



More about Bear Den Meetings



Cub Scouting is for Boys

Cub Scouting is for boys, and each boy is different. Cub Scouts come in all sizes, shapes, and colors and from a variety of backgrounds. There are no “average” boys. Cub Scouting is easily adaptable to a boy with a physical, mental, or emotional limitation, just as it is adaptable to boy who come from low-income, urban or rural areas.

Cub Scouting is Fun

Boys join Cub Scouting because they want to have fun. For boys, however, fun means a lot more than just having a good time. Fun is a boy’s code word for the satisfaction he gets from meeting challenges, having friends, feeling good, and feeling he is important to other people. While boys are having fun and doing things they like to do, they also learn new things, discover and master new skills, gain self-confidence, and develop strong friendships. Cub Scouting is a positive place where friends and leaders accept and support each boy.

Cub Scouting is for Families

There are many different types of family structures in today’s society. Scouting is a support to all types of families as well as to organizations to which families belong. We believe in involving families in the training of youth, and we are sensitive to the needs of present-day families. Cub Scouting provides opportunities for family members to work and play together, to have fun together, and to get to know each other a little better.

Cub Scouting Provides Adventure

Cub Scouting helps fulfill a boy’s desire for adventure and allows him to use his vivid imagination while taking part in skits, games, field trips, service projects, outdoor activities, and more. The use of monthly themes lets a boy play the role of an astronaut, clown, explorer, scientist, or other exciting characters. Boys find adventure in exploring the outdoors, learning about nature, and gaining a greater appreciation for our world.

Cub Scouting has an Advancement Plan

The advancement plan recognizes a boy’s efforts and achievements. It provides fun for the boys, teaches them to do their best, and helps strengthen understanding as family members work with boys and advancement requirements. Badges are awarded to recognize advancement, and boys like to receive and wear these badges. The real benefit comes from the worthwhile things the boy learns while he is earning the badges, as his self-confidence and self-esteem grow.

Cub Scouting Belong

Belonging is important to boys. They like to be accepted as part of a group. In Cub Scouting, boys belong to a small group called a den where they take part in interesting and meaningful activities with their friends. In the den they learn sportsmanship, good citizenship, and loyalty. They learn how to get along with others and how to do their best for themselves and their den. Cub Scouts also belong to a pack, which is a larger group made up of several dens.

The Cub Scouting Den

A den is a group of six to eight boys within the pack, usually at the same grade level, that meets several times a month between pack meetings. The den organization allows boys to build relationships with leaders and other boys. The den provides opportunities for activities that would be difficult with a large group. The den also provides leadership opportunities for the boys.

More Information

This and the following information are brief overviews of the Cub Scout Den and how it is organized. For more detailed information please refer to the *Cub Scout Leader Book* and the *Webelos Leader Guide*.

Program Ideas for your First Month's Den Meetings

Theme: "Bobcats All"



Every boy in second, third, fourth, or fifth grade must earn the Bobcat badge first. So, what could be a better first theme than "Bobcats All"?

The Bobcat requirements include the fundamentals of Cub Scouting. Keep in mind that Cub Scouts and Webelos Scouts should do these requirements with their parents at home. The den meeting plans will include practicing the requirements at the meeting, but parents should still approve their completion in the boy's book.

Cub Scout Den Meeting

The objectives for this month's den meetings are to give every boy the opportunity to earn his first award-Bobcat; to complete den organization, get acquainted, and elect boy leaders; and to give leaders and boys an idea of how den meetings are conducted.

A grid on the next page will outline all four of the Cub Scout den meetings this month. Here are the details.

Den Code of Conduct

Boys will respond to and respect rules if they have a part in setting them. Before your first den meeting, think about some of the rules you would like to have your den follow at meetings. Have a large piece of paper or poster board and a marking pen ready for the meeting.

allowed to do in your home?" As boys respond, have them agree on their rules them on the piece of paper. When they agree on the list, post it at all of your den meetings.

Ask, "What should happen if someone breaks a part of the code?" and let the boys discuss this. One possibility is that the first time he must phone home and have his parents pick him up immediately. (If you do this, make provisions for someone to pick up your son if necessary.)

Share the code of conduct with the parents of your Cub Scouts.

Some dens use a "Conduct Candle" as an incentive for good behavior. A large candle is lit at the start of the den meeting, and stays lit until there is a behavior problem, or until the end of the meeting. Tell the boys that when the candle burns to the end, there will be a special den party or field trip.

The Months Den Activities

This month's openings, closing gatherings, and den activities are designed to be simple and fun, using materials you might have around your house.

Gathering Activities

It Can't Be Done.

First, the leader says that he can jump

assume the same position, they find they cannot even budge.

Guess Who I Am.

The leader starts by saying, "I will answer 'yes' or 'no' to twenty questions while you try to find out who I am." This is a good den game that will also keep boys busy and quiet at the pack meeting. With the help of one leader for each den, leaders can decide who they will be, and the game can be conducted as a contest to see which den can guess who they are. Rotate leaders each time.

Magic Knot Trick.

The den leader provides several pieces of rope or cord about three feet long. Ask a Cub Scout if he can tie an overhand knot in the middle of the cord without letting go of either end. He lets the Cub Scout try it, then shows him the trick:

First he folds his arms over his chest, then he leans over and picks up each end of the cord without unfolding his arms. As he straightens up, he unfolds his arms-still holding the ends of the cord- and, presto, there's the overhand knot!

Clothespin Game.

Place a wide-mouthed bottle or jar upright on the floor. Give each boy, in turn, ten clothespins. Have him stand over the bottle and, holding each clothespin at eye level, try to drop them into the bottle.



Cub Scouting Den Meetings

There are usually seven parts to a Cub Scout den meeting:

1. Before the Meeting Starts

Before each den meeting the den leadership team has a chance to make final preparations for a great den meeting. This can take place the night before, or just before, the meeting. Make sure you have everything you need and the meeting room is completely ready before the Cub Scouts and their parents arrive.

Remember what we said about first impressions?

2. While Cub Scouts Gather

It is important for active, excited Cub Scouts to have something worthwhile to do as soon as they arrive. It could be a trick, a puzzle, or a simple game. This is a good time to have fun and still accomplish several “business” details such as taking attendance, collecting dues, and recording achievements or electives.

This is also a part of the meeting when parent helpers, a denner (a Cub Scout elected by the boys), and a den chief (an older Boy Scout recruited from a Boy Scout troop to help the den leaders) should be used.

3. Opening

A formal opening is important because it lets the boys know that the meeting has started. A good opening may also prove a chance to help meet the citizenship part of Scouting’s purpose, or to set the stage for the month’s theme.

The opening period may also be a good time for an occasional uniform inspection.

4. Business Items

Right after the opening is the time to discuss den business. Usually, during the first meeting in the theme, business items would include pack and den meeting theme ideas, plans for the den’s part in the upcoming pack meeting, and plans for special den activities. Later it could be a time for denner elections, creating a den yell or cheer, or playing a game.

This may also be an appropriate time to check advancement and record progress if you couldn’t do it earlier. Keep this part of the meeting short!

5. Activities

Games, tricks, puzzles, and challenging handicraft are great ways to expel boyhood energy and to accomplish learning goals such as teamwork, sportsmanship, personal fitness, and “doing your best.” Often, projects started at den meetings can be taken home for the boys to finish with their families.

Now might also be the time when the den practices its part in the pack meeting. Remember, when planning your part in the pack meeting, try to get everyone involved—even (or especially) parents and other family members.

6. Closing

A good den meeting closing can provide time for a Cub Scout to reflect, be recognized for achievement, or maybe even learn a new skill like folding an American flag. Closings can be solemn, patriotic, inspirational, or fun. It’s a good idea to invite the parents who are arriving to pick up their sons and the parents who helped with the meeting to join the den for the closing.

The relative quiet of the closing portion of the meeting is a good time to remind Cub Scouts of upcoming pack and den activities. Keep in mind that you are dealing with second and third graders, so the reminders should also be in written form for their parents.

7. After the Meeting

Immediately following the den meeting is the time to sit down with the den chief and assistant leaders to evaluate the meeting, talk about the next meeting, and update records while things are still fresh in your mind.

Notice that there was no mention of advancement other than record keeping? In Cub Scouting, most advancement occurs at home with the parents and family. But don’t treat it as homework. The Wolf and Bear books are filled with more than two hundred pages of quality family time ideas. Don’t “steal” this opportunity from the boys’ parents. Boys get their daily fill of structured bookwork at school, so den meetings should be fun, with some learning snuck in on the side.

Advancement does occur, however, in the Webelos den, but it is a little different.

Wolf and Bear Scout Den Meetings - 1st Month - "Bobcats All"

For your first meeting you will need to have the *Cub Scout Leader Book*, *Wolf or Bear Scout Handbook* and the *How To Book*. These items are available through your pack or the Scout Service Center. Review items below to prepare for your first months den meetings.

| | First Week | Second Week | Third Week | Fourth Week |
|----------------------------------|---|--|--|---|
| BEFORE THE MEETING STARTS | Review the meeting plans, set up a den record book (<i>Cub Scout Leader Book page 10-1</i>) for attendance and dues, and set up the meeting room. | Review the meeting plans, gather the materials and den records and set up the meeting room. | Review the meeting plans, gather the materials and den records, and set up the meeting room. Have the cord or rope ready. | Review the meeting plans, gather the materials and den records, and set up the meeting room. Have the jar and clothespins ready. |
| WHILE CUB SCOUTS GATHER | Collect dues, record attendance, check boys' books for completed achievements, etc. | | | |
| | Have a parent or the first boy to arrive lead the <i>It Can't Be Done Trick</i> . | Play <i>Guess Who I Am</i> . | Provide each boy with a cord or rope about three feet long for the <i>Magic Knot Trick</i> . | Let the boys try their hand at the Clothespin Game. |
| OPENING | Explain the Cub Scout sign. Have the boys give the sign and say the Cub Scout Promise. Show the Cub Scout salute, and repeat the Pledge of Allegiance. (<i>Cub Scout Leader Book page 2-3</i>) Introduce the den leaders and den members. | Have the boys stand in a semicircle, then give the Cub Scout sign and repeat the Law of the Pack. Light the Conduct Candle. | Recite the law of the Pack. Light the Conduct Candle. During roll call, have each boy step forward and salute as his name is called. | Ask the denner to lead in the Law of the Pack. Light the Conduct Candle. |
| BUSINESS ITEMS | Discuss and establish the Den Code of Conduct. Explain and light the Conduct Candle. | Talk about achievements and electives. Recognize birthdays, etc. Tell the boys about the pack meeting and work on a den yell. (<i>How To Book page 5-11</i>) | Elect the denner and assistant denner by secret ballot (<i>Cub Scout Leader Book page 20-7</i>). Then ask the boys to suggest their den yells. | Give recognition to those in uniform. |
| ACTIVITY | Play Newspaper Softball. | Practice the Cub Scout handshake. Make Snake clay slides. | Play Grab Bag. | Review the meaning of Webelos and the Arrow of Light. Make Spatter Prints. Practice the den yell. |
| CLOSING | Remind the boys of upcoming meetings and to work on their Bobcat requirements at home. Form a "Living Circle," then blow out the Conduct Candle. | After reminders, have the boys form a line and repeat the Cub Scout Promise, then blow out the Conduct Candle. | Close with the boys sitting in a circle as you tell them the meaning of the Cub Scout motto. Blow out the Conduct Candle. | Talk about the theme for next month. Ask the assistant denner to lead in giving the Cub Scout sign, and then say the motto together. Extinguish the Conduct Candle. |
| AFTER THE MEETING | Put away equipment, put records in order, and review the meeting with your leadership team, and assign duties for next week. | Put away equipment, put records in order, and review the meeting with your leadership team, and assign duties for next week. | Put away equipment, put records in order, review the meeting with your leadership team, and assign duties for next week. | Put away equipment, put records in order, review the meeting with your leadership team, and assign duties for next week. |

For more program ideas, read *Boys' Life* and *Scouting* magazines and attend your district's Monthly Adult Leader Roundtable.

Den Activities



Newspaper Softball

Divide your den into two teams. Place a can on either side of "home plate" and balance a rolled newspaper across the tops of the cans. The first "batter" stands behind the newspaper and kicks it with his instep, and the game is on. All the rules of softball are followed except for the method of putting the ball into play.

(How-To Book, page 3-6)

The Living Circle

The Living Circle is an important Cub Scout ceremony that may be used as an opening or closing for a den meeting. It reminds the boys of the friendships he is making and links him with all other Cub Scouts.



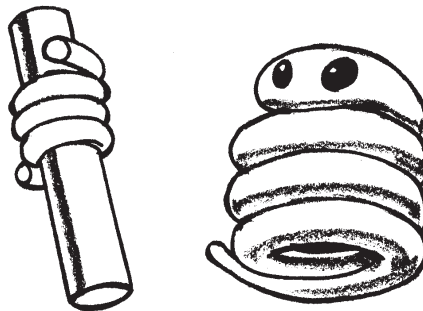
To form a Living Circle, Cub Scouts and Leaders face inward in a close circle. With the right hand, each person gives the Cub Scout Sign. Then turn slightly to the right and extend left hands into the circle. Each thumb in the circle is pointed to the right, and each person grasps the thumb of the person on his left, making a complete Living Circle hand grasp.



The promise, Law of the Pack, or motto can then be repeated.

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

Clay Snake Slide



Clay is especially versatile for slides, as you can mold it into millions of different unique shapes. Here is one example

1. Roll about 2 tablespoons of clay into an 8-inch-long rope.
2. Coil clay rope around a $\frac{3}{4}$ -inch dowel that has a light coating of vegetable oil on it.
3. Flatten the head and make a point on the tail.
4. When dry, remove from the dowel; paint and decorate as desired.

(How-To Book, page 2-38)

Laundry Grab Bag

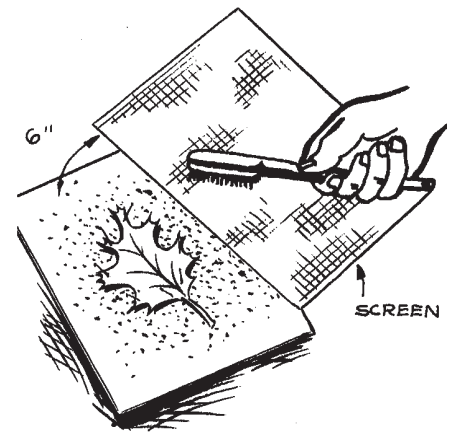


Fill a large pillowcase or bag with an assortment of old clothing items (hats, shirts, belts, pants, shoes, etc.). Have the Cub Scouts stand in a circle, and give the bag to one of them.

On signal he passes the bag to the player on his left, and he to the next, and so on around the circle. As the bag is being passed around, the leader blows a whistle.

Whoever has the bag in his hand when the whistle sounds must reach inside, take out an article of clothing, and put it on. Play continues until all clothing is being worn.

(How-To-Book, page 3-17)



Spatter Print

For this craft you will need an object such as a leaf or a cutout design; construction paper; an 8-by-10-inch piece of screen; an old toothbrush; straight pins; and paint.

1. Spread newspaper over your working area.
2. Place the object on construction paper and secure it with the pins.
3. Dip the toothbrush in paint and shake it until almost dry. Hold the screen about six inches above the construction paper. Brush across the screen with the toothbrush, being careful not to spatter yourself.
4. When the paint has dried, remove the objective from the construction paper.

Suggestion: Try white shoe polish or paint on colored construction paper.

CUB SCOUT DEN MEETING PROGRAM



DEN NO. _____ PACK NO. _____

MEETING PLACE _____ TIME _____

THIS MONTH'S THEME _____ DATE _____

As den leader, use this form at your monthly pack leaders' or den leaders' meeting to plan the weekly den meetings. Indicate ways for the den chief and denner to help you in the den meeting.

BEFORE THE MEETING STARTS

Den leader and den chief make final preparations; coach denner on part he is to take in the meeting; help denner arrange meeting place.

EQUIPMENT NEEDED:

WHILE CUB SCOUTS GATHER

Collect dues; check achievements and electives; start a game, make something, or work a puzzle.

EQUIPMENT NEEDED:

OPENING

Simple opening ceremonies—song, yell, Promise, Pledge of Allegiance, etc.; membership inventory; uniform inspection.

EQUIPMENT NEEDED:

BUSINESS ITEMS

Theme-related ideas; den's part in pack meeting; plans for special den activities.

EQUIPMENT NEEDED:

ACTIVITIES

Games; tricks and puzzles; stories; theme handicraft; practice for den's part in pack meeting; goodwill projects; plan ways to stimulate interest in achievements and electives.

EQUIPMENT NEEDED:

CLOSING

Announcements and reminders; den leader's closing thought; brief inspirational closing ceremony—song, Living Circle, Promise.

EQUIPMENT NEEDED:

AFTER THE MEETING

Den leader and den chief review this meeting and discuss plans for next den meeting. Review next meeting assignment with denner. Help denner put room in order.

EQUIPMENT NEEDED:

#33826A



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Tiger Cubs BSA

Cub Scout Academics Den Recognition Report

When requesting Cub Scout Academics recognition items, den leaders should enter **B** for belt loops and **P** for pins. Present the den's recognition report at the next pack leaders' meeting so that a pack request can be compiled. Awards should be available for presentation at the next pack meeting.



| Den _____ Pack _____ Names | Academics Belt Loops and Pins | | | | | | | | | | | |
|----------------------------------|-------------------------------|-------|-------------|---------------|-----------|-----------|-----------|-------------|-------|---------|---------|-----------------------|
| | Art | Chess | Citizenship | Communicating | Computers | Geography | Heritages | Mathematics | Music | Science | Weather | Wildlife Conservation |
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Den leader _____
Signature _____ Date _____

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ISBN 0-8395-4293-3
1999 Boy Scouts of America
10 9 8 7 6 5 4 3 2 1

This booklet idea came from **Heart of America Council**.

We have updated it and added a few graphics and the forms for our leaders.

If your Pack can afford PackMaster you might want to purchase this software.

<http://www.troopmaster.com/products/packmaster/packmaster.html>

PackMaster is the most powerful and popular Cub Scout pack management system in America. Developed by experienced Scouters, PackMaster makes your job easier and SAVES YOU TIME! And it comes to you from the Flagship of Scouting software, Troopmaster Software--serving Scouters since 1985.

The next PDF in this packet is one designed by www.cubroundtable.com to make Den Advancement recording easier. This was a Wood Badge ticket item and was sent to National for evaluation. Other ranks are available at this web site.

Lastly, I have included a Cub Advancement Trail by www.cubroundtable.com for easy overview of the Advancements in the different Cub ranks.

Advancements for Bear Cub Scout

Bear Achievements

There are a **total of 4 Red beads**. For each **three Achievements** a scout earns **one (1) bead**. Any parts not used for the section requirements count toward elective arrow points.

God (requires 1)

1. Ways We Worship
2. Emblems Of Faith

Country (requires 3)

3. What Makes America Special? (A & I & 2 more)
4. Tall Tales (all 3)
5. Sharing Your World with Wildlife (any 4)
6. Take Care of Your Planet (any 3)
7. Law Enforcement is a Big Job (all 6)

Family (requires 4)

8. The Past is Exciting and Important (G & 2 more)
9. What's Cooking? (any 4)
10. Family Fun (both)
11. Be Ready (A through E & G)
12. Family Outdoor Adventures (any 3)
13. Saving, Well, Spending Well (any 4)

Self (requires 4)

14. Ride Right (A & 3 more)

15. Games, Games, Games (any 2)

16. Building Muscles (all 3)
17. Information, Please? (A & 3 more)
18. Jot it Down (H & 4 more)
19. Shavings and Chips (all 4)
20. Sawdust and Nails (all 3)
21. Build a Model (G & 2 more)
22. Tying it all up (any 5)
23. Sports, Sports, Sports (all 5)
24. Be a Leader (F & 2 more)

DATE

| | | | | |
|--------------------------|--|--|--|--|
| First Bead Achievements | | | | |
| Second Bead Achievements | | | | |
| Third Bead Achievements | | | | |
| Fourth Bead Achievements | | | | |

- | | | | | |
|----------------------|-------------------------|-------------------------------|------------------------|--------------------------------|
| 1. Space (a-f) | 6. Aircraft (a-g) | 11. Photography (a-d) | 16. Farm Animals (a-d) | 21. Sales (a-b) |
| 2. Weather (a-f) | 7. Things that go (a-d) | 12. Nature Crafts (a-h) | 17. Repairs (a-e) | 22. Collecting Things (a-c) |
| 3. Radio (a-b) | 8. Cub Scout Band (a-d) | 13. Magic (a-d) | 18. Backyard Gym (a-d) | 23. Maps (a-e) |
| 4. Electricity (a-e) | 9. Art (a-c) | 14. Landscaping (a-d) | 19. Swimming (a-e) | 24. Native-American Life (a-c) |
| 5. Boats (a-f) | 10. Masks (a-c) | 15. Water & Soil Conser (a-e) | 20. Sports (a-f) | 25. Let's go Camping (a-h) |

Bear Electives

For the **First Ten (10)** elective credits you earn a **Gold Arrow Point**. For every **Ten (10)** after that you earn a **Silver Arrow Point**. Only one Gold Arrow point is earned there is no limit to the Silver Arrow points.

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | √ DATE |
|--------------------|---|---|---|---|---|---|---|---|---|----|-----------|
| Gold Arrow Point | | | | | | | | | | | |
| Silver Arrow Point | | | | | | | | | | | |
| Silver Arrow Point | | | | | | | | | | | |
| Silver Arrow Point | | | | | | | | | | | |

For **Crime Prevention Badge** scout must: (for details see Crime Prevention Application)

- _____ Earn achievement # 7, Law Enforcement (in Phase 1)
- _____ Earn achievement # 24, Be a Leader (in Phase 1)
- _____ Participate in a crime prevention project approved by Cubmaster. (in Phase 2)

For **World Conservation Award** scout must: (for details see World Conservation Application) p.282

- _____ Earn Achievement # 5, Sharing Your World with Wildlife
- Earn **all** arrow points in **two** of these three Electives
- _____ # 2 Weather _____ # 12 Nature Crafts _____ # 15 Water and Conservation
- _____ Participate in a den or pack conservation project approved by Cubmaster.

Den _____ Pack _____

NAME _____

ADDRESS _____

City, State, Zip _____

Date of Birth __/__/__ TELEPHONE _____

Parents Names _____ Joined __/__/__

BOBCAT BADGE __/__/__

Tiger Patch, Wolf Scarf, Neckerchief Slide __/__/__

Tiger Cub Service Star Awarded __/__/__

| Belt Loops | Title | Date |
|------------|-------|------|
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Whittling card _____

WOLF BADGE, BEAR NECKERCHIEF AND CUB SLIDE (SLIDE IS USED TWO YEARS) _____

BEAR BADGE, WEBELO NECKERCHIEF AND WEBELO SLIDE _____

WEBELO BADGE _____

Advancement Trail from Tiger to Arrow of Light

USING BSA CUB BOOKS 2003 AND THE 2006 TIGER EDITION



3 Achievements=4 Gold Beads represented by the 4 sets of Wolf prints (59 tracks through all 12 Achievements) This program is during 2nd Grade

Ceremony to award the Scout his advancement



These are awarded after the Wolf Badge is earned
 For the first 10 electives a Gold arrow is earned
 For every 10 electives after wards a silver arrow is earned



If a Boy joins Cub Scouts now his first badge will be the Bobcat badge

Ceremony to award the Scout his advancement



3 Achievements=4 Red Beads represented by the 4 sets of bear prints (81 tracks through all 12 Achievements) This program is during 3rd Grade

These are awarded after the Bear Badge is earned

For the first 10 electives a Gold arrow is earned
 For every 10 electives afterwards a Silver arrow is earned

Ceremony to award the Scout his advancement



There are 8 tracks to complete the Bobcat trail
 If a Boy joins Cub Scouts now his first badge will be the Bobcat badge.



Earned Activity Pins are placed on Webelos Colors



If a Boy joins Cub Scouts now his first badge will be the Bobcat badge

There are 8 requirements to earn the Webelos Badge



Ceremony to award the Scout his advancement

There are 4 requirements to earn the Compass Badge

Ceremony to award the Scout his advancement



For every 4 activity badges earned a Scout earns a metal "compass point" (only 3 total)

There are 6 requirements to earn the Arrow of Light



One of them is that a Scout must earn the Webelos Badge and a total of 8 Activity badges that include: Fitness, Citizen, Readyman, One from the Outdoor group, one from the Mental Skills group, one from the Technology group, and 2 more of your choice

There are 15 Tiger paws achievements (5 white beads for family activities, 5 orange beads for den activities and 5 black beads for Go See It activities. After the Tiger earns all 15 beads he receives his Tiger patch to put on the back side of his Tiger Cub Belt totem. The Tiger can earn 1 yellow Tiger track beads for every 10 electives he completes. This program is during 1st Grade

