OCTOBER—BRAVE

SUPER CUB!

A SCOUT IS BRAVE—HOW DOES "SUPER CUB!" RELATE TO THIS POINT OF THE SCOUT LAW?

Superheroes are known for facing danger even when they are afraid. A Scout, like a superhero, has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than one and a half hours in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

One option for the gathering activity is for the Webelos den to help the younger Scouts by guiding them through a fitness game or games. This would complete requirement 5 for the Stronger, Faster, Higher required adventure.

◇ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month's adventure, if applicable.

Be sure the following materials are available for the meeting:

- Flags for the opening and closing ceremonies
- Materials for the gathering game:
  - — Lightweight plastic tablecloths in many different colors—cut into four equal rectangles (Prepare one cape per Scout before the meeting.)
  - — Enough tables for the Cub Scouts to spread out the capes
  - — Covering for tables
  - — Permanent markers
  - — Poster with superpower descriptions
  - — Materials for advancement ceremonies

◇ GATHERING

Fitness Game

The Webelos den leads the gathering activity by leading a fitness game or games.

OR

Superhero Cape Gathering

Have each Cub Scout and his family make a superhero cape with an emblem to represent the Scout's superpower. They will get one rectangle of plastic and some permanent markers to make the capes. Make sure to cover the table with newspaper, butcher paper, bulletin board paper, or some sort of covering to protect the table from the pens. Have the Scouts try on the capes before drawing to see where to place the emblem. They will then spread the cape out on a table to draw the emblem. Once they have

finished their capes, have the Scouts discuss with each other their superpowers and how the emblem represents this power.

◇ OPENING CEREMONY

The preassigned den presents the flags and leads the pack in the Pledge of Allegiance.

Scout Law Opening Ceremony

Use 12 Scouts or provide two signs per Scout.

Cub Scout 1: *(Holding up a sign printed with "Trustworthy")* "Trustworthy—You can count on me!"

Cub Scout 2: *(Holding up a sign printed with "Loyal")* "Loyal—I will stick by you."

Cub Scout 3: *(Holding up a sign printed with "Helpful")* "Helpful—I will volunteer to help you without expecting a reward."

Cub Scout 4: *(Holding up a sign printed with "Friendly")* "Friendly—I offer friendship to everyone, no matter how different they are."

Cub Scout 5: *(Holding up a sign printed with "Courteous")* "Courteous—I am polite and use good manners."

Cub Scout 6: *(Holding up a sign printed with "Kind")* "Kind—I treat others as I want to be treated."

Cub Scout 7: *(Holding up a sign printed with "Obedient")* "Obedient—I obey rules and laws."

Cub Scout 8: *(Holding up a sign printed with "Cheerful")* "Cheerful—I look for the bright side of life."

Cub Scout 9: *(Holding up a sign printed with "Thrifty")* "Thrifty—I use time and resources carefully."

Cub Scout 10: *(Holding up a sign printed with "Brave")* "Brave—I stand up for what is right even if others don't."

Cub Scout 11: *(Holding up a sign printed with "Clean")* "Clean—I keep my home and community clean."

Cub Scout 12: *(Holding up a sign printed with "Reverent")* "Reverent—I respect my own beliefs and the beliefs of others."

All: "I am a Super Cub!"

Cubmaster: "All of our Cub Scouts are Super Cubs! Their superpower is the Scout Oath and Law. Let's recite the Scout Oath and Law together as a reminder of how super our Scouts are.

◇ OPENING PRAYER

"Help us realize the power we each have inside of us to make the world a better place by remembering to do our best each and every day."

◇ WELCOME AND INTRODUCTIONS

The Cubmaster, who may want to wear a superhero cape in keeping with the theme, welcomes new families and visitors, introduces them to the pack, and thanks those who helped prepare the pack meeting.

◇ DEN DEMONSTRATIONS

Ask each den in turn to talk about their adventures during the last month. Call each den to the front to do so.

Cubmaster: "Thank you to each of our dens, who did a super job sharing their adventures with us. Let's salute them by giving them a Hero Applause: 'Hip, hip, hooray! Hip, hip, hooray!'"

◇ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◇ RANK ADVANCEMENT

Cubmaster: "Tonight we recognize all those brave Scouts who have used their superpowers to achieve their rank this month.

Bobcat: "Will the following Scouts who have earned the Bobcat badge please come up with their parents or guardians? *(The Cubmaster calls the name of each Scout to receive the Bobcat badge.)* These Scouts have learned their first Cub Scout power—the basics of Cub Scouting—to help them on their next adventure."

Tiger: "Will the following Scouts who have earned the Tiger rank this month please come up with their parents or guardians? *(The Cubmaster calls the name of each Scout to receive the Tiger badge.)* These Scouts have used their powers to earn their rank, and now are ready to continue their adventures in Cub Scouting."

Continue similarly for Scouts who have earned the ranks of Wolf, Bear, Webelos, and Arrow of Light.

◇ CUBMASTER'S MINUTE

"A hero is a person who is admired for his character, his achievements, and his example to others. Let us honor all the real heroes in our world today and our own Super Cub heroes, who are growing into the heroes of our future."

◇ CLOSING

Superhero Skit

Scene: A group of boys stand together, talking and wearing T-shirts instead of uniform shirts.

Boy 1: "I hear a superhero is coming!"

Boy 2: "Have you seen him?"

Boy 3: "No, I wonder who it is?"

Boy 4: "I hear he helps people. Maybe it's Superman. I hope there isn't any kryptonite around here."

Boy 5: "I hear he is trustworthy, maybe it's Thor and he'll shoot lightning!"

Boy 6: "I hear he is patriotic, so it might be Captain America!"

Boy 7: "I hear he is brave and wears a special uniform. Maybe it's Ironman!"

Boy 8: "I hear he is kind. Maybe it's Batman."

All: (As den chief or other Scout in uniform enters) "Here he comes!" (Den chief or Scout walks across stage, flexing his muscles and grinning. All Scouts cheer him on.)

RESOURCES

Cub Scout Superpowers

Trustworthy	Always answers the call
Loyal	Defends the earth from evil forces
Helpful	Rushes to the rescue
Friendly	Turns evildoers good
Courteous	Protects old and young alike
Kind	Balances his strength with being gentle
Obedient	Enforces right over wrong
Cheerful	Laughs in the face of danger
Thrifty	Saves time by moving faster than an arrow
Brave	Overcomes fear when threatened
Clean	Repels evil influences over mind and body
Reverent	Has the power to believe