



# BALOO'S BUGLE



Volume 23, Number 5

“Wisdom, If you don't like change, you're going to like irrelevance even less.” - General Eric Shinseki

December 2016 Cub Scout Roundtable

January 2017 Program Ideas

## OBEDIENT / CS CITY COUNCIL

CS Roundtable Planning Guide – Brave, Recognition

Tiger Cub, Wolf, Webelos, & Arrow of Light Meetings and Adventures

# PART IV – DEN MEETING HELPS

## DEN ADVENTURES



## TIGER

**Tiger Adventure: Tigers in the Wild**



1. With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list if it rains.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
  - a. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - b. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
  - c. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share

what you did to demonstrate the principles you discussed.

4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger handbook.
7. Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.

Workbook for use with these requirements: [PDF Format](#) [DOCX Format](#)

<https://cubscouts.org/library/tigers-in-the-wild/>

## Rationale for Adventure

Tigers will learn how to put the “outing” in Scouting with this outdoor adventure. They will start to develop an understanding of the Outdoor Ethics program as they are introduced to many skills that will be important throughout their Scouting careers.

## Takeaways for Cub Scouts

- Cub Scout Six Essentials
- Plant and animal identification
- Outdoor Ethics awareness
- A Scout is obedient, thrifty [Tiger Character Compass]

## Adventure Requirements (Tiger Handbook, page 92)

1. With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell

your den leader what you would need to add to your list if it rains.

2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
  - a. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - b. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash your Trash.”
  - c. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook.
7. Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger Handbook.

## NOTES TO DEN LEADER

Meeting 3 will be a den outing for a hike and visit to a nature center, zoo, or other outdoor place. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to

bring. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

You will want to record completion of requirement 5 following participation in the campfire or outdoor event. This doesn't have to be at the same time the den completes this adventure.

See the Appendix for optional den meeting activities, including openings, gatherings, and closings.

## MEETING PLANS

To get you started in delivering fun and engaging meetings, complete Den Meeting Plans are available here on the Learning Library for the Backyard Jungle and Games Tigers Play adventures. To obtain Den Meeting Plans for all other adventures, Den Leader Guides are available at your local Scout Shop, online at [scoutstuff.org](http://scoutstuff.org), or as an eBook through [Amazon](http://www.amazon.com).

<http://www.boyscouttrail.com/cub-scouts/tiger-in-wild-adventure.php>

### Ideas for Adventure Requirements:

1. Fill a daypack with the following items and have each scout come to the front and blindly pick out one item. Decide if it should be placed in the 'Useful' or 'Useless' pile of items for a day hike. Some items may depend on time of year or location. Items: water bottle, whistle, flashlight, granola bar, first aid kit, sunscreen, bus spray, sock, glove, bandanna, binoculars, rock, deck of cards, paperback book, dollar, bag of marbles, spoon, towel, Legos, toy car, can of soda, ...
2. How long is a "short" hike? 2 miles per hour is a good pace. Stopping to identify plants and animals will slow you down. So, a 1-

mile hike is probably long enough. Most scouts should have a school pack or small fanny pack, but check that everyone does before your hike so no one shows up carrying gear in a plastic bag.

3. While on your hike, have each scout think of a way the group is following LNT principles. Things like - stayed on the trail, left a flower, didn't run or yell when other hikers were around, picked up some litter, viewed animals from far away.
4. The lead hiker should keep an eye on the dirt trail for signs of animals or they will get trampled. An early morning hike, at a nature area, on a dirt trail, before other visitors arrive, is the best bet for tracks and seeing animals. Birds can typically be viewed all day, and common ones are: robin, duck, goose, blackbird, pigeon, dove, seagull, hawk.
5. Work with the Cubmaster to ensure this event gets planned since all dens have similar advancement requirements. Don't forget to practice your song and your skit a few times at a den meeting before going on stage.
6. Native trees, rather than planted ornamentals, should be identified. This is easier to do while leaves are still on the trees.
7. Tigers could make a game of trying to find the strangest, largest, ugliest, rarest, ... animal to learn about.

### Den Meeting Ideas for Tigers In the Wild Adventure:

- The LNT Principles for Kids are listed in the back of the Tiger Handbook. Read details of the principles and implementing them at [LNT.org](http://LNT.org) and [Outdoor Ethics](http://OutdoorEthics.org).
- Use [Tree ID](#) to identify a tree from its leaf.
- Use [Beneath These Tall Green Trees grace](#) before your snack.
- Tell [Tall Trees minute](#) to the den.
- Use some [Tree Activities](#) at a den meeting.
- Perform [Infantry skit](#) for the Pack.
- Perform [I Ain't Lost skit](#)
- Tell [Map and Compass minute](#) to the den.
- Learn more about LNT from [Leave No Trace Dude](#).

- Learn more about Hiking from [Hiking Dude](#).
- Remember to use this Tigers In the Wild adventure as a step towards each scout's [Outdoor Activity award](#).

<http://www.prekinders.com/animal-tracks-book/>

## Animal Tracks Book

BY [KAREN COX](#) [7 COMMENTS](#) | [AFFILIATE DISCLOSURE](#)

I made this Animal Tracks book to go in our Science Center during our [Forest Animals theme](#) this month.



To make the book, I used a free printable from [Montessori for Everyone](#). I printed the Animal Tracks cards and cut them apart. The pages are made with green cardstock paper, cut in half. I glued a picture of the animal and that animal's tracks side-by-side, and one of the cards with the animal's name below the picture. I bound the pages with chicken rings.

I also have a set of the cards printed for matching cards, and the kids can use the book as a reference to see which animal tracks match with which animal. This is one of the printables from [Montessori for Everyone's free downloads cultural materials](#) page. Look for "Animal Tracks" under "Zoology".

<http://www.boyscouttrail.com/cub-scouts/tiger-scout-skits.asp>

### Tiger Scout Skits

- ◆ [Bravest Scout in the World](#)
- ◆ [Emergency Alert System](#)

- ◆ Enlarging Machine
- ◆ Guess My Line on the Toilet
- ◆ Ice Fishing
- ◆ Invisible Bench - plus Add-Ons
- ◆ Ole, Champion Tree Climber
- ◆ One Bright Morning
- ◆ Short Runway

3 Vs. 1000

38 Over the Cliff

Art or Not

Banana Bandana

Be Prepared

Bear Attack

Big and Strong Like You

Brains for Sale

Brains for Sale - Version 2

Broken Finger

Brownie Pudding

Brushing Teeth

Bubblegum

Burning Schoolhouse

Can of Cola

Can't Work in the Dark

Cancer Operation

Chicken Farmer

Chory of Stinderella or Rinderella

Christmas with the Right Family

Clean Silverware

Clean Socks

Climbing Lightbeam

Clock Inspection

Clothes from Eddie Bauer

Contagious Pregnancy

Dead Body

Depressed Reporter

Did You See That?

Dirty Socks

Dirty Socks - Version 2

Echos in the Woods

Elevator to Bathrooms

Fifth Floor

Fishing Secret

Flea Circus

Follow the Tracks

Fool's Gold

Fred the Flea

Gandhi

George Washington and the Cherry Tree

Good Thing About Christmas

Got Any Duck Food?

Gravity Check

Great Raisins

Grecian Fountains

Hair in my Hamburger

Hare Restorer

History of Cub Scouts

Hunting Thanksgiving Dinner

I Ain't Lost

I Gotta Go Wee

I Saw a Bear

Infantry Is Coming

Is It Time Yet?

Jailhouse Jokes

Jelly Beans Please

Lemonade for Sale

Lighthouse Stairs

Listen!

Lobster Tail

Lost Bubblegum

Lost Green Ball

Lost Quarter

Lucky Boxer

Magic - Mystic Reader

Measuring Leader's Coffin

Meat for Sale

Musical Toilet Seats

My Centipeed

My Royal Papers

My Worm

Need a Big Jerk

Need the Time

New Underwear

Not Enough Parachutes

Nuts, the Elephant

Nutty Fisherman

Oh What a Goose I Am

Olive the Other Reindeer

Olympic Blanket Tossing Team

Operation

Out of Film

Outrun the Bear

Panther Tracks

Pass the Pepper

Penguin Soup

Penny Candy

Plane Engine Trouble

Professor's Address

Pulling and Pushing Rope

Puppy In a Box

Raisin Fly

Raking an Invisible Garden

Run-aways

Sleep Over

Smart Astronaut

Smoke Signals

Soup and Flies

Sponge Butt Prank

Squirrels Think I'm Nuts

Stiff Neck

Taking My Case to Court

Talking Trash

Telling the Time

The Audition

The Psychic

Throwing Little Stones

Toothache

Trained Caterpillar

Turkey Hunt

Two Suckers On a Stick

Ugliest Man in the World

Viper

Walk On Selections

Washing Ears

Water Vending Machine

Water, Water

We Have No Skit

What Kind of Tracks?

World Record Spitter

Worst Breath

Worst Criminal

Scout Soap

Yaputchu

You Don't Say

More Tiger Scout Information to Use:

Tiger Scout Leaders - Responsibilities of the Tiger den leader

Tiger Scout Achievements - Tasks to perform to earn the Tiger recognitions

Tiger Scout Electives - Extra things to do to earn Tiger Track beads

Tiger Scout Activities - great den meeting and pack activity ideas

Tiger Scout Awards - see what awards are available to Tiger scouts

Tiger Scout Ceremonies - a few ceremonies

Cub Scout Games - den or pack games just right for 1st graders

Tiger Scout Graces - fun meal graces

Tiger Scout Jokes - funny, gross, and silly jokes for scouts

Tiger Scout Projects - community or conservation projects for your Tiger den

Tiger Scout Recipes - easy recipes you can make with your tigers for fun snacks or on family campouts

Tiger Scout Skits - skits that Tiger Scouts like to do

Tiger Scout Songs - songs for scouts

Tiger Scout Stories - choose stories that Tiger scouts will enjoy and understand

Tiger Scout Uniform - make sure you put all those badges and patches in the right spots

Cub Scout Academics & Sports - extra recognition opportunities

Tiger Scout Schedule - sample schedule of meetings and activities

These skits for Tiger Cub Scouts will help make your scouting program more successful. Your volunteer time is greatly appreciated and everything you do now to help your boys will make a difference down the road. Please let us know if you have additional skit ideas that we can share with other boy scout volunteers.

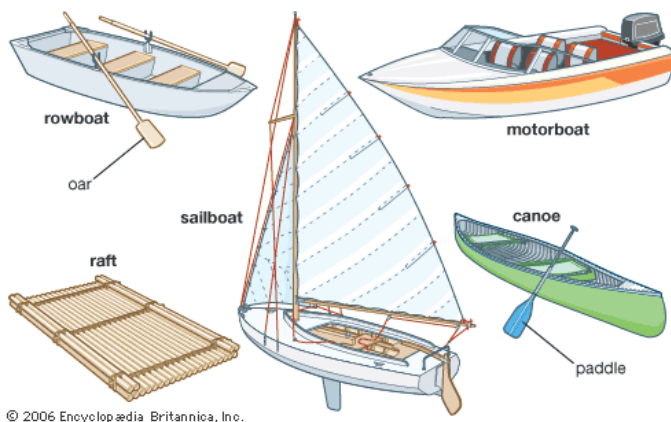
## Tiger Elective Adventure: Floats and Boats



1. Identify five different types of boats.
2. Build a boat from recycled materials, and float it on the water.
3. With your den, say the SCOUT water safety chant.
4. Play the buddy game with your den.
5. Show that you can put on and fasten a life jacket the correct way.
6. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
7. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.

Workbook for use with these requirements: [PDF Format](#) [DOCX Format](#)

### Types of boats



© 2006 Encyclopædia Britannica, Inc.

Five common types of boats are the rowboat, the sailboat, the motorboat, the raft, and the canoe.

*Encyclopædia Britannica, Inc.*

### How to Make a Floating Toy Boat

by Chelsea Fitzgerald

<http://crafts.creativebug.com/make-floating-toy-boat-1683.html>

Making a floating toy boat is an interesting way to recycle products in your home and to create a toy that will delight any small child. Kids love to play with toy boats in bathtubs, mud puddles and any small body of water. The entire family can join in the fun and design fleets of boats to race and perform in friendly competitions. You can even let your dolls or action figures float in the boat and act as a ship captain and crew.

#### Things You'll Need

- Two empty plastic soda or water bottles with lids
- Permanent markers (optional)
- Large rubber bands
- Colored plastic tape or any tape
- Craft knife

Remove the plastic labels from the soda or water bottles. Wash the bottles to ensure that they are clean. Make sure that the lids are tightly screwed on to each bottle.

Decorate the boat. Use permanent markers to color designs on the boat and give your water craft a name.

Wrap the rubber bands around the two bottles. This is to hold them together temporarily while you wrap them with tape.

Wind colored plastic tape around the two bottles so that they form a boat. You should do this at each end. If you don't have colored plastic tape, almost any tape will work except for masking or painters tape.

Cut into the top of the plastic bottles by using a craft knife. Create oval openings so that an action figure, doll or other waterproof creature can sit with their legs inside the boat like in a kayak.

Place the action figures into the oval seat openings so that they are sitting with their legs extended. Now your boat is ready to float across the water.

- You can skip cutting out a hole in the plastic bottles and instead glue a sturdy piece of

cardboard, plastic or lightweight wood to the top of the boat. It should be approximately 4-by 4- inches. You can add small figures to the raft-like structure to serve as a crew on your boat.

- Always use caution when children play near water.

### The Water Safety Chant:

S is “Someone’s Watching” never swim alone!

C is “Check the Rules” know where you can roam!

O is “Only Buddies” should go from the shore

U is “Know what U can do” Don’t do any more!

T is “Tell a grown-up” If someone’s in need!

SCOUT shows safety now you take the lead!

### ●Buddy Tag Game ●

This Game is meant for Cub Scouts.

Required:

Need at least 12 scouts, the more the better

Instructions:

All players except for two form into buddy pairs and link one arm. Pairs spread out over area. There is one player as 'It' and one player being chased - the 'runner'. The 'runner' may run up beside any buddy team and link his arm with one free arm of a buddy. This makes 3 scouts together which is not allowed. So, the member of the buddy team that the 'runner' did not link arms with is now the 'runner'.

'It' can tag the 'runner' at any point. As soon as he is tagged, he is 'It' and 'It' is now the 'runner'.

Usually, the tag is made when someone does not realize a 3rd has joined his team. Be careful about one scout being 'It' for too long. Change the game by having 2 Its and Runners at the same time.

### Make Sure the Life Jacket is Properly Fastened

Once you choose your life jacket and try it on, make sure it is fastened properly. Some children's life jackets have straps that go underneath the person for added stability. Tighten all straps firmly; they should not be loose.

### How to Save an Active Drowning Victim

<http://www.wikihow.com/Save-an-Active-Drowning-Victim>

#### **Determine whether the person is drowning.**

Drowning victims may not thrash their arms and splash around in the water; in fact, they tend to be quiet, making the situation all that much more dangerous. Look for the following signs that someone is in need of immediate help:

- The person is not making forward progress, but is bobbing vertically in the water.
- The person's head goes from being submerged in the water to only briefly coming out before going under again.
- The person is unable to call for help. Someone who looks as though they're having trouble, but isn't yelling for help, may not have enough oxygen to call out.
- The person is floating face-down. This would not be considered an active drowning victim, but a passive one; when someone is unconscious, a different rescue method is required. In this case, call emergency services immediately.

**Shout for help.** No matter your experience or training, having others assist you is a good idea. Yell to others that someone is drowning. If the drowning victim seems to be unconscious, have someone call emergency services immediately. CPR and other drowning first aid may be necessary.

**Decide which rescue method to use.** Remain calm and figure out how you can best rescue the person in need. This is based on where the person is located and what type of body of water he or she is in.

- Is the victim near the edge of a pool, pier or dock? If a person is close enough to grab an arm, leg, paddle, shirt, or other similar item, perform a reaching assist.
- If you have one available, a shepherd's crook can reach someone beyond the range of a reaching assist in a pool or lake.



- Use a ring buoy or other easy to throw rescue device to reach a victim further away from the shore; this is also used in an ocean rescue.
- Dive into the water and swim to the victim as a last resort, when the victim is out of reach.

**Proceed with the rescue.** Stay calm and focused. People who panic are more likely to make mistakes and may also stress out the victim. Call to the victim that you're coming to his or her aid.

**Lie face down on the edge of the pool or dock.** Spread your legs to maintain a stable position. Do not extend yourself beyond a strong position of good balance; if you lean over too far, you'll fall into the water.

- This type of rescue is only helpful if the drowning victim is within reach of the edge of the pool.
- Do not attempt to perform a reaching assist while standing. This puts you in a precarious position, and you'll likely fall into the water.
- Grab an object you can use to extend your reach if the person is a little too far for your arm to reach. Almost anything that can add a few feet to your reach can help; a boat paddle or a rope are also effective if the person is able to grab them.

**Reach toward the victim and hold out your hand.** Inch as far over the water as you can while maintaining a good hold on the solid edge of the pool or dock. You want to reach out your dominant hand, since you'll be using your strength to pull the victim to safety.

**Call to the person to grab your wrist.** Repeat yourself until the victim hears you. Since he or she will be panicked, it may take a few moments for your words to register. Make yourself heard by speaking in a voice that is loud and clear.

- Don't scream at the victim or sound too agitated when you call to him or her. This could increase the victim's panic, making it more difficult for the rescue to work effectively.
- Make sure you tell the person to grab your wrist, and not your hand or fingers, since you could accidentally let go of the victim.

**Grab the person's wrist and pull him or her to safety.** For the strongest possible hold, You should both be grabbing each other's wrists. Pull the person

safely out of the water and gently help him or her get onto dry ground.

**Locate the shepherd's crook.** This is a long metal pole with a hook on the end that can be used either as a handle for the victim to grab, or as a device to wrap around the victim in the event that the victim is unable to hold onto it himself. Many pools and outdoor swimming areas are stocked with this tool.

**Tell people to back away.** Warn other people on the deck to stand away from the end of the stick in case it hits them. You don't want them to interfere with the rescue.

**Stand slightly away from the edge of the deck.** Brace your feet in case the victim pulls on the pole. Be sure you're far enough back that you don't risk getting pulled into the water.

**Hold the hook where the drowning person can reach it.** Call to him or her loudly to grab the hook. If the person is unable to grab it, dip the hooked part further into the water and wrap it around the person's torso, just below his or her armpits. Make sure the hook is not near the person's neck, since this could lead to injury. Aim carefully as it is often difficult to see.

**Pull the person to safely.** Slowly and carefully pull the victim to the side until he or she is close enough for you to use a reaching assist to pull him to the wall.

**Gather the ring buoy (also called a life ring) and the rope.** These can be found at lifeguard stations at pools and outdoor swimming areas. Boats are also equipped with ring buoys, so use this rescue if the incident occurs while you're out in the middle of a body of water.

**Loosely coil the rope in your non-throwing hand.** Step on the end of the rope so that you do not accidentally throw the ring away.

**Use an underhand motion to throw the ring.** Allowing the rope to uncoil freely from your non-throwing hand.

- Aim near the victim, but try not to strike him directly.
- A good goal is to throw the ring just past the victim, then pull it to him or her with the rope.

**Pull the victim to shore once he or she has been reached.**

**Dive in with a buoy.** Do not attempt a swimming rescue without a buoy on hand; a drowning victim's first reaction will be to climb on top of you, so you'll need a flotation device to keep both of you safe and perform the rescue effectively.

- Do not attempt this rescue unless you are a very strong swimmer.

This rescue should be used as a last resort when the victim is drowning in an ocean or lake that is out of reach from the shore.

If you don't have a buoy, go in with a t-shirt or towel that the victim can grab onto.

**Swim to the victim.** Use the freestyle stroke to quickly get to the drowning person. Use proper ocean swimming techniques to avoid getting tossed back in a wave.

**Toss the buoy or rope for the person to grab.** Shout to him or her to grab hold. Remember not to swim right up to the victim, since he or she is likely to push you under the water.

**Swim back to shore.** Move in a straight line back to shore, towing the person behind you. Check back every few paces to make sure he or she is still holding the buoy or rope. Continue swimming until you make it safely back to shore, then exit the water.

### **Tiger Elective Adventure:** **Rolling Tigers**



1. With your den or adult partner, discuss two different types of bicycles and their uses.
2. With your den or adult partner, try on safety gear you should use while riding your bike. Show how to wear a bicycle helmet properly.
3. With your den or adult partner, learn and demonstrate safety tips to follow when riding your bicycle.

4. Learn and demonstrate proper hand signals.
5. With your den or adult partner, do a safety check on your bicycle.
6. With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.
7. Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.
8. Visit your local or state police department to learn about bicycle-riding laws.
9. Identify two jobs that use bicycles.

**Workbook for use with these requirements:** [PDF Format](#) [DOCX Format](#)

<https://cubscouts.org/library/rolling-tigers/>

### **Rationale for Adventure**

In this adventure, Tigers will learn about their bicycles, safety gear, and how to keep safe and have fun while riding.

### **Takeaways for Cub Scouts**

- Increasing responsibility
- Developing confidence
- Following instructions
- Learning rules
- Learning safety skills
- Being observant
- A Scout is obedient. [Tiger Character Compass]

**ADVENTURE Requirements (Tiger Handbook, page 174)**

1. With your den or adult partner, discuss two different types of bicycles and their uses.
2. With your den or adult partner, try on safety gear you should use while riding your bike. Show how to wear a bicycle helmet properly.

3. With your den or adult partner, learn and demonstrate safety tips to follow when riding your bicycle.
4. Learn and demonstrate proper hand signals.
5. With your den or adult partner, do a safety check on your bicycle.
6. With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.
7. Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.
8. Visit your local or state police department to learn about bicycle-riding laws.
9. Identify two jobs that use bicycles.

#### **NOTES TO DEN LEADER**

Meeting 1 will be an introduction to bicycle gear and safety; Tigers can plan to bring their own bikes to the meeting. Meeting 2 will be a den bike hike. Before the hike, check to make sure all the Tigers and adult partners have bikes and safety gear. If not, look into options for borrowing so everyone will have what they need.

Meeting 3 will be a den outing to a state or local police department. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

Safety Equipment: In addition to bikes, each Cub Scout and adult partner will need the safety equipment spelled out in Meeting 1. Make arrangements in advance with families to supply these items, or develop a plan to borrow them.

See the Appendix for optional den meeting activities, including openings, gatherings, and closings.

## **MEETING PLANS**

To get you started in delivering fun and engaging meetings, complete Den Meeting Plans are available here on the Learning Library for the Backyard Jungle and Games Tigers Play adventures. To obtain Den Meeting Plans for all other adventures, Den Leader Guides are available at your local Scout Shop, online at [scoutstuff.org](http://scoutstuff.org), or as an eBook through [Amazon](http://Amazon).

<http://cubscoutideas.com/1058/summer-family-fun-equals-cub-scout-achievement-family-bike-rides/>

### **Summer Family Fun Equals Cub Scout Achievement: Family Bike Rides**

One of the **rites of passage for kids is the day they learn to ride their bikes without training wheels**. As a parent, there's a mix of emotions going on. While it is so exciting to cheer on your child, we can't help but worry about the inevitable skinned knees and elbows. After some practice, **our boys are soon proficient bike riders**.

With the longer days of summer, we have **more opportunities to get outside and ride bikes with our children**. Even if it's just a 20 minute ride around your neighborhood, **the time is well spent**—you've had a chance to bond with your child, your family has gotten a bit of exercise and your son has earned some Cub Scout credit.

If you want to **talk about bike safety** before you hit the road, check out [this article](#). It has links to some great

information from the National Highway Traffic Safety Administration.

<http://cubscoutideas.com/211/bike-safety-printable-activities/>

## Bicycle Safety Printable Activities for Cub Scouts

**Bikes and boys just go together**, and as parents, we want our boys outside exercising as much as possible. But it's important that we and our Cub Scouts both know the **bicycle safety rules for kids**.

One of the **Tiger electives** in the new Cub Scout program, **Rolling Tigers**, is all about bicycle safety.

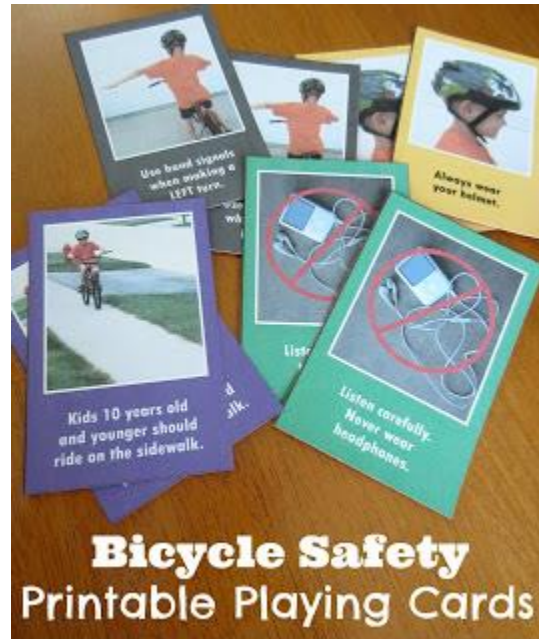
The **Tiger rank is the only one** that includes learning about bike safety for kids, but **all of our boys** need to be reminded about the bicycle safety rules for kids. One way to do this is by having a **bike rodeo at one of your pack meetings**. You can also hold a **community-wide bike rodeo** as your [joining event or round up activity](#).

Whether you're working on Rolling Tigers or planning a Cub Scout bike rodeo, you'll want to use this [great source of information](#) from the National Highway Traffic Safety Administration. The [Bicycle Safety Activity Kit](#) is a site with **fun activities for kids**. They're split by age group. One section is for the 4 to 7 year olds and one for the 8 to 11 year olds. The site also has information for parents and den leaders.

The printable activities include a **safety basics page**, a **word find**, a **crossword puzzle** and a **word scramble** among others. These will make learning bike safety rules for kids fun and easy!

<http://deceptivelyeducational.blogspot.com/2013/07/printable-bicycle-safety-playing-cards.html>

## Printable Bicycle Safety Playing Cards



We got our oldest son a new bicycle two weeks ago. Now that he's feeling more confident on his bike, I want to make sure he's being safe.

Rather than rattle off a litany of rules, which I know he'll forget, I made him a set of playing cards.

I come from a bicycling family, so I was able to seek the expertise of my dad for some help. He provides instruction (and free helmets) to kids a few times a year as a member of my hometown's bicycle club. As an avid cyclist, he takes bicycle safety seriously, and as you can imagine, shares my goal of keeping our boys safe on their bikes.

You can download your own set of bicycle safety printable playing cards [here](#).

To make the cards, print the 3-page PDF on white cardstock. If you're concerned the paper is see-through, spray glue some thin colored paper to the back before cutting out.



Before we played with our bike safety deck of cards, we read *Ride Right* by Jill Urban Donahue. This simple book features loads of safety tips - wearing a helmet, only ride during daylight, use hand signals, and be alert (just to name a few)!

**Go Bicycling!**

With the book done, we shuffled the cards (I printed two sets for our first game). It was time to play "Go Fish" with the two sets of cards. Deal five cards to each player and mix the rest up in the middle between players. Any matches should be removed from players' hands.



Players can either make a match with two cards or, to make it more challenging, a match can have four like cards. Play alternates between players, with each asking each other for the cards they need to make a match.

"Do you have 'Use hand signals when STOPPING'?"

"No. Go bicycling."

At which time the player who asked, draws a card from the pile. If the opponent has the card in question, it is surrendered. With the match in hand, the player gets another turn until there are no more requested cards to hand over.

The player with the most matches wins.

**Bicycle Safety Memory**

With one set of cards (24 cards), players shuffle and lay each out in a grid face down. Players take turns turning over two cards at a time. Like in the Go Bicycling game, when they make a match, pairing two like cards, they get another turn. Cards that are not a match, are flipped back over for the opponent's next turn.



The player to make the most matches wins.

**Safe bicycling, everyone!**



**WOLF**

### Wolf Adventure: Call of the Wild



1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Show how to tie an overhand knot and a square knot.
3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
5. Show or demonstrate what to do:

- a. When a stranger approaches you, your family, or your belongings.
  - b. In case of a natural disaster such as an earthquake or flood.
  - c. To keep from spreading your germs.
6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.
  7. Do the following:
    - a. Recite the Outdoor Code with your leader.
    - b. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
    - c. After your campout, list the ways you demonstrated being careful with fire.

Workbook for use with these requirements: [PDF Format](#) [DOCX Format](#)

<https://cubscouts.org/library/call-of-the-wild/>

### **RATIONALE FOR ADVENTURE**

Many boys join Scouting because they want to go camping. This adventure will introduce Wolves to several camping skills—selecting and bringing gear, participating with their families in campfire shows, and being prepared for bad weather. They will also learn about animals they might see, the Leave No Trace Principles for Kids, tying knots, and how to handle potentially harmful situations.

### **TAKEAWAYS FOR CUB SCOUTS**

- Outdoor essentials
- Identifying animals
- Tying square and overhand knots
- Taking care of themselves in the wilderness

- A Scout is obedient, courteous. [Wolf Character Compass]

### NOTES TO DEN LEADER

For Meeting 3, Wolf Scouts may participate in a pack campout (requirement 1) or an alternative activity as permitted by their chartered organization. Confirm the campout plan with families, including transportation, all the necessary clothing, and any additional items they need to bring. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

If Scouts will instead be going on family campouts, identify locations that will help them complete the requirements for this adventure.

See the Appendix for optional den meeting activities, including gatherings, openings, and closings.

### ◆ Activity 1: Animal Identification (Requirement 3)

- Using photos or illustrations, teach the Scouts how to identify four types of wild animals they may be able to see near their homes or on the campout. If possible, include examples of mammals, birds, insects, reptiles, and amphibians. (See Meeting 1 Resources.)
- Have them go to requirement 3 in their Wolf Handbooks and write the name of each animal and how to identify it.
- Show the boys some additional pictures that look similar, but are clearly not the types of animals that they will see on the campout. Have them pick out the differences.

### ◆ Activity 2: Camping Charades Game

- Have each Scout pick one of the slips of paper they filled out during the Gathering and pretend to be doing that activity while the other boys try to guess what it is. Tell them not to use words or props—only actions—and give them time to plan the charade with help from adult leaders.
- Ideas from this game can be worked into the campfire skit or song the Scouts will perform later with the den or their families (requirement 6). Suggest ways they might do this.

### ◆ Activity 3: Camping Gear

- Discuss with the Scouts what gear they should bring on the campout for their own personal care and comfort, based on where and when they are camping. Don't forget the Cub Scout Six Essentials! (See Meeting 1 Resources.) You should also cover items like tents, sleeping bags, ground cloths, pillows, sleeping pads or mattresses, warm clothes, raincoats, eating utensils, hats or caps, toothpaste, toothbrushes, etc.

### Activity 1: Animal Identification

These tracks may be included as an illustration during the activity.



### ◆ Activity 3: Camping Gear

#### Cub Scout Six Essentials.

Review these items that each Cub Scout should carry in his personal gear when going on hikes or campouts. Suggest getting a small fanny pack or

similar bag to organize the items and make them easy to carry without interfering with normal activities. Emphasize that these items are not intended for play and should be used only when needed.

- First-aid kit—adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
- Water bottle—filled and large enough to last until it can be filled again
- Flashlight—for emergency use only
- Trail food—can be made as a den activity prior to hike or campout
- Sun protection—sunscreen of SPF 30 or greater and a hat
- Whistle—also for emergency use only

### Activity 1: Safety Check (Requirements 4 and 5)

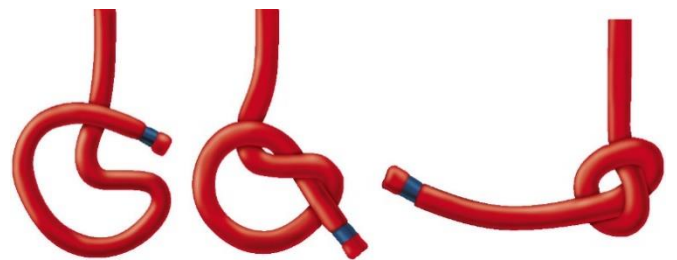
- Discuss what the boys should do if a stranger approaches them or their family members, and call their attention to the tips in the Wolf Handbook (requirement 5a). Another good resource can be found on the National Crime Prevention Council website: [www.npc.org/topics/violent-crime-and-personal-safety/strangers/](http://www.npc.org/topics/violent-crime-and-personal-safety/strangers/). Use the whiteboard and marker to help as you lead the discussion.
- Show the bad weather gear and clothing you collected, and describe how each item might be useful if the weather changes drastically while you are camping.
- Talk about what to do in case a natural disaster occurs during a campout, including each type of disaster listed in the handbook (requirement 5b). Have Wolf Scouts write in their handbooks one thing they can do if any one of those disasters strikes. Don't let the talk get bogged down in hypothetical scenarios—keep it realistic, so the boys can quickly solve the situations. Is your area prone to flooding, earthquakes, wildfires, windstorms,

blizzards, or monsoons? Refer to [www.ready.gov](http://www.ready.gov) or other online resources dealing with disaster preparation and recovery.

### ◆ Activity 2: Knot Tying/Knot Relay Game (Requirement 2)

Show the boys how to tie these two knots, based on the instructions in the Wolf Handbook. Give each boy time to practice and demonstrate what he has learned. Then, if time permits, play the Knot Relay Game.

- **Overhand knot.** This type is used to prevent a rope from going completely through a pulley or a hole. It can also be a starter for tying shoes or be used to keep the end of a rope from unraveling.



- **Square knot.** Also called a reef knot, this can be used to tie two ropes together or to tie packages, rig sails, or tie the ends of a bandage.



- **Knot Relay Game.** Divide Scouts into two teams, each standing in single-file lines. Lay two ropes on the floor about 20 feet from the start line. The first Scout in each team runs to the rope, ties an overhand knot, shows it to a judge, unties it, and runs back to tag the next boy in his team. Once this relay is finished, you can repeat it using square knots.

### ◆ Activity 3: Campfire Show Planning



- Have Wolf Scouts work together to brainstorm some ideas for a campfire show to perform at the upcoming den outing. Ideas can include simple songs, skits, or other creative acts. Help ensure that each Scout is included and has a role in the show. Scouts will practice for the show as a Do-at-Home Project.

### **Activity 1: Animal Identification (Requirement 3)**

Make sure each Scout identifies four different types of animals during the campout and explains how he identified them. Animals can include birds, insects, and other animals.

### **◆ Activity 2: Human Chain Race**

- Have Wolf Scouts line up single file and in two teams. (Have an adult join one of the teams if you have an odd number of boys.) Each player then reaches down between his legs with his right hand and grabs the left hand of the Scout behind him to make one long chain. On the “Go” signal, both teams race forward around an established turning point and back to the finish line. If one of the chains breaks, the team must stop and re-form before continuing.

### **◆ Activity 3: Perform Skit or Song (Requirement 6)**

Have the Scouts perform their skits or songs at the campfire show. Check to make sure any needed props or costumes are ready to go.

<http://scoutermom.com/cubscout/wolf-adventure-call-of-the-wild/>

#### **Camping Checklist for Scouts**

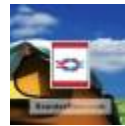
When preparing for a campout, one of the most common questions from less experienced campers is “What should I bring?” This article from Boy’s

Life magazine is a good list of must haves for that campout.



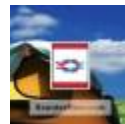
#### **Square Knot Song and Overhand Knot Song**

Marianna from Pack 377 in Fort Meade, MD sent in these two songs which she made up to help teach herWolves about square knots and overhand knots.



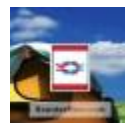
#### **Wolf Den Outing Plan – Call of the Wild: Campout**

Don’t be intimidated by the idea of going camping. If you are a novice, the key is to have some support from somebody who is comfortable “in the wild”.



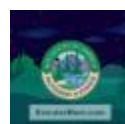
#### **Wolf Den Meeting Plan – Call of the Wild: Safety**

At this Wolf den meeting for the Call of the Wild adventure, Wolves prepare for camping by learning about knots, fire, the Outdoor Code, and Leave No Trace.



#### **Wolf Den Meeting Plan – Call of the Wild: Outdoor Skills**

At this Wolf den meeting for the Call of the Wild adventure, Wolves prepare for camping by learning about knots, fire, the Outdoor Code, and Leave No Trace.



**Cub Scout Outdoor Ethics Awareness Award**

Cub Scouts and their leaders can earn the Outdoor Ethics Awareness award to start learning about being responsible citizens while outdoors.

**Wolf Adventure Requirements: Call of the Wild**

Call of the Wild is one of the Wolf CORE Adventure Requirements. Wolves go camping, learn some Scout skills, think about being prepared for outdoor adventure, and learn about Leave No Trace.

**Fire Safety with Cub Scouts**

I like to review some fire safety rules with my Webelos before the fire is built. That way they all know the expectations.

**The Twelve Days of Camping Song**

Here's another silly song for you. This works well at Christmas (because of the tune) or at camp (because of the theme).

**The Outdoor Code**

Every Scout who is spending time outdoors should be familiar with the Outdoor Code. It is especially important for Webelos, Boy Scouts, and Venturers who are out camping regularly.

**Leave No Trace Frontcountry Guidelines**

Leave No Trace is an outdoor ethics program which encourages responsible use of outdoor resources. The frontcountry guidelines are the guidelines for day-use areas like parks and trails.

**Camping Packing List**

One thing new scouts (and new leaders) often ask the first few times they go camping is "What do I need to bring?" Download a suggested list of personal camping gear.

<http://www.boyscouttrail.com/cub-scouts/wolf-call-wild-adventure.php>

**Ideas for Adventure Requirements:**

1. Ensure everyone is aware and ready to camp by using Campout Checklist to prepare.
2. Practice your knots so you can help the scouts learn. Overhand Knot (half hitch) Square Knot
3. A scout doesn't need to actually see an animal. Animals can be identified by sight, sound, tufts of fur, scat, or tracks. I guess a few, such as skunk, could be identified by smell also.
4. There are many ways to prepare for adverse weather. Rather than a heavy, hot raincoat, an umbrella or light poncho might be a better choice for warm, humid, rainstorms.  
A hotter than expected day can be dangerous, too. Having a wide-brimmed hat, umbrella, or shade tarp available could make a big difference.
5. Read these pages about child safety which is no longer just 'stranger danger' - kidsmartz.org, NCPC.org, free-for-kids.com
6. Communicate with other den leaders to ensure a variety of entertainment since they will all have similar requirements.
7. The Outdoor Code is easier to remember if you start with memorizing the Four Cs -

Clean, Careful, Considerate, and Conservation-minded.

### Den Meeting Ideas for Call of the Wild Adventure:

- Use Licorice Knots activity to combine learning and snack.
- Play UnRavel game.
- The LNT Principles for Kids are listed in the back of the Wolf Handbook. Read details of the principles and implementing them at LNT.org and Outdoor Ethics.
- Sing some of the verses of I Met a Bear song.
- Perform Panther Tracks skit for the Pack.
- Tell Leave a Trace minute to the den.
- Conduct a short version of Hole In My Pack activity
- Learn more about LNT from Leave No Trace Dude.
- Remember to use this Wolf Call of the Wild adventure as a step towards each scout's Outdoor Ethics award.



## BEAR

### Salmon Run



Bear Elective Adventures: Salmon Run

1. Explain the safety rules that you need to follow before participating in boating.
2. Identify the equipment needed when going boating.
3. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
4. Explain the importance of response personnel or lifeguards in a swimming area.
5. Show how to do both a reach rescue and a throw rescue.
6. Visit a local pool or swimming area with your den or family, and go swimming.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. Attempt to earn the BSA beginner swimmer classification.

<http://usscouts.org/advance/cubscout/workbooks/Bear/Salmon-Run.pdf>

Meeting Plans can be found here:

<https://cubscouts.org/wp-content/uploads/2015/05/Salmon-Run.pdf>

### Safety Afloat

<http://www.scouting.org/scoutsource/HealthandSafety/Aquatics/safety-afloat.aspx>

BSA groups shall use Safety Afloat for all boating activities.

Adult leaders supervising activities afloat must have completed Safety Afloat training within the



previous two years. Cub Scout activities afloat are limited to council or district events that do not include moving water or float trips (expeditions). Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft, but do not apply to transportation on large commercial vessels such as ferries and cruise ships. Parasailing (being towed airborne behind a boat using a parachute), kitesurfing (using a wakeboard towed by a kite), and recreational use of personal watercraft (small sit-on-top motorboats propelled by water jets) are not authorized BSA activities.

Safety Afloat training may be obtained from MyScouting.org, at council summer camps, and at other council and district training events. Confirmation of training is required on tour and activity plans for trips that involve boating. Additional guidance on appropriate skill levels and training resources is provided in the *Aquatics Supervision* guide available from council service centers.

#### 1. **Qualified Supervision**

All activity afloat must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the wellbeing and safety of those in his or her care and who is trained in and committed to compliance with the nine points of BSA Safety Afloat. That supervisor must be skilled in the safe operation of the craft for the specific activity, knowledgeable in accident prevention, and prepared for emergency situations. If the adult with Safety Afloat training lacks the necessary boat operating and safety skills, then he or she may serve as the supervisor only if assisted by other adults, camp staff personnel, or professional tour guides who have the appropriate skills. Additional leadership is provided in ratios of one trained adult, staff member, or guide per 10 participants. For Cub Scouts, the leadership ratio is one trained adult, staff member, or guide per five participants. At least one leader must be trained in first aid including CPR. Any swimming done in conjunction with the activity afloat must be supervised in accordance with BSA Safe Swim Defense standards. It is strongly recommended that all

units have at least one adult or older youth member currently trained in BSA Aquatics Supervision: Paddle Craft Safety to assist in the planning and conduct of all activities afloat.

#### 2. **Personal Health Review**

A complete health history is required of all participants as evidence of fitness for boating activities. Forms for minors must be signed by a parent or legal guardian. Participants should be asked to relate any recent incidents of illness or injury just prior to the activity. Supervision and protection should be adjusted to anticipate any potential risks associated with individual health conditions. For significant health conditions, the adult supervisor should require an examination by a physician and consult with parent, guardian, or caregiver for appropriate precautions.

#### 3. **Swimming Ability**

Operation of any boat on a float trip is limited to youth and adults who have completed the BSA swimmer classification test. Swimmers must complete the following test, which must be administered annually.

Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

For activity afloat, those not classified as a swimmer are limited to multiperson craft during outings or float trips on calm water with little likelihood of capsizing or falling overboard. They may operate a fixed-seat rowboat or pedal boat accompanied by a buddy who is a swimmer. They may ride in a canoe or other paddle craft with an adult swimmer skilled in that craft as a buddy. They may ride as part of a group on a motorboat or sailboat operated by a skilled adult.

#### 4. **Life Jackets**

Properly fitted U.S. Coast Guard–approved life jackets must be worn by all persons engaged in boating activity (rowing, canoeing, sailing,

boardsailing, motorboating, waterskiing, rafting, tubing, and kayaking). Type III life jackets are recommended for general recreational use.

For vessels over 20 feet in length, life jackets need not be worn when participants are below deck or on deck when the qualified supervisor aboard the vessel determines that it is prudent to abide by less-restrictive state and federal regulations concerning the use and storage of life jackets, for example, when a cruising vessel with safety rails is at anchor. All participants not classified as swimmers must wear a life jacket when on deck underway.

Life jackets need not be worn when an activity falls under Safe Swim Defense guidelines—for example, when an inflated raft is used in a pool or when snorkeling from an anchored craft.

#### **5. Buddy System**

All participants in an activity afloat are paired as buddies who are always aware of each other's situation and prepared to sound an alarm and lend assistance immediately when needed. When several craft are used on a float trip, each boat on the water should have a "buddy boat." All buddy pairs must be accounted for at regular intervals during the activity and checked off the water by the qualified supervisor at the conclusion of the activity. Buddies either ride in the same boat or stay near each other in single-person craft.

#### **6. Skill Proficiency**

Everyone in an activity afloat must have sufficient knowledge and skill to participate safely. Passengers should know how their movement affects boat stability and have a basic understanding of self-rescue. Boat operators must meet government requirements, be able to maintain control of their craft, know how changes in the environment influence that control, and undertake activities only that are within their personal and group capabilities.

Content of training exercises should be appropriate for the age, size, and experience of the participants, and should cover basic skills on calm water of limited extent before proceeding to advanced skills involving current, waves, high winds, or extended distance. At a minimum, instructors for canoes

and kayaks should be able to demonstrate the handling and rescue skills required for BSA Aquatics Supervision: Paddle Craft Safety. All instructors must have at least one assistant who can recognize and respond appropriately if the instructor's safety is compromised.

Anyone engaged in recreational boating using humanpowered craft on flatwater ponds or controlled lake areas free of conflicting activities should be instructed in basic safety procedures prior to launch, and allowed to proceed after they have demonstrated the ability to control the boat adequately to return to shore at will.

For recreational sailing, at least one person aboard should be able to demonstrate basic sailing proficiency (tacking, reaching, and running) sufficient to return the boat to the launch point. Extended cruising on a large sailboat requires either a professional captain or an adult with sufficient experience to qualify as a bareboat skipper.

Motorboats may be operated by youth, subject to state requirements, only when accompanied in the boat by an experienced leader or camp staff member who meets state requirements for motorboat operation. Extended cruising on a large power boat requires either a professional captain or an adult with similar qualifications.

Before a unit using human-powered craft controlled by youth embarks on a float trip or excursion that covers an extended distance or lasts longer than four hours, each participant should either receive a minimum of three hours training and supervised practice, or demonstrate proficiency in maneuvering the craft effectively over a 100-yard course and recovering from a capsized.

Unit trips on whitewater above Class II must be done either with a professional guide in each craft or after all participants have received American Canoe Association or equivalent training for the class of water and type of craft involved.

#### **7. Planning**

Proper planning is necessary to ensure a safe, enjoyable exercise afloat. All plans should include a scheduled itinerary, notification of

appropriate parties, communication arrangements, contingencies in case of foul weather or equipment failure, and emergency response options.

**Preparation.** Any boating activity requires access to the proper equipment and transportation of gear and participants to the site. Determine what state and local regulations are applicable. Get permission to use or cross private property. Determine whether personal resources will be used or whether outfitters will supply equipment, food, and shuttle services. Lists of group and personal equipment and supplies must be compiled and checked. Even short trips require selecting a route, checking water levels, and determining alternative pull-out locations. Changes in water level, especially on moving water, may pose significant, variable safety concerns. Obtain current charts and information about the waterway and consult those who have traveled the route recently.

**Float Plan.** Complete the preparation by writing a detailed itinerary, or float plan, noting put-in and pullout locations and waypoints, along with the approximate time the group should arrive at each. Travel time should be estimated generously.

**Notification.** File the float plan with parents, the local council office if traveling on running water, and local authorities if appropriate. Assign a member of the unit committee to alert authorities if prearranged check-ins are overdue. Make sure everyone is promptly notified when the trip is concluded.

**Weather.** Check the weather forecast just before setting out, and keep an alert weather eye. Anticipate changes and bring all craft ashore when rough weather threatens. Wait at least 30 minutes before resuming activities after the last incidence of thunder or lightning.

**Contingencies.** Planning must identify possible emergencies and other circumstances that could force a change of plans. Develop alternative plans for each situation. Identify local emergency resources such as EMS systems, sheriff's departments, or ranger stations. Check your primary communication system, and identify backups, such as the

nearest residence to a campsite. Cell phones and radios may lose coverage, run out of power, or suffer water damage.

#### 8. **Equipment**

All craft must be suitable for the activity, be seaworthy, and float if capsized. All craft and equipment must meet regulatory standards, be properly sized, and be in good repair. Spares, repair materials, and emergency gear must be carried as appropriate. Life jackets and paddles must be sized to the participants. Properly designed and fitted helmets must be worn when running rapids rated above Class II. Emergency equipment such as throw bags, signal devices, flashlights, heat sources, first-aid kits, radios, and maps must be ready for use. Spare equipment, repair materials, extra food and water, and dry clothes should be appropriate for the activity. All gear should be stowed to prevent loss and water damage. For float trips with multiple craft, the number of craft should be sufficient to carry the party if a boat is disabled, and critical supplies should be divided among the craft.

#### 9. **Discipline**

Rules are effective only when followed. All participants should know, understand, and respect the rules and procedures for safe boating activities provided by Safety Afloat guidelines. Applicable rules should be discussed prior to the outing and reviewed for all participants near the boarding area just before the activity afloat begins. People are more likely to follow directions when they know the reasons for rules and procedures. Consistent, impartially applied rules supported by skill and good judgment provide steppingstones to a safe, enjoyable outing.

### **Coastie the Safety Boat for Cub Scouts**

[http://auxbdeptwiki.cgaux.org/index.php/Coastie\\_the\\_Safety\\_Boat\\_for\\_Cub\\_Scouts](http://auxbdeptwiki.cgaux.org/index.php/Coastie_the_Safety_Boat_for_Cub_Scouts)



*Coastie* is a robotic cartoon character used by the Coast Guard Auxiliary to assist with teaching recreational boating safety to younger audiences. As such he is a natural for helping the local Auxiliary Flotilla engage Cub Scouts in a fun discussion of boating safety.

1. Organize this event through the right leader, the Cubmaster. To get the best participation, you need a full Pack meeting with Cubs from all of the Dens. The Cubmaster's name and contact information is readily available from the local District Executive. Call the [local council office](#) and ask to speak to the "D.E." (District Executive) for your town.
2. Whenever possible, bring together two Packs into a special, combined Pack meeting and have one of the Packs host the event. Most Packs have about 30 Cub Scouts. We got twice the number of scouts with combined meetings.
3. It takes time to put on a Coastie event. The more scouts you can present him to at once, the better. For a 45 minute to an hour presentation, it takes about 4~5 hours for each Auxiliarist with travel, setup, actual event, breakdown, and return travel.

### Travel Safety Checklist for Cub Scouts

<http://scoutermom.com/4682/travel-safety-checklist-cub-scouts/>

#### When traveling by car

- Always wear a seatbelt. There should be one seatbelt for each person. Never buckle two people in with one belt.
- Never ever ride in the cargo area of a van, station wagon, or pickup truck.
- Don't distract the driver. Take some toys or games to keep yourself occupied so the driver can focus on driving.
- Don't travel in a car which is not in good repair.
- Be aware of what is going on around you, especially when you are entering and exiting the car.
- When exiting a car parked on a road, always exit on the side next to the sidewalk or the shoulder of the road. Never exit on the side which has traffic driving past.

#### When traveling by public transportation (plane, train, bus, boat, etc.)

- Always stay with your group. Pay special attention to this when boarding and leaving.
- If you need to use the restroom, take an adult with you.
- Have a designated place to meet, just in case you do become separated.
- Have your parents point out the people who can help you, like security officers or attendants.
- Keep your parent's contact information in your pocket.
- Only talk to other passengers if your parents are with you. Don't give other passengers personal information about yourself (last name, phone number, etc) when you are talking to them.
- Keep your luggage stowed where it belongs. Make sure anything valuable is stored out of sight.
- Never take anything which resembles a weapon on public transportation. If you have your pocketknife with you, it should be packed in your luggage and never taken out.
- Be aware of what is going on around you. Pay attention to any rules which are explained by the attendants.

#### BSA Swim Test

[http://meritbadge.org/wiki/index.php/BSA\\_Swim\\_Test](http://meritbadge.org/wiki/index.php/BSA_Swim_Test)

## Requirements

### Swimmer

- Jump feet first into water over the head, level off, and begin swimming.
- Swim 75 yards in a strong manner using one or more of the following strokes: side, breast, trudgen, or crawl. Swim 25 yards using an easy, resting backstroke.
- The 100 yards must be completed without stops and must include at least one sharp turn.
- Rest by floating...Long enough to demonstrate ability to rest when exhausted.

### Beginner

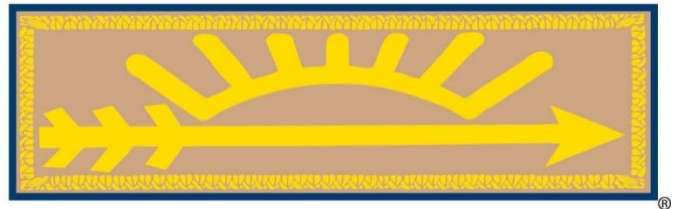
- Jump feet first into water over the head, level off, and begin swimming.
- Swim 25 feet on the surface.
- Stop, turn, and resume swimming back to the starting place.

### Non-Swimmer

- Did not complete either of the swimming tests.



## WEBELOS CORE



## ARROW OF LIGHT CORE AQUANAUT

Do These:

1. Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using a backstroke.
2. Stay in the water after the swim and float on your back and your front, and demonstrate survival floating.
3. Put on a personal flotation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.

And Do **Three** of These:

4. Do a front surface dive and swim under water for four strokes before returning to the surface.
5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
6. With an adult on board, show that you know how to handle a rowboat.
7. Pass the BSA "Swimmer" test:
  - Jump feet-first into water over the head in depth, level off, and begin swimming.
  - Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
  - Then swim 25 yards using an easy, resting backstroke.
  - After completing the swim, rest by floating.
8. While you are a Webelos Scout, earn the [Cub Scout Sports belt loop for swimming](#).

Note: For requirement 8, you must earn the [Swimming Belt Loop](#) while you are a Webelos Scout. (even if you earned it while in a Cub Scout Den).

## Webelos Aquanaut Ideas

### Den Activities

- Discuss the importance of the buddy swimming system.



- Have a demonstration of mask, fins, and snorkel by an expert.
- Take the den swimming. Let them try to pass the 100-foot requirements, and surface dive and snorkel optional requirements.
- If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give boys a chance to practice the methods. Invite parents to come along.
- Teach the four basic rescue methods. Let boys' practice reaching and throwing a lifeline for rescue.
- Practice rescue breathing on dummy.
- Go to a swim meet or diving exhibition.
- Go to a canoe or sailboat race.
- Invite an expert to explain how to handle emergencies in the water. (Contact a swim instructor, the YMCA or Coast Guard)
- Visit a boat yard.
- Have a quiz on boat safety rules.
- Study the safe swim defense plan.
- Learn about water pollutants in lakes and rivers in the area. How do they affect water consumption and recreation?
- At the end of the month, have a family splash party where Webelos Scouts can demonstrate proficiency in swimming, snorkeling, boating, and water rescue. Include games that the whole family will enjoy playing.
- Have a pack meeting at a local pool.
- Have a splash party for your Webelos and allow them to bring their friends (a good recruiting idea). Alternately, have a parent and scout swim coupled with swim tests and instruction in fins, mask and snorkel.
- Know the rules of small-boat safety and practice at a local body of water. Watch the sun set from offshore.
- Invite a scuba diving expert to a den meeting to tell about his equipment and activities.
- Ask Boy Scouts to demonstrate and teach water rescue techniques.
- Use squirt guns to put out candle flames.
- Try to drive a nail into a piece of wood underwater in a washtub.
- Have a water sponge fight. A big bucket of water and everyone gets two sponges to throw. Less messy to cleanup than balloons.

- Have a bottle cap war. Give each scout a bottle cap. Set out a bucket with a large circle around it to denote the free zone. Scouts fill their bottle caps and go splash others outside the circle.

## Aquanaut Games

### Aqua Hunt

Scatter diving rings all over the pool bottom. On signal, players put on masks, fins, and snorkels and begin search. The one who retrieves the most rings wins.

### Flapping Fins Race

On signal, players put on fins (no masks or snorkels) and race to the other side of the pool and back.

### Table Waiter Race

Each swimmer carries a paper plate with a cork on it. He starts in the water and goes toward the finish line with the plate held at shoulder level with one hand. He may replace the cork if it falls off.

**Guess the Rule** On separate slips of paper, write the 8 Safe Swim Defense rules (see Guide to Safe Scouting or the Webelos book). Put the slips in a bag and ask the first scout to pick one. He reads his directions silently and pantomimes the action. The player who first guesses what he is doing becomes the next performer.

### Nuts And Bolts

Materials: 1-inch diameter bolt and nut for each team. 4 foot string and balloon for each team. Also, a judge in the water for each team is helpful. Blow up the balloon but not too full. Tie the balloon to one end of the string and the head of the bolt to the other. Thread the nut all the way onto the bolt. Toss the bolt for each team out into the water at about 3 feet deep and spaced well apart.

On GO signal, first scout from each team runs into the water if playing in a lake, or jumps in if in a swimming pool.

Scout goes to bolt, goes underwater to unthread the nut, and brings it up.

When the judge gives him the go-ahead signal, he goes back underwater and threads the nut all the way onto the bolt and brings it up.

When the judge gives him the go-ahead signal, he

drops the bolt and tags the next scout.

**Find The Number**

About twenty large, flat rocks are plainly marked on both sides with numbers ranging from one to five. Drop the rocks into water from two to six feet deep, depending on the swimming ability of your group. On GO signal, everyone brings back as many numbered rocks as possible to his position on shore. Only one rock may be carried at a time.

The player who collects the highest total when the numbers on his rocks are added up is the winner.

**Alternative:** Add a letter to one side of each rock when painting them. Have every scout retrieve 3 or 4 rocks. Then, randomly choose a letter from a bag and the scout with that letter wins a prize.

**Life Preserver Throw**

Throw a weight attached to a rope. Award points for distance and accuracy.

**Pool Volleyball**

Stretch a rope across the pool and play volleyball using a large beach ball.