



Honesty

Cubmaster Section



HONESTY

Telling the truth and being a person worthy of trust.

While participating in various Cub Scout summertime activities, Cub Scouts will gain a better understanding of the importance of following rules, being fair, and being trustworthy in games and in daily life.

Make a Character Connection With Any Activity *Cub Scout Leader Book*

Values can easily be connected to Scouting activities using a three-step method: plan it, do it, review it.



Plan it.

Before the activity, gather the group and have a short discussion. Planning the Character Connection takes only a couple of minutes. Highlight one or two values the boys can learn by doing this activity.

- How will they need to cooperate?
- How will the need to show a positive attitude?

Do it.

During the activity, highlight both positive and negative experiences as teachable moments. Some teachable moments must be captured as they happen because the impact is lost if discussed at a later time. Others can be emphasized effectively during the review at the end of the activity. Be sure to make notes of these opportunities.

Review it.

After the activity, gather the group together and have a discussion involving all members. Celebrate positive examples of where the values were demonstrated in the activity and highlight areas for improvement.

- What part of the value does the group need to practice?
- What did the group learn about using the value?
- Discuss the experience and determine ways the value could be used at home, at school, etc.

TRAINING

Recruiting & Retention

Adapted from bsacarroll.org/recruiting/cubscouts; longspeakbsa.org/cubscout/recruitideas.shtml; kismif.org/cub-scout-retention-tips/

Why is Cub Scout Recruiting & Retention Essential?

Without the boys there is no Scouting program. Cub Scouts offers an outdoor and educational program that allows boys to socialize, work in teams, broaden their educational experience, and understand the value of physical fitness and responsibility. This is the type of quality program that parents want their sons to join!

Recruiting – Create Visibility & Excitement!

Boys won't join Scouting if they aren't aware of it. It's important to get the word out that you are there, that you welcome new participants and that you have fun! Fun and adventure are an important part of recruiting – who wants to be part of a group that isn't fun? Here are a few ideas on how to be visible in the community.

Wear Your Uniform - As simple as it may sound, wearing a uniform is the best way to get the word out about scouting. It's almost a billboard advertising that people are interested in your program enough to proudly wear it! Those who wear it feel a sense of pride and belonging. Wear uniforms not only to pack activities but also to school (if the meeting is right after school, and on field trips).

Recruit from Chartered Organization - Work with your organization to have a bulletin board or display case and maintain displays with monthly theme and event pictures – keep it fresh. Set-up a table to talk with parents and boys after services and bring dessert items. Have older Cubs / Webelos distribute church bulletins. Have parents provide after service refreshments and Cubs assist serving. Cubs / Webelos in uniform while performing service hours

Host an Event for the Community - Plan a bike rodeo, pinewood derby, regatta, cubanapolis, safety fair, etc.

Publicize and invite the community. Remember to have a recruiting table and have pack members wear their uniform!

School Activities - At Back to School night have table to pass out information. Talk one-on-one with parents and sign-up boys. Have boys in uniform to pass out literature. If there is a new school welcome packet see if Cub Scout information can be included. Have Cubs perform morning flag raising

Publicize Your Pack - Submit articles and photos to local newspapers - Put Pack meetings in the calendar of events or submit articles after big events or community service listing boys' names for awards, etc. Be sure to get parents' permission to include their son in submitted photos.

Utilize school newsletters, display areas and local businesses - Learn who your PTA or PTO president and newsletter editor is to work with them to submit an article on recruitment and who's who in the Pack. Submit articles for the school or PTA / PTO newsletter after talking with school principal for permission to submit. Help out at school or PTA / PTO functions with Cubs and leaders in uniform. Work with principal/local merchants to display photos of scouting events – get parental permission to show and display photos of their children.

Recruit from sport leagues - Talk with other parents about Cub Scouts during recreation sport activities.

Do a Springtime recruitment - Pass out invitations to join a den meeting or Pack meeting such as Rain Gutter Regatta or Pinewood Derby. Pass out your Pack Information sheet. Promote your Pack's summer program. Summer is a fabulous time to kick off your Pack's recruitment. Here are a few ideas to get your Pack off and running ready for the Fall.

Create a business card with information about your Pack and distribute.

Pack Website - Build a pack or den website including pertinent information regarding your Cub Scout Pack including photographs, program calendar, how to join, and the benefits and excitement of Cub Scouting. Be sure to be aware of and follow your Council's Unit Website Policies. Ask school, church and other community organizations (Chamber, Welcome Wagon, Social Services, United Way, etc.) to provide a link to your site and to publicize your address.

Yard Signs - Be sure to be aware of any regulations regarding yard signs. Identify a person in your pack that lives close to your school or in a high traffic area. Post as many signs as possible at strategic locations within the community including intersections and yards. If a school, church, recreation center, or other organization will allow it, post signs there too. Your yard signs should include a phone number, Cub Scout logo, maybe the date of your recruitment night, and location.

Reward Recruiters - Give any boy who brings a friend and joins a reward – gift card for pizza, Wal-Mart, movie passes, etc. Award boys the RECRUITER patch (earned when a new boy joins and is active for a period of time).

Retention – Achievement & Adventure!

Advancement and activity are key to keeping boys involved in the Scouting program. Boys in dens and packs who focus on requirements and earning awards (big and small) feel a sense of accomplishment and stick with the program. In addition, activities that are engaging keep the boys coming back for more. Here are a few ideas on how to keep the boys.

Create an Achievement Based Program - Den meetings should focus on passing off requirements & electives as well as earning patches, belt loops & pins and smaller den based rewards. Infuse your excitement & enthusiasm and the boys will follow suit.

Be Active - Boys' brains tend to shut down if they have to just sit passively for a long period of time. (*November 2005 Scouting Magazine: "The Minds of Boys"*) If you want boys to have fun or learn something, you need to make sure that what you are doing is active and fun. If you just talk while the boys sit and listen, they will be bored silly and won't want to come back.

Field Trips - Going places and seeing things is fun! If a field trip isn't feasible every month in a den then there should be one at least quarterly. A Quarterly Pack activity (beyond pack meeting) is a great idea too. Our local Council has patches the boys can earn when going to many local attractions such as the Kennecott Bingham Copper Mine and Wheeler Farm. You can also visit fire stations, nursing homes or provide service.

Year Round Outdoor Focus - Spending time outdoors doing stuff like hiking and camping is what boys are really looking forward to when they join Cub Scouts. Make sure that hiking, camping, and other outdoor activities are a central part of your program. There are activities boys can do outside year round! Snowman building, shoveling snow service projects, winter neighborhood hikes, winter bird feeders, etc. If your pack does not have regular Cub Scout hikes, I would encourage you to start.

Communication - Communication with your pack families is very important. Pack & Den newsletters, email reminders and Pack websites all aid in communication. Keeping in touch with the parents about their boy's progress helps too. And don't forget to send a note to the boy who missed an activity to let him know he was missed! Good communication can have a big impact on Cub Scout retention and keeping your pack running well.

Summertime! - Don't stop your Cub Scout program for summer. Summer is when boys have the most free time on their hands, and it is when they need Cub Scouting the most. Yes, attendance will be down because of summer vacations and events, but you will always have some boys available. Combine with other dens or packs to boost your numbers. Put the word out on the packs' summer calendar so families can plan around big events such as a pack BBQ, hike, summer camp, etc. Packs and dens that meet during the summer don't have to work as hard to get the boys to come back again when school starts.

Schedule - Making and distributing a schedule several months in advance can be a boost for your pack in several ways. It will make your pack look fun and exciting. Just telling your scouts and parents that your pack does hiking, camping, outdoor games, Pinewood Derby, etc. is fine, but it is more convincing if you can hand out a schedule that shows that you have committed your plans to paper. Your schedule will show new recruits that your pack is well-run, organized, and lots of fun. It will help convince boys and their families that your Cub Scout program is where they want to be. Making a schedule will also help ensure that your pack follows through and does the Cub Scouting things your boys would like to do. The best way to be sure your pack does things like hiking and camping is to set a date, make a schedule, and get it distributed. If you don't make a schedule, it is easier for your pack to let the time slip by and not do the stuff you hoped you would.

Troop Relationship - Your Pack should feed into a Boys Scout Troop(s). Webelos should have quarterly activities with this Troop to fulfill Arrow of Light requirements and to promote excitement for what's ahead. Packs can also have activities with the troop such as service projects, sports days, etc. Den Chiefs should be part of this troop to help the boys create a sustaining relationship as they transition into the troop. Troop members can also be visible at pack meetings aiding in flag ceremonies, serving at the Blue & Gold banquet and helping to run pack meeting activities.

GENERAL PACK MEETING IDEAS

- | | | |
|----------------------|-------------------------|------------------------|
| ☺ Fishing Derby | ☺ Beachless Beach Party | ☺ Swimming |
| ☺ Raingutter Regatta | ☺ Water Field Day | ☺ Meteorologist Visito |

GATHERING ACTIVITIES

Walnut Regatta

Materials: ½ Walnut shell, toothpick, clay, construction paper, 9x13 pan, water, straws

Have the boys place clay in the shell half and stick the toothpick mast into the clay. Design a sail on the paper and put it on the mast. Fill the pan 2/3 full of water. Place the boats at one end. Racers race their boat to the other end by blowing through a straw.

Ice Excavation

Freeze small items in water in a large plastic container. Then set your young paleontologists to work with a hammer and screwdriver (don't forget eye protection), chipping away at the icy blocks.

School of Fish

Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On a signal, they are to see which "school of fish" can assemble first. **Alternative:** Have each person reach into a large tub covered with Blue saran wrap (slit cut in middle for hand to go in) and catch one fish. Write names of several different fish on the back of the fish cutouts " bass, swordfish, tuna, catfish, trout, flounder, squid, rockfish, salmon. Tell everyone to find other "fish" of the same kind. Have each "school" create an applause about their fish, to be performed at appropriate times during the meeting.

Guess the Fish Eggs

As they enter, have participants guess the number of "fish eggs" (small jelly beans) in a jar. The winner is awarded the jar.

Word Search Themes

Oceans, Rivers, Pastas (they boil in water), Swim Strokes, Fish, Boats, Animals/Creatures that live in the water, objects found in water.

OPENING/CLOSING & FLAG CEREMONIES

W-A-T-E-R

Setting: Five Cub Scouts, each holding a letter on the front and their line written on the back.

W is for wet and wild.

A is for always around in winter.

T is for there's never enough in summer.

E is for its part in the environment.

R is for the refreshing relief it brings us.

(If you have more than five boys, you might have the rest stand at the end of the line: one could hold up a big glass of water for drinking, one a water balloon, one might have a spray bottle and mist the audience, all are showing how water refreshes us.)

Spyglass and Flags Opening

A den of Cub Scouts, dressed in pirate costumes come to the front. There is a container in front with a sign that says "sea water waves" to indicate they are out at sea. One Cub is carrying a spyglass and one Cub is carrying a pirate flag. The pirate flag is held high to show that they are proud of it. The Cub with the spyglass points it toward the audience and looks around. At the rear of the room, a color guard is waiting to present the American and pack flags. The Cub gets a look of surprise on his face as he looks through the spyglass and sees the color guard. He excitedly shows some of the other pirates and they take turns passing around the spyglass.

In unison they say: Did you see that? They have TWO flags, and they're REALLY beautiful flags, too! The Cubs all look down at the little pirate flag in disgust. The Cub Scout holding the pirate flag tosses it into the "sea." All the pirates run off as the Cubmaster comes walking out. **Cubmaster:** Please stand for the presentation of the colors and join in the Pledge of Allegiance while Den ___ presents the great flag of our country and the pack flag.

O-C-E-A-N

O is for Old Glory that we wave with pride.

C is for colors we see each night with joy.

E is for evenings that give us pleasant thoughts.

A is for awareness of the beauties of the sea.

N is for Neptune, the mythical God of the sea, who rules his kingdom with love.

Leader: Put it all together, it is OCEAN; it borders our land and gives us much to be thankful for.

Regatta

Prepare in advance 4 special boats, to "sail" across the regatta track. One each color: red, blue, white and one with stars on the sail. (Have each boy "sail" his boat on the track, as he says his part about what each boat stands for:

Cub 1: Red stands for courage to do our best, while allowing our fellow Cub Scouts to do his best as well.

Cub 2: Blue stands for loyalty to each other. We will stand together at the end of the race no matter what the outcome.

Cub 3: White stands for unity in purpose, as we are all here to have fun.

Cub 4: The stars give us direction, just as they did for the seafarers of the past. May we set our sights high always.

Cub 5: All of these things remind us of the flag of our country. Please stand with me now and let's give the proper salute to the flag, and pledge our allegiance to the country which allows us each to sail along the direction of our own choosing.

SONGS

Surfin' USA (Beach Boys)

This is a shortened version of the song

This could be more fun with the actual song playing

If everybody had an ocean
Across the USA.

Then everybody'd be surfin'
Like Californi-a

You'd seem em wearing their baggies

Huarachi sandals too

A bushy bushy blonde hairdo

Surfin' USA.

Jaws

Tune: Do Re Mi

JAWS a mouth, a great big mouth

TEETH the things that make a crunch

BITE the friendly shark's "Hello"

US his favorite juicy lunch

BLOOD that turns the ocean red

CHOMP oh what a tasty treat

GULP that means the shark's been fed

That will bring us back to

JAWS! JAWS! JAWS! JAWS!

Yellow Submarine (Beatles)

This could be more fun with the actual song playing

In the town where I was born

Lived a man who sailed to sea

And he told us of his life

In the land of submarines

So we sailed up to the sun
Till we found the sea of green
And we lived beneath the waves
In our yellow submarine

Chorus

We all live in a yellow submarine
Yellow submarine, yellow submarine
We all live in a yellow submarine
Yellow submarine, yellow submarine

And our friends are all on board
Many more of them live next door
And the band begins to play

Chorus

As we live a life of ease
Everyone of us has all we need
Sky of blue and sea of green
In our yellow submarine

Chorus

My Bonnie

My Bonnie lies over the ocean,
My Bonnie lies over the sea,
My Bonnie lies over the ocean,

Oh bring back my Bonnie to me!

Chorus

Bring back, bring back,
Oh bring back my Bonnie to me, to me,
Bring back, bring back,
Oh bring back my Bonnie to me!

Note: Make it fun and stand up/sit down every time there's a "B" word!

Row, Row, Row Your Boat

Row, row, row, your boat
Gently down the dstream.
Merrily, merrily, merrily, merrily,
Life is but a dream.

Note: Sing this in a round

Popeye the Sailor Man

I'm Popeye, the sailor man.
I'm doing the best I can.
I eat all my spinach,
I fight to the finish.
I'm Popeye, the sailor man.

SKITS

Peanuts

Personnel: Policeman; three boys; police chief.

(Policeman hustles scuffed-looking boys up to a boy sitting at table marked **Chief**.)

Chief: Okay, constable. I'll deal with this. (Dismisses officer, turns sternly to Cub 1) Well, now. Why are you here?

Cub 1: (embarrassed) I threw peanuts into the lake. (Chief looks puzzled)

Chief: (sternly to Boy 2) And why, then, were you brought in?

Cub 2: (defensively) I threw peanuts into the lake. (Chief scowls angrily)

Chief: (bellows at Boy 3) And you! What have you got to say for yourself?

Cub 3: I'm Peanuts, sir!

The Fishin' Trip

Personnel: 4 to 8 Cub Scouts.

Equipment: Fishing gear, a small rowboat or cardboard silhouette of a boat, and a sign that says "boat dock".

Setting: The scene starts with the boat about 10 feet away from the boat dock. The Cub Scouts and their Den Chief are on their way to go fishing. The first Cub stops at the dock then walks out across the water and gets in the boat.

Cub 1: Hey wait for me! (he walks out to the boat)

Den Chief: Oh well, (steps into the water and pretends to fall in and drags himself back to shore)

Cub 2: Hey wait up. Here I come (walks out to the boat)

(The Den Chief tries and fails again. Continues until all the boys are in boat and only the Den Chief remains on shore.)

Cub 3: Should we tell him where the rocks are?

What Do You Do in the Rain?

Leader reads the line "What do ____ do in the rain?" and boys answer:

Birds – hide in trees

Dogs – stay in the doghouse

Fish – they don't even notice the rain

Rabbits – curl up in the burrow

Lizards – hide under a rock

Scouts – Have Den meeting!

After "scouts" response, thunder noise sounds and the boys run screaming off stage. Leaders open umbrellas and walk off stage.

AUDIENCE PARTICIPATION

Fisherman's Luck *Circle Ten Council*

Fisherman - Great day for fishing
Fish - Bubble, Bubble

Worm - Wiggle, Wiggle
Reel - Everyone pretends to reel in a fish

Once there was a **FISHERMAN** who went **FISHing** on a sunny April day. He was hoping to catch a big **FISH**. He found a nice spot and stopped along the river. The **FISHERMAN** put the **REEL** on his rod, and a worm on his hook and started to **FISH**. He patiently waited and waited, but no **FISH** came to eat the **WORM** on the hook. The **FISHERMAN** decided to leave his hook and **WORM** in the water and take a little nap. He was awakened by the screeching sound of his **REEL**; sure enough he had hooked into a great big **FISH**. The **FISHERMAN** wounded in the **REEL** and to his surprise he found a stick on the end of his hook. The **WORM** was gone. So the **FISHERMAN** put another **WORM** on his hook and tossed his line into the water. Again he was awakened by the sound of the **REEL**, this time he found a tin can on his hook. "This is getting frustrating" he said, "I really want to catch a **FISH** before I run out of **WORMs**". One last time the **FISHERMAN** threw this line into the water and set his rod and **REEL** beside him. The sound of the **REEL** woke him once again. This time however he could not **REEL** in his **FISH** he knew for sure that his **WORM** was long gone. He **REELed** and **REELed** until finally a large black fin rose out of the water. The **FISHERMAN** has caught a submarine. Riiiiinnng . . . went the alarm clock the **FISHERMAN** rolled over and said "six thirty in the morning". The whole trip had only been a dream.

In Search of Sunscreen *Sam Houston Area Council*

Timmy - "I love to swim".

Cub Scouts - "Do your best".

Swim/Swimming - "Splash, splash, splash".

Sun Screen - "Aaaaaaaa-Oooooooo".

The day of the summer Pack meeting was hot and dry. That was good because it was to be a **SWIMMING** party. The **CUB SCOUTS** and their families were to meet at the Miller's house at noon. **TIMMY** started getting ready at 9 O'clock in the morning. He loved to **SWIM**. He had just completed **SWIMMING** lessons at the local **SWIMMING** pool and had his card stating that **TIMMY** had passed Advanced Beginners. He knew all his **CUB SCOUT** friends would be surprised. It was just last year that **TIMMY** could not **SWIM** at all. **TIMMY** found his **SWIMMING** suit and towel and even his thongs without any trouble. But search as he might he could not find his **SUN SCREEN**. This was terrible. All the **CUB SCOUTS** had learned the importance of always using **SUN SCREEN** at one of the Den meetings. **TIMMY** knew that he must protect his skin from the intense summer sun while he was young so that he would not get skin cancer when he got older. Also, he did not want to get a bad sunburn. One of his friends in **CUB SCOUTS** had fallen asleep in the sun and couldn't sit down or lay in bed comfortably for a week! "Where are you, **SUN SCREEN**?" asked **TIMMY** as he started looking through the house again. It was almost time for the **SWIMMING** party. He didn't want to be late. That was when he found it. Way in the back of a bathroom drawer, there was the **SUN SCREEN**. He grabbed it but to his dismay, the tube felt very light. Oh, no! The **SUN SCREEN** tube was empty. **TIMMY** could not squeeze out even one little drop. What could he do? There was no time to go to the store before meeting the **CUB SCOUTS** for the **SWIMMING** party. And he knew he should never go **SWIMMING** without his **SUN SCREEN**. Just then, **TIMMY's** big brother Weston came bursting through the kitchen door. "What's the matter", he asked when he saw **TIMMY** sitting dejectedly in the living room? I'm all out of **SUN SCREEN**. I can't go **SWIMMING** with the **CUB SCOUTS**, was the reply. "Here, you can use mine", said Weston, tossing his little brother a new tube of **SUN SCREEN**. **TIMMY** couldn't believe it. Just that fast was his problem solved. "Thanks, Wes!" **TIMMY** shouted as he headed out the door to the **SWIMMING** party with the **CUB SCOUTS**. And for a whole week he didn't say anything bad about his brother!

JOKES, RIDDLES & RUN-ONS

Cub 1: Why do fish have schools?

Cub 2: So the buoys and gulls can get an education.

Cub 1: Do they have Scouts too?

Cub 2: Sure Buoy Scouts and Gull Scouts.

Cub 1: They say that swimming is one of the best exercises for keeping the body slim and trim.

Cub 2: Yeah. Right!

Cub 1: Why do you say that?

Cub 2: Well, did you ever see a whale?

Cub 1: I've eaten beef all my life and now I'm as strong as

an ox.

Cub 2: That's funny. I've eaten fish all my life and I can't swim a stroke.

Cub 1: Crawls onstage, crying, "water, water!"

Cub 2: Cub comes running with a glass of water. First man thanks him, takes glass of water, pulls out a comb and proceeds to comb hair.

Knock, knock....Who's there?

Canoe..canoe, who?

Canoe come over and play with me?

Boy 1: Why do you keep doing the backstroke?

Boy 2: I just had lunch and I don't want to swim on a full

Where do ships go when they are ill?
To the "docks"

What part of a fish weighs the most?
The scales

What fish helps musicians?
A tuna fish

What gets wetter the more it dries?
A towel.

What kind of lights did Noah's ark have?
Floodlights.

What kind of cat lives in the ocean?
An octopus

What do buoy scouts do?
Make sure the coast is clear.

Why didn't the man swim on an empty stomach?
Because it is easier to swim on water

What fish would an actor like to be?
Starfish

What do sharks like to eat with peanut butter sandwiches?
Jellyfish

What ship is always managed by more than one person?
A partnership

What stays in bed most of the day and sometimes goes to the bank?

Why don't fish watch TV?
They don't want to get hooked on it!

Why is a river rich?
It has two banks!

When is a ship like snow?
When it's a-drift.

What do you call a baby whale?
A little squirt.

What do sea monsters eat?
Submarine sandwiches!

What's a shark's favorite food?
A submarine sandwich.

A stream.

Did you hear about the pelican that switched from sardines to herring?
The smaller fish just didn't fill the bill.

What is the first thing the fisherman caught after running to the river?
His breath!

Where can you find an ocean without water?
On a map.

What do you call a thing that sits on the bottom of the ocean and twitches?
A nervous wreck.

CHEERS & APPLAUSES

Fish: Pucker up lips like you are going to kiss and make kissing sound.

Wave: Rise and raise arms above head then sit back down, as done at sports events.

Motor Boat: Pull on starter cord a few times while fluttering tongue on roof of mouth. Then start the sound of a motor boat.

Rainstorm Applause - Start by gently patting knees alternately to simulate light rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "Boom!" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

Seal Cheer: Extend arms, cross hands at the wrist and flap hands several times and say "Arf, Arf, Arf."

Surfers Cheer: Pretend to be riding a surfboard, then stick thumbs up and say "Awesome!!"

Swimming: Pretend to swim using the breaststroke, clap hands together as you put your arms forward.

Clam Clap: Fold hands together, interlocking fingers. Make noise by pressing palms together.

GAMES & ACTIVITIES

Water Field Day

Set up an obstacle course using water. Instead of tires use buckets of water to step through. Swing on a rope over the

wading pool, throw wet sponges instead of bean bags, walk on a balance beam over a wading pool, use a hose to push a ball through on an obstacle course, walk on puddle jumpers, have 2 man ski races, play water baseball, include water games listed in the games section. Include many physical activities the boys have to pass off.

Fishing Derby

Guessing Contest: How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Snapping Fish Game: This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3 -by-4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

Fish & Net Game: Three to five Cubs join hands to catch fish (Cubs) by surrounding individual players. Those who are caught become a part of the "net". The last five Fish caught make up the net for the next game.

Sardines: Select one Cub to be "It". He hides while the other players count to 100. Then they all search for him. When someone finds "It" they hide with him. Continue until the last Cub locates "It". The first Cub that found "It" is the new "It" for the next game.

Fishpond Games: An infinite variety of games are possible with a "hook", a line, and a pole. Make hooks from coat hanger wire, paper clips, magnets, or even sticky gloop. Cut fish from felt, cardboard, wood, or sheet metal. The players can catch the fish by hooking them and lifting them out of the Ocean or stream. Fish can be marked with different point values or different colors can be worth different points, or even feats of skill (do a head-stand or hand-stand).

Crab Relays: Have the first Cub in each line sit on the floor with his back to the finish line. On a signal, he walks backwards on his hands and feet with his body parallel to the floor. When he reaches the finish line, he stands up and runs back and touches the next player. Who repeats the action, the first team to finish wins.

Rope Throw Rescue: Each Den has a coil of rope or clothesline and adults representing drowning persons whom must be rescued. The Cubs in turn throws the rope to a drowning person, who grabs it and let go. The player recoils the rope and hands it to the next player. Repeat until all have been rescued.

There is so much that can be done at a Pack Fishing Derby. Let your imagination run wild. Other games can be: Harpooner, where a Cub takes aim at a whale with a broomstick (harpoon). There is also the Fish Market where the Cubs throw slippery fish to their teammates who have to stack them (The fish are small nerf footballs that were soaked in baby oil). Casting competitions, mend fishing nets. A chowder race where each Den has to put an ingredient into the pot to complete the chowder. The derby can also be ended with a Crab Feast or Clam Bake.

Reeling Relay: Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team finished wins.

Fishing Relay: The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3-foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay - Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

Lemon Derby

Besides the built-in excitement of this timed event, this quirky race comes with a twist. Each scout must use a stick to roll a lemon to the finish line. Unlike a ball, which rolls true, this fruit has a tendency to wobble and weave. So the key to winning may be simply staying the course. **Alternative – race with half a lemon to a table and squeeze the juice out. Team with the most squeezed juice wins. Combine, add water and sugar and make lemonade!**

Beachless Beach Party

Swimming Race: One player from each beach. Each player should have before him a deep pie pan filled to the brim with water, with four or five Lifesavers at the bottom. He must get these candy pieces out with his mouth. His hands must be behind him.

High Dive: One player from each beach. Each is provided with a pitcher of water. On the floor at their feet is an empty tumbler. The player has to stand and try to fill the tumbler. The player who gets the most water into the tumbler wins. In case of a tie, time is taken into consideration.

A Clam Dig: This is a team game. A box of sand will be necessary. Hide 10 small clam (or other) shells or peanuts in the sand for each team. Give each team a spoon and a bowl. Give a signal to go, first player runs across the room to the sand pile, digs out one clam (or peanut), puts it in his team's bowl, and returns. Next player does the same. Keep going until all ten are found.

Sailboat Race: Stretch as many strings across the room as you have teams. On each string, place a paper cone. Each player is to blow his boat from one end of the string to the other end. He then pushes the cone back with his hand to the starting point for the next player. The game proceeds in a relay fashion.

Snorkel Race: You will need a pair of old swimming flippers for each team. If you can't find them, use pairs of large size shoes and limit the race to children. Set a turning point at a short distance for each team. Run the course in a relay fashion.

Clap and Splat

Toss a water balloon straight up, and see how many times you can clap before catching it. Take turns. If you drop the balloon and it doesn't break, you get to go again. If the balloon breaks, you're out. The person who can clap the most times and make a successful catch wins.

Marathon Melt

Divide into pairs. Everyone has to keep one hand behind his back. Each pair gets one ice cube. See which pair can find a way to melt the ice cube first!

Wet Potato

Pass around a bucket or cup of water while music plays. When the music stops, whoever has the bucket dumps it on his head!

Soapy Toes

Fill a kiddie pool with soapy water. Dump in a bunch of marbles. Set up chairs around the pool and dip in your feet. See who can fish out the most marbles with his toes!

Little Squirts

Draw start and finish lines with sidewalk chalk on a sloped driveway. On 'Go' each player places an ice cube on the start line and squirts the cube with a water squirter to help it cross the finish line.

Water Balloon Volleyball

Two players stand on each side of a volleyball net, holding a towel between them. Serve a water balloon to the other side by placing it in the towel and launching it over the net. The players on the other side must catch the balloon in their towel and then launch it back. If the balloon breaks on your side, the other team gets a point. If a team launches the ball out-of-bounds, the other team gets a point. Play to 10 points.

Who Wants to Be a Chill-ionaire?

Pick one person to be the "host" and give him a squirter. Everyone else lines up. The (leader) asks the first person a scouting related question. If he gets it wrong, he gets squirted and goes to the back of the line. If he gets it right, he to be the "host" and the first one goes to the end of the line.

Beat It Ball

Gather as many soft balls as you can to play this wild game. Divide into 2 teams. Make a line across the middle of a wading pool with a rope or string of floats. Put half the balls on each side of the line. Choose a timekeeper. On "Go!" players churn the water with their hands to get as many of the balls as they can to the other side. After 3 minutes the timekeeper yells "Stop!" Whichever team has the fewest number of balls on their side wins. **Variation** – *This could also be played in the pool*

Pool Games

Duck Tag

This tag game is fun for even the non-swimmers because it does not require special skills and can help them feel comfortable in the water. Play in water no higher than waist deep and in an area with a level bottom. Play like regular tag, except that a player is safe if he ducks completely under water when "it" tries to tag him. A player does not have

to stay under water more than two seconds, and then can safely come up without being tagged. "It" must go after someone else when his quarry ducks under water.

Dodge Ball

Play in waist to chest-deep water. Divide players into two teams. One team forms a large circle, and the other team gets inside. The circle players try to hit their opponents with a beach ball or soft foam or rubber ball. Score one point for each hit. The inside players are allowed to swim in any direction or go under water to avoid being hit, but cannot leave the circle. Outside players cannot advance forward to hit a player. At the end of a specified time, teams change places.

Sharks And Whales

Play in waist to chest-deep water. Divide group into two teams, the "sharks" and the "whales." The teams line up facing each other about 10 feet apart. Behind each other is its home base – the side of the pool or a rope tied to buoys, or other designated area. When the leader calls "sharks" they swim or run after the whales, trying to tag them before they reach their base. If a whale is caught, he must join the sharks for the next round. Leaders should alternate the calls of "sharks" and "whales". The team with the most players after a specified time is the winner.

Paddlewheel Push

To play this water game you will need at least one foam or plastic kickboard but more boards will allow more boys to play at the same time. Pair off, trying to match basic size and strength of the boys. Play in waist-deep water. Opponents grasp opposite ends of a kickboard. On signal, both boys start kicking, trying to force the opponent backward. Boys should not stand and shove the board, but should swim and kick legs to move forward.

T-Shirt Relay

Divide the group into two teams. Have a large T-shirt for each team. Each team member must put on the shirt before swimming his lap in a relay race. It doesn't matter if the shirt is on inside out.

Candle Race

This is a fun game for swimmers and non-swimmers. Play in chest-deep water. Players line up side-by-side in the water about an arm's length apart, all facing the goal line. Adult leaders (only) will hand each player a small, lit candle. On signal, all swim or walk at once toward the goal, carrying the lighted candle. The object of the game is to complete the race first and keep the candle lit. The player is disqualified if his candle becomes extinguished, except if another player splashes it and extinguishes it, in which case the other player is out. Leaders should apply drip guards at the base of each candle to avoid getting wax drippings onto hands or into the water. Afterwards, leaders safely handle and extinguish the candles.

Save Me

This is a practice game for the "throw" rescue method. Divide into 2 teams. Teams select their strongest swimmer, and with leader approval these boys represent their teams by competing against each other. In chest-deep water about 25 feet from the edge, weight and sink an over-size tee shirt (one for each team). Give each team a 30-foot rope. On signal, each team's best swimmer swims to the shirt, retrieves it from the bottom, and puts it on. He then calls to teammates, "Save me!" whereupon the other den members cast their coiled rope to him. The swimmer must act like a non-swimmer, and not swim or walk to reach it. The team must keep trying to cast the rope directly within reach of the swimmer. When he grabs the rope, the other team members pull him to shore. First team to "save" its "victim" wins.

Gold Rush

Scatter pennies or iron washers painted gold in water between knee and waist depth. On signal, players try to get as many "gold nuggets" as they can within a specified time.

Ice Cube Races

Race the ice cubes down an incline. Lightly color (not too much it stains) before freezing, it's easier to tell which boy's is which.

Squirt-Tac-Toe

Make a tic-tac-toe board on the sidewalk with sticks or chalk. Each player uses a water squirter to make the X's and O's. Work quickly, because when an X or O dries up, it doesn't count! The hotter the day, the quicker you have to be.

Save the Soda

Each player gets 3 sponges and an empty 2- liter soda bottle. Set up the bottles on the ground. Each player tries to protect his own bottle while trying to knock down the other players' bottles with the sponges. The player with the last standing bottle wins!

Rainy Relay

Players stand/sit in a line all facing the front of the line. Place a full bucket at the front of the line and an empty bucket at the back of the line. The player in front fills up his cup and dumps the water in his cup over the back of his head into the next person's cup. The last person in line does the same action into the empty bucket behind him. The line with the most water in a bucket at the back of the line wins.

Balloon Bombs

Players stand in a circle, an arm's length apart. Start passing water balloons quickly around the circle (You may have to toss them). If a balloon breaks, the last person who touched it has to sit down, and pay continues over his head. The last person standing wins.

Puddle Jumping

Hand each person a plastic cup filled with water. One at a time while holding their cups, players must jump in a turning rope and complete 6 jumps. The player with the most water left wins.

Spray Bottle Capture the Flag

Divide your players into two teams, each of which must defend a flag (in this case a water balloon) while trying to capture (and stomp on) the opposing team's. Instead of tagging opposing players to "freeze" them, you squirt them with a spray bottle. And, because this is a cool-off game, to release your teammates from a freeze, you have to squirt them again!

Sponge Relay Race

You'll need 2 sponges, 2 buckets, 2 bowls and water. Have boys line up in two teams and the boys at the front of each row hold a bucket of water with the sponges in it and the boys at the end of each row hold a bowl. The first boy takes a wet sponge out of the bucket and hand it to the next boy and so on till it reaches the last boy in his row who squeezes the water out of the sponge and into bowl. He then races it back to the front and puts it back into the bucket starts over again. Play continues until the water is gone or a certain time is up. The team, who has the most water in the bowl at the end, wins the game.

"Fifty Yard" Swim

Each boy hops on one foot carrying a paper cup of water. First one over the finish line with the most water in his cup wins. Use a distance that fits your Den.

Bailing Out The Ship

Divide den into two teams. Each team has a container of water at the starting line, one spoon, and an empty cup. The cup has a line marked about 1" from the bottom. Place it about 20 feet away. Each player takes turns carrying a spoonful of water from the team's container to its cup. The first team that can fill their cup to the line is the winner.

Water Balloon Bounce

You will need a tarp, sheet or blanket for each team, or teams can take turns. Players hold the tarp at the edges. 3 water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward the balloons are tossed into the air. A point is scored each time the balloons are successfully tossed and re-caught. Balloons must go up at least 8 feet in order to score a point. The game ends when a balloon breaks or is dropped. The team that makes the greatest number of successful tosses is the winner.

Pass The Lifesaver

Form two lines. Give each boy a soda straw to hold in his mouth. On signal, a Lifesaver is passed from one boy to the next using the straws. No hands are allowed. Continue this until the last boy in line has it. Have more Lifesavers ready for the boys to enjoy at the end of the game.

Fishing Game

Give each player a soda straw. On the floor place 15 or so paper fish. Fish are caught by suction. See who can catch the most fish. Play this game in a relay fashion, having a "fish pond" some distance away from the starting line.

Submarine Dive

Draw ahead of time a number of 18" circles with sidewalk chalk. These are submarines. There should be one less submarine than the number of the boys. The Cubs hop, walk or run around the play area according to the directions given by the leader. When he calls "Submarine Dive," each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually, the submarines become occupied. The winner is the one who gains

the last vacant submarine.

Bait Casting

Use a fishing pole with reel and a 2-inch piece of dowel or broomstick at the end of the line as a lure. Mark four or five targets, each about three feet in diameter and about 10 feet apart. Give each player two casts per target. Score one point for each hit.

ADVANCEMENT CEREMONIES

School of Fish Advancement *Circle Ten Council*

Equipment: A poster board or a sheet colored blue imitating water gradually getting deeper, five different size fish made of cardboard, awards.

CM: The small fish starts out in shallow water (Place smallest fish in shallow water) and the first step is to learn how to maneuver in the water, just as our beginning Scout is becoming familiar with Cub Scouting. The first part of becoming a Cub Scout is that of a Bobcat. Would the following boys please come forward with their parents?

TL: As our small fish grows (place the next fish further out in the water) he moves a little further into the water finding new adventures and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Tiger. Would the following boys please come forward with their parents?

WL: As our small fish becomes stronger and larger (place the next fish further out in the water) he moves further into the water finding new adventures and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Wolf. Would the following boys please come forward with their parents?

BL: Our fish has grown into a larger fish (place 3rd fish further out in the water) and has moved out further into the water becoming more acquainted with the other fish and is learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges and is becoming more acquainted with the pack. The next step is that of the Bear. Would the following boys please come forward with their parents?

WL: Our fish has finally reached the stage where he can go into the deepest water (place largest fish in the deepest water) and has learned quite a lot about the water and what lies in it. This stage of growth is like that of the Webelos. The Webelos has matured and learned much about the pack and is ready to move on into Boy Scouting. Would the following boys please come forward with their parents?

CM: Just as the fish has developed and has gone out into deeper water, we know our Cub Scouts have learned and developed as we send them on into Boy Scouting and beyond.

Sharks

Cut shark fins from black poster board and staple to the side of a 2x4. Spread a blue tarp on the floor to look like waves in the ocean. Put shark fins around the tarp between the waves. Make a narrow bridge across the water by putting an 8" length of 2x4 on top of a block at either end. Nail it to be firm. Tell boys receiving the awards that they must walk across the bridge without falling in the water to receive their award. You can liken the sharks to the bad things in the world and the bridge can be how Cub Scouts helps to keep you safe from them. Mom/Dad can help hold the boy's hand, just as they do during the scouting trail.

Oars

Attach awards to oars. Might write on awards "You "OAR" fantastic"

Boats

Attach awards to small boats floating in a small swimming pool. Boy can retrieve his boat.

Fishing Pond

Have boys fish for their awards in a fishing pond

Sea Adventures *Circle Ten Council*

CM: When a boy wanted to be a sailor, he would hire himself on as a cabin boy. There he learned the terminology of the ship. He learned his knots and the rigging.

CA: When a boy wants to become a Cub Scout, he must learn the basics of Scouting. When he learns the Promise, the Law, the sign, the salute, the handshake, the meaning of Webelos, and the motto, a boy then becomes a Bobcat.

Will the Bobcat recipients please come forward with their parents?

- CM:** A sailor quickly learned to use maps and charts so he could see where they are and where they are going. So too, does a Tiger Cub Scout grow. He learns about his town by looking at a map and going places in the town. After he finishes this and the other four Achievements, he is recognized as a Tiger. Would our Tiger Cubs and their parents please come forward?
- CA:** A sailor boy's knowledge of the sea did not end there. As he traveled about the world, he saw many different types of ships and their uses. His world would become larger. So too, does a Cub Scout grow. He learns about his national flag, about his family and world, about tools, and about many other things. It is then that he is recognized as a Wolf. Would our Wolf Cubs and their parents please come forward?
- CM:** A sailor even today has to know the methods of ship communication, whether it be flags or radio. He needs to know about radar. A Bear needs to be more aware of God and worship, more about wildlife and the environment, more about family life and more about strengthening his body. Will our Bear rank recipients and their parents please come forward?
- WL 1:** A sailor soon learns about tides and the sea currents. He learns to use these to travel. A Webelos Scout must earn several different kinds of activity badges to help prepare him for the future. Will our Webelos and their parents please come forward?
- WL 2:** Finally, a sailor has a destination, a goal; he must know where he is and how to get where he is going. He uses the constellations and the North Star to guide him. He uses a compass and a sextant to chart his course. So, too, does a Webelos Scout. He has earned more activity badges to give him skills for the future. He has visited Boy Scout troops, as he plots his course. He has filled out a Boy Scout application form. He is deciding on his goal, maybe even an Eagle Scout. Will our Arrow of Light recipients and their parents come forward?

Arrow of Light Ceremony *Baltimore Area Council*

EQUIPMENT: Ceremony board (see illustration)

ARRANGEMENT: Room is dark.

The purpose of Cub Scouting is to light the way to Boy Scouting.

The first rank in Cub Scouting is Tiger. (Turn on 1st light) A First Grade Cub Scout must complete 5 Achievements to earn this rank.

Before becoming a Bobcat, a Cub Scout learns the Cub Scout Promise, the Law of the Pack, the Cub Scout sign, handshake; motto and salute. (Turn on 2nd light)

The rank for second grade (eight year old) Cub Scouts is Wolf. (Turn on 3rd light) Twelve achievements are required to earn the Wolf badge. Then he works on arrow Points until he is in third grade (nine years old). He can earn as many Arrow points as time and ambition will allow.

Twelve achievements are required for the Bear badge. (Turn on 4th light) You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear badge, he works on Arrow Points until he is in fourth grade (10 years old)

Now he becomes a Webelos Scout. (Turn on 5th light) They wear the Webelos tri-colors on their sleeve and work on Activity Badges to pin to the Tri-colors. To earn the Webelos badge, he must earn the Fitness and Citizen Activity Badges, plus one additional Activity Badge. Webelos stands for "We'll Be Loyal Scouts" and it is the name of the Indian tribe of which Akela is chief. The Webelos Scout is older. He can do more for himself. His parents no longer sign for his advancement; his Webelos Leader does this.

When he is in fifth grade, he works on the Arrow of Light Award. (Turn on 6th light) To receive this award, he must earn the Outdoorsman and Readyman Activity Badges and at least four more Activity Badges. He learns the Scout Oath, the Scout Law, the Scout Motto, Slogan, Sign, Salute and Handclasp. He learns the parts of the Scout badge. He understands and supports the Outdoor Code. He plans and leads a flag ceremony at a Pack meeting. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn. (Turn on seventh light) His path to Boy Scouting is now fully lit.

Let's review his path to Scouting. (Turn out all lights) This is what his path looked like before he entered Cub Scouting. (Turn on all lights) This is what his path is like now that he ' has progressed through the ranks of Cub Scouting to the Arrow of Light.

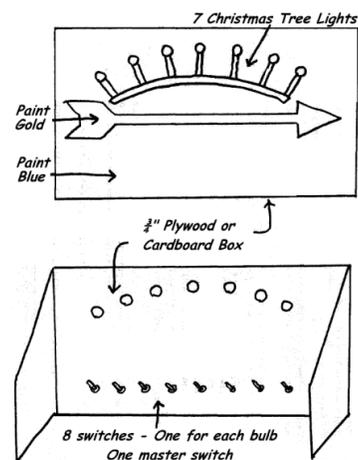
Goodbye Cub Scout... Hello Boy Scout.

CUBMASTER'S MINUTE

Captain Of All Scouts *Capital Area Council, TX*

Now may the great Captain of all Scouts

Who created the seas and all things that live therein



And Who gave us dominion over them
Be with us till we meet again.

Starfish Cubmaster's Minute *Capital Area Council, TX*

A friend of mine was walking on a beach one day when he saw a native bend down and throw a starfish back into the ocean. He asked the native why he was doing it. "You see, it's low tide right now and all of these starfish have been washed up onto the shore. If I don't throw them back into the sea, they'll die up here from lack of oxygen." "I understand," my friend replied, "but there must be thousands of starfish on this beach. You can't possibly get to all of them. There are simply too many. And don't you realize this is probably happening on hundreds of beaches all up and down this coast? Can't you see that you can't possibly make a difference?" The local native smiled, bent down and picked up yet another starfish, and as he threw it back into the sea, he replied, "Made a difference to that one!"

Life is Like a River *Santa Clara County Council*

As we go through life, let us be ever reminded that life is like a river rushing to the sea, flowing sometimes slow, sometimes fast and yet able to go in different directions. As the water flows, it may stumble but yet continue to flow until it eventually finds its way again. The water may run clear and clean or dark and dirty. And so it is in life, except you are given the choice to choose which direction you will go. Choose wisely.

"Work While You Work" *Santa Clara County Council*

Tonight we've had a lot of fun at our pack meeting. Here's a thought to take home with you. Work while you work, play while you play; One thing at a time, that is the way. All that you do, do with all your might; Things done halfway are not done right. Now Cub Scouts, go out and do your best!

Make a Few Waves *Santa Clara County Council*

When fog prevents a small-boat sailor from seeing the buoy marking the course he wants, he turns his boat rapidly in small circles, knowing that the waves he makes will rock the buoy in the vicinity. Then he stops, listens and repeats the procedure until he hears the buoy clang. By making waves, he finds where his course lies. Often the price of finding these guides is a willingness to take a few risks, to "make a few waves." A boat which always stays in the harbor never encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

Water *Circle Ten Council*

"We've had plenty of fun with water tonight, but as we leave, let's take a moment to remember what a precious resource water is, especially in the heat of the summer. We play in it, we bathe in it, and we drink it. We eat the fish that live in it.

Starfish

We use water to irrigate our crops and our lawns. Without water, our earth would be as lifeless as the moon. Let's all do our best this month to help conserve this great natural resource. A friend of mine was walking on a beach one day when he saw a man from that town, bend down and throw a starfish back into the ocean. He asked the man why he was doing it. You see, he said, it is low tide right now and all of these starfish have been washed up onto the shore. If I don't throw them back into the sea, they will die up here from lack of oxygen. I understand, my friend replied, but there must be thousands of starfish on this beach. You can't possibly get to all of them. There are simply too many. And you don't realize this is probably happening on hundreds and hundreds of beaches all up and down this coast? Can't you see that you can't possibly make a difference? The local native smiled, bent down and picked up yet another starfish, and as he threw it back into the sea, he replied, "Made a difference to that one!" Remember...you will make a difference in the lives of the boys you touch. What will be the difference you make...will it be positive or negative. Someday you will reap your rewards, a boy will come up to you and shake your hand and say "remember me....." You were such a Great scout leader to me, thank you for all you did to help me on my journey in this life. Yes...what will be the difference you make?"