

Zephyr District Cub Leader Roundtable Breakout Session Handout – March 2021

March 2021 Cub Theme – Obedient

Scouts, BSA Theme – Backpacking

- 2 Sets of Cub Leader Program helps attached re: Obedient Theme.
- 2 How To articles
 - How to carve soap!
 - How to Draw Cartoon Dogs!

Boy's Life Magazine has changed – It is now **SCOUT LIFE**

Subscriptions are available in print mailed to the Scout or Digital! Each month's issue is tailored to the program the Scout is registered in, either Cub or Scouts, BSA.

Camp Cards are now available for sale by Units!

Contact Dan Deakin for info if you're not already involved!

Easy to sell and make money for the Unit \$10, Unit keeps \$5

Pinewood Derby Hacks

<https://vimeo.com/475267724>

Includes tips on running a Virtual Pinewood Derby

Page from Scouting Magazine on Hosting a Virtual Pinewood Derby: <https://blog.scoutingmagazine.org/2020/12/15/get-ready-for-pinewood-derby-with-these-virtual-events/>



Set 1— OBEDIENT



IT'S A HIT

A SCOUT IS OBEDIENT—HOW DOES “IT’S A HIT” RELATE TO THIS POINT OF THE SCOUT LAW?

It is easy to forget how important it is to be obedient to the rules when one is playing a game and really wanting to win; however, a Cub Scout is a person who always follows the rules. This month we reinforce how important it is to be obedient—especially when playing ball with friends.

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.

You can dress as a referee or umpire, or with a hat and whistle.

◆ BEFORE THE MEETING

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

Preassign roles for the run-ons. Prepare a card with the lines for each Scout.

Be sure the following materials are available for the meeting:

- Flags for the opening and closing ceremonies
- Bases for the gathering
- Prepared question cards for the gathering
- Song sheets or a projection of the words to the song for audience participation

◆ GATHERING

Play the Home Run Trivia game. Directions are in the Resources section of this pack meeting plan.

◆ OPENING CEREMONY

A preassigned den presents the flags and leads the pack in the Pledge of Allegiance.

Cubmaster: “We promise that we will take part in our games in fair competition, obeying the rules that govern them and with the desire to take part in the true spirit of sportsmanship and Scouting. Do you all promise to do your best to obey this promise?”

Boys: “Yes, we will do our best.”

Cubmaster: “Let us all stand and face our country’s flag as we repeat the Pledge of Allegiance.”

◆ OPENING PRAYER

“We give thanks to all who follow the rules of our society and forgiveness for those who are learning their way.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes any new families to the pack and thanks all who have helped prepare for the pack meeting this evening.

Run-On

Cub Scout 1: “I know a guy who is a diamond cutter.”

Cub Scout 2: “Does he cut big diamonds?”

Cub Scout 1: “Sure, he mows the grass at the baseball field.”

◆ 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

“OK, everyone stand for the seventh-inning stretch. Everybody stretch now. Do you know what the traditional activity is during the seventh-inning stretch? It is time to sing a very special song called ‘Take Me Out to the Ballgame—the Cub Scout Way.’ Let’s all sing it together.”

Take Me Out to the Ballgame—the Cub Scout Way

Tune: “Take Me Out to the Ballgame”

Take me out to the pack meeting,
Take me out with the den.
Play in the dirt and all that stuff,
I don’t care ’cause I can’t get enough,
For it’s blue and gold for the home team,
If you don’t have fun it’s a shame.
For it’s one, two, three times as great,
In the Cub Scout game.

Run-On

Cub Scout 1: “Hey, _____. Do you know which animal can hit a baseball farthest?”

Cub Scout 2: “No, what kind?”

Cub Scout 1: “Why a bat of course!”

◆ 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

At the front of the room, you should have green poster board laid out like a baseball field with white paper bases (home plate, first base, second base, third base) and the pitcher's mound. You will also need cutouts of each of the rank badges.

Bobcat: "Everyone who plays a game learns the basics from the beginning. Knowing the fundamentals gets you on the field to play. In Cub Scouting, the fundamentals are learned in earning the Bobcat badge." *(The den leader puts a Bobcat badge cutout on the baseball field at the pitcher's mound.)*

"Will the following Scouts and their parents or guardians who have earned their Bobcat badge please join me up front? *(Award the Bobcat badge.)* Congratulations on getting called up to the big leagues of Cub Scouting. Let's give them a Go-Team Cheer." *(Stand and yell, "Go, team!")*

Tiger: "Tigers have stepped up to the plate to begin their journey around the Cub Scout ranks." *(The den leader puts a Tiger badge cutout on the right side of home plate, toward first base.)*

"Will the following boys and their parents or guardians who have earned their Tiger badge please join me up front? *(Award the Tiger badges.)* Good job! These players have found that being obedient to the Cub Scout fundamentals has made their Tiger adventures fun! Let's give them the Sprinkler Applause." *(Clap slowly from left to right, then quickly clap while rotating right to left.)*

Wolf: "Wolves have started to advance around the bases." *(The den leader puts a Wolf badge cutout on first base.)*

"Will the following boys and their parents or guardians who have earned their Wolf badge please join me up front? *(Award the Wolf badges.)* Wow! These Wolves have followed the Scout Law to complete their adventures and got a base hit! Let's give them a big 'wave' of applause." *(The people on the end of each row stand up, raise their arms, and promptly sit back down. Then it moves down the rows.)*

Bear: "Our Bears have developed their skills and have advanced deeper into the field and built on their previous adventures and learning as they have doubled up over their previous two years." *(The den leader puts a Bear badge cutout on second base.)*

"Will the following boys and their parents or guardians who have earned their Bear badge please join me up front? *(Award the Bear badges.)* Congratulations, Bears. You have really experienced how being obedient to your coaches, aka den leaders, can make it easier to complete your adventures. Let's give them a big thumbs-up!" *(Hold your hand. Give a thumbs up, and say, "Great job!")*

Webelos: "Those who have earned the Webelos badge are approaching the pinnacle of their Cub Scouting adventure and have rounded third base and are looking toward home plate." *(The den leader puts a Webelos badge cutout on third base.)*

"Will the following boys and their parents or guardians who have earned their Webelos badge please join me up front? *(Award Webelos badges.)* Great job, Webelos Scouts. You are almost home. Keep following the rules on your Cub Scouting path to reach the Arrow of Light rank. Let's give them a round of applause!" *(Clap your hands while moving hands in a large circle.)*

Arrow of Light: "The Arrow of Light is the highest rank in Cub Scouting and the pinnacle of the Cub Scouting experience." *(The den leader puts an Arrow of Light cutout on the left side of home plate.)*

"We place the Arrow of Light at the home plate to signify the completion of the Cub Scouting adventure, but we also put it here to signify that in some respects you have come full circle and start again on a trip around the bases as you start your Boy Scouting adventure. Will the following boys and their parents or guardians who have earned their Arrow of Light please join me up front?" *(Award the Arrow of Light badges.)*

“Now that these Scouts have mastered the rules of Cub Scouting, let’s give them a really big hand!”
(Hold right hand up with fingers spread out.)

Cubmaster: “Thank you to each of the dens that shared their adventures with us. Let us salute them by giving them the Home Run Cheer!” (Simulate swinging a bat at a ball, shade your eyes with your hand, and yell (loudly) “It’s out of the park!”)

◆ CUBMASTER’S MINUTE

“In most sports, referees ensure rules of play are followed. In life, there is often the temptation to break the rules in order to win, but a Scout is obedient. He serves as his own referee and makes sure he always obeys the rules of his family, school, pack, community, and country.”

◆ CLOSING

Split the pack in half and have the two groups form single-file lines facing each other. The groups then advance and shake hands with each member of the other group and share encouraging thoughts such as “great job,” “good meeting,” “cool demonstration,” or “way to go.” After the leader of the line shakes with the last person in the other group, he turns to his left and “high-fives” with his left hand as he goes down the line of his original group. Everyone in the group follows. This doubling back ensures that everyone has then shaken hands or high-fived everyone else who participated and has strengthened the connection of everyone in the pack.

The preassigned den retires the flags.

RESOURCES

Home Run Trivia Game

Home Run Trivia game—as families enter the meeting, have them make their way around the bases. They will answer one sports-related trivia question per base while trying to make it home. If they make it to home base, they earn a point. They can continue to play until the pack meeting begins or they reach six points.

Baseball:

- Q: When the runner gets to the base before the ball, he is what? A: Safe
- Q: What is the official in baseball called? A: Umpire
- Q: When the ball reaches the base before the runner, he is what? A: Out
- Q: When the ball is batted out of bounds, it is called what? A: Foul
- Q: What does RBI stand for? A: Runs batted in
- Q: A Cub Scout is obedient when he follows the what? A: Rules

Football:

- Q: Show me the sign the referee makes when a touchdown is made. A: (Extend both arms above the head.)
- Q: How many yards for a first down? A: 10
- Q: What happens in the middle of a football game? A: Halftime
- Q: How many quarters are in a football game? A: Four
- Q: Who throws the ball in the game? A: The quarterback

Soccer:

- Q: What is the name of the biggest soccer tournament in the world? A: The World Cup
- Q: What do people in other countries call soccer? A: Football
- Q: What part of your body cannot touch the soccer ball? A: Your hands
- Q: Who is the only player allowed to touch the ball with his hands? A: Goalie
- Q: What do you wear on your legs when you play soccer? A: Shinguards

Q: How many points is a goal worth? A: One

Basketball:

- Q: Show me the sign the referee makes for a traveling call. A: (Hold hands in front of your body and rotate them around each other.)
- Q: What color shirt does the referee wear? A: Black and white
- Q: What is it called when you use two hands to bounce the ball? A: Double dribble
- Q: How many seconds can a player hold the ball without dribbling, moving, passing, or shooting? A: Five
- Q: Why do you get a free throw? A: Someone on the other team committed a personal foul.
- Q: How many points is a basket worth if shot from the three-point line? A: Three

Another Run-On

Cub Scout 1: “What do baseball players eat on?”

Cub Scout 2: “Home plates!”



Set 2 - OBEDIENT



CUB SCOUT CITY COUNCIL

A SCOUT IS OBEDIENT. HOW DOES “CUB SCOUT CITY COUNCIL” RELATE TO THIS POINT OF THE SCOUT LAW?

A Cub Scout follows the rules of his family, school, and pack. He obeys the laws of his community and country. At this pack meeting we will have a mayor, council members, and lots of commendations for the great work that each Cub Scout has done this month.

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 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.

Adjust this meeting to fit your pack. For example, if your pack is in a town, you would have a town council, but if you live in a city, you would have a city council. The same would go for a village, township, etc.

Cheers are provided in the Resources section of this plan. Consider using a cheer each time a den participates and to congratulate each rank in the advancement ceremony.

◆ BEFORE THE MEETING

Select the name of your city, town, village, etc. For writing this meeting plan, Cub Scout City is being used. The name should fit your pack. It could be something the boys vote on, the Cub Scout motto, a point of the Scout Law, or just a fun but appropriate name like “Super Scoutville” or “Cool Cub City.”

Assign dens to be responsible for flags, the opening ceremony, and the closing ceremony.

Prepare the proclamations for each den to be read during the advancement ceremony.

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
- Large posters of the Scout Law and Scout Oath displayed in the front of the room, or project the Scout Oath and Scout Law on a wall or large screen.
- Props for the opening ceremony. (Twelve paint sticks attached to quarter pieces of poster board. Each poster board has a point of the Scout Law written on one side and a paint stick either glued or taped to the back.) An easy way to help the boys remember their lines is to write them on the back of the poster board so they can see them when they display the front to the audience.
- Gavel for the advancement ceremony. This could be a wooden mallet if you don't have a gavel.
- Completed proclamations for the advancement ceremony (Templates are in the Resources section of this meeting plan.)
- Props for the closing ceremony. Eight sheets of construction paper with one letter on each sheet to spell out the word “OBEDIENT.” The lines the Scout should say should be written on the back of his corresponding letter, to serve as a reminder.

◆ GATHERING

Play Red Light/Green Light. (Directions are in the Resources section of this plan.) If you have a large pack, consider having more than one game going simultaneously.

◆ 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.

A preassigned den or dens perform “Welcome to City Council.”

There are 16 speaking roles in the skit. You can either have 16 Scouts each perform one line, or eight Scouts can each have two lines. Or it can be divided further if fewer Scouts are available. It is OK for more than one den to work together on a skit or activity. Make adjustments to make it work for your pack.

Have the Scouts sit on chairs in a line at the front of the room. If a table is available, have them sit behind the table.

Cub Scout 1: “This meeting of the Cub Scout City Council is now called to order. (*Sounds gavel.*) The first item on our to-do list is to create a list of laws for our city. Does anyone have any ideas?”

Cub Scout 2: “I think we should put that all of the Cub Scouts should be trustworthy. We are men of our word and I think that should be the first part of our law.”

Cub Scout 3: “Great idea. I think we should put that a Cub Scout should be loyal. We are loyal to our home, church, school, family, community, and country.”

Cub Scout 4: “Absolutely, and I think we should add that a Cub Scout should be helpful. We all should help others by doing a Good Turn each day.”

Cub Scout 5: “Agreed, and I think we should also add friendly. Our city is a much nicer place if every one is friendly to one another.”

Cub Scout 6: “I think we should add courteous. Good manners are important, and everyone gets along much better together if they are polite to one another.”

Cub Scout 7: “And I think we should add kind. Cub Scouts should be kind to other people and animals.”

Cub Scout 8: “Those are all great, but I think we need to add obedient. A Cub Scout follows the laws of his city, state, and country.”

Cub Scout 9: “Don’t forget that he also follows the rules of his home. That is also being obedient.”

Cub Scout 10: “What about cheerful? I think it should be a part of our city’s laws. Smiles make our city a much better place.”

Cub Scout 11: “Let’s add thrifty. Cub Scouts are careful with all of their resources.”

Cub Scout 12: “I believe that brave should be one of our laws. And not just when a Cub Scout is in danger, but also when standing up for what is right even if other people make fun of him.”

Cub Scout 13: “Clean should be one of our laws. Cub Scouts keep their bodies and minds fit and clean. They also keep their homes and communities clean. I know lots of moms that would think this is important too.”

Cub Scout 14: “Let’s not forget reverent. It is important that Cub Scouts are reverent to God, faithful to their religious beliefs, and respectful of the beliefs of others.”

Cub Scout 15: “It sounds to me like we have the law for Cub Scout City, but it sure seems familiar.”

Cub Scout 16: “I know, I know. Please join me in reciting the law of Cub Scout City, also known as the Scout Law.”

◆ OPENING PRAYER

“May we be good citizens and obey our parents, our teachers, and the Scout Law each day.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests to Cub Scout City 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

Play Akela Says. (Directions are in the Resources section of this plan.)

◆ 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

Cubmaster: “The time that many of us have been waiting for has arrived, the reading of the proclamations by the city of Cub Scout City and the presentation of awards.”

The Cubmaster raps the gavel and asks Scouts who are to receive an award and their Akelas to come forward immediately prior to the reading of the proclamation for their rank. (See the Resources section.)

As soon as the proclamation is read, the Cubmaster presents the badges to the individual Scouts and gives them the Cub Scout handshake.

Use a positive cheer to recognize each rank at the completion of their recognition.

Repeat with each subsequent rank.

◆ CUBMASTER'S MINUTE

"This month you have had great adventures, but you have also learned about always doing your best and obeying the Scout Law. Rules and laws are important. Following the rules and laws help make our community a better place to live because there is order. I challenge each of you to do your best each day to make your community better by obeying not only the rules and laws of your home, school, and community, but by following the Scout Law each and every day. Remember, a Scout is obedient."

◆ CLOSING

A preassigned den performs the "Obedient" closing ceremony.

Line up the Scouts in order so their letters spell the word "obedient." Each Scout will in turn step forward, hold up his sign for the audience to see, and repeat his lines.

Cub Scout 1: "O is for **obey**. Cub Scouts obey their Akelas."

Cub Scout 2: "B is for **brothers**. Cub Scouts are brothers in our Scout family, working together to make our city a better place."

Cub Scout 3: "E is for **each**. Each Cub Scout is an important part of our Scout family, and each plays his own special part in making our city a better place."

Cub Scout 4: "D is for **duty**. It is our duty to live the Scout Law each day."

Cub Scout 5: "I is for **integrity**. As Scouts, we show our integrity by showing our honesty, honor, and reliability each day and by living the Scout Law."

Cub Scout 6: "E is for **eager**. Cub Scouts are eager to do what is right."

Cub Scout 7: "N is for **never**. Never forget the Cub Scout motto, Do Your Best! We do our best to be our best."

Cub Scout 8: "T is for **trained**. We are trained as Scouts to obey our parents, our leaders, and our laws, which makes us better men and better citizens. Please stand as we recite the Scout Law."

The preassigned den retires the flags.

RESOURCES

Red Light/Green Light

How to play:

Assign someone to be the first “It.” This is a great way to use a den chief.

“It” will call out either “Green light” or “Red light.” When “It” calls a green light, the kids will run toward It.

When “It” calls a red light, the players must freeze because after calling a red light, “It” will turn around and try to catch anyone who is moving. If “It” catches someone moving, they must go all the way back to where they started.

Continue until someone reaches “It” and tags him or her. The person who tags “It” becomes the new “It.” Players return to the starting line and begin again.

Strategy: Try to stop before “It” calls out “Red light” so you don’t get caught moving.

Akela Says

How to play:

Have the group stand in front of their chairs.

Tell the group they should all obey Akela if Akela first says the words “Akela says.”

Tell them they are out of the game if they follow an order that doesn’t begin with “Akela says,” or if they fail to do what Akela says to do.

Begin by saying something like, “Akela says put your hands over your ears.”

Look to make sure everybody has put their hands over their ears.

Give another order such as, “Akela says stand on one foot.” Check again.

Continue giving orders. Mix it up and say something like, “Raise your right hand,” without the preface “Akela says.”

Cut the orders short, saying, “Akela says do this,” and make the motion you want mimicked, such as putting your hands on your head.

Do this step several times with a different command each time.

Quickly say, “Do this,” and make the motion—put your hands on your waist, for example. Many players will automatically follow your lead (and end up out of the game).

Since this is an audience participation activity, do not call any of the boys out—just keep going. If a boy makes a mistake, just say, “Hmmm, Akela said or Akela didn’t say.”

Suggested Cheers

A Big Hand: When the leader says, “Let’s give them a big hand,” everyone in the audience holds up one of their hands with the palm open. “Make it louder.” Have the other hand join the one that is up.

A Round of Applause: Clap hands in a big circle in front of yourself in a clockwise motion.

A Stirring Round of Applause: Move hands in a flat circle in front of you as if stirring a pot while clapping.

Abe Lincoln: “That was great—honestly!”

Applaud and Cheer: When you raise your right hand, the audience is to applaud. When you raise your left hand, they will cheer. When you raise both hands they will do both at the same time. Do the actions quickly and alternate.

Archery: Mimic shooting an arrow, then call out, “Bull’s-eye!”

Arrow of Light: Hold your hands out in front of your left side. Make an arc by moving your hands over your head to your right side while saying “Whoosh.”

Around the World: Everyone stands up and claps while turning around 180 degrees.

Audience: Stand, clap hands, and shout “Bravo! Bravo! Encore!”

Bandanna Cheer: Throw a bandanna in the air with instructions for the audience to clap and cheer until it hits the floor. Vary the length of the noise, with a long throw, a short throw, or no throw at all.

Bear Yell: “GROWL, GROWL, GROWL”

Bear Hug: Put arms around your own shoulders and give a big hug.

Campbell's Soup: "Mmmm, mmmm, good!"

Chopsticks: Clap your index fingers together.

Firecracker Cheer: Everyone stands. With one hand they grab an imaginary match from the back pocket and light the imaginary firecrackers they are holding in their other hand. They throw them on the ground and dance around while clapping their hands real loud.

Flapjack: Pretend to pry a spatula under a pancake, then throw it up into the air and nod your head three times up and down as if watching the pancake flip and then catch it with the spatula and say, "Wow!"

PROCLAMATIONS TEMPLATES

You can use the following proclamations for each den.

Proclamation

Cub Scouts who have achieved the rank of Bobcat

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having completed all of the requirements to earn the rank of Bobcat; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having followed the Cub Scout motto of Do Your Best; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having learned the Cub Scout handshake, Cub Scout sign, Cub Scout salute, Cub Scout motto, Scout Oath, Scout Law, and Youth Protection; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD shall be presented with the Bobcat badge; and

WHEREAS, the city of CITY NAME commends NAMES OF THE SCOUTS RECEIVING THIS AWARD for commitment to completion of the requirements for this award and enhancing the quality of life in our community and extends best wishes for successful completion of their next rank;

THEREFORE, I, NAME OF THE CUBMASTER, mayor of CITY NAME, hereby proclaim NAMES OF THE SCOUTS RECEIVING THIS AWARD as official Bobcats.

IN WITNESS WHEREOF, I have hereunto set my hand and have caused the official seal of CITY NAME, to be affixed this DATE of MONTH, YEAR.

Mayor of CITY NAME

Proclamation

Cub Scouts who have achieved the rank of Tiger

WHEREAS, _____ NAMES OF THE SCOUTS RECEIVING THIS AWARD _____ having completed all of the requirements to earn the rank of Tiger; and

WHEREAS, _____ NAMES OF THE SCOUTS RECEIVING THIS AWARD _____ having followed the Cub Scout motto of Do Your Best; and

WHEREAS, _____ NAMES OF THE SCOUTS RECEIVING THIS AWARD _____ having experienced the adventures of Backyard Jungle, Games Tigers Play, Team Tiger, Tiger Bites, Tigers in the Wild, My Family's Duty to God, and _____ NAME OF THE ELECTIVE ADVENTURE _____; and

WHEREAS, _____ NAMES OF THE SCOUTS RECEIVING THIS AWARD _____ shall be presented with the Tiger badge; and

WHEREAS, the city of _____ CITY NAME _____ commends _____ NAMES OF THE SCOUTS RECEIVING THIS AWARD _____ for commitment to completion of the requirements for this award and enhancing the quality of life in our community and extends best wishes for successful completion of their next rank;

THEREFORE, I, _____ NAME OF THE CUBMASTER _____, mayor of _____ CITY NAME _____, hereby proclaim _____ NAMES OF THE SCOUTS RECEIVING THIS AWARD _____ as official Tigers.

IN WITNESS WHEREOF, I have hereunto set my hand and have caused the official seal of _____ CITY NAME _____, to be affixed this _____ DATE _____ of _____ MONTH _____, _____ YEAR _____.

Mayor of _____ CITY NAME _____

Proclamation

Cub Scouts who have achieved the rank of Wolf

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having completed all of the requirements to earn the rank of Wolf; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having followed the Cub Scout motto of Do Your Best; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having experienced the adventures Call of the Wild, Council Fire, Footsteps of Duty to God, Howling at the Moon, Paws on the Path, Running With the Pack, and NAME OF THE ELECTIVE ADVENTURE; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD shall be presented with the Wolf badge; and

WHEREAS, the city of CITY NAME commends NAMES OF THE SCOUTS RECEIVING THIS AWARD for commitment to completion of the requirements for this award and enhancing the quality of life in our community and extends best wishes for successful completion of their next rank;

THEREFORE, I, NAME OF THE CUBMASTER, mayor of CITY NAME, hereby proclaim NAMES OF THE SCOUTS RECEIVING THIS AWARD as official Wolves.

IN WITNESS WHEREOF, I have hereunto set my hand and have caused the official seal of CITY NAME, to be affixed this DATE of MONTH, YEAR.

Mayor of CITY NAME

Proclamation

Cub Scouts who have achieved the rank of Bear

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having completed all of the requirements to earn the rank of Bear; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having followed the Cub Scout motto of Do Your Best; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having experienced the adventures Bear Claws; Bear Necessities; Fellowship and Duty to God; Fur, Feathers, and Ferns; Grin and Bear It; Paws for Action; and NAME OF THE ELECTIVE ADVENTURE; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD shall be presented with the Bear badge; and

WHEREAS, the city of CITY NAME commends NAMES OF THE SCOUTS RECEIVING THIS AWARD for commitment to completion of the requirements for this award and enhancing the quality of life in our community and extends best wishes for successful completion of their next rank;

THEREFORE, I, NAME OF THE CUBMASTER, mayor of CITY NAME, hereby proclaim NAMES OF THE SCOUTS RECEIVING THIS AWARD as official Bears.

IN WITNESS WHEREOF, I have hereunto set my hand and have caused the official seal of CITY NAME, to be affixed this DATE of MONTH, YEAR.

Mayor of CITY NAME

Proclamation

Cub Scouts who have achieved the rank of Webelos

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having completed all of the requirements to earn the rank of Webelos; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having followed the Cub Scout motto of Do Your Best; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having experienced the adventures Cast Iron Chef; Duty to God and You; First Responder; Stronger, Faster, Higher; Webelos Walkabout; NAME OF THE ELECTIVE ADVENTURE; and NAME OF THE SECOND ELECTIVE ADVENTURE; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD shall be presented with the Webelos badge; and

WHEREAS, the city of CITY NAME commends NAMES OF THE SCOUTS RECEIVING THIS AWARD for commitment to completion of the requirements for this award and enhancing the quality of life in our community and extends best wishes for successful completion of their next rank;

THEREFORE, I, NAME OF THE CUBMASTER, mayor of CITY NAME, hereby proclaim NAMES OF THE SCOUTS RECEIVING THIS AWARD as official Webelos Scouts.

IN WITNESS WHEREOF, I have hereunto set my hand and have caused the official seal of CITY NAME, to be affixed this DATE of MONTH, YEAR.

Mayor of CITY NAME

Proclamation

Cub Scouts who have achieved the rank of Arrow of Light

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having completed all of the requirements to earn the rank of Arrow of Light; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having followed the Cub Scout motto of Do Your Best; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD having experienced the adventures Building a Better World, Camper, Duty to God in Action, Scouting Adventure, NAME OF THE ELECTIVE ADVENTURE, NAME OF THE SECOND ELECTIVE ADVENTURE, and NAME OF THE THIRD ELECTIVE ADVENTURE; and

WHEREAS, NAMES OF THE SCOUTS RECEIVING THIS AWARD shall be presented with the Arrow of Light badge; and

WHEREAS, the city of CITY NAME commends NAMES OF THE SCOUTS RECEIVING THIS AWARD for commitment to completion of the requirements for this award and enhancing the quality of life in our community and extends best wishes for successful completion of their next rank;

THEREFORE, I, NAME OF THE CUBMASTER, mayor of CITY NAME, hereby proclaim NAMES OF THE SCOUTS RECEIVING THIS AWARD as official recipients of the Arrow of Light.

IN WITNESS WHEREOF, I have hereunto set my hand and have caused the official seal of CITY NAME, to be affixed this DATE of MONTH, YEAR.

Mayor of CITY NAME

Cubmaster "Says"

A Short Virtual Game

By Megan Kellermeyer

Cub Roundtable Commissioner, Zephyr District, Nevada Area Council



There are a couple ways to have fun with the old 'Simon Says' game

The first is to have all the Cubs stand where their Webcam can see them and then play the typical Simon Says, except use Cubmaster Says or Akela Says as the go ahead term. It can really be a lot of fun and the Cubs can even take turns being the Leader.

The second idea is to have the Cubmaster or Den Leader say phrases and the Cubs need to repeat them trying to get the words exactly 'right.' Total mayhem ensues and everyone has fun.

How to Make a Soap Carving

By Sheniece Chappell

Photographs by Michael Roytek

SAFETY FIRST: Ask an adult to help with tools you haven't used before.



Embrace your creativity with soap carving, a fun and easy activity.

Remember, Bear Scouts and Webelos Scouts learn about knife safety by earning the Whittling Chip. Scouts BSA members earn the privilege to use knives and other tools by earning the Totin' Chip.

Do you have a photo of your completed soap carving?

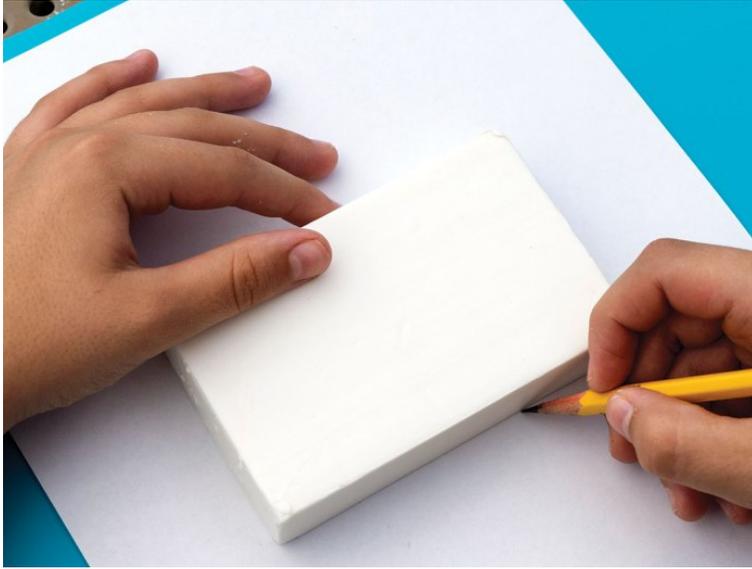
WHAT YOU'LL NEED FOR SOAP CARVING

- Carving knife (can be a butter knife or plastic knife)
- Pointed knife, toothpick or paper clip
- Fresh bar of soap
- Cutting board
- Newspaper or old bedsheet
- Pen, pencil or marker
- Scissors or craft knife
- Sheet of paper
- Paper towel

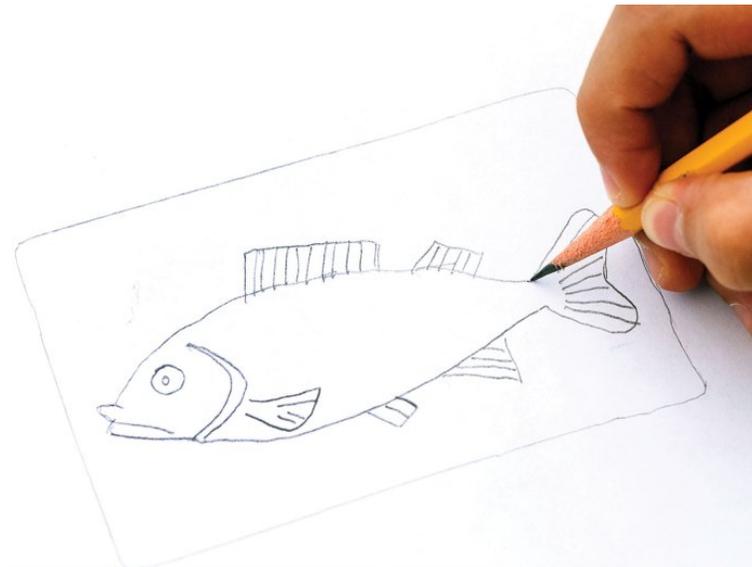
WHAT YOU'LL DO TO CARVE SOAP

STEP 1: Cover your cutting board and work area with newspaper or an old bedsheet.

STEP 2: Place a piece of paper on the cutting board and trace the bar of soap to create a template.

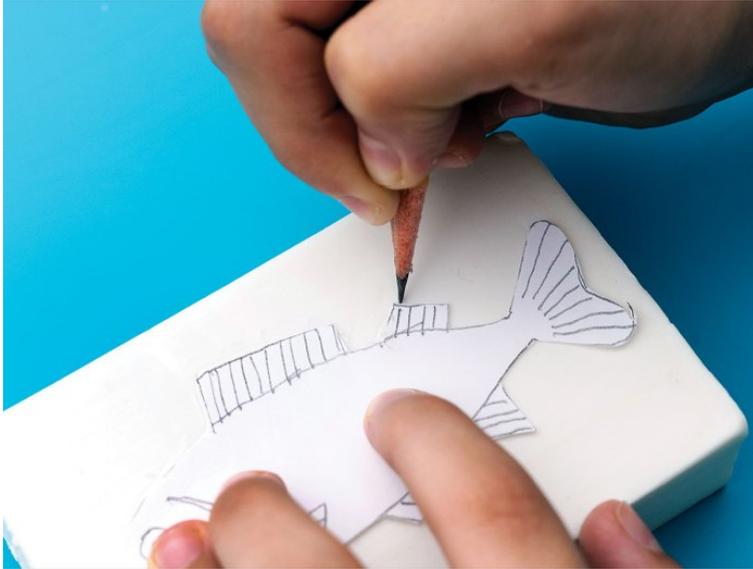


On the inside, draw the shape or image that you want to carve. This will ensure that the picture you draw will fit on the bar of soap. Get creative!



STEP 3: Cut out the design on the inside of the template and place it on the soap bar.

Trace the outline of your design onto the bar of soap using a pencil, pen or marker.



STEP 4: Starting at one corner, use a carving knife to slowly shave off small pieces of the soap that are not part of your design.

Move the knife forward as if you were peeling an apple or potato. Do not cut big pieces; if you do, the soap might break.

Complete this step until it's only your design that remains.





STEP 5: Finally, smooth out your design using a pointed knife, toothpick or paperclip to remove any extra lumps.

Then use a damp paper towel to remove any soap shavings that might be on the soap.



How to Draw Cartoon Dogs

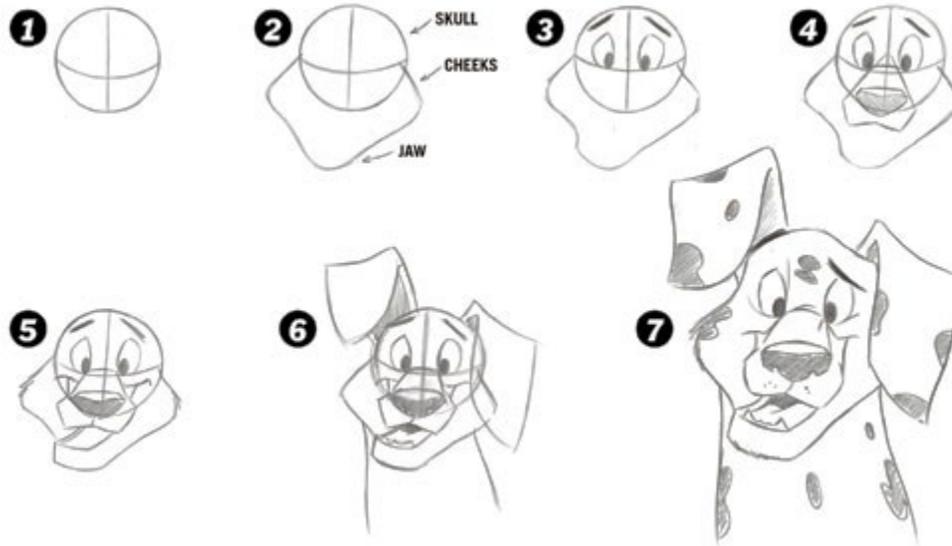
By Christopher Hart



Dogs and puppies are immensely popular in comic strips and animation. The cartoonist who can draw convincing dogs has a leg up on the competition.

With the following tips, you can, too. So sharpen that pencil, get out some paper and let's get started.

DRAWING THE HEAD



All dogs share the same basic head and body construction. By practicing these steps, you'll soon be able to draw any dog. (Don't trace. You'll learn much more if you freehand.)

Let's start with a dalmation.

Step 1: Begin with a circle. Drawing the guidelines on the circle will help you see it as a three-dimensional globe. The horizontal line hangs low on the globe — that's where the eyes will go. The vertical line is the center line — it divides the face in half.

Step 2: The head has three components: the skull, the cheeks and the jaw.

Step 3: Place the eyes on the horizontal "eye line."

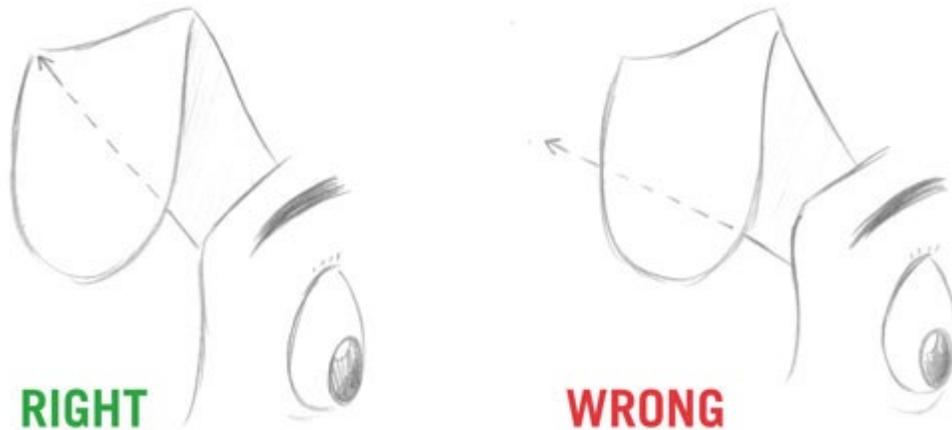
Step 4: The bridge of the nose begins high on the face — between the dog's eyes — and thrusts forward. Notice how it gets larger as it comes toward you.

Step 5: Now add a smiling mouth, which pushes up into the cheeks and causes creases. The jaw, off to one side, creates a lively smile.

Step 6: Big, floppy ears and a thick neck bring this guy to life. A few small teeth on the lower jaw add a professional touch.

Step 7: Add spots, and erase your guide lines for a clean finished drawing.

THE EARS

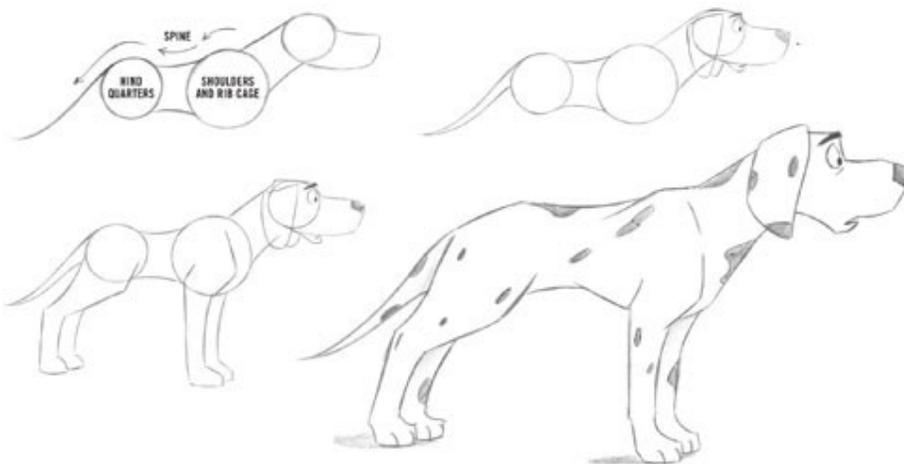


Floppy ears add charm and personality to a dog. Most dog ears fold over, with the exception of short, triangular ears — the kind found on terriers, chow chows, German shepherds and a few other breeds. The most important thing to remember about drawing the folded ear is that the line from the base of the ear should point to the outermost corner of the fold.

Right: The base of the ear points to the outermost corner of the fold. (The dashes are not part of your drawing.)

Wrong: The base of the ear doesn't connect to anything; it just shoots out into space.

DRAWING THE BODY-SIDE VIEW



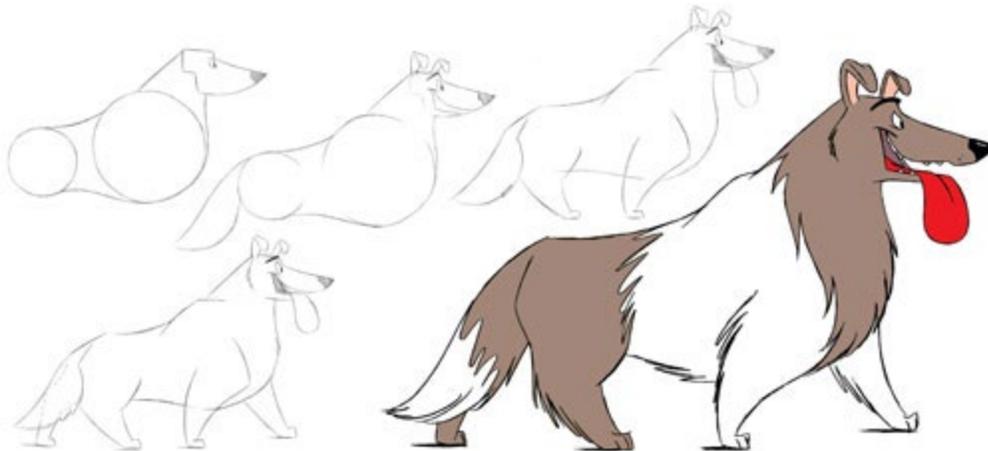
There are three main parts to a dog's body: the head, the rib cage and the hindquarters. Everything connects to those three areas. Notice how the back crests at the base of the neck. The large rib cage gives the dog a powerful chest. The hindquarters rise, although slightly less than the shoulders, and then slope down sharply toward the tail. The tail is an extension of the spine and must flow seamlessly from the spinal cord.

CLASSIC TERRIER



The tiny terrier's neck is surprisingly thick and muscular. The compact body shows very little in the way of a waistline, and the short legs allow the body to hover just above the ground. Note the distinctive triangular ears. He's also got bushy eyebrows, a bushy mouth, bushy forelegs and hind legs, and small paws.

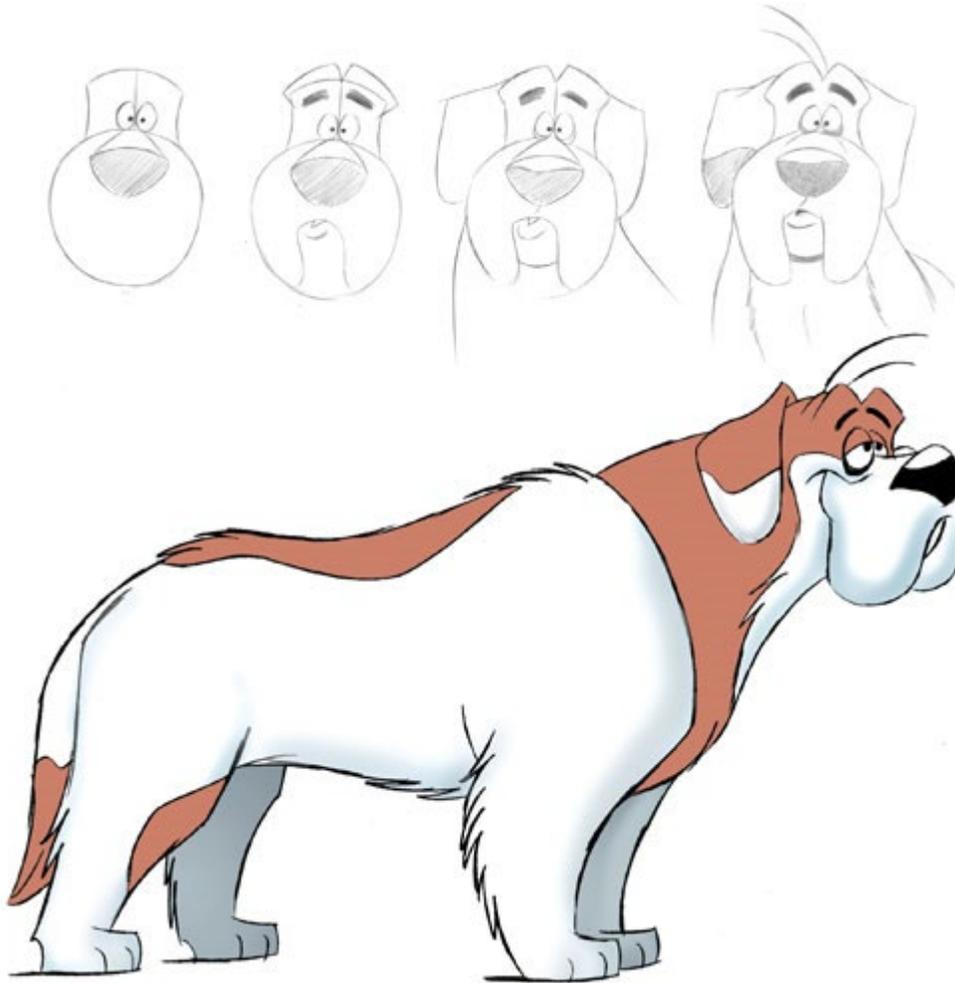
COLLIE



This breed has a slender, almost pointed face and an appealing two-toned coat of fur. It always maintains an alert expression and gives the impression of being a large dog. However, under that huge layer of hair is a rather trim animal with an unimpressive build. The small paws are the giveaway.

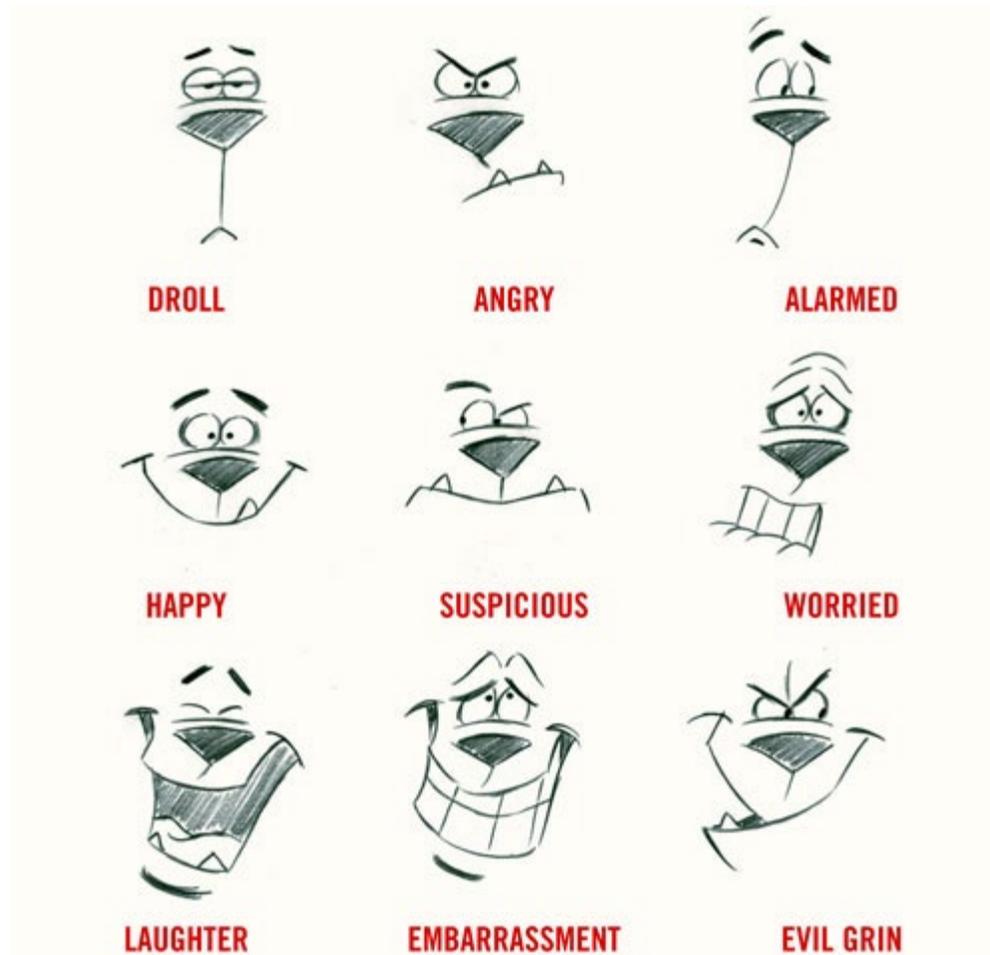
But, because our view of the collie as a full-bodied dog is so ingrained in us, it's better to start with an overall large shape than to draw a thin body and fill it out with hair. The collie is always well-groomed, so don't let the hair appear ragged.

SAINT BERNARD



The Saint Bernard is instantly recognizable for its long, flapping jowls. It's not a graceful dog; in fact, its movements are kind of, well, sloppy. It should always appear to be well fed, and it has a sort of dopey personality. Give your Saint Bernard a big nose. The ears are actually shorter than shown here, but cartoons typically depict this dog with long ears.

CREATING EXPRESSIONS

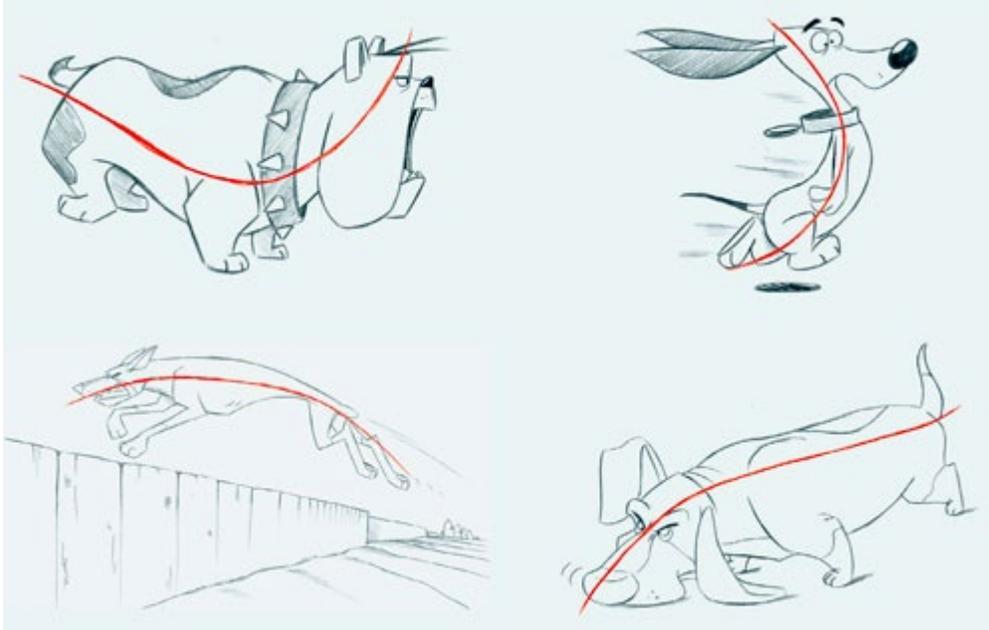


Most people only think to use the mouth and the eyebrows to create facial expressions, but there's more to it than that. The shape of the eyes changes, depending on whether the eyebrows crush down on the eyes or lift them up.

Most importantly, though, is the length of the upper lip, which changes according to the expression. Notice how short the upper lip is in the happy expressions here and how long it becomes in surprised or unhappy expressions. The mouth can be "tugged" to one side, which provides an extra accent.

You can add teeth or forget about them, depending on the emotion being expressed, and you can even change the shape of the teeth. Spiked teeth work well in angry expressions but not on worried ones — they look too aggressive.

LINE OF ACTION



When I look at the sketchbooks of aspiring cartoonists and artists, most illustrations don't convey a sense of thrust. The artists have worked hard on the eyes, the head, the muscles and so on, but there is no flow to the drawings. They have no direction. The characters are just jumbles of parts, which makes them look stiff. It's certainly important to master drawing those individual parts. No doubt about it. But the parts need an overall framework in which to exist. That's where the line of action — shown in red — comes into play.

LEARN MORE

To learn more about drawing dogs and other animals, check out Christopher Hart's book, *You Can Draw Cartoon Animals*.