

READY, SET, SCOUT!

CUB SCOUT
ADVENTURE AWAITS

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





READY, SET, SCOUT!



Table of Contents

[Welcome to Cub Scouts!](#)

[Common Cub Scout Terms](#)

Months At-A-Glance

[Month 1](#)

[Month 2](#)

[Month 3](#)

Month 1 Detailed Meeting Plans

[Week 1 - Welcome to Cub Scouts!](#)

[Week 2 - Bobcat Requirements](#)

[Week 3 - Fun & Games](#)

[Week 4 - Bobcat Celebration & Recognition](#)

Month 2 Detailed Meeting Plans

[Week 1 - Citizenship & Community Kickoff](#)

[Week 2 - Citizenship Adventure](#)

[Week 3 - Character Building](#)

[Week 4 - Our Place in the Community](#)

Month 3 Detailed Meeting Plans

[Week 1 - Engineers & Explorers Nights](#)

[Week 2 - Engineering Electives](#)

[Week 3 - Earth Science Electives](#)

[Raingutter Regatta Checklist](#)

[Week 4- Raingutter Regatta](#)



WELCOME TO CUB SCOUTS!

We're so glad you're here. Cub Scouts is a family-centered program built on fun, friendship, and growth. 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 follow it to the letter or simply as inspiration. It includes a pre-build calendar for your first three months as a Pack, step-by-step plans for running meetings, an overview of Cub Scout rank requirements, and games and activities.

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 Greater Los Angeles Scouting 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.

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.

Bobcat

The first Adventure earned by every Cub Scout.

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.

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 Leader

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

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 the Cub Scout's experience.

Council

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

District

A local group of Packs and Troops in nearby communities. District leaders and paid staff offer hands-on support, local events, and training for leaders and families.

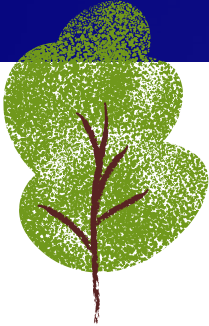
District Executive or Associate

Are professional Scouting staff members who support 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.





MONTHS AT-A-GLANCE



Month 1

Month 1: _____
(Theme of "Welcome & Scout Foundations")

Adventures Earned: Bobcat (required), electives with games and activities

Pack Meeting: Welcome to Cub Scouts!

Date: _____

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

Den Meeting: Bobcat Adventures

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 & Recognition.

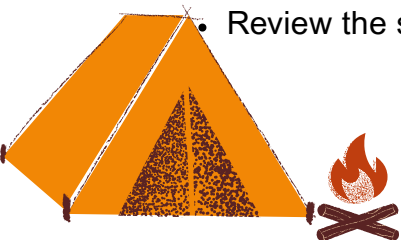
Date: _____

- Opening ceremony
- Bobcat recognition (immediate or "you've earned it!")
- Fun Pack-wide game or craft
- Introduce next month's theme

Monthly Committee Meeting.

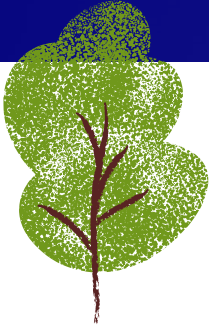
Date: _____

- Confirm leadership, meeting logistics, and registration status
- Review the start calendar and immediate next steps





MONTHS AT-A-GLANCE



Month 2

Month 2: _____
(Theme of Citizenship and Character)

Adventures Earned: Citizenship (required), character-building elective

Pack Meeting: Citizenship & Community Kickoff **Date:** _____

- Flag Etiquette and Respect
- Community Helpers
- Service Planning table

Den Meeting: Citizenship Adventures **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 Building 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: Bobcat Celebration & Recognition. **Date:** _____

- Opening ceremony led by Scouts
- Each Den shares what they learned
- Each Den presents a drawing, project plan, or story from their citizenship meeting
- Pack game or activity
- Present a Pack service project for the following month

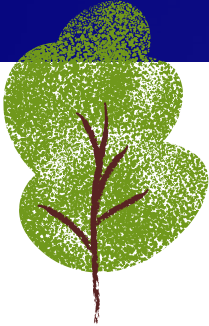
Monthly Committee Meeting. **Date:** _____

- 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: _____
(Theme of Science and Engineering)

Adventures Earned: Engineering electives, earth science electives

Pack Meeting: Engineers & Explorers Night!

Date: _____

- Opening ceremony led by Scouts
- Pack Activity: Float, Build, Test
- Hype up the big event at the end of the month: the Raingutter Regatta!

Den Meeting: Citizenship 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: Character Building 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: Bobcat Celebration & Recognition.

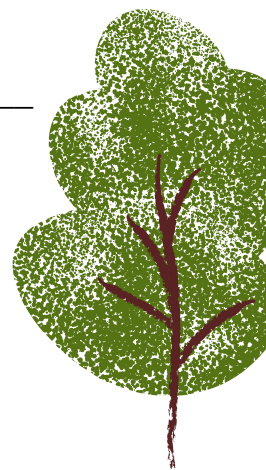
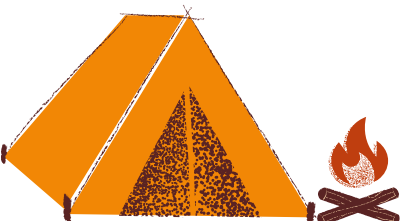
Date: _____

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

Monthly Committee Meeting.

Date: _____

- Review what worked and plan for the next few months
- Confirm leadership coverage and upcoming Pack events





MONTH 1, WEEK 1 PACK MEETING:

Welcome to Cub Scouts!

Date: _____

Prep Time: 15 minutes

Materials: name tags, writing utensils, coloring sheets, printed list for game #2, printed calendars

Who leads this: Cubmaster

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.

Opening

- 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."

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?

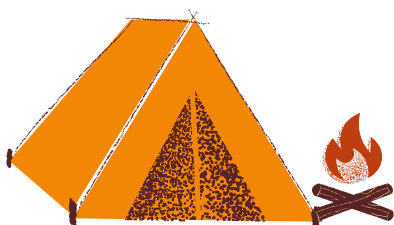
- "Cub Scouts is about having fun, learning new things, helping others, and doing our best. We camp, play games, learn skills, and try new things together. Kids learn by doing: parents are part of the adventure, too."
- Key Points: Cub Scouts is a family-centered program, organized by age (Dens). Parents lead the program (and more volunteers make the Pack stronger!), and everyone does their best; no one has to be perfect.

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
 - Likes animals
 - Scouts mingle and find someone who matches each one.

Introducing 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 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?"
 - End with "We don't have to be perfect, we just have to try our best."





MONTH 1, WEEK 1

PACK MEETING CONTINUED:

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.

"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."

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

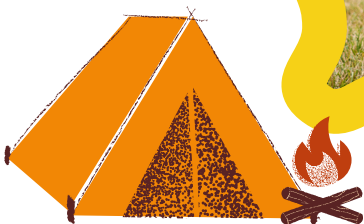
- For Scouts: Be kind, listen when others talk, have fun and try your best, etc.
- For Parents: The Pack is successful when families help. You don't have to know everything, and we'll learn together. This is also a great time to pass out the calendar for the next 3 months.

Big Pack Game - Scout Law Freeze Tag

- 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 sing.
- Preview what's next.





MONTH 1, WEEK 2 PACK MEETING:

Bobcat Adventure

Date: _____



Lion

Bobcat Adventure



Tiger

Bobcat Adventure



Wolf

Bobcat Adventure



Bear

Bobcat Adventure



Webelos

Bobcat Adventure



Arrow of Light

Bobcat Adventure



MONTH 1, WEEK 3 PACK MEETING:

Fun and Games

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, WEEK 4 PACK MEETING:

Bobcat Celebration and Recognition!

Date: _____

Prep Time: 30 minutes

Materials: American flag,
Adventure pins/cards/beltloops

Who leads this: Cubmaster with
help from Den Leaders

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 & Setting the Tone

- "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 Scouting.
 - This is a big deal - especially for brand-new Scouts.

Scout Oath and Law Review

- Whole Pack Activity
 - Recite the Scout Oath and Law together.
 - Ask 3-4 Scouts (or Dens) to share:
 - One part of the Law they remember.
 - What "Do Your Best" means to them.

Adventures Recognition Ceremony

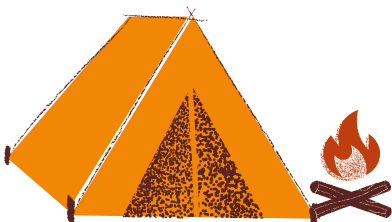
- Call each Den up individually.
- Den Leader shares their experience with their respective Bobcat adventure and their elective from week 3.
- Cubmaster presents pins/beltloops/recognition cards.
 - Optional: Parents help pin the badge on their Scout.

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.





MONTH 1, WEEK 4

PACK MEETING CONTINUED:

Adventures Recognition Ceremony (Continued)

"The Bobcat Adventures teach 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

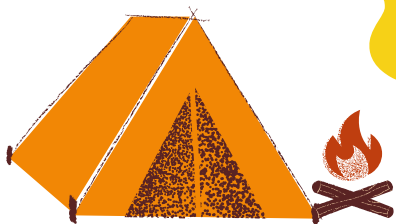
- Overview:
 - Scouts will work on adventures by Den.
 - Many adventures can be finished at home with family.
 - Families will continue to help make this Pack their own.
- Mention:
 - Any upcoming activities or events.

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.
- Optional: Cubmaster reflects on kindness or helping others.





MONTH 2, WEEK 1 PACK MEETING:

Citizen and Community Kickoff

Date: _____

Prep Time: 45 minutes

Materials: Craft materials and paper, American flag, supplies for game

Who leads this: Cubmaster with help from Den Leaders

Pre- Meeting

- As families arrive, set up a table with paper, markers/crayons, and stickers. Give kids the prompt of “draw someone in your community who helps others.”

Opening & Flag Ceremony

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

Welcome & Theme Introduction

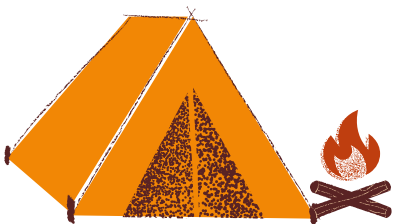
- Cubmaster: “This month, we’re going to learn about citizenship and community - what it means to be part of something bigger than ourselves. Being a good citizen doesn’t mean you have to be grown up. Cub Scouts learn how to help, respect others, and make their community better right now.”

Flag Etiquette and 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.

Community Helpers Activity

- Whole Pack Game: “Who Helps Our Community?”
 - Call out a scenario (“Someone is hurt,” “There’s a fire,” “You need a book,” etc)
 - Scouts shout or point to who helps.
 - Optional: Have Scouts move to labeled corners of the room.
- “Citizens help others - and so do Scouts!”





MONTH 2, WEEK 1

PACK MEETING CONTINUED:

Service Planning Table

- Set up one or two tables with poster paper, markers, sticky notes, etc.
- Prompt families with simple questions:
 - Who needs help in our community?
 - 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.

Pack Game

- Suggested game options:
 - Cooperative relay (carry supplies together.)
 - Build-a-town challenge with cups or blocks.
 - Scout Law tag (citizenship-focused words)
- Key rule: the game should require teamwork, not competition.

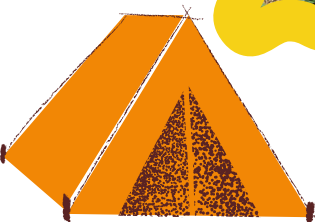
What's Coming Next

- 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 their hands to answer.
- Close with the Scout sign.
- Thank families and announce any upcoming events or reminders.





MONTH 2, WEEK 2 PACK MEETING:

Citizenship Adventure

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, WEEK 3 PACK MEETING:

Citizenship Adventure

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, WEEK 4 PACK MEETING:

“Our Place in the Community”

Date: _____

Prep Time: 30 minutes

Materials: Materials for chosen game, large poster, craft supplies

Who leads this: Cubmaster with help from Den Leaders

Pre- Meeting

- As families arrive, greet everyone personally and provide coloring sheets or other simple activities for early arriving families.

Opening & Flag Ceremony

- 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.”

Cubmaster Minute

- Welcome and any announcements
- “This month, every Den learned what it means to be a good citizen - not just in our country, but in our homes, our schools, and our neighborhoods.”

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
 - Recognition can either be verbal or with the physical award. Praise effort and participation. Even if awards come later, say “you’ve earned it!”

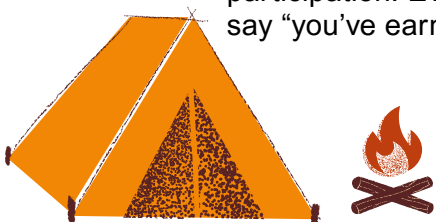
Pack Group Game or Activity

Group Relection

- 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.
- “Citizenship isn’t about age - it’s about choices.”

Service Project Announcement

- Examples: Park clean-up, food drive, thank you cards for community helpers, project for your chartering organization, etc.
- Explain how this is the next step of everything they’ve learned.
- Ask for parent volunteers and commitments to help with the service project.





MONTH 2, WEEK 4

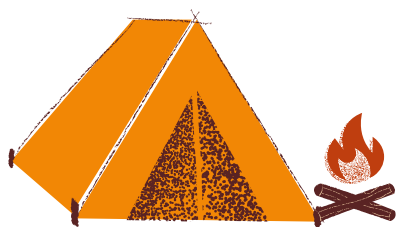
PACK MEETING CONTINUED:

Community Impact Activity

- Pack Activity: "We Belong Here"
 - Set up a large poster or banner titled "Our Place in the Community."
 - With markers and sticky notes, prompt Scouts to add:
 - One way Cub Scouts help others
 - One place in the community they belong
 - Cubmaster: "Everything on this poster shows how Cub Scouts help make our community stronger. These are things kids can do right now - and you're already doing them"

Closing/Reflection

- End with any reminders of upcoming event.
- "This month we learned that being a Scout means being kind, helpful, and caring - at home, in our community, and in the world."





MONTH 3, WEEK 1 PACK MEETING:

“Engineers & Explorers Night”

Date: _____

Prep Time: 1 hour

Materials: Shallow tubs with water, aluminum foil, pennies or small weights, towels, straws, other craft materials

Who leads this: Cubmaster with help from Den Leaders

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 & Flag Ceremony

- Have one pre-chosen Den do the flag ceremony.
- Recite the Pledge of Allegiance.

Welcome & Theme Introduction

- 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!”

Mini-Demo: Float, Build, Test

- Show a simple example:
 - Make a foil boat.
 - Drop it in water.
 - Add pennies or small weights.

Mini-Demo: Float, Build, Test (continued)

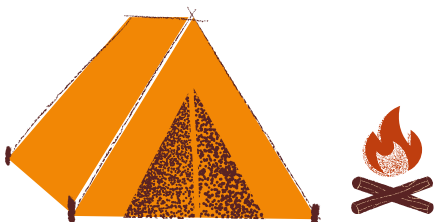
- Ask:
 - Why did it float?
 - What made it sink?
- Tip: Keep it fun - curiosity over correctness!

Main Activity: Float, Build, Test (20-25 minutes)

- Materials needed:
 - Shallow tubs or gutters with water
 - Aluminum foil
 - Pennies, washers, small weights
 - Other craft materials (straws, tape, popsicle sticks, etc.)
 - Towels
- How it works
 - Scouts work in Dens or small groups.
 - Each group builds a floating design.
 - They test it by adding weights.
 - They improve and test again.
- Leader role:
 - Ask questions, encourage trying again, and celebrate effort.
- Key Message: “Engineers learn by testing and improving.”



[Cub Scout Fun & Games Archive](#)





MONTH 3, WEEK 1

PACK MEETING CONTINUED:

Explorer Reflection

- Ask:
 - What worked?
 - What didn't?
 - What would you change next time?
- Accept all answers - this is about thinking, not winning.

Build-a-Bridge Activity or other Pack Game

- Materials needed:

Cub Scout Fun & Games Archive



Opening & Flag Ceremony

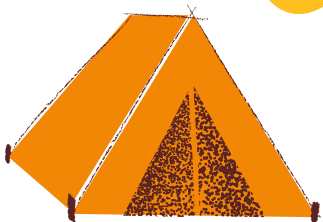
- Have one pre-chosen Den do the flag ceremony.
- Recite the Pledge of Allegiance.

Welcome & Theme Introduction

- 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!"

Mini-Demo: Float, Build, Test

- Show a simple example:
 - Make a foil boat.
 - Drop it in water.
 - Add pennies or small weights.





MONTH 3, WEEK 2 PACK MEETING:

Citizenship Adventure

Date: _____



Lion

Build it Up, Knock it Out



Tiger

Designed by Tiger



Wolf

Air of the Wolf



Bear

Baloo the Builder



Webelos

Build It



Arrow of Light

Engineer



MONTH 3, WEEK 3 PACK MEETING:

Citizenship Adventure

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, WEEK 4 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 to Bring

- Race Setup
 - 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 boards (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

During the Event

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

Recognition (Everyone gets one)

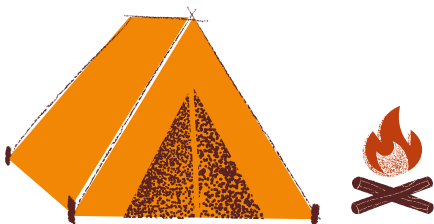
- Best Design
- Most Creative
- Best Teamwork
- Engineer-in-Training
- Did Their Best

After the Meeting

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



[Raingutter Regatta
Resources](#)





MONTH 3, WEEK 4 PACK MEETING:

“Raingutter Regatta”

Date: _____

Prep Time: 1 hour

Materials: all materials needed for a Raingutter Regatta, photo presentation (optional)

Who leads this: Cubmaster with help from Den Leaders

Pre- Meeting

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

Opening & Flag Ceremony

- Have one pre-chosen Den do the flag ceremony.
- Recite the Pledge of Allegiance.

Overview of Events

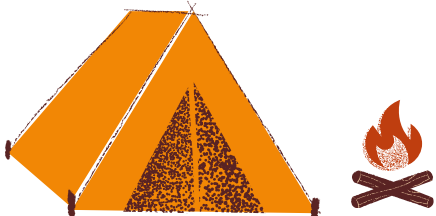
- “Scouts and families - tonight is a special night. All month long, we’ve been learning how to think like engineers and explorers - trying ideas, testing them, and learning from what happens. Tonight, we get to put that all into action with an exciting Cub Scout event: Raingutter Regatta!”
- “Here’s 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!”

Overview of Events (continued)

- “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: Engineers and Explorers

- 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





MONTH 3, WEEK 4 PACK MEETING:

“Raingutter Regatta”

Month-in-Review: Engineers and Explorers

- Ask:
 - “What did we build or design this month?”
 - “What worked the first time? What didn’t?”
 - “What did we learn about trying again?”

Boat Build & Prep Time (20-25)

- “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 Raingutter Regatta Races

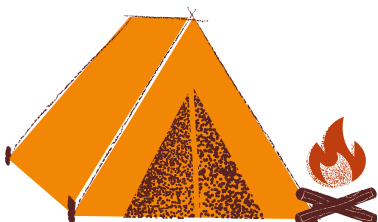
- Depending on how races/heats were decided, call Dens/racers up.
- Cheer for all racers.
- Keep rules simple: blow through straws only and no touching boats during races.
- Refer to the checklist and online resources for more specific information.

Recognition and 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 build confidence over time.





AFTER MONTH 3

Post-Month 3 What to Do After Month 3

Date: _____

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 Raingutter 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 next 3-6 months of the Pack calendar

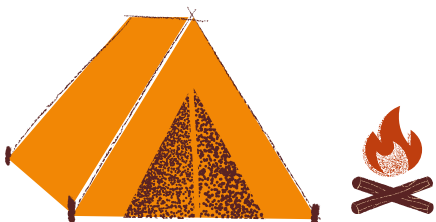
If you haven't done so already, it's time to plan what's next! Feel free to use the same structure you've already been using (Pack > Den > Den > Pack) or adjust as needed.

Strong theme 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)





AFTER MONTH 3

Post-Month 3 What to Do After Month 3

Step 3: Shift Ownership to 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 a checklist, but let them make decisions and lead their Scouts.

Don't forget your Cubmaster mantra: "I don't need to run everything - I need to support the people who do."

Step 4: Keep Recognition Frequent and Visible

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.

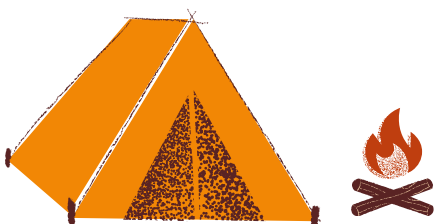
Step 5: Use Your Support System

You are NOT doing this alone. Reach out to:

- Your District Associate or Executive
- Other Cubmasters in your District and area
- Your Unit Commissioner or District Commissioner
- Roundtables, training events, and online resources.

You do not need to plan every detail yet - just:

- Meeting dates
- Committee meeting dates (strong Packs have committees that meet once a month!)
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UPCOMING CUB SCOUT PROGRAMS



CUB ADVENTURE DAY

Calling ALL Cub Scouts: Lions, Tigers, Wolves, Bears, Webelos, and AOLs! Come join us for range sports, crafts, nature, games, and much more!

September 12, 2026

COMMUNITY WHEELS

September 26, 2026

Join us at Firestone Scout Reservation for a fun-filled cycling event. Scouts will rotate through exciting, hands-on activity stations inspired by real-world community vehicles while building confidence on their bikes and learning valuable skills in safety, teamwork, and community awareness



BOO FEST

October 23-25, 2026



Cub Scouts and their families are invited for a weekend of camping, crafts, archery, BB guns, slingshots, obstacle courses, campfires, s'mores, and plenty of festive fall fun. It's the perfect way to make lasting memories together in the outdoors!

December 12, 2026

WINTER FEST

Join us for a day packed with fun, adventure, and winter-themed activities for the whole family! Brave the icy Polar Bear Dare from 9:00–10:30 a.m., then stick around to enjoy a variety of dry activities until 2:00 p.m.



You Are Not Alone!

Your **den** is in a **pack** that belongs to an organization chartered by Scouting America to operate a Cub Scout pack. The chartered organization approves leadership, helps secure a meeting place, and makes sure that the pack works within the guidelines and policies of their organization as well as those of Scouting America.

Many volunteers and Scouting America professionals are interested in the success of your Pack. A special volunteer assigned to help your Pack is called a Commissioner. The commissioner helps the Pack provide a successful and high-quality program. The commissioner is also the communication link between your Pack and the local council.

Your local council is: **Greater Los Angeles Area Council/Greater LA Scouting**

My child is in Pack _____, which meets at _____ (location)
at _____ (time) on _____ (day and week of month).

My child is in Den _____, which meets at _____ (location)
at _____ (time) on _____ (day of week).

Our pack's chartered organization is _____

Our local council name is _____

Phone No. _____ Website _____

Our Leaders	Name	Phone No.	Email
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Den Leader:	_____		
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Committee Chair:	_____		
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Cubmaster:	_____		
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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.

