

Zephyr District

Cub Leaders Roundtable

June 1, 2021

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Focus on fun, family and the future: Six tips for Cub Scout summer activities

June 1, 2021 Bryan Wendell/Edited by Dr. Ritch - All photos Michael Hanson/BSA File photo



Hello, summer! We've been expecting you — and especially your long days, warm weather and break from school.

Most Cub Scout packs slow down in the summer. Dens don't meet, advancement pauses and packs schedule outdoor activities instead of traditional monthly meetings. It's a great chance for volunteers to take a break from the routine and enjoy time with their family.

But Cub Scouting doesn't have to take a total pause for the summer. Many successful packs plan ways to get together with the only real purpose being to have fun. They might have a barbecue in a local park, visit the zoo, attend a baseball game or play at the beach.

"The goal is to provide an opportunity for the families to get together, to see one another, to create some memories and enjoy themselves," to quote from the latest issue of *The Advancement News*.

Now is the perfect time to start finalizing your pack's summer plans.

"Sometimes the reward is not the belt loop or the pin," *Advancement News* writes. "The reward is seeing friends, being silly, just having a good time."



Tip 1: Forget about working on requirements and advancement

By the time summer arrives, your Cub Scouts are now officially working on the next rank.

A Tiger is now a Wolf, a Wolf is now a Bear and so on.

While nothing is stopping you from starting work on those next Adventures during the summer, that might not be the best approach.

If you start working on the next set of required Adventures during June, July or August, any Cub Scouts who join your pack this fall will be starting from behind.

So in the spirit of making sure all Cub Scouts are working on the same Adventures as the other Cub Scouts in their den, most packs save the required ones for the fall, winter and spring.

"Avoid required Adventures, and look to do activities that focus on building your pack community," says Anthony Berger, national director of Cub Scouting.



Tip 2: Aim for about three activities over the summer

During the school year, your pack and dens might be getting together every week for meetings and events.

But during the summer, it's probably a good idea to slow down that schedule. Berger recommends planning about three activities over the course of the summer.

That might mean one per month in June, July and August, or it might mean a less balanced schedule. Go with what works best for the families in your pack.

By the way, if you do successfully hold three events over the summer — one per month — your pack is eligible for the **National Summertime Pack Award**.

Tip 3: Consider a ‘big annual trip’

When Berger was a Cub Scout volunteer, his pack took a “big annual trip” each summer. Unlike in Scouts BSA, Venturing or Sea Scouts, where a big trip might be a week or longer, a big trip in Cub Scouts could be a day trip that requires a moderate drive.

“Consider what kind of local attractions you have within a two- or three-hour drive,” Berger says. “You may have a zoo, an aquarium, a national park or monument. You may even have a theme park.”

Be sure to ask about group discounts when planning and purchasing tickets.

“The annual pack trip became the highlight of our program year,” Berger says.



Pack 772 performs a skit at Camp La-No-Che in Paisley, Fla. (Todd Anderson/BSA file photo)

Tip 4: Participate in our council’s Cub Scout Family Adventure Camp at Camp Fleischmann

Another highlight of a Cub Scout’s summer seems obvious but is worth mentioning anyway: Cub Scout Family Adventure Camp.

Check out [Cub Scout Family Adventure Camp](http://www.nevadabsa.org/camping/cub-scout-camping/cub-scout-family-adventure-camp/64021) at <http://www.nevadabsa.org/camping/cub-scout-camping/cub-scout-family-adventure-camp/64021> to learn about what will be offered this summer. It is major fun for the whole family!

Tip 4b: Don’t forget about Cub Scout Day Camp or Adventure Day

For the West Part of the Council (Includes Zephyr and Sierra Nevada Districts):

DAY CAMP - NORTHERN NEVADA

DAVIS CREEK REGIONAL PARK

25 Davis Creek Camp Grd Rd

New Washoe City, NV 89704

July 22 - July 24

8:45 AM to 3:00 PM

For the East part of the Council (Includes Great Basin District):

District Cub Day of Fun is currently in the planning stage



Summer is a great time to sit down and think about what’s ahead

Tip 5: Schedule your pack’s annual program planning conference

Summer is an ideal time to hold your pack’s annual program planning conference.

This event, which is covered in a helpful online training at my.scouting.org, is where adult volunteers in your pack create the schedule for the upcoming Scouting year, which begins in the fall.

But if you’re picturing a bunch of volunteers huddled around calendars inside a windowless church basement, think again.

In the spirit of Cub Scouting, Berger recommends turning this event into something fun and memorable for the entire family.

“This, too, can become a fun pack activity,” Berger says. “Holding it at a park, having a cookout or even hiring some entertainment can turn your program planning conference into a program planning party.”



Tip 6: Hold a Back to Pack party

Kick off the Scouting year in style with a Back to Pack party, where everyone in the pack reunites to reconnect, share favorite summer memories and get ready for the fall.

W. Garth Dowling/BSA file photo

“It brings everyone back from summer just before school starts and before any new families join,” Berger says. “The key step is to contact each family and invite them to the event.”

This can either be a formal pack meeting or an informal afternoon of fun in the park.

During the event, pack leaders can talk with other parents and family members to see who in the pack might make a good leader for the fall. Berger says the summer is the perfect time to plan ahead and consider who might make a good leader in the coming year.

“Remember that returning parents are much more likely to agree to serve in a leadership position if asked,” Berger says. “These events provide an opportunity to have more casual conversations with parents and get to know them.”



JUNE - BRAVE Set 1



SUPER CUB!

A SCOUT IS BRAVE—HOW DOES “SUPER CUB!” RELATE TO THIS POINT OF THE SCOUT LAW?

Superheroes are known for facing danger even when they are afraid. A Scout, like a superhero, has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than one and a half hours 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.

One option for the gathering activity is for the Webelos den to help the younger Scouts by guiding them through a fitness game or games. This would complete requirement 5 for the Stronger, Faster, Higher required 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 opening and closing ceremonies
- Materials for the gathering game:
 - Lightweight plastic tablecloths in many different colors—cut into four equal rectangles (Prepare one cape per Scout before the meeting.)
 - Enough tables for the Cub Scouts to spread out the capes
 - Covering for tables
 - Permanent markers
 - Poster with superpower descriptions
 - Materials for advancement ceremonies

◆ GATHERING

Fitness Game

The Webelos den leads the gathering activity by leading a fitness game or games.

OR

Superhero Cape Gathering

Have each Cub Scout and his family make a superhero cape with an emblem to represent the Scout's superpower. They will get one rectangle of plastic and some permanent markers to make the capes. Make sure to cover the table with newspaper, butcher paper, bulletin board paper, or some sort of covering to protect the table from the pens. Have the Scouts try on the capes before drawing to see where to place the emblem. They will then spread the cape out on a table to draw the emblem. Once they have

finished their capes, have the Scouts discuss with each other their superpowers and how the emblem represents this power.

◆ OPENING CEREMONY

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

Scout Law Opening Ceremony

Use 12 Scouts or provide two signs per Scout.

Cub Scout 1: *(Holding up a sign printed with “Trustworthy”)* “Trustworthy—You can count on me!”

Cub Scout 2: *(Holding up a sign printed with “Loyal”)* “Loyal—I will stick by you.”

Cub Scout 3: *(Holding up a sign printed with “Helpful”)* “Helpful—I will volunteer to help you without expecting a reward.”

Cub Scout 4: *(Holding up a sign printed with “Friendly”)* “Friendly—I offer friendship to everyone, no matter how different they are.”

Cub Scout 5: *(Holding up a sign printed with “Courteous”)* “Courteous—I am polite and use good manners.”

Cub Scout 6: *(Holding up a sign printed with “Kind”)* “Kind—I treat others as I want to be treated.”

Cub Scout 7: *(Holding up a sign printed with “Obedient”)* “Obedient—I obey rules and laws.”

Cub Scout 8: *(Holding up a sign printed with “Cheerful”)* “Cheerful—I look for the bright side of life.”

Cub Scout 9: *(Holding up a sign printed with “Thrifty”)* “Thrifty—I use time and resources carefully.”

Cub Scout 10: *(Holding up a sign printed with “Brave”)* “Brave—I stand up for what is right even if others don’t.”

Cub Scout 11: *(Holding up a sign printed with “Clean”)* “Clean—I keep my home and community clean.”

Cub Scout 12: *(Holding up a sign printed with “Reverent”)* “Reverent—I respect my own beliefs and the beliefs of others.”

All: “I am a Super Cub!”

Cubmaster: “All of our Cub Scouts are Super Cubs! Their superpower is the Scout Oath and Law. Let’s recite the Scout Oath and Law together as a reminder of how super our Scouts are.”

◆ OPENING PRAYER

“Help us realize the power we each have inside of us to make the world a better place by remembering to do our best each and every day.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster, who may want to wear a superhero cape in keeping with the theme, welcomes new families and visitors, introduces them to the pack, and thanks those who helped prepare the pack meeting.

◆ DEN DEMONSTRATIONS

Ask each den in turn to talk about their adventures during the last month. Call each den to the front to do so.

Cubmaster: “Thank you to each of our dens, who did a super job sharing their adventures with us. Let’s salute them by giving them a Hero Applause: ‘Hip, hip, hooray! Hip, hip, hooray!’”

◆ 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: "Tonight we recognize all those brave Scouts who have used their superpowers to achieve their rank this month."

Bobcat: "Will the following Scouts who have earned the Bobcat badge please come up with their parents or guardians? *(The Cubmaster calls the name of each Scout to receive the Bobcat badge.)* These Scouts have learned their first Cub Scout power—the basics of Cub Scouting—to help them on their next adventure."

Tiger: "Will the following Scouts who have earned the Tiger rank this month please come up with their parents or guardians? *(The Cubmaster calls the name of each Scout to receive the Tiger badge.)* These Scouts have used their powers to earn their rank, and now are ready to continue their adventures in Cub Scouting."

Continue similarly for Scouts who have earned the ranks of Wolf, Bear, Webelos, and Arrow of Light.

◆ CUBMASTER'S MINUTE

"A hero is a person who is admired for his character, his achievements, and his example to others. Let us honor all the real heroes in our world today and our own Super Cub heroes, who are growing into the heroes of our future."

◆ CLOSING

Superhero Skit

Scene: A group of boys stand together, talking and wearing T-shirts instead of uniform shirts.

Boy 1: "I hear a superhero is coming!"

Boy 2: "Have you seen him?"

Boy 3: "No, I wonder who it is?"

Boy 4: "I hear he helps people. Maybe it's Superman. I hope there isn't any kryptonite around here."

Boy 5: "I hear he is trustworthy, maybe it's Thor and he'll shoot lightning!"

Boy 6: "I hear he is patriotic, so it might be Captain America!"

Boy 7: “I hear he is brave and wears a special uniform. Maybe it’s Ironman!”

Boy 8: “I hear he is kind. Maybe it’s Batman.”

All: (As den chief or other Scout in uniform enters) “Here he comes!” (Den chief or Scout walks across stage, flexing his muscles and grinning. All Scouts cheer him on.)

RESOURCES

Cub Scout Superpowers

Trustworthy	Always answers the call
Loyal	Defends the earth from evil forces
Helpful	Rushes to the rescue
Friendly	Turns evildoers good
Courteous	Protects old and young alike
Kind	Balances his strength with being gentle
Obedient	Enforces right over wrong
Cheerful	Laughs in the face of danger
Thrifty	Saves time by moving faster than an arrow
Brave	Overcomes fear when threatened
Clean	Repels evil influences over mind and body
Reverent	Has the power to believe



JUNE - BRAVE Set 2



HOME OF THE BRAVE

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

A Scout can face danger (or new things) although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him. For a Cub Scout, his home is his community: his neighborhood, his school, and his place of worship. Acts of bravery come in all shapes and sizes, just like Cub Scouts.

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
- A poster of the Outdoor Code with printing large enough for everyone to read, or the words projected on a wall for all to see
- Balloons for the gathering game (check for latex allergies)
- For the closing skit, a large box that Cub Scouts can step into and out of, decorated on the front with knobs and dials
- Props for each occupation in the skit (e.g., chef's hat, plastic firefighter's helmet)

◆ GATHERING—CROSSING THE DELAWARE

As Cub Scouts arrive for the meeting, give each of them a balloon to blow up and tie. When all are ready, have them stand against a wall. On signal, the boys will cross the room, hitting the balloons only with their heads to keep them in the air. No hands are allowed. The first one to reach the end of the room while following these rules wins the game.

◆ OPENING CEREMONY

Cubmaster: “Did you see those Cub Scouts ‘crossing the Delaware?’”

Assistant Cubmaster: “I sure did! I don't think one balloon fell to the floor.”

Cubmaster: “Oh, I think one or two might have hit the floor, but I am very proud of the Cub Scouts for being brave enough to try that new game.”

Assistant Cubmaster: “You are right! Sometimes it is scary to try something new: a new game, a new food, a new den, or a new classroom.”

Cubmaster: “Yes, our Cub Scouts are brave. They may be afraid, but they still try new things and do it with a good attitude.”

Assistant Cubmaster: “Our Cub Scout pack is the Home of the Brave!”

Cubmaster: “Den, please present the colors.”

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

◆ OPENING PRAYER

“We give thanks for the everyday people who do brave things: the firefighters who answer the call for help, the doctors who treat the sick, the police officers who work at keeping our cities safe, the bus drivers who take us to school, the military personnel who keep our country safe, the teachers who start each day with a smile—and the Cub Scouts who unselfishly give service to others. May we recognize all of these everyday heroes, and give them our thanks.”

◆ 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

Have the audience sing “The Star-Spangled Banner” or lead them in “Clancy to the Rescue.” If the second option is chosen, have sections of the audience repeat their assigned action in the story each time their word is spoken by the narrator:

Clancy: Feel your muscles, like a bodybuilder.

Horses: Slap thighs.

Yell(ed): Shout “Hey, Guys!” with hands cupped around your mouth.

Fire Engine(s): Make a high-pitched siren sound.

Bell: Swing arm like a clapper, saying, “Clang, clang, clang.”

Hose: Say, “Shh-sh-sh,” like water coming from a hose.

Steam: Make a hissing s-s-s-s sound.

Brave: Shout, “A Scout Is Brave!”

If you like **HORSES**, you would have enjoyed living back in the 1800s when **HORSES** pulled old-fashioned steam-type **FIRE ENGINES**. One of these **FIRE ENGINES** was driven by a **BRAVE** hero, **CLANCY**. Yes, sir! **CLANCY** was a real **BRAVE** hero! Every day when there was no fire, he would take the **HORSES** out for exercise, trotting them up and down the streets. If children were playing along the way, **CLANCY** would always stop and let them pet the **HORSES**.

Sometimes, the fire alarms happened during the daytime, but sometimes they happened at night. When the alarm sounded at night, one person would **YELL** up to the firefighters above, and they would wake up and slide down the pole as fast as they could. Then they would run to the **FIRE ENGINE** where the **STEAM** was up, and away they would go to the fire, clanging the **BELL**, with **CLANCY** driving the **HORSES**.

One night most of the firefighters were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's big two-story house! Quick as a flash they were there. **CLANCY** stopped the **HORSES** and **YELLED**, "Keep the **STEAM** up, men!" They started the fire **HOSE** and began to squirt water on the fire.

CLANCY strained to see upstairs where the mayor and his wife were trapped. Flames were everywhere! Being so **BRAVE**, he tried to reach them but couldn't get through. So **CLANCY YELLED**, "You'll have to jump!" The firefighters held a net out to cushion their fall. The mayor and his wife were afraid, but **CLANCY** encouraged them, and as the flames licked their heels, they were **BRAVE**, jumped, and came right down into the middle of the net.

The **BRAVE** firefighters kept battling the fire. They put the **HOSE** on it and kept up the **STEAM** in the **FIRE ENGINE**. Before long, the fire was out, so they turned off the **HOSE**, got back on the **FIRE ENGINE**, and returned to the firehouse, clanging the **BELL** all the way. To **CLANCY** and the other **BRAVE** firefighters, it was all in a day's work—but to the **BRAVE** mayor and his **BRAVE** wife, they were heroes. The End.

◆ 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

For each rank, call each Scout and his parent or guardian by name and ask them to step forward.

Cubmaster: "As we explored being brave this month, we learned that a brave person will stand up for what he thinks is right even if others laugh at him or threaten him. Sometimes this can be hard to do, but being brave can mean doing what is right even when you are afraid. Our pack is the home of the brave."

Bobcat: "Our brand new Scouts showed their bravery as they accepted the challenge to learn the Scout Oath and Law, and the Cub Scout motto. They also learned the handshake, sign, and salute." *(Call up Bobcats and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a hearty roar to cheer on the recipients.)*

Tiger: "Our new Tiger Scouts are brave! They went on a hike in the woods and looked for signs of wild animals. They were a little unsure at first, but they are pro hikers now." *(Call up Tigers and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in the Tony the Brave Tiger cheer: "You'rrrrrrre brave!")*

Wolf: "Our new Wolf Scouts learned how to be brave by being prepared for scary things that can happen like a natural disaster or weather changes when you're on an outing. Knowing what to do can help

you be brave even when you are scared.” *(Call up Wolves and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a wolf howl cheer.)*

Bear: “Bear Scouts have learned about famous Americans who had amazingly scary challenges but faced them bravely like Neil Armstrong, the first man on the moon. They also visited with local brave citizens like firefighters or police officers. These new Bear Scouts have learned from examples of bravery in everyday life.” *(Call up Bears and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in the Soldier cheer: Stand at attention, salute, and yell, “Well done!”)*

Webelos: “As a boy grows older and moves out into the world, he faces more difficult situations. These Webelos Scouts showed great bravery when they cooked meals for each other and even greater bravery when they ate those meals.” *(Smile and pause for the audience to enjoy this gentle joke. Then call up new Webelos Scouts and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a hero cheer, shouting several times, “Brave and loyal, strong and true!”)*

Arrow of Light: “Arrow of Light Scouts have learned the Scout Law and serve as good examples to younger Scouts by making wise and moral decisions. An Arrow of Light Scout is brave when he talks over a problem with someone he trusts and respects, and then makes the right decision even when it requires great courage.” *(Call up Arrow of Light recipients and their families, and hand the badge to each parent or guardian to present to the Scout. Then lead the audience in a final advancement cheer: “Prepare to launch Cub Scouts into the world. All together ... All systems go ... We have Bravery!”)*

◆ CUBMASTER’S MINUTE

A Scout Is Brave

In the Scout Law we say, “A Scout Is Brave.” What does that mean to you? *(Allow time for people to contribute answers.)* We tend to think of bravery as overcoming fear so we can take action to save a life or help someone in some way. Most of the time, what we have to overcome is the fear of physical harm to ourselves. But there’s another kind of bravery. It’s the bravery to overcome fear of ridicule from our friends. It’s the courage to stick with what you know is right, no matter how unpopular that might be. Bravery in those situations is even more amazing than bravery in a sudden crisis or emergency, because when you have more time to think about it, the decision can be harder to make. It’s hard to do the right thing when *everybody* is urging you to do something you know is wrong. It takes courage and character to withstand that kind of pressure from your friends. But it’s the mark of a brave Scout. Let’s do our best to be brave, even in the toughest times.

◆ CLOSING

A preassigned den performs the “When I Grow Up” closing ceremony.

Set the large box with knobs and dials in front of the audience. Note that the occupations in this skit can be changed, depending on what the boys choose to be or the props that were collected.

Cub 1: *(pointing to the box)* “Ladies and gentlemen, this is the fantastic, terrific, magical future machine. It takes a lot of courage to enter this machine because, once you go inside, you will know your future career. Pretty scary, huh? Who will be brave first?”

Cub 2: “Let me try it first.”

Cub 1: “OK, enter the chamber.”

(Cub 2 steps into the box, and Cub 1 turns the dials.)

Cub 1: *(after a few seconds)* “Come out and reveal your future.”

Cub 2: *(stepping out)* “Wow, I’m going to be a fireman. I will bravely put out fires.”

(Repeat this pattern with Cubs 3, 4, 5, 6, and 7 saying the following lines as they leave the box.)

Cub 3: “Hey, I’m going to be a policeman. I will bravely fight crime.”

Cub 4: “I’m going to be a soldier. I will bravely protect our country to keep us free.”

Cub 5: “An astronaut! I’m going to be an astronaut. I will bravely go to outer space.”

Cub 6: “Yay, I’m going to be a sailor. I will bravely protect our country at sea.”

Cub 7: “I will be in the U.S. Air Force, and I will bravely fly jet planes.”

(Then Cub 8 steps toward the box.)

Cub 8: “I’m not so sure about this, but here goes!”

Cub 1: *(guiding Cub 8 into the box)* “This way.” *(Turns dials.)*

Cub 8: *(inside the box)* “WOW!”

Cub 1: “What is it? What will you be?”

Cub 8: *(stepping out of the box)* “I will be the bravest of all! I will be *(pauses for suspense)* a Cubmaster!”
(Flexes his muscles and struts off the stage.)

The preassigned den retires the flag.



JUNE—BRAVE Set 3



ROAMING REPTILE ALERT

A SCOUT IS BRAVE. HOW DOES “ROAMING REPTILE ALERT” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout can face danger even if he is afraid. What kinds of reptiles roam the United States? Let's learn about the four poisonous snakes to be aware of, and interesting facts about others. Learn about alligators, lizards, and any reptile that piques your interest. Be aware but not afraid!

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.

The advancement ceremony in this plan calls for face painting. Secure permission from parents and guardians, and check for any allergies to products being used. Make sure the product washes off with mild soap and water. Consider involving the parents or guardians as the Akela in the ceremony to help with face paint.

◆ 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 dens to perform the flag ceremony and the opening skit.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Gathering game materials:
 - Green streamers to use as tails for Lizard Tag
 - Plastic worms or bugs, mason jars for Reptile Walk Obstacle Course
- Snake station craft materials and fact printouts for the following:
 - Coral snake
 - Copperhead
 - Rattlesnake
 - Cottonmouth
- Song sheets with the closing song or projection of the words on a screen or wall
- Face paint for the advancement ceremony

◆ GATHERING

Lizard Tag or Reptile Walk Obstacle Course (See the Resources section for instructions.)

◆ 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.

Snake Skit

Preassign a den. All the boys in the den are either curled up like snakes or wiggling around, quietly hissing like snakes. All are happy.

One by one, each boy except the last one shouts, "Ouch!"

Boys: "Oh, no! Are we poisonous?"

Last boy: "No, why?"

Boys: "Because we just bit our tongues!"

◆ OPENING PRAYER

"We gather here as a Cub Scout family to celebrate being with one another. We are grateful for the many things that Scouting teaches us, helping us grow. Tonight we learn about bravery and ask for the strength to be both smart and brave in our everyday lives."

◆ 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

Poisonous snake stations: The boys are split into four groups. At each station, a predetermined volunteer teaches the boys facts about the featured snake while the Scouts make their snake craft.

◆ RECOGNITION

Adventure Loops and Pins:

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

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- 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:

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- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

This is a face-painting ceremony for all five ranks. (Use the parts you need. Check with parents or guardians that Scouts do not have allergies.)

Roles: Cubmaster, den leaders, and boys who are advancing. Consider using parents or other boys to help.

Equipment: Red, blue, green, yellow, orange, and brown face paint; washable markers; or face crayons

Bobcat: *(Akela places three thin red lines across the bridge of the nose.)*

Cubmaster: “Akela welcomes you who seek the Bobcat rank. You have worked hard to learn the Scout Oath, the Scout Law, and the Cub Scout motto. These three red lines show that you have completed these three important steps of your journey. Remember them because they will guide you on all the trails of Scouting. We are glad you have found your place in our pack. Will the den leader present these Bobcats with their badges?”

Tiger: *(Akela places an orange dot under each eye.)*

Cubmaster: “We mark you with the eyes of the tiger. You have watched and learned in your adventures. You have shown courage and strength. You have achieved the rank of Tiger. Will the den leader please present these Tigers with their badges?”

Wolf: *(Akela places a brown, upside-down V above each eyebrow.)*

Cubmaster: “We mark you with the ears of the wolf. During your journey on the Cub Scout path, you have shown a willingness to listen to your leaders and learn from them. You are making Akela proud as I watch you on your journey. You have advanced to the rank of Wolf. Will the den leader present these Wolves with their badges?”

Bear: *(Akela places two green lines on each cheek, slanting up to the nose.)*

Cubmaster: “We mark you with green lines to represent strong, straight trees. You have promised to live by the Scout Oath and the Scout Law, and you have done well. The Oath and Law have helped you grow strong and straight like the trees of the forest as you travel your path. Akela is well pleased. Will the den leader please present these Bears with their badges?”

Webelos: *(Akela places a large, blue W from the temple down to the chin and up to the other temple.)*

Cubmaster: “You are now a Webelos Scout and have proven your loyalty. You have grown in spirit as well as knowledge. The blue W stands for the mountains that we climb in life. The way you have lived the Scout Oath and the Scout Law has helped you make good choices. Akela is happy with your choices; they show that you are getting ready to move from Cub Scouts to Boy Scouts. Be ready to use the skills you have already learned. Will the den leader present these Webelos Scouts with their badges?”

Arrow of Light: *(Akela places a yellow line, slightly bowed, with seven rays across the forehead.)*

Cubmaster: “Faithfully you have journeyed the Cub Scout path. You are nearing the end of your Cub Scout trail. The gold arrow represents the Arrow of Light, the highest rank in Cub Scouting. The seven rays stand for wisdom, courage, self-control, justice, faith, hope, and love. The arrow points you toward the Boy Scout path, where the Scout Oath and Law will continue to guide your life. Akela is honored to present you with your Arrow of Light badge, the only badge from Cub Scouting that you can put on your new uniform.

“The faces of these young men show the world of their hard work and the reward that is gained by living the Scout Oath and the Scout Law. Please congratulate these fine young men.”

◆ CUBMASTER’S MINUTE

“Tonight I’ll tell you the tale of Tortoise and Hare.

“Hare was a very fast runner and made fun of Tortoise, who was not very fast. One day, Tortoise grew very tired of this and challenged him to a race. Hare thought it was hilarious and made many mean jokes about the slow and steady Tortoise.

“The big day came and the two animals set off on their race, watched by all the other woodland animals. Hare ran down the road and then ran back to run circles around Tortoise and tease him. He said, ‘How can you ever expect to win when you are so slow and heavy? Look at me! I am fast and light.’

“Tortoise just smiled and bravely said, ‘Slow and steady wins the race.’

“Tired out from running around and back and forth, Hare decided he was so far ahead, he would take a short nap.

“While Hare was sleeping, Tortoise walked and walked. Even when he became tired, he kept going and didn’t stop until he came to the finish line.

“All the animals shouted ‘Hooray’ so loudly that they woke up Hare. He tried running to catch up, but it was too late. The slow and steady Tortoise crossed the finish line.

“We can learn from this brave Tortoise who believed in himself even when Hare made fun of him. He showed courage when he raced the fast Hare and he finished. True bravery and courage is doing something we may not be good at, but we keep trying. I hope we can all be like the slow and steady Tortoise.”

◆ CLOSING

Good Night, Cub Scouts

Tune: “*Good Night, Ladies*”

Good night, Cub Scouts,
Good night, Cub Scouts,
Good night, Cub Scouts,
Time to go home now.

We’ve learned about our reptile friends,
Cub be brave, Cub be brave,
And how to be safe when going,
Up that Cub Scout trail.

Be brave, Cub Scouts,
Grow strong, Cub Scouts,
Sweet dreams, Cub Scouts,
Time to go home now.

(The preassigned den retires the flags.)

RESOURCES

Lizard Tag

Object: Be the last lizard with a tail.

Give each boy a foot-long length of green streamer to stick in his back pocket for a tail. When the leader calls “Go,” the boys chase one another, trying to collect tails. If a boy loses his tail, he freezes in place for the rest of the game. The last boy with a tail wins.

Reptile Walk Obstacle Course

Object: Have the entire team move through the obstacle course.

Preparation: Set up an obstacle course with the following stations:

- Leap like a lizard. (Tape paper rocks to the floor.) The boys leap from rock to rock.
- Slither like a snake. (Mark the distance you want the kids to travel.) Move the distance without using hands, knees, feet, etc. Slither, wiggle, wind.
- Totter like a turtle. (Mark a shorter distance.) Crouch down in a turtle-like shape and slowly move between the two marks.
- Place a container of plastic worms or bugs at each station. At the end of the course, place a mason jar.

Directions: Split the boys into teams. Gauging the difficulty to the boys’ ages, have them make their way through each station, collecting a plastic worm or bug at the end of each station. At the end of the course, have them balance on one foot while dropping the bugs/worms into the jar. Run back and tag the next person in line.

Snake Activity Station

Each station needs one or two volunteers to run it. Set each of them up with their materials ahead of time.

Station 1: Coral Snake



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Facts:

- Coral snakes have one of the strongest venoms of any snake, but because of their small jaws they are not considered as dangerous as rattlesnakes.
- The snakes are usually between 18 and 20 inches long. Some grow to be 3 feet long.
- They can be as skinny as a pencil.
- Their heads are small and look like their tails.
- Their fangs are always out because they cannot pull them back into their mouths.
- There is a harmless king snake that looks so much like the coral snake that people made up a rhyme about their coloring. However, it is a good idea to never pick up any snake unless there is an adult with you. The rhyme is:
“Red and yellow, kill a fellow;
“Red and black, friend of Jack.”
- Coral snakes live in a variety of habitats, ranging from marshes to woods and sand hills. They also like to sleep under rotting leaves. They are often found in suburban areas as well.
- They eat lizards and other small snakes.
- They lay eggs. Babies are 7 inches long when they hatch and are fully venomous.
- Most people who are bitten receive the bite when they pick up the snakes or step on them with bare feet.

Activity: Beaded Coral Snake With a Tag

Materials:

- Googly eyes
- Glue
- Red, yellow, and black pony beads
- Chenille craft stems
- Glue
- Scissors (It would be better to cut all the pieces needed beforehand.)
- Tags with the rhyme

1. Cut red chenille stems into fourths.
2. Make a loop out of one end of the chenille stem to create the head. Thread beads in the following order: red, yellow, black, yellow, red, yellow, black, yellow until you reach the end.
3. Fold a piece of red craft stem over the end of the loop and twist it to create the snake tongue.
4. Glue on eyes.
5. Add a tag with the following verse:
“Red and yellow, kill a fellow;
“Red and black, friend of Jack.”



Station 2: Copperhead



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Facts:

- Copperhead snakes get their name from their copper-red heads.
- They are pit vipers and have heat-sensing pits on their faces that help them detect prey.
- Copperheads have wide, muscular bodies with hourglass-shaped markings.
- They average between 2 and 3 feet long.
- They live in many different environments, including rocky areas, woods, and mountains; near streams, desert oases, and canyons. Nearer to humans, they also love to live in wood and sawdust piles, abandoned and overgrown yards, and old construction areas.
- Although they hunt alone, they are social and hibernate in dens with many other snakes.
- Copperheads eat mice and other small rodents, small birds, lizards, amphibians, small snakes, and insects.
- They use their pits to sense heat and track prey. After they bite large prey, they wait until the prey dies and then eat it.
- Adults sometimes eat only 10 to 12 meals a year if the meal is a larger animal.
- Babies are born live with fangs and venom as dangerous as an adult snake's.
- Copperheads give no warning and will strike almost immediately if they feel threatened.

Activity: Copperhead Finger Puppet

Materials:

- Printout of snakes (If there is time, have parent volunteers cut them out ahead of time.) Visit www.mrprintables.com/finger-puppets-snakes.html to find patterns for snake finger puppets.
- Tape
- Scissors, if snakes will not be pre-cut
- Markers, if using blank templates

Station 3: Cottonmouth



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Facts:

- Cottonmouths are the only venomous water snake in North America, but they are also happy soaking up the heat on land.
- They have a triangular head and a thick body.
- They are also commonly called water moccasins.
- They are called cottonmouths because they open their mouths wide when they are threatened. The inside of the mouth is white, like cotton.
- They are pit vipers.
- Cottonmouths range from 2 to 4 feet long.
- They have dark vertical lines by each nostril and pale snouts.
- They can be found in swamps, marshes, drainage ditches, ponds, lakes, and streams or sunning themselves on land nearby.
- They swim with their heads out of the water.
- They eat fish, birds, amphibians, lizards, baby alligators, turtles, small mammals, and other snakes.
- Babies are born live in litters of up to 20.
- When threatened, cottonmouths will coil up, open their mouths, and expose their fangs.

Activity: Cottonmouth Snake Twirler

Materials per Scout:

- Snake spiral
- String

- Stapler
- Scissors

Cut out the snake and then staple its head to a length of string. Twirl away.



Station 4: Rattlesnake



Courtesy Shutterstock.com/@reptiles4all

Facts:

- A rattlesnake's warning sounds are hissing and rattling of its tail.
- Rattlers can grow to be 1 to 7 feet long.
- They have a distinctly triangular head.
- Every time a rattlesnake sheds its skin, another ring is added to the rattle on its tail.
- Rattlesnakes live in many different environments in North and South America. They can live anywhere from desert sands to grasslands, scrub brush, rocky hills, and swamps. They can live in high elevations, up to 11,000 feet.
- Generations of rattlesnakes can use the same dens for hundreds of years.
- They give birth every two years to live babies.
- They can live up to 30 years.
- Rattlesnakes eat small rodents, reptiles, and insects.
- Their strike is extremely fast.
- They eat about every two weeks.
- Most rattlesnake strikes on humans happen when the snakes are stepped or sat upon.

Activity: Rattlesnake Bracelet

Materials per Scout:

- Chenille stem
- Googly eyes
- Glue
- Three pony beads
- One bell

