

# FIRST MONTH'S CUB SCOUT DEN MEETINGS

The object of this month's theme is to: (1) give every Cub Scout an opportunity to earn his first award-Bobcat; (2) complete den organization, get acquainted, and elect boy leaders; (3) give leaders and boys an idea of how Cub Scout meetings are conducted.

## GETTING STARTED

Before your first den meeting, review these proven, helpful ideas. Plan to include some or all of them in your normal den operation.

### Den Code of Conduct

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

During the business part of your first den meeting, introduce the idea of a den code of conduct by asking, "What are some of the things you are not allowed to do in your home?" As boys respond, have them agree on their rules of behavior for meetings, and write them on the large piece of paper. This code of conduct will then be displayed at all den meetings.

Ask "What should happen if someone breaks a rule?" and let the boys discuss this. One good answer is that the first time a boy breaks a rule, he is warned, and the second time he must leave the Den Meeting (phoning his parents to come get him or leaving with them immediately). If you do this, arrange with a friend or neighbor to pick up your son, if necessary.

Share the code of conduct with den parents at your first den adults' meeting.

### Good Conduct Candle

Burn a large candle during the den meetings. When conduct rules are broken, the candle is extinguished. After the candle has burned down completely (usually several den meetings), den leaders plan a special treat or field trip for the den.

### Den Adults' Meeting

Meeting with the parents or guardians of boys in your den is a good way to keep them interested and involved in Cub Scouting. You should hold an adults' meeting within the first 2 months after your den starts meeting-the sooner the better. An agenda for this meeting is in chapter 9 of the *Cub Scout Leader Book*.

### Refreshments

If you decide to include refreshments in your den meeting, it is a good idea to set up a rotating schedule so that each parent takes a turn providing them. You might use a large metal can with a tight-fitting lid as a "chow basket." It is sent home empty with the boy who will serve as "host" at the next meeting, and he brings it back full. You may want to make a magnetic "cookie monster" that sticks to the can. This can be removed and placed on the refrigerator door when the boy gets home, and will serve as a reminder to bring the full "chow basket" to the next den meeting.

## DEN MEETING NO. 1

### Before the Meeting

1. Review the agenda for the meeting.
2. Call and remind the parent who is to furnish the refreshments.
3. Set up a den record book; use either Individual Cub Scout Record or Cub Scout Den Record sheets for attendance, dues, and boy information.
4. Set up den flag, good conduct candle, and meeting supplies.

**While Cub Scouts Gather.** The den chief shows the trick "It Can't Be Done:" First he says that he can jump backward farther than the boys can jump forward if they do exactly as he does. Then he grasps his toes and hops backward a few inches. When the boys assume the same position, they find they cannot even budge.

**Opening.** Explain the Cub Scout sign. Have the boys rise, give the sign, and say the Promise. Explain the Cub Scout salute. Have the den give the salute and repeat the Pledge of Allegiance. The den leader welcomes and introduces all den members and leaders.

**Business Items.** The den leader explains what a den is and what happens at den meetings-the parts of the meeting and the preparation for the pack meeting. Den dues are discussed if the Den operates in that manner. Explain what they are used for and the importance of bringing dues each time. Encourage regular attendance.

Tell the boys about the denner and his assistant they will elect at the third meeting. Appoint two boys to be temporary officers. Explain the good conduct candle and have denner light it. Discuss the den code of

conduct with the boys. Agree on den rules and write them on a large piece of paper.

**Activities.** Play Cub Scout Salute Race, either indoors or outdoors. Select two teams and line them up with the den chief and den leader (as judges) stationed a short distance in front of each team. The first boy runs to his judge and salutes, then runs back to his team, touches the next member, goes to the end of the line, and the relay continues. The judges are strict and call out the count after each correct salute until one team wins, having executed ten salutes correctly.

The assistant den leader serves refreshments. While the boys are enjoying them, she explains the refreshments plan so that each boy will know when it will be his turn, what to bring, and that he will act as host.

Show the Bobcat requirements in the *Wolf or Bear Cub Scout Book*. Urge each boy to start learning them with his parents. Tell them about the induction ceremony planned for the pack meeting.

**Closing.** Make reminders. Teach boys to form the living circle, which includes making the Cub Scout sign and repeating the Law of the Pack. Denner blows out the good conduct candle.

**After the Meeting.** Den leader checks to make sure the den records are in order. Assistant den leader supervises the denner and assistant denner in cleaning up the den and putting away the crafts, supplies, and den furnishings. It is important to see that the boys go home immediately and take their crafts and books, etc. At this point den leaders review the meeting, pointing out how it might be improved, and discuss and assign duties for the next meeting.

## DEN MEETING NO. 2

### Before the Meeting

1. Review this week's agenda.
2. Call and remind the parent who is to furnish the refreshments.
3. Have a den parent cut square pieces of two-by-four, one per boy, for tic-tac-toe boards. Also have on hand pieces of sandpaper, two sizes of nails, and a hammer. Have golf tees or sticks in two colors for pegs.
4. Set up den flag, get out roll call book, good conduct candle, and song sheets or songbooks.
5. Have felt-tip pens or crayons to use on advancement chart.

### While Cub Scouts Gather

1. Check books for achievements and have boys record them on the advancement chart.
2. Collect dues, record attendance, and take care of refreshments. After two or three boys arrive, play "Guess Who I Am." Leader says, "I will answer 'yes' or 'no' to twenty questions while you try to find

out who I am." This is a good den game that will also keep boys busy and quiet at the pack meeting. With the help of one leader for each den, leaders can decide what they will be, and the game can be conducted as a contest to see which den can guess who they are. Rotate leaders each time.

**Opening.** Have the boys stand in a semicircle, make the Cub Scout sign, and repeat the Law of the Pack. Denner lights good conduct candle and calls roll.

### Business Items

1. Achievements-Explain how they work, which will be done in part at den meetings, and recognize any boy who has completed one.
2. Pack Meeting Preparation Tell them that their den's part is to sing a song and give the den yell. Give them the date and place for the pack meeting.
3. Recognitions-Birthdays, etc.
4. Refreshments-Introduce the host, and serve snacks.

**Activities.** If possible, go outside for the next two activities. Have the boys stand in a circle and practice the Cub Scout handshake, passing it around the circle. Each boy gives his name when his turn comes to shake hands. Practice the game planned for pack meeting. Try two or three den yells. Remind them that each boy is to work with his parents at home and develop a den yell to bring to the next meeting.

Have each boy make a personal tic-tac-toe board. Boys can use a pencil or sharp nail to mark the dividers on the playing surface. An easy way to make the peg holes is to use a small nail and then a larger nail. After the blocks are sanded, they may be stained.

**Closing.** Remind the boys to bring dues to the next meeting and to complete their Bobcat requirements with their parents. Also tell them that the election will be held then. Have the boys form a straight line and repeat the Cub Scout Promise. Acting denner blows out good conduct candle.

**After the Meeting.** Review meeting; look at next week's agenda; make sure each leader understands his assignment. Be sure meeting room is cleaned up and supplies are put away.

## DEN MEETING NO. 3

### Before the Meeting

1. Review the agenda for this week's meeting.
2. Have cord or light rope for each boy to practice the Magic Knot Trick. Get meeting place ready.

**While Cub Scouts Gather.** Collect dues, record attendance, and check the boys' books for advancements. As boys arrive, provide each with a

cord or rope about 3-feet long and teach them the Magic Knot Trick. Have the first boy teach the next arrival and so on until all have arrived.

**Magic Knot Trick.** Den leader provides several pieces of cord about 3-feet long. Den chief teaches the first Cub Scout how to tie an overhand knot in the middle of the cord without letting go of either end. First let the Cub Scout try it, then show him the trick. Fold arms, then kneel and pick up one end of the cord with each hand without unfolding arms. On rising, uncross arms-still holding on to the ends of the cord-and presto, there's the overhand knot.

**Opening.** The boys will need practice in reciting the Law of the Pack. Light the good conduct candle. When conducting roll call, have each boy step forward and salute as his name is called.

**Business Items.** Elect the denner and assistant by secret ballot. Then ask the boys to suggest their den yells. Remind the boys that they may purchase their uniforms at the local Scouting distributor.

**Activities.** Teach the Cub Scout sign as a signal for everyone to stop talking and listen. When a boy sees the sign given, he also gives it and stands quietly.

**Play "Pass the Squeeze."** Cub Scouts form a circle holding hands with "It" in the center. The leader selects one boy in the circle as a starter. He squeezes the hand of the boy on either side of him who in turn passes the squeeze to the next boy. The object of the game is for "It" to spot the boy just as he is passing the squeeze. When he does, that boy becomes "It."

Practice the song and den yells learned last week for pack meeting.

For a simple craft, try the Magic Yoke. Bore three holes in a tongue depressor, loop a piece of twine through the center hole. Bring the two ends of the twine under and through the protruding loop formed. Slip a washer or a snap ring from a beverage can over each end of the twine and then place each of the ends through one of the outside holes. Knot the ends.

**Puzzle:** To move a washer to the other side without removing the twine or untying the knots.

**Solution:** Pull tightened loop at center hole straight out about 2 inches. Slide washer through it. Then pull rest of center loop back through center hole. Slide washer through center loop onto opposite loop. Pull center loop back through hole. The washer is now hanging on the opposite loop. Reverse procedure to get it back on original loop.

**Closing.** Remind the boys to try the Magic Knot Trick on their parents. Be sure they know the words to the den yell and song planned for the pack meeting. Close with the boys sitting on the floor in a circle as you tell them the meaning of the Cub Scout motto "Do

Your Best." Then have the boys stand and sing "America:"

**After the Meeting.** Review the meeting and check the agenda for next week's meeting. Read about the pack meeting and the sequence of events to happen in the Pack's First 2 Months. While the denner and assistant put away the materials and clean the room, adult den leaders and den chief review the suggestions related to next month's theme. Fill out the list of boys who have completed the Bobcat requirements. Notify the Cubmaster or pack advancement committee member so that he can get Bobcat pins and shoulder cords for denner and assistant.

## DEN MEETING NO. 4

### Before the Meeting

1. Review this week's meeting agenda.
2. Have all needed supplies and materials on hand and check responsibility assignments.
3. Have a bottle or jar with a 2-inch mouth and 10 clothespins ready for the gathering period.

**While Cub Scouts Gather.** Place the bottle or jar upright on the floor. Give each boy in turn the 10 clothespins. Have him stand over the bottle and holding each clothespin at eye level, try to drop each pin into the bottle. Keep score. Collect dues, record attendance, and check boys' advancement.

**Opening.** Ask denner to lead in the Cub Scout Promise. Light good conduct candle.

**Business Items.** Give recognition to those in uniform.

**Activities.** Review the meaning of Webelos and Arrow of Light. Play "Blowball." Boys are seated close together around a small table; a table tennis ball is placed in the center of the table. On signal the boys, with their chins on the table and their hands behind them, try to blow the ball off the table between two of the players facing them. Play several times. Practice song and den yell for pack meeting.

**Closing.** Tell the boys about the theme for next month. Remind them of pack meeting, telling when and where it will be held. Ask them to study the Cub Scout Promise before meeting, practice the song and den yell, wear uniforms, and bring parents. Ask the assistant denner to lead in the Cub Scout sign, then say the motto together. Extinguish good conduct candle and dismiss the den.

**After the Meeting.** Review meeting, discuss theme for next month, and make assignments for next den meetings. During the next few days, call the parents of each boy to make sure they will attend the pack meeting.