



Cub Scout

LEADER GUIDE



Middle Tennessee Council Boy Scouts of America

www.mtcbsa.org • (615) 383-9724 • 3414 Hillsboro Pike • Nashville, TN 37215



Welcome

Thank you for being a Cub Scout Den Leader. This booklet will help you get off to a great start. There are a handful of things that every new den leader should know, and these are highlighted below. We all know how important first impressions are. To help you get started, the next several pages contain resources and suggestions that will help you plan a first den meeting that is fun for Scouts, parents, and you. Everyone will come back for more, and things will get easier as you get into a routine.

Eight Steps to Being a Successful Den Leader

1. Fill out the Adult Leader Application. Be sure to sign the Disclosure/Authorization Form inside the application.
2. Give the completed application to a pack leader. It needs to be approved, signed, and turned in to the Middle Tennessee Council.
3. To take online training, you will need to set up an account at www.My.Scouting.org. Later, you will get a BSA membership ID number from your Cubmaster or pack leader, but your new account will work fine until then. Add your membership number to your profile when you receive it.
4. Take Youth Protection Training at www.My.Scouting.org. Click on the "Youth Protection Training" link on the right. You must complete this training before you can be registered as an adult leader. Print a copy of your certificate upon completion, and give it to your pack leader who oversees training.
5. Organize 2-3 den meetings each month. The Den Leader Guide Book for your rank has detailed meeting plans.
6. Attend monthly pack leaders' meetings. Learn how your den will participate at the upcoming pack meeting. Communicate news about upcoming events to parents in your den.
7. Attend the pack meeting each month with your den. Conduct any part of the pack meeting for which your den is responsible.
8. Get help and advice. The other leaders in your pack are great resources. In addition, ask your Cubmaster for details or visit www.mtcbsa.org/Leaders/Den-Leader.

Resources and Support

The whole Scouting family wants you to succeed as a den leader. It is easiest to ask questions of the leaders closest to you, in your own pack. There are also people at the district level available to help. You can find contact information for your District Commissioner (volunteer) and District Executive (professional) on the www.mtcbsa.org/Leaders/Den-Leader.

Prepared. For Life.™





Training



The Boy Scouts of America want to ensure that you have the training that you need to be successful as a new Cub Scout leader. You can visit www.my.scouting.org to complete all training requirements associated with your Scouting position or you can visit Council training page at www.mtcbsa.org/CoursePrograms to view most current courses, date and times.

Youth Protection Training

The most important training is the required Youth Protection Training (YPT). The training is designed to help leaders keep our youth safe from abuse. Leaders will learn the BSA Youth Protection guidelines, signs of abuse and how to report suspected abuse. Leaders must complete YPT before they can be registered as an adult leader. The training can be taken online via the My.Scouting tool. It may also be offered as an in-person class. Youth Protection Training is valid for two years, and leaders must take it again to remain a registered adult leader.

Leader Specific Training

To help leaders deliver a quality Cub Scouting experience to the youth, BSA has developed a training curriculum specifically for den leaders. Training covers a variety of topics such as Cub Scout Ideals, Leading Den Meetings, How Dens & Packs Work, and Working with Parents & Families. Training is offered online through the My.Scouting tool or in person. If leaders take a class in person, they don't need to take the online version and vice versa.

BALOO

Basic Adult Leader Outdoor Orientation is a one-day training event that introduces parents and leaders to the skills needed to plan and conduct pack outdoor activities, particularly pack camping.

My.Scouting Tool

The My.Scouting tool offers all of the courses that new Cub Scout leaders will need. Within the Den Leader Position Specific Training learning plan, there are 22 short courses ranging from 3 to 15 minutes long. Leaders do not need to take all of them at one time. All of the courses are individual lessons and can be taken all at once or spread out over several days. Courses are divided into three groupings based when they should be taken.

- Before the 1st Meeting – Four of the courses should be taken before the leader's first den meeting. These four courses will take about 45 minutes to complete.
- First 30 Days – The seven courses that should be taken within the first 30 days will take just about an hour to finish.
- Position Trained – In order to be fully trained as a den leader, these eleven courses should be taken. They can be completed in 1 hour 23 minutes.

In-Person Training

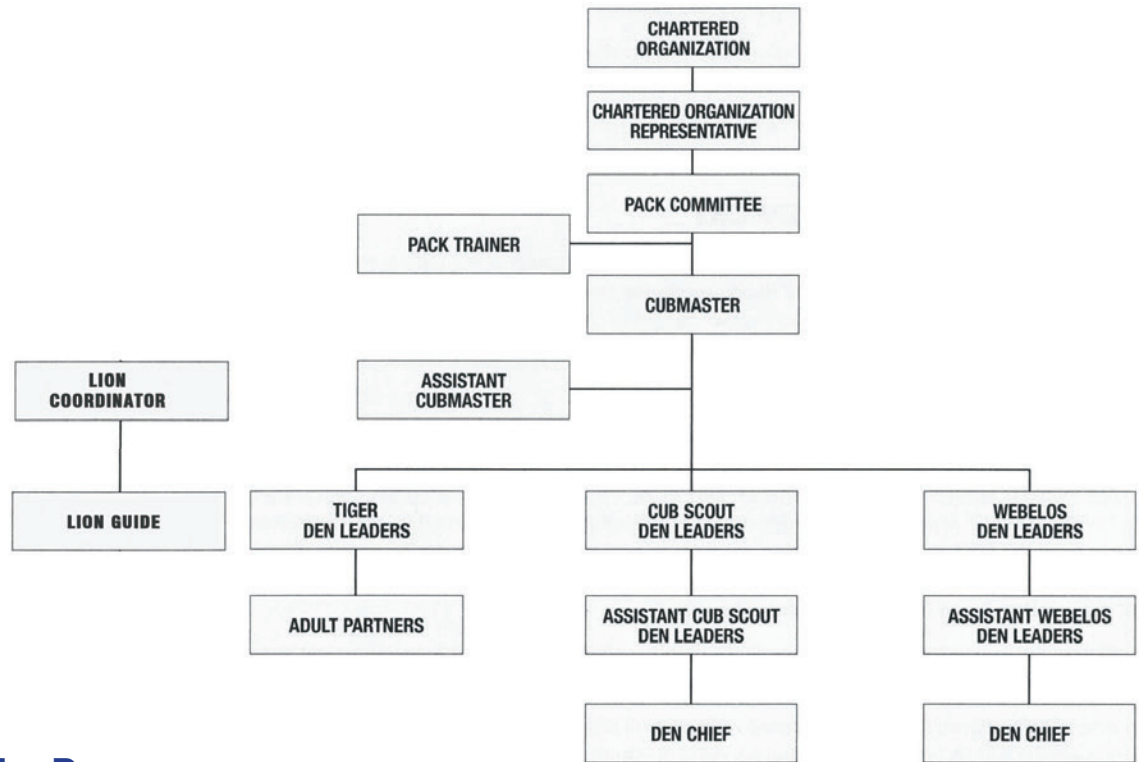
In-person training is offered in local districts throughout the Council. Dates and times are listed on the Council's website. Go to www.mtcbsa.org, and click on "training" at the top of the page.

University of Scouting

Every year (or twice a year), the Middle Tennessee Council offers the University of Scouting (UoS), our premier one-day supplemental training opportunity for all registered adult Scout leaders. Den leader specific training is offered at the UoS. To find out the date of the next UoS, go to mtcbsa.org, click on "Training" at the top of the page, then click "University of Scouting".

How is Cub Scouting Organized?

Pack Organization Chart



The Den

The Cub Scout pack is divided into several smaller groups called dens. Typically, a den has six to eight youth and meets two or three times a month. Den meeting activities vary based on the age of youth. Members of a den usually progress through Scouting together.

The Cub Scout ranks are organized by grade or age, so your children's den will be part of the rank specific to their grade. A pack may have more than one den for a rank. For example, if your pack has 16 first graders, there will be at least two Tiger dens. Here are the ranks:

- ◆ Lion Cubs - Kindergarten. Lions must have an adult partner who attends all Cub Scout functions with them.
- ◆ Tigers - First grade. Tigers must have an adult partner who attends all Cub Scout functions with them.
- ◆ Wolves - Second grade.
- ◆ Bears - Third grade.
- ◆ Webelos - Fourth and fifth grades.

Available in select packs, Lion Cubs is a program of the Boy Scouts of America for kindergarten-aged youth. It is a family-oriented program in which a youth and their adult partner participate. The Lion badge is earned by completing five adventures.

When youth first join Cub Scouts, they earn the Bobcat rank. Then they work to complete seven fun "adventures" to earn their rank badge. Adventure activities are done at den meetings, at home and on field trips and outings. At the end of the school year, Cub Scouts graduate and move up to the next rank. Here is the progression:

- ◆ Tigers become Wolves.
- ◆ Wolves become Bears.
- ◆ Bears become Webelos.
- ◆ Webelos "cross over" to join a Scouts BSA troop at the end of their two year program.

While den meetings include games, skits and other activities that are fun for the kids, program delivery is the main goal. Youth participate in activities and work on projects that are related to an adventure and that help them learn the skills they need to progress in rank. Youth also prepare to do their part in the monthly pack meeting.

The Pack

All of the dens together make up the pack. Typically, packs meet monthly. These pack meetings bring together youth from every den, their leaders, and their families for a large-scale event that showcases all that the kids have learned and done in their individual den meetings. Such a gathering gives the kids a larger experience beyond their own den. It also helps them see how their individual activities fit into the bigger Cub Scout program.

PACK VOLUNTEER LEADERSHIP

The Cub Scout program relies on a variety of dedicated volunteers. These are the people that keep your pack running smoothly and having fun.

COMMITTEE CHAIR - Conducts monthly pack leaders' meetings to help plan the program. Ensures that adequate support to run the program is given to the Cubmaster and Den Leaders by committee members. Helps recruit additional leaders as needed.

COMMITTEE MEMBERS - Attend monthly pack leaders' meeting to help plan the program and take care of records, finances, advancement, activities and membership.

TREASURER - Ensures the pack's finances are sound by establishing a budget, collecting dues, guiding fundraising projects, overseeing expenditures, and communicating financial reports.

SECRETARY - Makes sure proper records are kept. Keeps notes at leaders' meetings. Handles pack correspondence. Maintains records of membership and pack properly.

ADVANCEMENT CHAIR - Maintains records of requirements completed and badges earned. Promotes the completion of rank badges by the Scouts. Purchases badges and awards and provides them to the Cubmaster for presentation. Helps coordinate the progression of Cub Scouts to Scouts BSA.

OUTDOOR ACTIVITY CHAIR - With outdoor adventures being a critical part of the Cub Scout program, this person plans outdoor activities and pack overnight trips for the entire pack. Camping in Cub Scouting is generally family-style car camping. Hiking and fishing are other outdoor activities that the children enjoy in Cub Scouting.

PACK TRAINER - Facilitates the training of new leaders. Encourages the use of online training tools. Leads live training courses. Promotes training opportunities provided by the district and Council. Maintains pack training records.

CUBMASTER - Conducts the monthly pack meeting with fun activities, impressive ceremonies, skits, and songs. Aids the Den Leaders by coordinating the monthly program for all leaders.

DEN LEADERS - Meet weekly for about one hour with dens of six to eight youth of the same age/rank. The Den Leader sets the day/time of the meeting and plans the program to ensure that the youth in the den advance in a timely manner, learn Scouting values, and have fun.

LION GUIDES (in select packs participating in this program) - Facilitates the den meetings, with the assistance from the Lion Cub adult partners, while focusing on the fun and excitement of Scouting. Enables each adult partner to share in leading the den meetings.

NO EXPERIENCE NEEDED!

There are plenty of resources to help you succeed as an adult volunteer. Every registered adult takes Youth Protection Training. Other training courses available are: Before the 1st Meeting, 1st Thirty Days Training, Position Specific Training, Basic Adult Leader Outdoor Orientation (BALOO), and Outdoor Webelos Leader Skills (OWLS). Participation in District or Council events, such as the University of Scouting, will provide more resources to help new (and old) leaders succeed. And be sure not to miss the monthly District Roundtable Meetings, where you can learn about what is going on and share ideas and experiences with fellow leaders.

Contact Middle Tennessee Council office at 615-383-9724 or visit our website at www.mtcbsa.org for more information.

The Most Important Rule of CUB SCOUTING

KISMIF: Keep it Simple; Make it Fun

KEEP IT SIMPLE. Cub Scouting does not need to be elaborate or complex.

MAKE IT FUN. Cub Scouting is all about fun.

DEN LEADER FIRST 8 WEEKS OF RESPONSIBILITIES

This shows a sample schedule. Your pack calendar may be different.

*Before each meeting check the helpful hints at
www.mtcbsa.org/Leaders/Den-Leader

Week 1

- ☐ Take online training (Youth Protection Training and Leader Specific Training).
- ☐ Welcome families to your den. Make sure you have good contact information, including parents' names, phone numbers, and email addresses.
- ☐ Plan a convenient meeting time and location. Notify families of the schedule.
- ☐ Obtain a Den Leader Guide Book, a Cub Scout Handbook, and a uniform.
- ☐ Plan your first den meeting, follow the Bobcat Den meeting example in this booklet. (See page 8)

Week 2

- ☐ Attend the pack leaders' meeting.
- ☐ Inform parents of any upcoming events.
- ☐ Recruit parents to help at the meetings. You must have two-deep leadership.
- ☐ Become familiar with the adventure requirements for your rank. Choose the first adventure you will work on.
- ☐ Hold your first den meeting, following the Bobcat Den meeting example. Remember to have FUN with it.
- ☐ Plan your second den meeting, using the example in this booklet on page 9-11 for Tiger, Wolf and Bear Rank, or the online resources at **www.mtcbsa.org/Leaders/Den-Leader**. This will be the start of your first adventure. For any new Scouts, plan to complete the Bobcat requirements.

Week 3 (Pack Meeting)

- ☐ Conduct second den meeting. This one will not be so stressful.
- ☐ Record advancements (requirements completed) online or report to the pack advancement chair.
- ☐ Inform parents of any requirements to be completed at home, and tell them about upcoming den and pack activities. (Pack meeting is next week.)

Week 4

- ☐ At the pack meeting, greet Cub Scouts and parents.
- ☐ Conduct your den's portion of the pack meeting.
- ☐ Plan your third den meeting using the online resources at **www.mtcbsa.org/Leaders/Den-Leader**.
- ☐ Think ahead about den outings.



Week 5

- ☐ Conduct your third den meeting. You're a pro!
- ☐ Record advancements online or report to the pack advancement chair.
- ☐ Inform parents of any requirements to be completed at home.
- ☐ Plan your fourth den meeting. You should be thinking about starting your second adventure. Are there skilled parents that can help?

Week 6

- ☐ Conduct your fourth den meeting.
- ☐ Record advancements online or report to the pack advancement chair.
- ☐ Attend the pack leaders' meeting.
- ☐ Inform parents of any requirements to be completed at home, and tell them about upcoming den and pack activities. Cub and Family Camp Out and the popcorn sale should be happening. Visit www.mtcbsa.org for more information.
- ☐ Plan your fifth den meeting.

Week 7

- ☐ Conduct your fifth den meeting.
- ☐ Record advancements.
- ☐ Inform parents of any requirements to be completed at home. Keep communicating about pack activities.

Week 8

- ☐ Arrive early for the pack meeting, and make sure your Cub Scouts are ready for their part.
- ☐ Encourage the Cub Scouts to participate.
- ☐ Plan your sixth den meeting. Look ahead to your third adventure and plan for outings and needed supplies.





Bobcat Den Meeting Plan

Preparation

- Flag
- Cards with Scout Oath and Law, one for each person (Scouts and adults).
- Balloons with Challenges: Write the Bobcat requirements on slips of paper. (For example, "Say the Scout Oath." "Explain Thrifty." "Give the Cub Scout Handshake." etc.) Insert them into balloons. Blow up the balloons and tie them. Gather the balloons in a large trash bag or other container. Multiple balloons for each kid make for more fun.
- Refer to The Bobcat Trail in your Parent Orientation booklet, if needed. It is also listed in every Den Book.

Gathering

- Photograph the Scouts in uniform.

Opening

- Learn the Cub Scout Salute and what it means.
- Pledge of Allegiance.

Bobcat 6

Talk Time

- Come to Bobcat Day, Pack Overnight, or Cub and Family.
- Don't forget to sell popcorn.

Activities

- Learn the Cub Scout Sign and what it means. *Bobcat 3*
- Learn what the Cub Scout Handshake means. Have the Scouts practice the handshake and introduce themselves to each other. *Bobcat 4*
- Learn the Cub Scout Motto. *Bobcat 5*
- Say the Scout Oath. (Use the Cub Scout Sign) *Bobcat 1*
- Discuss what the Scout Oath means. *Bobcat 1*
- Say the Scout Law. (Use the Cub Scout Sign) *Bobcat 2*
- Discuss what the Scout Law means. *Bobcat 2*
- Play the Balloon Challenge Game: Each Scout gets a balloon. They sit on it to break it. After completing the challenge on the slip of paper, they can have another balloon. This is good practice since they don't know the information well yet. Let them use the cards if they need to for the Scout Oath and Law. Everything will need to be reinforced in future meetings. Expect chaos.

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Closing

- Living Circle: Stand in a circle. Everyone extend your right hand. Make a fist and stick out your thumb.
- Hold the thumb of the person to your right. Everyone's hands should make a circle. Together, raise and lower our hands as we say the Cub Scout Motto: "Do your Best!" (up, down, up).
- Clean up. Pick up all the balloon shreds. Leave our meeting place better than we found it.

Homework

- Complete youth protection pamphlet in handbook.
- Sell popcorn.

Bobcat 7



GAMES TIGERS PLAY



MEETING 1 PLAN - WWW.MTCBSA.ORG/LEADERS/DEN-LEADER

PREPARATION AND MATERIALS NEEDED

- Materials for games
- U.S. and den flags
- Copies of the Do-at-Home Project and the informational flier for the Meeting 3 outing
- Read the Games Tigers Play adventure in the Tiger Handbook.

GATHERING

Set up a scavenger hunt around the room or outdoor meeting space in keeping with the Games Tigers. Play adventure theme, or give the Tigers a flying disc to keep them engaged while waiting for the others to arrive.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Call roll. Have each Tiger respond with something they might say to encourage someone during a game.

TALK TIME

- Introduce the Games Tigers Play adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

Initiative Game 1

- Choose one of the games listed in the Meeting 1 Resources, and encourage the Tigers to play that game with their adult partner and the members of the den.
- Introduce the activity as a special kind of game called an “initiative game.” There are no winners or losers in these kinds of games, which help us learn how to work together.
— Remind the Scouts and their partners that “a Scout is friendly” and knows how to be a good sport.games tigers play
- After the game, lead a reflection time. (See appendix for more information about leading a reflection.) Use these or similar questions:
— What were their roles in the game, and what were their partners’ roles?
— Could they have done something differently to change the outcome of the game?
— How did they feel about the team’s success? Were they able to feel happy or sad and still be a “good sport”?

Initiative Game 2

- Invite the Tigers to select and play one of the games listed in the Meeting 1 Resources.
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game.

“Tigers on the Prowl” Game

- The purpose of this activity is to help Tigers work together democratically in inventing a game they can all play.
- Provide a foam-rubber ball for indoor play or a soccer ball for outdoor play options. Tell the Scouts to make up a game using the ball. The game will be one that they have not played before. Remind them that “a Scout is friendly” to all, and that they should be sure the game they make up is fun and fair for everyone.
— If they have trouble creating a game, make some suggestions:
- It should be a game that teams can play—not just a game you play by yourself.
- How can you use the ball?
- How do you win?
- If you could change one rule about the game, what would it be?
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game. (See appendix for guidelines.)
— Use the reflection time as an opportunity to acknowledge feelings of frustration and to celebrate gracious feelings of success. This reflection helps Tigers develop a courteous nature.
- **OPTIONAL materials:** Carpet squares, hoops, or “caution tape” (to mark a boundary). These items could inspire more ideas and discussion about how to play the game they create.

CLOSING

- Closing ceremony: Recite the Scout Law (with support from the den leader and adult partner).
- Consider sharing a thought for the day.

AFTER THE MEETING

- Confirm the date, location, and transportation plans for the upcoming sporting event.
- Enjoy a healthy snack.
- Work together to clean and tidy up the meeting place.
- Record completion of requirements 1A, 1B, 1C, and 3..



CALL OF THE WILD



MEETING 1 PLAN - WWW.MTCBSA.ORG/LEADERS/DEN-LEADER

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags.
- Plans for the upcoming pack campout—location, fees, gear list, food arrangements, etc.
- Assorted flying discs and targets for the Gathering activity (see Meeting 1 Resources at www.mtcbsa.org/Leaders/Den-Leader).
- Information about how to identify animals, including photos or illustrations (Activity 1).
- Slips of paper for the “Camping Charades” game (Activity 2).
- Sample gear items for the campout, including the Cub Scout Six Essentials (Activity 3).

GATHERING

- As Scouts arrive, have them practice throwing discs at targets. (See Meeting 1 Resources at www.mtcbsa.org/Leaders/Den-Leader).
- Have each Scout write their favorite camping activity on a slip of paper, and put all of the papers in a hat, bowl, or other container.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Recite the Outdoor Code (requirement 7a; see the Wolf Handbook).
- Recite the Leave No Trace Principles for Kids (requirement 7b; see the Wolf Handbook).

TALK TIME

- Introduce the Call of the Wild adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Share plans for the pack campout (see above). If some Scouts will be camping out with their families, discuss possible locations with the youth and their parents, and review everything they will need to bring.

ACTIVITIES

Icon 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 at www.mtcbsa.org/Leaders/Den-Leader).
- Have them go to requirement 3 in their Wolf Handbooks and write the name of each animal and how to identify it.
- Show the youth 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.

Icon 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 Scouts 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.

Icon 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 at www.mtcbsa.org/Leaders/Den-Leader) 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.

CLOSING

The Grand Howl. To recognize their achievements during this meeting, form a circle and have each Scout squat, make the Cub Scout sign with both hands, then lean forward and touch the ground between their feet. Then, like young wolves, all the Scouts raise their heads and give a long howl. When this is done, they all jump to their feet, raise their right hands high above their heads, and give the Cub Scout sign again, shouting, “Akela! We'll-do-our-best!”

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 3, 7a and 7b.
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Scouts to sign at the next meeting

For more meeting plan or other resources please visit
www.mtcbsa.org/Leaders/Den-Leader





BEAR CLAWS



MEETING 1 PLAN - WWW.MTCBSA.ORG/LEADERS/DEN-LEADER

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags.
- Copies of the Knife Know-How Quiz; one for each youth, plus a pencil or pen (See Meeting 1 Resources at <https://www.mtcbsa.org/Leaders/Den-Leader>).
- Materials for Bag of Air Relay game (See Meeting 1 Resources at www.mtcbsa.org/Leaders/Den-Leader).
- One of each of the three knives from the Bear Handbook (Referencing the pictures in the handbook is an option if actual knives are not available).
- Whittling Chip cards.
- Sharpening stones, and old rags for wiping down knife blades.
- Pocketknife for sharpening in Activity 1.
- First-aid kit.

This meeting could easily be converted into an outing at a local museum that has a knife exhibit.

GATHERING

Have Scouts take the Knife Know-How Quiz (See Meeting 1 Resources at <https://www.mtcbsa.org/Leaders/Den-Leader>). The answers are as follows: 1. True; 2. False; 3. False; 4. True; 5. False; 6. False; 7. False; 8. False; 9. True. (Doing this activity before the knife safety talk will serve as a benchmark for reflection on what was learned.) Cub Scouts are not expected to know the answers in advance.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Then call the den roll by asking each youth to respond with one thing a pocketknife might be used for.
- Recite the Scout Law.

TALK TIME

- Carry out business items for the den.
- Introduce the Bear Claws adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Present the three common pocketknives that are referenced in the Bear Handbook. (Requirement 1)
- Review the knife safety rules—be certain there is complete understanding about why each rule is in place. This is also a good time to reinforce the two Scout Law points of being trustworthy and obedient.
- Discuss how well the Bears did on the Knife Know-How Quiz. Help them reflect on any new information that was learned after reviewing the knife safety rules.

ACTIVITIES

Icon Activity 1: Knife Sharpening and Safety (Requirement 2)

- Following the knife safety rules, demonstrate the proper way to sharpen a knife.
- Have extra parents assist Scouts to ensure safety and comprehension.

Icon Activity 2: Bag of Air Relay

Needed: An even number of players (one kid may go twice to even up the teams), enough small paper bags for each player.

Instructions: Place a stack of small paper bags at a goal line about 25 feet from each team. Each Scout in turn races to the stack, blows up a paper bag, bursts it with their hand, and races back to touch off the next player.

An alternative could be to have the Scouts walk backward on one of the trips either to the bag or back to the line.

CLOSING

- Present Whittling Chip cards to the Scouts. (Requirement 2).
- Have the group recite together the Pocketknife Pledge on the back of the Whittling Chip card.

AFTER THE MEETING

- Thank any guests who have assisted at the meeting.
- Serve refreshments, if desired.
- Record completion of requirements 1 and 2.
- Work together to clean up the meeting place.

For more meeting plan or other resources please visit
www.mtcbsa.org/Leaders/Den-Leader





Do Your Best ...!!

COMMITTEE MEMBERS OPPORTUNITIES

Secretary/Communications

- Maintain a contact list of all Cub Scouts and parents for communications purposes. The secretary and den leaders should serve as the only leaders sending out information from the pack.
- Maintain minutes from committee/leader meetings.

Activities/Special Events Coordinator

Arrange pack activities throughout the year and special events. Some activities are:

- Pinewood Derby
- Blue and Gold Banquet
- Community Service Project

Membership

- Maintain registration and fee records of all Cub Scouts and parents.
- Orient new families on the registration process as they join throughout the year.
- Organize with district representatives to plan the fall/spring new Cub Scout recruitment event.

Training

- Ensure all leaders have access to training on-line.
- Maintain training records for all leaders in the pack.

Treasurer

- Maintain and present budgets, accounts, and financial statements to the pack committee
- Maintain a record of each Cub Scout's account if pack credits youth for product sales.
- Work with the fundraising chairman to coordinate sales.
- Reimburse leaders for expenses they might incur for approved den projects.



Camping

- Work with Cubmaster to plan and execute pack camping trips.
- Communicate camping trip supply list with pack parents.
- Coordinate registration of Cub Scouts for Cubs and Family weekends.
- Serve as the trained BALOO leader for pack camping trips.

Advancement

- Work with each den leader to ensure that advancements are turned in each month prior to pack meeting.
- Track and maintain records of each Cub Scout so that all leaders know the status of each Cub Scout's rank.
- Purchase ranks and advancements patches from Scout Shop each month prior to the pack meeting advancement ceremony.

Fundraising Chairman

- Coordinate Popcorn Sale/Scout Cards Sale kickoff with the Cubmaster.
- Encourage parents to participate in all pack's product sales.
- Work with pack treasurer to maintain sale records.
- Serve as the pack contact person for fundraising sales.



Council Camping Opportunities

SHOOTING SPORTS DAY

Jump start your family's year of Scouting by attending your district Shooting Sports Day! This is a quick fun and way for your Scout to experience one of the best areas of Scouting shooting sports. While fun, it is also safe. We have trained range safety officers who control each range. This event is open to all Scouts.

CUB AND FAMILY WEEKEND CAMPOUT

The Cub and Family Campouts are designed to give your Cub Scout or Webelos Scout and their family an opportunity to spend a fun-filled weekend together in the outdoors. They will learn more about each other by working and playing together within a planned program of activities. These weekends during the fall are held at Boxwell Reservation just east of Nashville.

WEBELOS SURVIVAL WEEKEND

FOR WEBELOS ONLY. Scouts will be able to learn skills at fun and exciting Boxwell Reservation. They will also get to meet Scouts from troops in the area to learn about the future program.

CUB DAY CAMP

Day Camp is a fun-filled week of adventure for Cub Scouts who will be in the 1st-5th grades. The Middle Tennessee Council holds the Monday through Friday summer day camps in various geographic locations. These camps offer a range of activities which may include archery, arts and crafts, BB's, field sports, nature, Scout skills and many other themed activities. All camps place a special emphasis on safety procedures.

FAMILY SCOUTING AT CUBWORLD

Are you ready for an adventure of a lifetime? During June and July, Cub Scouts and Webelos Scouts are given the opportunity to enjoy a long-term camping experience at Resident Camp, located at Boxwell Scout Reservation's Cub World.

What kinds of activities will you get to do while at camp? Swimming, fishing, archery, BB's, and Belt Loop activities throughout the camp. Scout staff are on hand to assist with these programs. During your free time, you will be able to hike and explore Boxwell Reservation.

All the meals are served in an air-conditioned dining hall. You will sleep in a provided wall tent with a platform and a cot. Restrooms are available throughout the camp.

For more information about all of the Council camping opportunities and other adventure activities, please contact your district executive or visit our website at www.mtcbsa.org.



Frequently Asked Questions

If I'm a parent, and would like to know how I can help, or want to know more about Cub Scouts, how do I get more information?

You can go to the www.mtcbsa.org website and click on the "Volunteer button" then "New Leader button". The resource will explain the steps in becoming a new leader.

I just signed up to be a leader in the pack. What do I need to get started?

The Middle Tennessee Council has many opportunities to take training. First, check out the www.mtcbsa.org website for the latest training opportunities. Youth Protection is required. You can set up an account at my.scouting.org.

How often do we meet and may parents attend those meetings?

Cub Scouts meet in their own dens about once each week, and a pack meeting is held for all Cub Scouts and their families once a month. It is important for parents to pitch in at meetings. Sometimes parents will be asked to lead a den meeting or pack meeting.

Where can I purchase BSA uniforms and other program materials?

The Middle Tennessee Council has three Scout Shops that can service your uniform, handbook, and other program needs. They are located in Clarksville, Murfreesboro and Nashville. The Scout Shop has a section under the www.mtcbsa.org website. You can find the directions, hours of operation and contact information.

If a youth joins as a Bear or Webelos, may they go back and earn previous ranks?

The simple answer is no. A new Cub Scout will first earn the Bobcat badge, regardless of age, and then begin working on the rank appropriate to their den/grade level.

I have just registered for an event at Boxwell Scout Reservation. How do I get there and do you have a map of the camp?

Under the camping tab of the mtcbsa.org website, you can get a map of Boxwell Scout Reservation and directions on how to get there.

How do I get information from my District Executive?

Under the www.mtcbsa.org site, go to the District page or call the Council office at 615-383-9724.

Is Financial Assistance available for families?

In certain situations, financial assistance may be requested. You should contact your unit leader to inquire as to what funds may be available. They can follow up with professional staff as needed.



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MIDDLE TENNESSEE COUNCIL - 3414 Hillsboro Pike, Nashville, TN 37215
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Middle Tennessee Council Scout Shops

Your complete one-stop Scout Shops

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NASHVILLE SCOUT SHOP

First floor of Scout Service Center
3414 Hillsboro Pike

NASHVILLE, Tennessee 37215

Phone: 615-383-0753 Fax 615-385-1646
1-800-899-6622

Nashville Scout Shop Hours *

Monday-Friday 8:30 AM - 5:00 PM
Saturdays 10:00 AM - 2:00 PM

MURFREESBORO SCOUT SHOP

Inside Haynes Hardware Store
1807 Memorial Blvd

MURFREESBORO, Tennessee 37129

Phone: 615-867-4690 Fax: 615-867-4689

Murfreesboro Scout Shop Hours

Monday, Wednesday, and Friday
1:00 PM - 5:00 PM
Saturdays 10:00 AM - 2:00 PM

CLARKSVILLE SCOUT SHOP

Inside Clarksville Office Now
1860 Wilma Rudolph Boulevard

CLARKSVILLE, Tennessee 37040

Phone: (931) 230-0930

Clarksville Scout Shop Hours

Monday, Wednesday, and Friday
1:00 PM - 5:00 PM
Saturdays 10:00 AM - 2:00 PM

MAIL ORDERS

P. O. BOX 150409 NASHVILLE, TN 37215

ATTN: SCOUT SHOP

AREA DISTRIBUTORS

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Cookeville, Tennessee
931-526-6239

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Tullahoma, TN 37388
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