scouting. Refrain from portraying activities that might be interpreted as hazing. For more background on this subject, see Chapter 3, "Cub Scouting: A Positive Place," and Chapter 18, "Advancement."

Crafts

Crafts are an important part of Cub Scouting because they help a boy

- Learn new skills
- Follow directions
- Work with his hands
- Appreciate and value materials
- Use and care for tools

Crafts and projects in Cub Scouting may relate to the monthly theme; relate to achievements, electives, or activity badges; or be done just for fun. Completed craft projects are displayed at the pack meeting for all to see.

Boys usually start their craft projects during the den meeting and complete them at home with help from their families. However, den leaders should be alert and help any boys who don't have that type of help at home.

The monthly theme is designed to suggest opportunities for handicrafts and other activities. For a well-rounded program, two den meetings might be devoted to crafts. The other two can be devoted to games, fitness activities, a trip, or a service project.

Most dens operate on limited funds, so craft projects should be simple and inexpensive. Scrap materials can be put to good

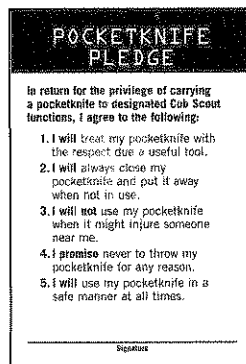
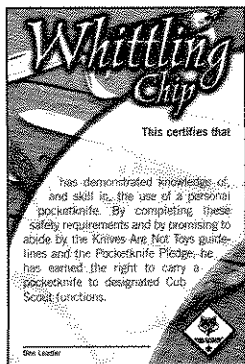
use and are readily available at little or no cost. Some den leaders ask boys to bring scrap materials or equipment from home. All den families can help fill a den craft supply box. When tools are needed for crafts and projects, call on a parent, neighbors, or other adults to help.

Teach boys the proper use and care of tools and provide a suitable working area. Inadequate tools and dull tools are dangerous. Tools are replaceable—boys are not. Per “Age-appropriate Guidelines” in the *Guide to Safe Scouting*, use only simple hand tools and avoid power equipment when working with Cub Scout–age boys. (See Chapter 13, “Health and Safety,” for guidelines on workshop safety.)

Boys need freedom to create individual designs. This generally will rule out the use of kits and preformed materials. At times, each boy may choose those things that interest him most. There will be other times when all boys in the den are working on the same project, each in his own individual way.

Using Pocketknives

When den or pack activities involve the use of a pocketknife, Cub Scouts should learn safety rules as well as the proper use and care of this helpful tool. Cub Scouts and Webelos Scouts may earn the right to carry a pocketknife to designated Scouting functions by completing requirements for the Whittling Chip card. For additional information on knife safety, see Chapter 13, “Health and Safety.”



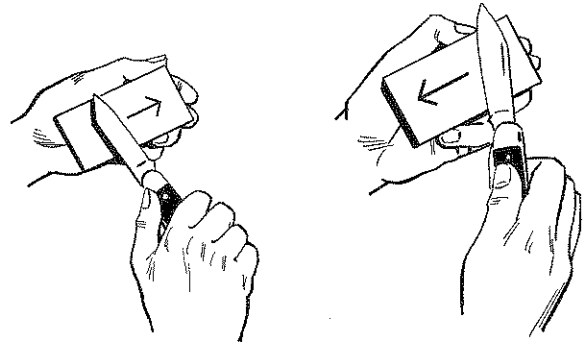
Pocketknife Safety Rules

A knife is a tool, not a toy.

- Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.
- Keep the blade clean.
- Never carry an open pocketknife.
- When you are not using your knife, close it and put it away.
- Keep your knife dry.
- When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.

- Make a safety circle: Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you can't touch anyone else, it is safe to use your knife.

Sharpening a Knife. Lay the blade on a sharpening stone as though you were going to shave a thin sliver from the stone. Push the blade forward. Turn the blade over and shave the stone toward you. It is not necessary to push down hard. Continue this back and forth action until the edge is sharp along its whole length.



Den Yells

Den yells, created by the boys and their leaders, help develop and maintain den spirit. The yells provide a way for boys to be united with their den and express themselves at a pack meeting or pack activity.

When making up a den yell with the boys, remember to make it simple and rhythmic. Yells should end in a word or phrase that the boys can shout. Many high school and college cheers can be adapted to den yells. Here are two examples:

Two, four, six, eight,

Who do we appreciate?

Den One! Den One! Den One!

One, two, three, four,

What den do you cheer for?

Which den can you hear more?

Den Four! Den Four! Den Four!

Field Trips

Boys enjoy visiting museums, business establishments, parks, and other attractions. These field trips can help bring a monthly theme or activity badge to life by allowing boys to experience firsthand the things they have been learning about.

Before embarking on any trip, however, you must follow some procedures to ensure the safety of everyone involved. See Chapter 32, “Outdoor Activities,” for guidelines on planning den and pack trips and Chapter 13, “Health and Safety,” for transportation policies.

Games

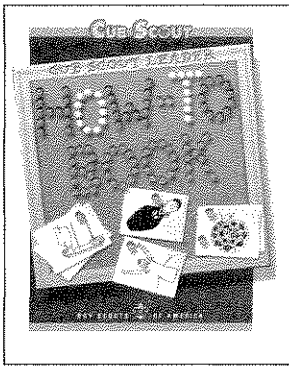
Mention the word *game* to most boys, and their eyes light up with anticipation. Games are an important part of Cub Scouting because they help a boy

- Develop skills, body control, and coordination
- Learn good sportsmanship, self-confidence, and patience
- Develop consideration for others
- Learn to follow rules, to wait their turn, and to respect the rights of others
- Give-and-take and play fair

Playing games can help a boy improve physical and mental health. Growing muscles and minds need exercise. Watch a Cub Scout sometime—he never walks when he can run, never runs when he can climb, never climbs when he can jump. His mind travels rapidly, bouncing from one thing to another—from firefighter to cowboy, from engineer to astronaut, and back to a pirate walking the plank, falling in the ocean, and coming out as a deep-sea diver with a treasure chest under his arm.

Den chiefs can be a big help leading games in both den and pack meetings. They will have some good ideas to help stimulate the imaginations of the younger boys. Remember that when teaching and leading games, rules should be followed so that everyone will enjoy the game more.

The choice of games is determined by the number of players, the space available, and the desired outcome. Some games, with a small number of players, are best for den meetings. Other games, with larger numbers of players, are more suitable for pack meetings.



Boys enjoy seeing their families involved in pack games. Some games require plenty of room and are best played outdoors. Some games are just for fun and allow boys to use excess energy. Others are quiet games that require concentration. Homemade games are also fun for boys to make and play. Choose the game that best fits the situation. See the *Cub*

Scout Leader How-To Book for ideas, as well as other BSA resources, such as *Cub Scout Program Helps*, the *Webelos Leader Guide*, the *Den Chief Handbook*, and *Group Meeting Sparklers*.

The Den Game Chest

Some dens have a den game chest that holds equipment for a variety of different games. Begin accumulating odds and ends for the den game chest now. As you try new games, boys can bring scrap items from home to be used in the game and then stored in the game chest for future use.

Keep game instructions on 3-by-5-inch index cards for easy reference and store them in the game chest, too. To keep them clean and in good condition, laminate the card or cover it with clear adhesive plastic. You might also punch a hole in one corner and store them on a split-ring or key chain.

The chest can be a cardboard box, or something sturdier, if desired. Whatever you use, it is helpful for all game materials and equipment to be stored in one place, easily accessible to the den.

Suggested Items for a Den Game Chest		
Ball of string	Marbles	Table-tennis balls
Balloons	Muffin tin	Tin cans
Beanbags	Paper cups	Toothpicks
Chalk	Paper sacks	Tossing boards
Checkers	Pie pans	Umbrella
Clothesline	Foil	Washers
Clothespins	Plastic spoons	Whistles
Curtain rod rings	Rope	Wide-mouthed jar
Playing cards	Rubber balls	Work gloves
Craft feathers	Rubber jar rings	
Golf tees	Straws	

Service Projects

The foundation for helping boys become good citizens is to teach them the value of service to others. Individual, den, and pack service activities are vehicles for helping Cub Scouts grow into caring, responsible citizens.

When planning service activities for Cub Scouts, consider that service activities

- should be genuinely useful,
- should get young people directly involved with the people they are helping,
- may be challenging but must be appropriate for the developmental level of the boys,
- should include a clear explanation about what needs to be done,
- require good supervision from caring, well-informed adults,
- should end with a time for reflection so boys can evaluate the positive effect of what they have experienced.

Service activities may help the natural world, the community, or the chartered organization. Here are suggestions of some service activities appropriate for Cub Scout-age boys:

1. Helping the natural world

- Pick up litter around the community.
- Clean up debris by a stream.
- Plant seedlings or flowers.
- Recycle glass, paper, aluminum, or plastic, depending on the needs and recycling program of your community.
- Make bird feeders.

2. Helping the community

- Provide a flag ceremony for a school.
- Collect food for food banks.
- Make cards for a care center.
- Clean up a church parking lot.
- Shovel snow or rake leaves for seniors.
- Distribute voting reminders.
- Distribute emergency procedure brochures.
- Recycle family newspapers.

3. Helping the chartered organization

- Conduct a cleanup project.
- Plant and care for trees.
- Provide a flag ceremony.
- Help set up for a special event.
- Distribute programs or bulletins at a meeting of the organization.

These are only a few ideas for service projects. You'll find more in *Cub Scout Program Helps* and other Scouting literature.

Take extra care with some certain service projects, especially those involving the clean up of litter and debris. Conduct projects during daylight hours, and avoid taking boys out at dusk or early daylight. Boys should wear work gloves, reflective vests, or other appropriate safety equipment to avoid injury. Also, arrange for adequate adult supervision for the activity.

Service projects related to conservation will help Cub Scouts and Webelos Scouts complete many advancement requirements for Wolf and Bear achievements and Webelos activity badges. Conservation service projects conducted by the den or pack are also a requirement for the Cub Scout World Conservation Award. (See World Conservation Award Application, shown on page 34-34.)

Information on these service projects should be recorded on the Web site of Good Turn for America (www.goodturnfor-america.org). Units that report a service project will receive a certificate allowing them to purchase special Good Turn for America patches at their local Scout shop.

Skits

Tiger Cub, Cub Scout, and Webelos dens may be asked to present skits or demonstrations at the pack meeting. These presentations can be pantomimes, sketches, or short plays. The main purpose of skits is for the boys—and the audience—to have fun; however, as boys practice performing in these informal skits, their confidence and leadership skills begin to develop as well.

Skits are usually appealing to a boy of Cub Scout age because they help channel his imagination and allow the “let’s pretend” part of his character to appear. Skits also help boys build self-confidence and poise.

Skits usually are based on the monthly theme. A Webelos den skit or demonstration might be based on the monthly activity badge area. Boys will have the chance to plan, rehearse, and make props and costumes during den meetings. The final presentation can be made at the pack meeting.

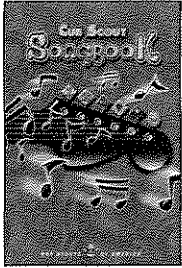
Some Cub Scouts may want to just observe rather than take part in the skit; ask them to handle the lights or offstage sound effects, or watch the time. Sometimes, playing a character who wears a mask or uses puppets helps lessen a boy’s self-consciousness.

Here are a few simple rules to remember when using skits with Cub Scouts:

- Keep skits short—usually no more than three to five minutes.
- Avoid long dialogue and memorized lines. Pantomimes are best for younger boys.
- Use simple costumes and props.
- Give each boy in the den something to do so that every boy participates.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, and loudly and to pause during applause or laughter from the audience.
- Avoid asking a boy to portray a character that is too difficult for him. Try to have every boy feel successful about his contribution to the skit.
- The content of all skits should be positive in nature and reflect the values and purposes of Cub Scouting. Humor, although fun and entertaining, should never be at the expense of another’s self-esteem. (See Chapter 3, “Cub Scouting: A Positive Place.”)

For some skits, puppets work better than live actors, and boys will enjoy making and operating them. In addition to the *Cub Scout Leader How-To Book*, you’ll find ideas in the *Den Chief Handbook* and *Cub Scout Program Helps*.

Songs



Group singing at a den or pack meeting adds to fellowship and a feeling of togetherness. Singing is a natural form of communication. Most boys enjoy opportunities to sing. For a leader, music can help lift spirits and create a happy atmosphere for teaching the more serious parts of the program. You can use songs to help set whatever mood you want—serious, patriotic, inspirational, or theme-related.

Boys especially like action songs that give them a chance to move around. They also enjoy seeing their families taking part in action songs at pack meetings.

The song leader doesn't have to be an expert singer or conductor. He or she only has to be able to start a song on the right pitch and keep time. When you are teaching new songs, write the words on a chalkboard or large sheet of paper that everyone can see. It also helps if the new song has a familiar tune so everyone can join in immediately.

Some packs have enough copies of *The Cub Scout Songbook* (No. 33222) to use at den meetings. When the group knows the song or has the words, they will be more inclined to join the fun. Also, pack meeting singing is greatly improved if the dens know in advance which songs will be sung and can practice them in den meetings.

Storytelling

Storytelling is a good way for a den leader to introduce the theme for the next month. Depending on the theme, this could be done with a true story from nature or an incident from the life of a famous person, a myth, or an American Indian legend. The Cub Scout Promise, the Law of the Pack, and the Cub Scout motto all can be explained and illustrated by stories.

A story can set the scene for a special outing or trip. It can meet a special need, such as a behavior problem. It can allow you to get a point across without actually singling out a particular boy or incident.

One of the best reasons for telling stories is because they are fun and boys enjoy them. They are sometimes just the right thing to change the pace of a meeting from noisy to quiet, or to put a finishing touch on a pack campfire.

One of the first stories Cub Scouts should hear is "The Story of Akela and Mowgli," found in the *Wolf Handbook*. This story helps explain who the Wolf Cub Scout is and serves as a lead-in to all things that follow in Cub Scouting. (See Chapter 6, "History of Cub Scouting.")

Here are some tips to help you become a good storyteller:

- Choose a story that appeals to you and is suitable for the occasion.
- Read the story carefully for plot. Try to put yourself in the situation so you can really feel it. Make notes of characters, places, and situations that are important or interesting.
- Review the main points again as you "live" the story in your mind.
- Create a catchy line for a beginning and to get the boys' attention: "Did you know that the first Akela was a wolf?"
- Consider practicing the story in front of your family, or record it on a tape recorder to hear how it sounds before you tell it to the boys.
- Decide when and how to end your story. Don't make it too long.
- Before you begin telling the story, be sure the boys are comfortable and haven't been sitting for too long.

Hints for Song Leaders

- Choose songs to fit the occasion: rousing action songs, quiet songs, patriotic songs, etc.
- Always start with a rousing, well-known song that everyone can sing out confidently.
- Smile at the group and relax. Show enthusiasm and confidence—even if you don't feel that way!
- Give the pitch by humming or singing a few bars. If accompaniment is used, have a few bars played.
- Use simple hand motions to start the group singing. Continue singing whether or not everyone starts on the first note. They will soon join in with the group.
- Keep the time with simple up-and-down or back-and-forth hand motions. This leading motion will keep the group together.
- Don't stand fixed in one spot. Move around a little to create some pep and personality.
- If the group makes a bad start, stop and start over. It will go better the next time.
- All song lyrics should reflect the values and aims of Scouting.

- Let the plot unfold as if it were jewels sewn into a carpet that you are unrolling at their feet.
- Live your story. Don't be afraid to "g-r-r-o-w-w-l-l," to speak in a whiny voice, or to use hand or body gestures for emphasis.
- Follow the outline you have made. If you do wander from the point, don't get nervous. Just pause and backtrack until you find your place again, and then keep going.
- Speak clearly and naturally. Use simple language.
- Make use of suspense by pausing at dramatic points, but not long enough to let boys' minds wander.
- When you have finished, stop talking. This will be the time—the boys want to talk. You'll need to listen, particularly if you're trying to get across a message. A few simple questions may help start a discussion about your topic or message.

You can get materials for stories in many places: from the local library, from personal experience, and in magazines (don't forget *Boys' Life* and *Scouting* magazines). And also don't forget to use your imagination!

Stunts

Stunts brighten meetings and put the group in a happier, livelier, more receptive mood. Use them as icebreakers to get the meeting off to a good start or as an element of surprise or excitement when people get restless.

The same principles apply to stunts as to skits. They should be short, simple, and fun, and each boy in the den should have a part. There are several different types of stunts:

- Those that the boys perform for an audience
- Audience participation stunts, in which everyone joins in by making sound effects or some other type of response to a leader
- Applause stunts, which are especially useful for recognition

Stunts should be fun for the boys as well as the audience. As stunts are more simple than skits, they usually don't require as much preparation and rehearsal; however, they should still be positive in nature and encourage a boy's self-esteem. And, of course, they should never ridicule anyone. (See Chapter 3, "Cub Scouting: A Positive Place.")

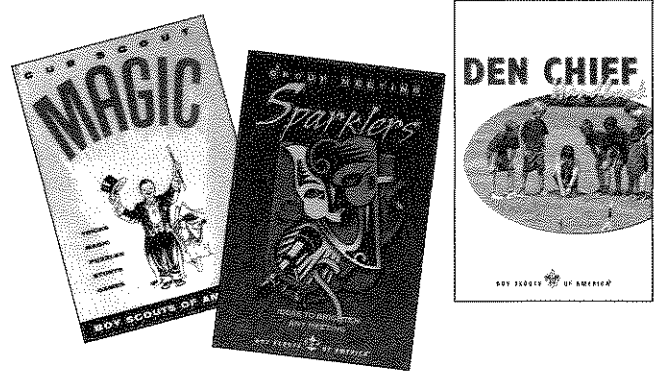
Tricks and Puzzles

Cub Scout-age boys enjoy tricks and puzzles, especially if the words magic and mystery are associated with the activity.

Either the den leader or den chief will want to show the boys a new trick or puzzle at almost every den meeting. This is a good gathering activity. Later, the boys will enjoy showing the trick to someone else at home or school.

Remember, the trick or puzzle must be simple enough for the Cub Scout to do himself.

For stunts, tricks, and puzzles, see the *Den Chief Handbook*, *Group Meeting Sparklers*, *Cub Scout Magic*, *Cub Scout Program Helps*, the *Webelos Leader Guide*, and the *Cub Scout Leader How-To Book*.



RAINY-DAY DEN ACTIVITIES

Den leaders should always have a backup plan in case of bad weather. Here are some suggestions for den activities on a rainy day:

- Make homemade games.
- Make clay models.
- Make a den doodle.
- Make games or gifts for shut-ins.
- Write a skit.
- Make paper bag puppets.
- Make masks or costumes.
- Make litter bags.
- Build den stools.
- Make neckerchief slides.
- Learn basic first aid.
- Have a songfest.
- Take a rain hike.
- Have a rainy-day contest.
- Make beanbags for den games.
- Hold a turtle race.
- Hold a uniform inspection.
- Make and eat homemade ice cream, popcorn, cupcakes, or cookies.
- Carve soap.

Refer to the *Cub Scout Leader How-To Book* for more information on many of these ideas.

PLANNING SPECIAL PACK ACTIVITIES

Your pack will occasionally want to plan some special activities other than your monthly pack meetings. These might include science or heritage fairs, sports tournaments, family picnics, or a pack field day. The *Cub Scout Leader How-To Book* has several ideas for special pack activities, as well as tips for planning these events. See also the *Cub Scout Academics and Sports Program Guide*.

When planning special pack activities (other than pack meetings), you can follow some general guidelines to help ensure your success:

- 1. Objective.** Why are we having the activity? Does it help to achieve the purposes of Cub Scouting?
- 2. Leadership.** Adequate adult leadership is needed to ensure safety and supervision. For major activities, such as the blue and gold banquet, the pack committee usually appoints a chair and a committee is recruited to carry out various responsibilities. This is a good time to involve adult family members.
- 3. Facility.** What type of facility is needed? Can it be held at the regular pack meeting place? Is it an outdoor activity? Are reservations necessary? Will there be a charge for using the facility?
- 4. Physical Arrangements.** What type of seating arrangement is needed? If it is outdoors, what is available and what needs to be provided?
- 5. Schedule.** A written schedule or program will be helpful. When will the event be held? What time will it begin? Who does what and when? What time will it end?
- 6. Alternative.** Plan for backup leadership to fill in for emergencies. Also, if you are planning an outdoor activity, have a backup plan in case of bad weather.
- 7. Materials and Equipment.** What materials and equipment are needed? Who will bring them?
- 8. Registration or Check-in Procedure.** Most competitive events require some type of check-in procedure. Who will be responsible?
- 9. Judging and Awards.** Any special pack activity that takes the place of the regular pack meeting should include advancement awards so that recognition can be made promptly. If it is a competitive activity, will each boy get something for participating? Or will only winners be recognized? How and when? What type of awards will be used? Who will do the judging? How?
- 10. Finances.** Estimate the cost of the activity, if any. Does the pack budget cover this expense? If not, how will the cost be covered?

- 11. Public Relations.** Be sure that all pack families are informed about the activity. Could this event be publicized in local newspapers or other media?
- 12. Health and Safety.** Include in the plan all necessary measures to ensure the health and safety of the boys and others attending. Refer to the *Guide to Safe Scouting* for current policies and procedures for safe activities.
- 13. Permits.** Have all necessary tour permits been submitted? Have necessary permission slips and/or medical forms been obtained?
- 14. Transportation.** Will transportation be needed? Will each family provide its own? If not, what arrangements need to be made?
- 15. Countdown.** Does everyone know what is expected?

Always keep in mind the “Ten Elements of Planning” listed in Chapter 24, “Program Planning.”

Anniversary Week

Scouting’s anniversary, the date that the Boy Scouts of America was incorporated in the United States, is February 8. Scouting Anniversary Week begins with Scout Sunday, observed on the Sunday of the week that includes February 8, and concludes with Scout Sabbath on Saturday.

Observe Scouting Anniversary Week with one or more special activities:

- The pack could hold a blue and gold banquet to highlight Cub Scouting’s birthday, the boys, leaders, and families.
- The pack could provide a demonstration of Cub Scout games, crafts, skits, fitness skills, etc., at a shopping center or other public location.
- The pack could provide a store-window display of Cub Scouting.
- The pack could provide a service project for the chartered organization, a school, or a place of worship.
- The boys could wear their uniforms to school during this special week.
- The pack could attend a religious service together, in uniform, on Scout Sunday or Scout Sabbath.

Blue and Gold Banquet

During February, the month of Scouting’s anniversary, packs across the country hold blue and gold banquets—birthday dinners for Cub Scouting. In nearly all packs, the banquet is a highlight of the program year. It brings families together for a meal and an evening of fun and inspiration.

Packs often like to invite former members and other Scouting or community leaders to take part in the annual blue and gold banquet.

Some packs make the dinner a potluck, with each family bringing something to contribute. Other packs buy food, have it prepared by a committee of parents, and prorate the cost among those attending. Still other packs use a caterer or cafeteria. Regardless of the method of dining, it's the Cub Scouting that happens during the preparation period and the celebration itself that are important. The banquet is usually during the February pack meeting and is an event the boys look forward to with excitement.

Careful planning is necessary for the banquet to be successful. Most packs begin planning at least two months in advance.

The pack committee usually recruits a banquet chair who in turn selects helpers to carry out the responsibilities. Try to involve as many people as possible but avoid giving den leaders too many additional responsibilities because they will be busy working with their dens.

More information on blue and gold banquets is available in the *Cub Scout Leader How-To Book* and at the monthly roundtable.

Date, Time, and Place

1. Choose the date and time of the banquet. In most packs, the banquet takes place during the February pack meeting although it is not necessarily held on the regular pack meeting night. Inform all pack families of the date, time, place, and cost.
2. Secure a suitable facility at least eight weeks in advance. The space needed will be determined by the type of serving arrangement you use and the number of people expected to attend. It could be the regular pack meeting place, a school cafeteria, a church meeting room, a civic center, a town hall, or a restaurant. Confirm reservations at least a month in advance.

Be sure to check on the following items:

- Rental fee
- Seating capacity and number of tables
- Parking space, a coatroom, and restroom facilities
- Kitchen availability
- Availability of and permission to use special items such as a public address system, speaker's stand, etc.

Meal Serving Plan

1. **Pot Luck.** Each family brings one or more dishes to share either with the whole pack or with the den group. Families

furnish their own plates, cups, utensils, and serving dishes. Food can be pooled and served buffet style.

2. **Food Committee.** The pack can buy meat, bread, beverages, plates, utensils, cups, and napkins and ask pack families to bring salads, side dishes, and desserts. The cost can be prorated among those attending. Some packs purchase all the food and have a food committee of parents prepare the entire dinner.
3. **Catered.** A caterer prepares and brings the food, or the pack can go to a restaurant or cafeteria for the banquet. In these cases, the pack only needs to decorate the room and tables. Each family pays for the cost of their own meal.

Physical Arrangements

1. Develop a seating plan so den families can sit together.
 - Will there be a head table?
 - Table arrangement will be determined by the room's size and shape.
 - Make sure everyone can see and hear.
2. Make arrangements to get into the room early on the day of the banquet to set up tables and allow time for dens to decorate.
3. Arrange for an adult cleanup committee. Have trash bags available.

Program

1. The Cubmaster should be involved in planning the banquet program. It is the Cubmaster's responsibility to lead it, unless the pack decides to use a master of ceremonies.
2. Select a theme for the banquet, which could be the monthly theme. The theme is important because the decorations and program will be planned around it.
3. Plan the program and make assignments for each part. Be sure each den has a part in the program. This works much better than outside entertainment.
4. The total program time, not including dinner, should be no longer than an hour and a half. Some packs prepare a handmade or printed program as a souvenir.

A typical banquet program could include

- Opening ceremony
- Invocation
- Dinner
- Songs
- Welcome and introductions

- Greeting from the head of the chartered organization
 - Induction ceremony (if any)
 - Den stunts and skits
 - Webelos demonstrations
 - Advancement awards ceremony
 - Recognition of leaders
 - Webelos graduation ceremony
 - Announcements and thanks
 - Closing ceremony
5. Have a welcoming committee greet people as they arrive and help them find their seats.
 6. Send invitations to special guests. Some of the special guests might have a part in the program.
 - Guests could include
 - Head of the chartered organization
 - Chartered organization representative
 - Religious leader
 - Scoutmaster
 - Pack alumni
 - School principal
 - Council or district Scouters, including the unit commissioner

Decorations

Making decorations is one of the most enjoyable parts of the banquet for den leaders and boys. Decorations should be simple so that boys can make them easily. Plan decorations, such as room and table decorations and exhibits and displays, around the banquet theme.

The banquet committee should work with the Cubmaster to decide what type of table decorations will be used so that each den generally makes the same items. The type and design can vary from den to den, but all dens should make the same number of items.

Boys might make items such as table centerpieces, place mats, place cards, invitations, napkin rings, nut cups, or favors.

Several banquet decoration items and program and menu covers are available from your Scouting distributor, and you will find other ideas in the *Cub Scout Leader How-To Book*.

In Summary

The annual blue and gold banquet should be a night to remember for both boys and their families. Careful planning will ensure success. Make this activity a highlight of the pack's program year.

Cub Scout Derbies

For guidelines and ideas concerning pinewood derbies, space derbies, and sailboat regattas, see the *Cub Scout Grand Prix Pinewood Derby Guidebook* (No. 33721).

Pinewood Derby

The pinewood derby is one of the most popular and successful family activities in Cub Scouting. Pinewood derby cars are simply small wooden models that boys make with help from their families and then race in competition. The cars are powered by gravity and run down a regulation track. The pinewood derby is an annual event in most packs; it can be run indoors or outdoors. Every boy can design and build his own "grand prix" car to enter in the race.

Pinewood derby car kits are available from your local Scouting distributor, along with pinewood derby ribbons, medals, and trophies.

Space Derby

Competing with the pinewood derby in popularity as a family-son project is the space derby. It is similar to the pinewood derby except that the models are miniature rockets driven by propellers powered by rubber bands along a suspended heavy monofilament line.

Space derby kits are available from your local Scouting distributor, along with space derby ribbons, medals, and trophies.

Raingutter Regatta

The raingutter regatta is a boat race using boats that boys make with help from their families. The boats are propelled by the boys' own wind power—that is, they blow into the sails.

Regatta kits are available from your local Scouting distributor, along with regatta ribbons, medals, and trophies.

Two types of race courses are recommended: the raingutter and the wading pool. The raingutter is the most popular, the boats traveling along a standard water-filled raingutter that is supported at each end by a sawhorse.

Cubmobile Derby

The Cubmobile derby is fun for the whole family. Boys and parents build their own den Cubmobile, a pint-sized racing car. The race is held on a smooth-surfaced street with a gradual slope, in cooperation with local authorities.

The derby is run in heats. Each den has one racer, and each boy in the den races in the car once. Usually, a ramp is used to help start the cars, and they are propelled downhill to the finish line by the force of gravity. See the *Cub Scout Leader How-To Book* for more details.

Pack Overnighter

In keeping with the home- and family-centered method of Cub Scouting, overnight camping by Cub Scout packs should be planned as an event for the boy and his entire family. Overnight camping as a den unit is approved only for Webelos dens (see Chapter 21, “The Webelos Scout Program”).

For detailed information on planning a pack overnigher, see Chapter 33, “Cub Scout Camping.”

INTERPACK ACTIVITIES

Cub Scout activities are best when done on a one-pack basis. Every boy’s participation can be assured, and leaders and families can be more easily involved in the planning and operation of the activity. Informal activities among packs are acceptable, however, as long as they contribute to the regular program of the packs and avoid the over-organization evident in some sports and competitive events. Under these guidelines, packs can conduct any acceptable sport or competitive Cub Scout activity, such as a softball game, a soccer match, a pinewood derby, or an interpack game day.

When planning interpack activities, the committees responsible should be able to give a positive “yes” answer to each of the following questions:

- Will this activity strengthen the public image of Cub Scouting?
- Will the activity demonstrate the purposes and methods of Cub Scouting?
- Will the activity strengthen the pack program, morale, and recruiting power?
- Have the health, safety, and general welfare of all members been considered in selecting the activity?
- Will the activity allow participation of all Cub Scouts, not just a select few?
- Will the activity promote a happy experience, free of the emotional and physical strain that can come from an over-emphasis on winning?

Activities Involving More Than One Unit

There are occasions when units, primarily Venturing crews and Boy Scout troops, conduct activities or events that involve other units. This includes events for packs, troops, teams, crews, and ships from the same council, neighboring councils, the same region, or other regions.

This procedure is to be followed for activities involving more than one unit:

1. The proposed event must contribute directly or indirectly to strengthening the programs of participating units.
2. The proposal, including a written statement of the objectives of the event, must be submitted to the local council Scout executive for approval.
3. If units from councils within the same region will be involved, the Scout executive must then forward the proposal to the region for its approval.
4. If units from other regions will be involved, the proposal must be forwarded to the appropriate division of the national office for review and approval.

DISTRICT AND COUNCIL ACTIVITIES

District and council Cub Scouting activities should be planned to allow preparation time in den and pack meetings, with the climax being the event itself. Some examples are Cub Scout day camps, Scoutoramas, Scouting shows, conservation projects, outdoor Cub Scout field days, Cub Scout circuses, district summer softball leagues, etc. See Chapter 33, “Cub Scout Camping,” for camping opportunities that districts and councils can provide for boys and families.

District or Council Scouting Shows

Cub Scout pack participation in Scouting shows or expositions helps acquaint Cub Scout families with Boy Scouting and Venturing. It helps boys and parents see that they are part of a total Scouting program. A Scouting show is an excellent means of demonstrating to the general public the way in which Scouting serves youth.

Pack participation in arena shows or expositions is desirable under the following conditions:

- Where the purpose of the show is to demonstrate the whole Scouting program to the public.
- Where Cub Scout participation in the show actually demonstrates the fundamentals of Cub Scouting rather than being merely a mass of boys. Examples of acceptable participation include a grand entrance of boys and parents by packs, demonstrations of Cub Scout outdoor activities, acts related to Cub Scout themes or Webelos activity badges, or other Cub Scout activities such as derbies, physical fitness, etc.
- When participation of Cub Scouts does not require mass rehearsals of boys without den or pack leaders.

District or Council Tiger Cub Activities

Many districts and councils plan and conduct special “Tiger Cubs only” activities for their dens. These activities are planned for the age and experience level of Tiger Cubs, with activities for boys and their adult partners to do together. Tiger Cubs and their adult partners may also attend district and council day camps.

Also, to help Tiger Cub dens in their Go See It activities, the council and/or district activities and civic service committee may have developed a “Where to Go” booklet for Tiger Cubs. Whether the booklet is bound or is just a sheet of paper depends on the council and its resources. This booklet can be a great resource for your Tiger Cub dens and will help them stay interested and active.