
Ready, Set, Scout!

**Meetings, Adventures, and
Resources for Your First 3 Months**



The Cub Scout Motto: "Do Your Best!"





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Welcome to Cub Scouts!



We're so glad you're here! Cub Scouts is a family-centered program built on fun, friendship, and growth - where kids learn by doing, parents lead alongside them, and everyone is encouraged to do their best. This guide is designed to help you get started with confidence by giving you a clear roadmap for the first three months of your Pack's journey. Feel free to use this as written, as inspiration, or as a jumping off point. Inside, you'll find a pre-built calendar for your first three months as a Pack, complete with step-by-step plans for running meetings, an overview of Cub Scout rank requirements, games and activities, and resources for it all.

Use this guide as a starting point, not a rulebook - make your Pack your own, lean into your families' strengths, and don't hesitate to reach out to the Scouting Colorado team when you need support. You're not expected to be an expert on day one; just show up, have fun, and do your best.



Common Terms



ADVENTURE

An Adventure is a set of activities and requirements Cub Scouts complete to learn skills, try new things, and have fun. Adventures are the core of the Cub Scout program and are how Cub Scouts earn their rank.

BOBCAT

The first Adventure earned by every Cub Scout earns.

COMMITTEE

A group of adults who support the Pack behind the scenes. They handle planning, finances, registration, and logistics so Den Leaders and the Cubmaster can focus on working with the Cub Scouts.

COUNCIL

The larger Scouting organization that supports Packs and Troops in a region and supports multiple Districts. It provides camps, events, training, and resources that help local Scouting units succeed. Our Council is called the Greater Colorado Council or simply referred to as Scouting Colorado.

CUBMASTER

The main leader of the Pack. They run Pack meetings, support Den Leaders, and help create a fun, welcoming experience for all Cub Scouts and families.

DEN

A small group of Cub Scouts who are in the same grade (or rank). Dens meet regularly to work on Adventures together and are the core of a Cub Scout's experience.

DEN LEADER

An adult volunteer who plans and leads Den meetings. They guide Cub Scouts through Adventures and help them progress through the program.

DISTRICT

A local group of Packs and Troops in nearby communities. It offers hands-on support, local events, and training for leaders and families.

DISTRICT EXECUTIVE

A professional Scouting staff member who supports Packs, Troops, and volunteers in a local area. They help provide the Packs and Troops with resources, answers to their questions, training, and community connections.

PACK

The full Cub Scout unit made up of multiple Dens, led by the Cubmaster and supported by the Committee. Pack meetings and events bring all Cub Scouts and families together.

RANK

The level a Cub Scout earns by completing Adventures for their grade. Each grade has its own rank, and Cub Scouts earn a new Rank each year.



Months At-A-Glance

Month 1

Month 1: _____

Welcome & Scout Foundations

Pack Meeting: Welcome to Cub Scouts!

Date: _____

- Icebreakers & get-to-know-you games
- What Cub Scouts is
- Introduce Scout Oath & Law

Den Meeting: Bobcat Requirement

Date: _____

- Lion: "Bobcat"
- Tiger: "Bobcat"
- Wolf: "Bobcat"
- Bear: "Bobcat"
- Webelos: "Bobcat"
- Arrow of Light: "Bobcat"

Den Meeting: Fun & Games Adventures

Date: _____

- Lion: "On Your Mark"
- Tiger: "Tiger-Iffic!"
- Wolf: "Paws of Skill"
- Bear: "Marble Madness"
- Webelos: "Yo-Yo"
- Arrow of Light: "High Tech Outdoors"

Pack Meeting: Bobcat Celebration

Date: _____

- Opening Ceremony
- Bobcat Recognition
- Fun Pack-wide game or craft
- Introduce next month's theme

Monthly Committee Meeting

Date: _____

- Confirm leadership, meeting logistics, and registraton status of all Scouts
- Review the starter calendar and immediate next steps

Months At-A-Glance

Month 2

Month 2: _____

Citizenship & Character

Pack Meeting: Citizenship Kickoff

Date: _____

- Flag etiquette and respect
- Community helpers
- Service planning table

Den Meeting: Citizenship Requirement

Date: _____

- Lion: "King of the Jungle"
- Tiger: "Team Tiger"
- Wolf: "Council Fire"
- Bear: "Paws for Action"
- Webelos: "My Community"
- Arrow of Light: "Citizenship"

Den Meeting: Character Adventures

Date: _____

- Lion: "Pick My Path"
- Tiger: "Good Knights!"
- Wolf: "Cubs Who Care"
- Bear: "Critter Care"
- Webelos: "Aware and Care"
- Arrow of Light: "Into the Wild"

Pack Meeting: Our Place in the Community

Date: _____

- Opening ceremony led by Scouts
- Each Den shares what they learned
- Community Tree Activity
- Present a Pack service project for the following month

Monthly Committee Meeting

Date: _____

- Check in on how meetings are going and share responsibilities
- Plan upcoming Pack activities and support Den Leaders

Months At-A-Glance

Month 3

Month 3: _____

Science & Engineering

Pack Meeting: Engineers & Explorers

Date: _____

- Opening ceremony led by Scouts
- Pack Activity: Float, Build, Test
- Pack Activity: Build-a-Bridge

Den Meeting: Engineering Adventures

Date: _____

- Lion: "Build It Up, Knock It Down"
- Tiger: "Designed by Tiger"
- Wolf: "Air of the Wolf"
- Bear: "Baloo the Builder"
- Webelos: "Build It"
- Arrow of Light: "Engineer"

Den Meeting: Earth Science Adventures

Date: _____

- Lion: "Ready, Set, Grow"
- Tiger: "Sky is the Limit!"
- Wolf: "Digging in the Past"
- Bear: "Super Science"
- Webelos: "Earth Rocks!"
- Arrow of Light: "Into the Woods"

Pack Meeting: Raingutter Regatta!

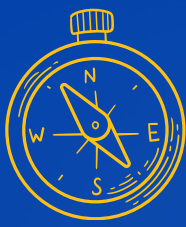
Date: _____

- Opening ceremony led by Scouts
- Month-in-review
- Raingutter Regatta Pack celebration

Monthly Committee Meeting

Date: _____

- Check in on how meetings are going and share responsibilities
- Plan upcoming Pack activities and support Den Leaders



Month 1



Month 1, Week 1, Pack Meeting

Welcome to Cub Scouts!

Date: _____

Pre-Meeting

- As families arrive, greet everyone personally. Name tags for Scouts and adults are recommended. Provide simple activity stations for families who arrive early - coloring sheets, LEGOS, etc.



Welcome

- Have everyone stand in a large circle.
- Cubmaster: *"Welcome to Cub Scouts! We're so glad you're here. Tonight is about having fun, meeting new friends, and learning what Cub Scouts is all about!"*
- Introduce yourself and any other leaders and briefly explain the night *"We'll play games, learn a little bit about Scouts, and get excited for what's ahead."*

Get to Know You Game #1

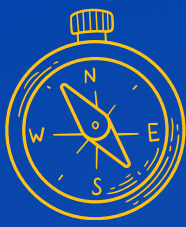
- Name and Motion
 - Everyone stands in a circle
 - One at a time: "My name is _____ and I like to _____!"
 - Everyone repeats the name and motion.
 - Tips: Leaders go first, keep it fast and silly, and all ages can participate.

What is Cub Scouts?

- "Cub Scouts is about having fun, learning new things, helping others and doing our best. We camp, play games, learn skills, and try new things together. Kids learn by doing, and parents are part of the adventure too!"
- Key points: Cub Scouts is a family-centered program, organized by age (Dens). Parents lead the program, and the more parent helpers there are, the stronger the Pack. Everyone does their best!

Get to Know You Game #2

- Find Someone Who... (Scout Edition)
 - Give each Scout a simple list:
 - Has been camping
 - Likes to hike
 - Is excited to try Cub Scouts
 - Wants to learn how to fish
 - Scouts mingle and find someone who matches each one.



Month 1



Month 1, Week 1, Pack Meeting

Welcome to Cub Scouts!

Date: _____

Scout Oath & Law

- *“The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries”*
- Explain what the different points of the Scout Law mean.

Scout Oath :

On my honor, I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

Scout Law:

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent

Scout Law Charades

- Choose 4-6 points of the Scout Law. Leaders or Scouts act them out. Audience guesses. After each one, ask *“What does that look like in real life?”*

Expectation Setting

- For Scouts: Be kind, listen when others talk, have fun, try your best, etc.
- For Parents: The Pack is successful when families help. You don't have to know everything, and we'll learn together. This is also a great time to pass out the calendar for the next three months.

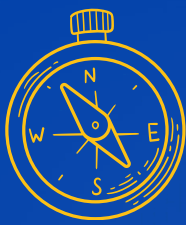
Big Pack Game

- One or two players are “it.” If tagged, freeze. To unfreeze: name a point of the Scout Law OR say one way to be kind or helpful.

Closing / Reflection

- Teach the Scout sign.
- Preview what's next.
- Thank families for being part of the Pack, and congratulate Scouts for completing their very first meeting!





Month 1



Month 1, Week 2, Den Meeting

Bobcat Requirement

Date: _____

Lion - Bobcat Adventure



Tiger - Bobcat Adventure



Wolf - Bobcat Adventure



Bear - Bobcat Adventure

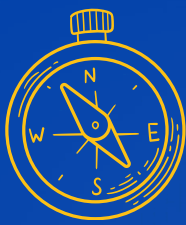


Webelos - Bobcat Adventure



Arrow of Light
Bobcat Adventure





Month 1



Month 1, Week 3, Den Meeting Fun & Games Adventures

Date: _____

Lion - On Your Mark



Tiger - Tiger-Iffic!



Wolf- Paws of Skill



Bear- Marble Madness

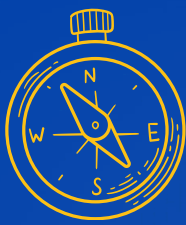


Webelos - Yo-Yo



Arrow of Light
High Tech Outdoors





Month 1



Month 1, Week 4, Pack Meeting

Bobcat Celebration

Date: _____

Pre-Meeting

- As families arrive, greet everyone personally. Provide simple activity stations for families who arrive early - coloring sheets, LEGOS, etc.

Opening

- Call the Pack to attention
- Present the colors
- Recite the Pledge of Allegiance

Welcome

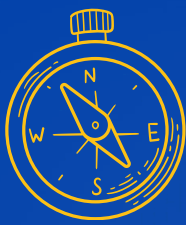
- Cubmaster: *“Welcome to our Bobcat Celebration! Over the past few weeks, our Scouts have learned what it means to be a Cub Scout - our values, our promises, and how we treat others. Tonight, we get to celebrate their very first achievement!”*
- Briefly explain:
 - Bobcat is earned by every Cub Scout
 - It represents learning the foundations of learning.

Scout Oath & Law Review

- The whole Pack recites the Scout Oath & Law together.
- Ask 3-4 Scouts (or Dens) to share:
 - One part of the Law they remember
 - What “do your best” means to them

Bobcat Relay

- **Materials:** One set of the 12 points of the Scout Law and one set of the Scout Oath printed and cut apart.
- **Set-up:** Create 5 stations around the room
 - Scout Sign
 - Each team demonstrates the sign.
 - Scout Salute
 - Each team demonstrates the salute.
 - Scout Law
 - Scouts work together and place the 12 points of Scout Law into correct order.
 - Scout Oath
 - Scouts work together and place the sentences of the Scout Oath into correct order.
 - Scout Handshake
 - Each Scout performs the handshake with a leader.
- Each team starts at a station. At each station they must complete a challenge before moving on. Goal is to complete all 5 stations!



Month 1



Month 1, Week 4, Pack Meeting

Bobcat Celebration

Date: _____

Recognition Ceremony

- Call each Den up individually
- Den Leader shares their experience with their respective Bobcat Adventure and their elective from Week 3.
- Cubmaster presents pins / beltloops / recognition cards
- Optional: parents help pin the badge on their Scout
- Cubmaster: *“The Bobcat Adventure teaches us who we are as Scouts. Adventures with fun and games teach us how we work together. Every meeting builds on the last, and this is just the beginning of your Scouting journey.”*

What Comes Next

- Overview:
 - Scouts will work on Adventures by Den
 - Many Adventures can be finished at home with family.
 - Families will continue to help make this Pack their own.
- Mention:
 - Next Pack meeting theme.
 - Any upcoming activities or events.
 - Make sure all youth and adults are registered.



Cub Scout Fun Fact!

The Cub Scout sign, made with the index and middle fingers extended in a V shape, symbolizes the ears of an alert wolf, representing readiness and awareness!

Big Pack Game

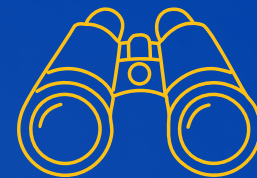
- Choose something cooperative and energetic, such as:
 - Scout Law Relay
 - Sharks & Minnows (Scout-themed)
 - Human Knot
 - Freeze tag with Scout Law words

Closing / Reflection

- Thank families for being part of the Pack
- Reminders for next time
- Optional Cubmaster reflection on kindness or helping others.



Month 2



Month 2, Week 1, Pack Meeting Citizenship Kickoff

Date: _____

Pre-Meeting

- As families arrive, greet everyone personally.
- Set up a table with paper, markers/crayons, and stickers/ Give Scouts the prompt: “draw someone in your community that helps others.”

Opening

- Call the Pack to attention
- Present the colors
- Recite the Pledge of Allegiance
 - Teaching moment: *“When we stand for the flag, we are showing respect for our country and for each other.”*

Welcome

- Cubmaster: *“This month, we’re going to learn about citizenship and community – what it means to be part of something bigger than ourselves. Being a good citizen doesn’t mean you have to be grown up. Cub Scouts learn how to help, respect others, and make their community better right now.”*

Flag Ceremony
Resources



Flag Etiquette & Respect

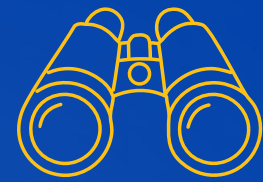
- Cover:
 - How to stand respectfully
 - Scout salute vs Scout sign
 - Why we treat the flag with care
 - How to do a traditional flag ceremony
- Make it interactive:
 - Ask Scouts to demonstrate the salute
 - Practice folding the flag
 - Practice a flag ceremony
- Leaders: Choose a Den Order for the next few meetings on which Den holds the flag ceremony

Who Helps Our Community?

- Cubmaster: *“Every community has people who help make it a great place to live. Some help us stay safe, some teach us new things, some keep our parks clean, and some help when there's an emergency.”*
- *“Communities work because people use their talents and skills to help others.”*
- *“Today, we're going to put our community knowledge to the test! I'm going to give you some situations, and your job is to figure out which community helper would be the best person to help.”*



Month 2



Month 2, Week 1, Pack Meeting Citizenship Kickoff

Date: _____

Community Helpers Relay Game

- **Materials:**
 - Community helper cards or pictures:
 - Firefighter, teacher, doctor, librarian, police officer, EMT, etc.
 - Scenario cards
 - “Someone is hurt.”
 - “There’s a fire.”
 - “You need a book.”
 - “A pet is sick.”
 - “A package needs to be delivered.”
- **Set-Up:**
 - Place community helper cards on one side of the room and scenario cards on the other.
- Divide Scouts into teams or Dens
- Read a scenario out loud
- One Scout from each team races to select the community helper who would best help in that situation.
- High energy, lots of fun!

Cub Scout Fun Fact!

The Cub Scout uniform features blue, symbolizing truth and loyalty, and gold, representing sunlight and cheer.

Service Planning

- Set up one or two tables with poster paper, markers, sticky notes, etc.
- Prompt Scouts and families with simple questions:
 - Who needs help in our community?
 - How can we make a difference?
 - What are ways kids can help?
 - What would be fun and helpful?
- Examples:
 - Park clean-up, food drive, thank you cards, helping another Pack or Troop, etc.

What Comes Next

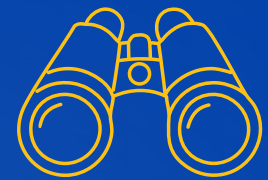
- Dens will work on citizenship requirements
- Scouts will explore how they care for others
- A Pack service project will be chosen soon

Closing / Reflection

- Simple reflection: “One way I can be a good citizen this week is...”
- Have Scouts raise hands to answer
- Thank families and announce any upcoming events or reminders
- Close with Scout sign



Month 2



Month 2, Week 2, Den Meeting

Citizenship Requirement

Date: _____

Lion - King of the Jungle



Tiger - Team Tiger



Wolf- Council Fire



Bear- Paws for Action



Webelos - My Community

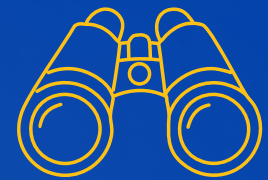


Arrow of Light
Citizenship





Month 2



Month 2, Week 3, Den Meeting

Character Adventures

Date: _____

Lion - Pick My Path



Tiger - Good Knights



Wolf- Cubs Who Care



Bear- Critter Care



Webelos - Aware and Care

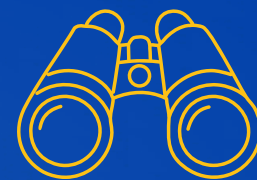


Arrow of Light
Into the Wild





Month 2



Month 2, Week 4, Pack Meeting Our Place in the Community

Date: _____

Pre-Meeting

- As families arrive, greet everyone personally.
- Coloring sheets, LEGOS, paper airplanes, etc.

Opening

- Have one pre-chosen Den do the flag ceremony
- Recite the Pledge of Allegiance
 - *"When we show respect, we show we care about our community."*
- Announcements or reminders

Welcome

- Cubmaster: *"Welcome, Scouts and families! We're excited to have everyone here tonight for our final Citizenship and Community Pack Meeting. Over the past month, each Den has been learning what it means to be a good citizen, not just in our country, but in our homes, our schools, and our neighborhoods."*
- *"They've explored ways to help others, care for their communities, show respect, and make a positive difference in the world around them."*
- *"Tonight, we're going to celebrate what each Den has learned and hear about the ways our Scouts can continue making a difference!"*

Den Presentations

- All Dens have a chance to present what they learned while completing the Citizenship Adventure and/or their respective character elective adventure
- Recognize the earning of Adventures
- Can either be verbally or with the physical award. Praise effort and participation. Even if awards come later, say "you've earned it!"

Pack Game

Cub Scout
Fun & Games
Archive

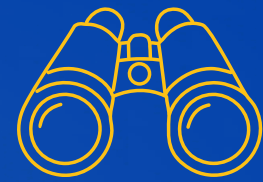


Group Reflection

- Gather everyone together and ask *"What did you learn about being a good citizen? About being a good person? How can kids make a difference?"*
- Have 1 Scout per Den answer
- *"Communities become stronger when people care about one another. Every Scout here has the ability to make a difference through kindness, service, and leadership!"*



Month 2



Month 2, Week 4, Pack Meeting Our Place in the Community

Date: _____

Service Project Announcement

- Introduce a simple Pack service project for the following month.
 - Examples: park clean-up, food drive, thank you cards for community helpers, project for your chartering organization, etc.
- Take inspiration from the ideas the Scouts created during the first Pack meeting of the month.
- Explain how this is the next step of everything they've learned.
- Ask for parent volunteers and commitment to help with the service project.



Community Tree Activity

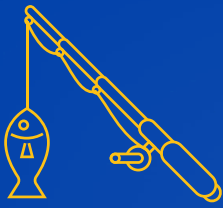
- **Materials:**
 - Large paper tree trunk (butcher paper, poster board, or flip chart paper)
 - Paper leaves (one per Scout)
 - Markers
 - Tape or glue sticks
- **Set-up:**
 - Display the tree trunk on a wall or table.
 - Give each Scout a paper leaf.
 - Ask Scouts to write:
 - Their name.
 - One way they can help others.
 - One thing they appreciate about their community.
- Invite Scouts to add their leaf to the tree

What Comes Next

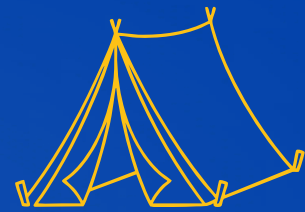
- The Pack service project
- Next month is full of hands-on building, designing, and testing activities with your Den!

Closing / Reflection

- Cubmaster: *"This month we learned that being a Scout means being kind, helpful, and caring at home, in our community, and in the world."*
- Thank families and announce any upcoming events or reminders
- Close with Scout sign



Month 3



Month 3, Week 1, Pack Meeting

Engineers & Explorers

Date: _____

Pre-Meeting

- As families arrive, greet everyone personally.
- Set out bins of aluminum foil, craft sticks, plastic cups, straws, tape, etc.
- Prompt early arriving Scouts “Can you build something that floats?” No further instructions. Let Scouts experiment.

Opening

- Have one pre-chosen Den do the flag ceremony
- Recite the Pledge of Allegiance
- Announcements or reminders

Welcome

- Cubmaster: *“Tonight we are engineers and explorers. Engineers design and build things. Explorers try new ideas and learn from what works and what doesn’t. This month, we’re going to build, test, and improve – just like real engineers!”*

Cub Scout Fun Fact!

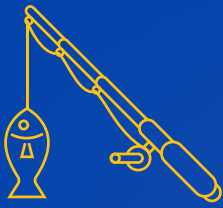
The first man on the moon, Neil Armstrong, was an Eagle Scout!

Demo: Float, Build Test

- Show a simple example:
 - A foil boat
 - Drop it in water
 - Add pennies or small weights
- Ask:
 - Why did it float
 - What made it sink?
- Tip: Keep it fun – curiosity over correctness

Float, Build, Test (20-25 minutes)

- **Materials:**
 - Shallow tubs, gutters, or plastic bins filled with water
 - Aluminum foil
 - Pennies, washers, marbles, or other small weights
 - Craft materials (straws, tape, popsicle sticks, index cards, etc.)
 - Towels for cleanup
- **Set-Up:**
 - Divide Scouts into Dens or small groups.
 - Challenge each group to build a floating design using the provided materials.
- Test each design by adding weights until it sinks.
- Encourage Scouts to improve their design and test again.
- Repeat as time allows.



Month 3



Month 3, Week 1, Pack Meeting

Engineers & Explorers

Date: _____

Reflection

- Ask:
 - What design held the most weight?
 - What changes helped your design improve?
 - What did you learn from testing your design?
- Cubmaster: *“Engineers don’t always get it right the first time. They build, test, learn, and try again!”*

Pack Game

Cub Scout
Fun & Games
Archive



Build-a-Bridge Activity

- **Materials:**
 - Paper
 - Tape (multiple rolls)
 - Small object - ball, stuffed animal, water bottle, etc.
 - Chairs or tables
- Scouts work in Dens or small groups
- Teams build a bridge using tape between two chairs. The bridge must hold a small object.

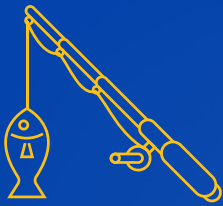
What Comes Next

- Dens will work on Adventures themed around design, creativity, and building.
- Talk and build excitement about the upcoming Raingutter Regatta boat race!

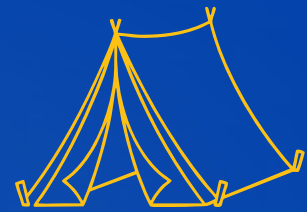
Closing / Reflection

- Cubmaster: *“Engineers and explorers don’t always get it right the first time – but they keep trying. That’s part of being brave, thrifty, and trustworthy!”*
- Thank families and announce any upcoming events or reminders
- Close with Scout sign





Month 3



Month 3, Week 2, Den Meeting

Engineering Adventures

Date: _____

Lion - Build it Up, Knock it Down



Tiger - Designed by Tiger



Wolf- Air of the Wolf



Bear- Baloo the Builder

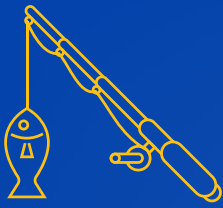


Webelos - Build It

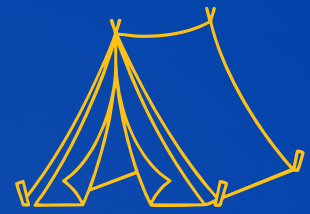


Arrow of Light Engineer





Month 3



Month 3, Week 3, Den Meeting Earth Science Adventures

Date: _____

Lion - Ready, Set, Grow



Tiger - Sky is the Limit



Wolf- Digging in the Past



Bear- Super Science

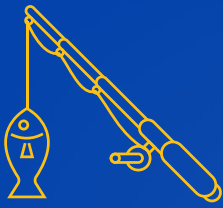


Webelos - Earth Rocks!

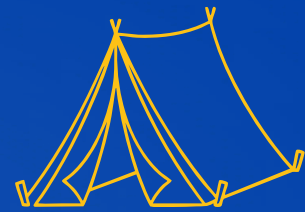


Arrow of Light
Into the Woods





Month 3



Raingutter Regatta Checklist

The Raingutter Regatta is one of Cub Scouting's most exciting and memorable Pack events – and because it's a hands-on, water-based activity, it requires a bit more preparation than a typical Pack meeting. Having materials ready, roles assigned, and the space set up ahead of time allows the focus to stay on fun, creativity, and cheering Scouts on.

Before the Meeting

- **1-2 weeks before**
 - Confirm meeting location & water access
 - Choose boat type (official Scouting America kits OR foam boats)
 - Recruit helpers (aim for 4-6 adults)
 - Decide how many race lanes you'll run
- **3-5 days before**
 - Gather all materials
 - Pre-cut boats or foam shapes
 - Test gutters with water
 - Prepare recognition categories

Materials

- **Race Set-up**
 - Official Scouting America Raingutter tracks OR actual raingutters
 - Tables or stands
 - Buckets / tubs (water in + water out)
 - Towels (more than you think)
 - Straws (1 per Scout + extras)
- **Boat Build Station**
 - Boat kits, foam boats, or pool noodle boats (1 per Scout)
 - Markers, stickers, masking tape, toothpicks
 - Name labels or sharpies

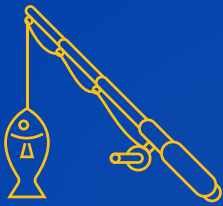
Set Up (Arrive Early)

- Set up gutters and tables
- Fill water buckets
- Lay out build supplies
- Assign volunteers to stations
- Place towels near race area

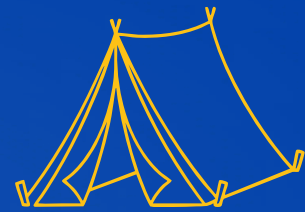
Assign Roles

- Race Starter: "Ready, Set, Blow!"
- Lane Helpers (1 per lane)
- Build Station Helper
- Scorekeeper





Month 3



Raingutter Regatta Checklist

During the Event

- Keep the rules simple: blow only
- Rotate Scouts quickly
- Allow multiple races for younger Scouts
- Focus on fun, not perfection

Recognition

- Best Design
- Most Creative
- Best Teamwork
- Engineer-in-Training
- Did Their Best

After the Meeting

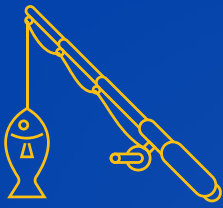
- Drain gutters
- Wipe tables / floors
- Thank volunteers
- Store materials for next year

Additional Raingutter Regatta Resources

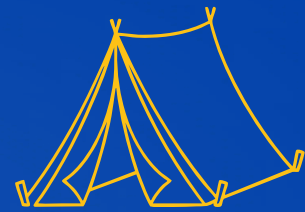


Video Resource





Month 3



Month 3, Week 4, Pack Meeting

Raingutter Regatta!

Date: _____

Pre-Meeting

- Have sample boats on display
- Play upbeat music
- Volunteers help Scouts check in and get name tags

Opening

- Have one pre-chosen Den do the flag ceremony
- Recite the Pledge of Allegiance
- Announcements or reminders

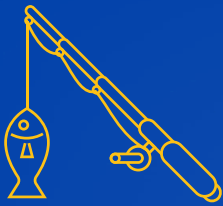
Welcome / Overview

- Cubmaster: *“Scouts and families – tonight is a special night. All month long, we’ve been learning how to think like engineers and explorers – trying ideas, testing them, and learning from what happens. Tonight, we get to put that all into action with one of the most exciting Cub Scout events there is: the Raingutter Regatta!”*
- *“Here’s how tonight will work. First, we’re going to spend a little time remembering what we’ve learned this month. Then, each Scout will design and decorate one boat right here tonight. Once the boats are ready, we’ll head to the race lanes. Scouts will race by blowing their boats across the water using straws – no hands, just teamwork, cheering, and lots of fun.”*

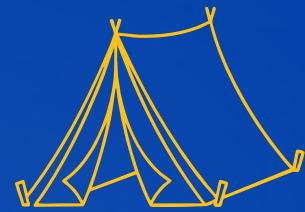
- *“This isn’t about having the fastest boat. It’s about trying something new, encouraging each other, and doing your best. If your boat goes sideways, that’s okay. If it sinks, that’s okay. If water splashes, that’s okay too.”*
- *“The most important thing is that we have fun together as a Pack. Let’s get ready to engineer, explore, and race!”*

Month in Review

- Quick Den Shout-Outs
 - Lions – trying new things and working together
 - Tigers – building and improving designs
 - Wolves – caring for others and the world around them
 - Bears – learning responsibility and creativity
 - Webelos – awareness, planning, and teamwork
 - AOL’s – leadership and problem solving
- Ask:
 - *“What did we build or design this month?”*
 - *“What worked the first time? What didn’t?”*
 - *What did we learn about trying again?”*



Month 3



Month 3, Week 4, Pack Meeting

Raingutter Regatta!

Date: _____

Boat Build & Prep Time (20-25 minutes)

- Cubmaster: *"You'll design one boat tonight. It doesn't need to be perfect – it just needs to float"*
- How it runs:
 - Scouts work at tables by Den
 - Adults assist but do not take over
 - Encourage creativity and teamwork
- Reminders:
 - Keep boats simple
 - Write Scout names on boats
 - No fixing boats after racing starts

The Race!

- Depending on how races / heats were decided, call Dens / racers up
- Cheer for all racers
- Keep rules simple: blow through straws only and no touching boats during races
- Refer to the checklist and online resources for more specific information

Recognition / Celebration

- Celebrate all participants
- Award winners in their specific categories

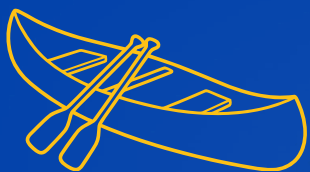


Closing / Reflection

- End with any reminders of upcoming events
- Ask for extra hands for cleanup if necessary
- Give a brief preview of future Pack adventures
- Reinforce that Cub Scouts builds confidence over time

Cub Scout Fun Fact!

The only documented Tyrannosaurus Rex footprint was uncovered at Philmont Scout Ranch in Cimarron, New Mexico!



What's Next?



Congratulations!

Your Pack has completed the first three months of the Cub Scout program! Now is the perfect time to pause, reflect, and set the stage for continued success. Take a few moments to celebrate what the Scouts have accomplished so far. Recognize the achievements of each Den, whether that's completing Bobcat requirements, exploring citizenship and character-building adventures, or designing and racing boats in the Rainutter Regatta. Highlighting these successes reinforces confidence and keeps both Scouts and families motivated.

Step 1: Pause and Reflect

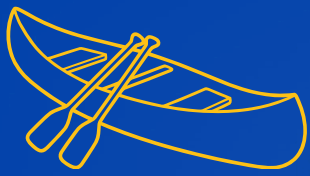
- Before planning what's next, take 10-15 minutes at your next committee meeting to ask:
 - What went really well in the last three months?
 - What felt hard or stressful?
 - What activities did Scouts talk about the most?
 - What did parents seem excited to help with?

Step 2: Build the Calendar

- If you haven't done so already, it's time to plan what's next! Feel free to use the same structure you've already been using (Pack -> Den -> Den -> Pack) or adjust as needed.
- Strong themes to consider:
 - Outdoors & Camping
 - Service & Community
 - Sports & Games
 - Family Traditions
 - Duty to God
 - Pinewood Derby

- You do not need to plan every detail yet – just:
 - Meeting dates
 - Committee meeting dates (strong Packs have committees that meet once a month!)
 - Pack meeting themes
 - Big events (campouts, service projects, Pinewood Derby, Blue & Gold Banquet)





What's Next?



Step 3: Empower Den Leaders

- By now, Den Leaders should choose what adventures their Den completes next, prep and run Den meetings independently, and ask for help before they're overwhelmed. As Cubmaster, your role is now to coordinate Pack meetings, keep the calendar moving, and to encourage leaders – not micromanage them. Provide them with resources, guidance, and checklists, but let them make decisions and lead their Scouts.
- A good Cubmaster mantra: *"I don't need to run everything – I need to support the people who do."*



Step 4: Frequent Recognition and Celebration

- Kids stay in Scouting when they feel successful and recognized for what they do. Make sure you recognize achievements at every Pack meeting, celebrate effort, not just completion, and thank parents publicly for helping.
- Small wins matter, especially for new families.

Step 5: Use Your Support System

- You are **not** doing this alone. Reach out to:
 - Your District Executive
 - Other Cubmasters in your District and area
 - Roundtables, training events, and online resources.

FINAL REMINDER

Cub Scouts is not about perfection. It's about showing up, trying new things, learning together, and most importantly - **doing your best.**

You've already proved in the first three months that your Pack can succeed. Trust your leaders, trust the process, and don't be afraid to make the program your own.