



Nevada Area Council

Zephyr District

BSA



CUB SCOUT LEADER'S ROUNDTABLE

APRIL, 2021

CUB ROUNDTABLE COMMISSIONER: MEGAN KELLERMEYER

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- ♦ April Theme—Cheerful
- ♦ May Theme—Thrifty
- ♦ June/July Theme—Pack Summertime Award

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Plan Now For:

- ♦ Zephyr District Cub Leader Roundtable, May 4, 7:00 pm
- ♦ Woodbadge Training Course, June 13-18, Camp Fleischmann
- ♦ Cub Scout Family Adventure Camp 2021.American Expedition: Dare to Explore July 11 - 14 & July 14 - 17, Camp Fleischmann
- ♦ Cub Day Camp, July 22-24, Davis Creek Park

Zephyr District Key Three Leadership

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Cheerful – Set One



STRIKE UP THE BAND

A SCOUT IS CHEERFUL. HOW DOES “STRIKE UP THE BAND” RELATE TO THIS POINT OF THE SCOUT LAW?

Music can make us feel many things. One of the best things it makes us feel is cheerful. As we “Strike Up the Band” this month, we will explore ways to make people happy using music.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month’s adventure.

◆ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month’s adventure, if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- For the opening ceremony, 10 large musical notes cut from heavy paper or poster board, each with a letter to spell out “Do Your Best.” The words for the Scouts to recite can be written on the back of each note, if desired.
- For rank advancement, create black music notes upon which to attach awards.
- To make kazoos, you’ll need jumbo craft sticks; small, thin rubber bands; wide rubber bands; and drinking straws.
- To make rhythm sticks, you’ll need paint stir sticks, jingle bells, chenille stems, and tape (optional).
- To make maracas, you’ll need paper or plastic cups, dried beans or pasta, tape, and paint or markers.
- To make tambourines, you’ll need paper plates, dried beans or a similar material, a stapler, staples, and markers.
- To make tin can drums, you’ll need soup cans, balloons, clear packing tape or duct tape, and markers or stickers.
- For the closing, prepare a sheet or other large cloth to hide the boys, and a song of choice for the boys to sing.

◆ GATHERING

As the boys arrive, have five stations set up for them to make one of the following musical instruments that can be used later in the program: kazoo, rhythm stick, maracas, tambourine, or tin can drum. (See the Resources section for instructions.)

◆ OPENING CEREMONY

The flag ceremony is led by a predetermined den. They will present the colors and lead the pack in the Pledge of Allegiance.

Cub Music

Cut 10 large musical notes from heavy paper or poster board, each with a letter that spells out “Do Your Best.” The parts for the Cub Scouts to recite can be written on the back of each note.

Cub Scout 1: “D—Drumming up courage”

Cub Scout 2: “O—Offering to help”

Cub Scout 3: “Y—You are making music”

Cub Scout 4: “O—One way or another”

Cub Scout 5: “U—Under the guidance of Akela”

Cub Scout 6: “R—Ready to sing and dance”

Cub Scout 7: “B—Being willing to act a little silly”

Cub Scout 8: “E—Every Scout will have the chance”

Cub Scout 9: “S—Strumming, tooting, rocking, and rolling”

Cub Scout 10: “T—That’s what this month is all about!”

◆ OPENING PRAYER

“We give thanks for the music in our lives, the music of our friends, the music of our families, and the music throughout nature and the entire world.”

◆ WELCOME AND INTRODUCTIONS:

The Cubmaster welcomes new families, introduces them to the pack, and thanks those who helped prepare the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

My Music Band

Tune: “Bingo”

There was a pack that had a band and music was their favorite,
M-U-S-I-C,
M-U-S-I-C,
M-U-S-I-C,
And music was their favorite.

(Repeat the verse, but instead of singing “M,” have each boy make noise with his instrument. Continue doing this for each letter until they are just using their instruments.)

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month’s adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

Cub Scout Music Awards

Materials: Music notes made from black paper large enough to put each award on. The Cubmaster may wish to wear a tuxedo or bowtie.

Cubmaster: “Ladies and gentlemen, welcome to our annual music awards night! This is the time when we honor the achievements of our Cub Scouts and sing praises of their hard work. Since I don’t want to run overtime and risk being pulled off the stage, let’s get started!

“The nominees for the Bobcat award are *(List the names. Then, with fanfare, open the envelope.)* And the winners are . . . all of you!” *(Call each boy up by name and invite his parents or guardians to join him. Acknowledge their achievements, present them with their music note with their award on it, and have the boy pin the award on his parent or guardian.)*

(Repeat for the Tiger, Wolf, Bear, and Webelos badges.)

“Ladies and gentlemen, the highlight of our evening will be the highest award that can be given to a Cub Scout. The nominees for the Arrow of Light Award are *(List the names.)*. And the winners are *(again with great fanfare, open the envelope and exclaim:)* . . . all of you! *(Call each boy up by name and invite his parents or guardians to come forward. Present each boy with his award and have him pin the award on his parent or guardian.)*

“Ladies and gentlemen, it’s been quite an evening. The hard work from these boys leaves a song in my heart. We thank you for attending this evening’s Cub Scout music awards. Congratulations to you all, and keep up the excellent performance!”

◆ CUBMASTER’S MINUTE

“If you think positively, sound becomes music, movement becomes dance, smiles become laughter, mind becomes meditation, and life becomes a celebration.”

◆ CLOSING

Upside-Down Singers Skit

Cast: Singers and announcer, two people to hold up a curtain

Announcer: “The singers are going to sing upside down!”

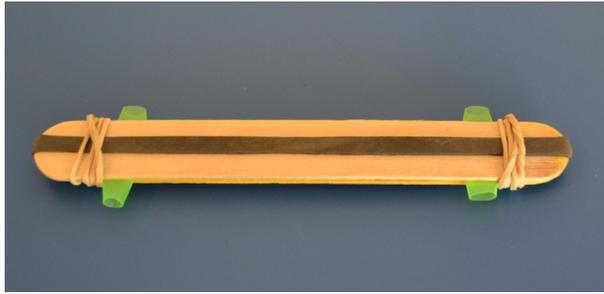
(The singers, who are already on the stage, duck behind a curtain. A sheet held by two people will do for a curtain. Placing their hands in their shoes and socks, the singers wobble the shoes above the curtain top, looking as if they are having trouble standing on their heads and some are about to topple over while singing.)

Singers: Start singing a song of their choice.

The preassigned den retires the flags.

RESOURCES

Kazoo



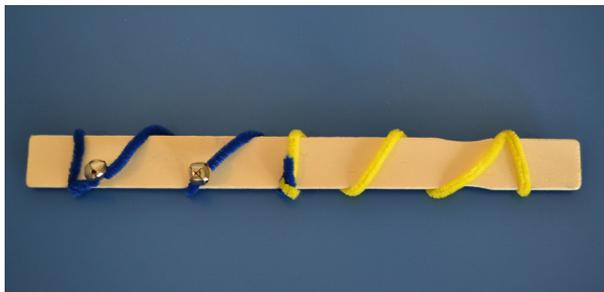
Materials:

- Two jumbo craft sticks
- Two 1-inch pieces cut from a drinking straw
- Two small, thin rubber bands
- One wide rubber band

Instructions:

1. Place a wide rubber band lengthwise on one of the craft sticks.
2. Using one of the thin rubber bands, rubber band the two craft sticks together at one end.
3. Place one of the straw pieces between the two craft sticks, about half an inch from the end.
4. Place the other straw piece between the two craft sticks at the other end. Now rubber band that end together using the second thin rubber band.

Rhythm Stick



Materials:

- Paint stir stick
- Chenille stems
- Jingle bells
- Tape to attach a chenille stem to the stick (optional)

Instructions:

- String jingle bells onto a chenille stem.
- Wrap the chenille stem with bells around the paint stir stick, or tape it to the stick at either end of the chenille stem.

Maracas



Materials:

- Two clean, dry cups or yogurt containers of the same size
- Half a cup of coffee beans, dried peas, macaroni, rice, or beads
- Glue (Hot glue will work well but requires adult supervision.)
- Masking tape or duct tape
- Paint or markers to decorate

Instructions:

- Put the beans or peas into one of the cups or containers.
- Glue the two containers together.
- Wrap masking tape around the rims for added support.
- Paint or color the shaker for decoration.

Tambourine



Materials:

- Two paper plates
- Stapler
- Dried pasta, beans, sand, rocks, or similar material
- Optional: stickers, paint, markers, construction paper, etc., for decoration

Instructions:

- Decorate the outside of the paper plates as desired.
- Fill one plate about a fourth of the way or less with dried pasta or beans (or a similar material).
- Put the other plate over the first and staple them together all around the edge.

Tin Can Drum

Materials:

- Empty, clean soup cans
- Clear packing tape or duct tape
- Balloons
- Scissors
- Stickers, markers, foam shapes, etc., for decoration (optional)

Instructions:

- Cut the end off a balloon and stretch the balloon over a can's open end.
- Cut the end off a second balloon and place it over the first balloon. (This step is optional. It makes the drum more durable.)
- Cut patterns in the second balloon, if desired.
- Tape around the balloon and can to secure everything.
- Decorate the can if you'd like.



Cheerful – Set Two



CELEBRATE

A SCOUT IS CHEERFUL. HOW DOES “CELEBRATE” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout looks for the bright side of things. He tries to make others happy. December is a big month for all sorts of celebrations and opportunities to make others happy.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides which can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month’s adventure.

◆ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month’s adventure, if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Indoor Scavenger Hunt sheets (see the Resources section), pens or pencils
- Poster props for What Are We Full Of?
- Several wrapped treats to be used during the audience participation activity, Traveling Treats (The number of treats will depend upon the size of your pack. Not everyone will need a treat.)
- Candles for the rank advancement ceremony, matches, lighter, etc., or battery-operated candles if your meeting place does not allow real flames
- Copies of the song for the closing ceremony or a way to project the words

◆ GATHERING

Indoor Scavenger Hunt. See the Resources section.

OPENING CEREMONY

The flag ceremony is led by a predetermined den, who will present the colors and lead the pack in the Pledge of Allegiance.

What Are We Full Of?

Props: Six posters with the letters “C,” “H,” “E,” “E,” and “R” (one on each poster), and one poster with the letters “FUL” on it

Seven Scouts hold up the posters as the Cubmaster calls the letters.

Cubmaster: “Give me a C! (A Scout holds up a poster, prompting the audience to yell “C!”)”

“Give me an H! (The next poster goes up, etc.)”

“Give me an E!

“Give me another E!

“Give me an R!

“What are we full of?” (*The audience yells “Cheer” when the poster with “FUL” goes up.*)

This can be repeated multiple times—slower, faster, louder, softer, etc.

◆ OPENING PRAYER

“I pray for you today that you be cheerful,

“With head held high and sparkle in your eye;

“With warmth of smile, and voice that holds no anger;

“With quickened step, and purpose in your stride.

“I pray the Lord will look on you with pleasure,

“As parents look upon a cheerful child”

– Reverend William McGinnis

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS:

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

Traveling Treats

Pass out a few small treats to the audience. Each time they hear a word that indicates a direction, they move the treat to the person closest to them in that direction. A few treats could be bigger or wrapped to appear more special.

Listen for these words:

- Right
- Left
- In front
- Behind

Narrator: “The Cub Scout year is filled with such fun. **Right** at the end of the summer, the pack has a grand roundup to invite new Cub Scouts into the pack. After the Webelos Scouts have **left** to join the troop, there is more room for all the new Tigers and Bobcats.

“In the fall, all the Cub Scouts **left** bags on the doorsteps for the neighbors to fill. After the service projects, caroling, and holiday crafts, there were not many days **left** in December.

“The Boy Scouts from the troop invited the Webelos Scouts to their camp at the Klondike derby. Looking to the **right** and the **left**, they found the troop’s sled **right in front**.

“At the derbies, the excited Cubs stood **in front** to see the racing. Did you see the one that **left** the others **behind** in his dust?”

“**In front** of the pack at the blue and gold banquet, the Cubmaster was careful to give the boys their **right** awards.”

“The fun continued with Scout shows with displays and activities jam-packed **right** in a row. What Cub Scout in his **right** mind could forget the fantastic time at summer camp?”

“Den meetings, field trips, pack meetings, outings galore! You had better **write** it all down because you would certainly feel sad if you were **left** behind.”

“The End”

Note: See where the treats have ended up. You could number them and ask the beginning person to remember his or her number to see how far the treat has traveled.

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month’s adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month’s theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

The Light of Cheer

Materials: Candles (one large and one slightly smaller representing Scouting spirit and cheerfulness, plus a smaller candle for each rank that will advance at this meeting), table for candles, matches or lighter. Please adapt for flameless candles, if necessary.

Cubmaster: “First, I light the candle of Scouting spirit (*lights largest candle*). The light from this candle leads us as we walk along our Scouting trail. May its brightness always show us the Scouting way.”

“From the flame of Scouting spirit, I will light the candle of ‘cheerful.’ We have 12 points of the Scout Law that serve as our guide. We have picked cheerful as our focus tonight to honor the season of hope and good thoughts toward others.” (*The Cubmaster lights the next largest candle from the flame of the larger one.*)

Have on the table the same number of smaller candles for each rank that will advance. The color of these candles can correspond with the ranks if you wish: dark blue for Bobcat, orange for Tiger, yellow for Wolf, light blue for Bear, green for Webelos, and red for Arrow of Light.

Cubmaster: “Will (*names of the advancing Scouts*) and their parents or guardians please come forward? I will light your (*rank*) candle from the cheerful candle. You have been cheerful Scouts as you have worked toward this award.” (*Present rank patches.*)

Repeat the last paragraph for each rank that will advance.

◆ CUBMASTER’S MINUTE

“Tonight has been a lot of fun. We have a lot of cheerful faces in the room, we played games, we received our awards, etc. It’s easy to be cheerful when things are going our way, right? But what about those times when things are messing up: we forgot our homework, we were late to school, our favorite computer game is broken? How do we act then? What about when your parents ask you to help around the house? How do we act then? Can we say we act cheerful? I challenge you to begin thinking of ways to stay cheerful when the going gets tough. Try to remember something fun you did, something great you had to eat, how awesome your best friend is, a really funny joke you know, and then the tough times might not seem so bad.

“Until our next pack meeting, I wish you a cheerful good night.”

◆ CLOSING

Sing “Cub Scout Vespers” or another song of your choosing. (See the Resources section for the lyrics.)

The preassigned den retires the flags.

RESOURCES

Cub Scout Vespers

Softly falls the light of day,

As our campfire fades away.

Silently each Cub should ask,

Have I done my daily task?

For my country done my best?

Prayed to God before I rest?

Helped a friend along the way?

Have I done my best today?

Indoor Scavenger Hunt

Provide one sheet for each Scout to fill out.

Find one item in the room for each letter in the word "Cheerful."

C _____
H _____
E _____
E _____
R _____
F _____
U _____
L _____

Find one item in the room for each letter in the word "Cheerful."

C _____
H _____
E _____
E _____
R _____
F _____
U _____
L _____

Find one item in the room for each letter in the word "Cheerful."

C _____
H _____
E _____
E _____
R _____
F _____
U _____
L _____



Cheerful – Set Three



ABRACADABRA!

A SCOUT IS CHEERFUL. HOW DOES “ABRACADABRA!” RELATE TO THIS POINT OF THE SCOUT LAW?

Cub Scouts love to amaze and to be amazed. Discover the magic this month as your pack dazzles the audience and spreads cheer by sharing magic tricks.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

◆ BEFORE THE MEETING

Set up tables or areas for the den adventure displays (see above), if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Large posters of the Scout Oath and Scout Law displayed in the front of the room or a projection of the words onto a screen or the wall
- Materials for the gathering activity: one zippered storage bag for each boy, white school glue, water, food coloring (optional), borax powder, tablespoon for measuring
- Opening ceremony materials (or photos of the following): top hat, magic wand (or a painted dowel or the cardboard portion of a coat hanger), piece of rope, deck of cards, coin, scarf (like those magicians use), and cards with the parts to the flag ceremony printed for each boy to read
- Materials and preparation for selected audience participation skits (see Resources section of this plan)
- Rank advancement: top hat with the Tiger badges and Bobcat badges placed on top and hidden by cardstock; paper-towel tube painted like a magician's wand, with the Bear badges hidden inside; several colored scarves tied together (one for each boy getting the Webelos badge), tied together and placed in one pocket; and another rope of scarves placed in another pocket, with an Arrow of Light badge attached to each one
- Cards with each line for the closing ceremony, distributed to the den in advance to allow for preparation

◆ GATHERING

As Scouts and their families arrive, have them make slime—after all, slime is a magical solution that can be made easily. It is magical because it goes back and forth from acting as a liquid to acting as a solid. If the slime lays flat in the palm of your hand, it will act as a liquid and ooze all over. However, if you start to play with it and move it around, it begins to firm up and act as a solid until you let it rest again. (See the Resources section for a recipe.)

If you are unable to make slime where you meet due to concerns about mess or difficulty getting supplies, have your boys play Wobbling Bunnies as they arrive. (See the Resources for directions.)

◆ OPENING CEREMONY

The flag ceremony is led by a preassigned den. They will present the colors and lead the pack in the Pledge of Allegiance.

Magic Symbols

A preassigned den performs the “Magic Symbols” opening skit.

Cub Scout 1: *(Wearing a top hat)* “This top hat reminds many people of a magician, especially when a rabbit comes out!”

Cub Scout 2: *(Showing off a magic wand)* “The magic wand is an essential tool for a magician.”

Cub Scout 3: *(Holding a rope)* “Many magicians also use a rope to perform their tricks.”

Cub Scout 4: *(Showing off a deck of cards)* “Some of the most surprising magical tricks use only a deck of cards.”

Cub Scout 5: *(Showing off a coin in his palm)* “Even though it’s small, a coin can amaze an audience.”

Cub Scout 6: *(Holding up a scarf of the type used in magic acts)* “And sometimes a simple scarf can be used for a magic act!”

Cubmaster: “The boys have shown you some magical symbols, including a magician’s scarf. There is another piece of fabric that has special symbolism for all of us—our flag. Please stand and join me in the Pledge of Allegiance.”

◆ OPENING PRAYER

“Let us be thankful for all of the ‘magic’ that surrounds us each day: the wonders of nature; the love of our family, friends, and country; and, most of all, the magic that a positive attitude brings not only to ourselves but also to others.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert the activity here.

◆ AUDIENCE PARTICIPATION

To get your audience involved, have the boys and/or leaders do a magic trick or two, using audience members as helpers. Below are a few ideas.

Magic Balloon

Blow up a number of balloons. Then ask an assistant to give the balloons to people in the audience, saving one for yourself. Distribute pins to those people who received a balloon. Hold up the balloon you saved, wave your wand over it several times, and say a few silly magic words. Tell the audience that your balloon is now magic and—unlike an ordinary balloon—it cannot be popped. Have one audience member use the pin you provided to pop his or her balloon. Then, with great drama, stick your pin in your balloon. The balloon will not pop. Repeat this process with several other audience members, convincing the crowd that your balloon is, in fact, magic!

The secret: As you distribute the balloons, create enough distraction that you are able to attach several pieces of pre-cut clear tape to various spots on the magician’s balloon. The tape will prevent the pin from popping the balloon when inserted lightly in that spot. As with any trick, it is best to practice ahead of the performance.

Magic 1089 Audience Game

Materials: Slips of paper, pencils

Instructions:

1. Tell the audience that you are going to write down a number. Without letting the audience see, write “1089” on a slip of paper. Fold the paper, and place it on the table in plain view.
2. Then, ask a volunteer from the audience to write down any three-digit number that uses three different numerals. (For example, 999 or 747 would not work because numerals are repeated.)
3. Ask the person to reverse the number. (For example, 123 would become 321.)
4. Have the volunteer write the larger of the two numbers above the smaller number. Then, subtract the smaller number from the larger and write down the result.
5. If the new number has two digits, add a zero in front of the number. (For example, 25 would become 025.)
6. Reverse the new number, and write it below. Add this number to the one written down in step 4.
7. Unfold the paper on the table, and ask the audience if it matches their result.

Mind Reader Skit

A Cub Scout pretends to be a magician. He gives an audience member a piece of paper and asks that person to write a short message, fold the paper, and hand it to another member of the audience.

The magician then says, “I will write the same message on my paper,” and mimics deep concentration. After a moment, he writes the words “the same message” on another slip of paper and gives it to the person who is holding the first slip. He asks the person to open the first slip and read the spectator’s message. When he or she does, the magician says, “That’s right, I wrote *the same message*.” And he did!

The Magic Paper Skit

Magician: “Today I’m going to give this lucky audience member the chance to earn some money. (*The magician holds up a large sheet of paper.*) Please observe this sheet of magic paper. If you can tear this magic paper into four equal pieces, I will give you a quarter.”

Spectator: “That’s simple. (*The spectator takes the sheet of paper and folds it in half. He or she then folds it in half again and tears the paper along the folds.*) See? I made four equal pieces!”

Magician: “And here is your quarter.” (*The magician hands the spectator one of the squares.*)

Spectator: “You tricked me!”

Magician: “Yes, well, magicians know lots of tricks.”

The Secret Message Skit

Magician: “Write a secret message on this piece of paper, but do not show me the message.”

(*The spectator takes the paper and writes a message on it. The magician turns his back to the spectator.*)

Magician: “Now put the paper on the floor, and stand on it.”

Spectator: (*The spectator stands on the paper, with only one corner sticking out.*)

Magician: “I cannot see that message, but I know what is on the paper.”

Spectator: “You do not.”

Magician: “Magicians know everything.”

Spectator: “All right, if you’re so smart, tell me what is on the paper.”

Magician: “Your foot!”

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month’s adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month, and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month’s theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

The Surprised Magician

Equipment: Have the Cubmaster dress up like a magician using the following: top hat with Bobcat and Tiger badges hidden inside; Wolf badges slid up the Cubmaster’s sleeve; a decorated magic wand (from a paper-towel tube) with Bear badges rolled inside; several colored handkerchiefs with Webelos badges attached to each one.

Instructions:

This ceremony may take some practice on the part of the Cubmaster. The Bobcat badges can be taped inside the top hat. The Tiger badges can be attached to a miniature stuffed tiger or a picture of a tiger that is also secured and hidden inside the hat. Tie the hankies together at the corners, then fold them inside a pocket so that they can be pulled out one by one.

Cubmaster: “Ladies and gentlemen, tonight we have already seen magic performed. Now it is time for the Advancement Magic Show to recognize the Cub Scouts of our pack. The adventures these Scouts have completed to earn these awards, while magical, were in reality done with positive attitudes and lots and lots of hard work. Let the show begin!”

Have each Cub Scout come up individually with his family as his name is called, or call the entire den and all families at the same time. Then award the Scouts as the den stands together.

Bobcat: Say “Abracadabra!” while waving the wand carefully over the hat so that the badges hidden inside the wand and up your sleeve do not fall out. Then place the wand on the table. Wait a few seconds, then peer into the hat and look surprised. Reach in and pull out the Bobcat badges first. Read the name

of each Scout, and ask that he and his family come forward. Review the requirements that were completed for the Bobcat rank, present the badges, and congratulate the boys and their families.

Tiger: Carefully wave the wand again, and reach inside the hat for the Tiger badges. Review the adventures completed to earn the Tiger rank, and recognize the Tiger Scouts and their families.

Wolf: Show the now empty hat and look surprised. Say, “Is that all? I wonder what other magic might appear during the show?” While saying this, run the sleeve with the hidden Wolf badges over the hat and secretly let the badges slide into the hat. Then turn the hat over, letting the awards spill out onto the table as you say, “Surprise! Magic!” Review the adventures completed for the Wolf rank, and recognize the Wolf Scouts and their families.

Bear: Take the wand in hand and study it. Then, with a shake of the wand, let the Wolf badges fall out of the tube and say, “Surprise again!” Review the adventures completed for the Bear rank, and recognize the Bear Scouts and their families.

Webelos/Arrow of Light: Say, “All this excitement is making me perspire!” Reach into your pocket to pull out a handkerchief and wipe your brow, revealing the string of hankies with Webelos badges attached. Say, “And still more magic!” Then review the adventures completed for the Webelos Scout and Arrow of Light ranks, and award the badges to the Scouts and their families.

End the magic show with a group applause.

◆ CUBMASTER’S MINUTE

“Everybody loves a good magic trick. But magic doesn’t always need a poof of smoke or a fancy cape. Magic exists all around us in the simplest miracles of our world. A tiny bud sprouting through the earth, a toddler taking his first steps, a hug to cheer up a friend, or a beautiful sunset lighting up the sky—these are the everyday moments of magic that are so easy to miss. So let’s leave today’s meeting with the goal of noticing moments of magic every day.”

◆ CLOSING

The Magic of Cub Scouting

The preassigned den will present this closing. Divide text or add lines as needed to allow all members of the den to participate.”

Cub Scout 1: “Helping a young boy grow into a man—that’s magic.”

Cub Scout 2: “Teaching him to build things and seeing his confidence grow—that’s magic.”

Cub Scout 3: “Helping him discover the meaning of the Scout Oath and Scout Law in his own life—that’s magic.”

Cub Scout 4: “Watching as he faces challenges and grows in mind and body—that’s magic.”

Cub Scout 5: “Guiding him as he develops positive, lasting friendships with his Cub Scout den—that’s magic.”

Cub Scout 6: “Seeing his family beam with pride as they applaud his accomplishments—that’s magic.”

Adult leader: “As his Scouting leaders, we also beam with pride because we know he’s learning and growing inside. That’s Cub Scout magic.”

The preassigned den retires the flags.

RESOURCES

◆ GATHERING

Slime Recipe

Materials (per Scout):

- Zippered storage bag
- 1 tablespoon of water
- 1 tablespoon of white school glue
- 1 tablespoon of borax powder
- Food coloring (optional)
- Safety glasses and non-latex disposable gloves

Instructions:

1. Wearing safety glasses and gloves, put the glue and water in the plastic bag.
2. If you would like to make colored slime, add a few drops of food coloring.
3. Seal the bag and squeeze it gently to mix.
4. Open the bag, and add the borax powder. Reseal and gently squeeze the bag to mix the ingredients. Does the slime mixture feel different?

(Note: Keep your slime in the sealed plastic bag when not in use; otherwise, it will dry out quickly.)

Wobbling Bunnies Game

1. Have Cub Scouts crouch down and pretend to be rabbits, holding their hands up above their heads as rabbit ears.
2. At the signal, have them begin to hop and jump around the room or lawn.
3. When the leader calls “Abracadabra,” the Cub Scouts must freeze in place. Cub Scouts must stay frozen while the leader slowly counts to five.
4. Any “bunny” who wobbles or loses balance while the leader is counting is out.



Check out **Cub Chat Live** every Friday at Noon PT on Facebook Live for tips, tricks and ideas to help your den or pack.

Some previous episodes!

<https://www.facebook.com/search/top?q=Cub%20Chat%20Live>

- Communicating With Families (Mar. 12)
- Overcoming Pack Challenges (Mar. 5)
- Advancement Flexibility (Feb. 26)
- Creating a Pack Community (Feb. 12)
- Blue & Gold Ideas (Feb. 5)
- More videos ...

2021 CUB SCOUT DAY CAMP INFORMATION: PLEASE READ!

IMPORTANT DAY CAMP INSTRUCTIONS

- **Day camp** is for all Cub Scouts (Tiger, Wolf, and Bear Cubs and Webelos Scouts), leaders and parents.
- **Each day camp does NOT provide leadership to walk with your Cub Scouts.** Each pack must provide adult leadership for their own Scouts.
- **Adult/Scout Ratio at Day Camp is 1:6:** It is the pack's responsibility to provide at least 1 adult volunteer (den walker) for every 6 Scouts attending. Tigers must be accompanied by their adult partner.
- A day camp **T-shirt and patch** will be provided to each Scout registered. Adults may order a camp T-shirt for \$8.00 when they register online.
- **Health Forms:** EVERY YOUTH AND ADULT (DEN WALKER OR STAFF) attending camp MUST complete both Parts A and B of the *Annual Health and Medical Record*, No.680-001. Please download the form from www.scouting.org/forms and submit it to your district at least two weeks prior to camp. The council website has a link to the medical forms.
- **Transportation:** Parents provide transportation to and from camp. Carpooling is recommended.
- **What to Bring:** Youth and adults need to bring a sack lunch, water bottle, hat, sunblock, and closed-toed shoes. No sandals are allowed for either Scouts or adults.
- **What NOT to Bring:** Electronic games, knives, and pets.
- Not all day camps offer a **tot lot** for siblings. Check with your day camp.

WHAT IS A DEN WALKER?

A den walker is the adult accompanying the Scouts to camp. The den walker can be a pack den leader, Cubmaster, committee member, or a parent. The den walker supervises the camp den and escorts the den through the program rotation schedule. The den walker must register online for day camp and can volunteer for one or more days. The adult must also provide a completed medical form. There is no day camp fee for adults; there is an optional fee of \$8.00 for the adult day camp T-shirt. Den walkers should have current Youth Protection Training certification.

WHAT IS A DAY CAMP STAFF MEMBER?

Day camp staffers are members of the day camp team that implement the camp. These are adults that either run the program activity areas or handle the administrative duties (camp directors, registration/check-in, first aid, supplies, etc.). If you wish to volunteer as a staff member for your district, please contact the camp director. All staff members must be approved by the camp director. Register online as "staff".

WHAT IS A CAMP DEN?

Each day camp will divide the Scouts into "camp" dens that rotate as a group to the activity stations. These are usually dens of the same age/rank. Sometimes there will be Scouts from different packs in the same camp den. This is an opportunity for Scouts to meet Cub Scouts from other packs.

Forms

- [Annual Health and Medical Form](#) (PDF)
- [2021 Campership Request Form](#)
- [2021 Shooting Sports Permission Form](#)
- [2021 Council Events Additional Needs Form](#)