



## Bear Den Meeting 10

**Saving Well, Spending Well and Games, Games, Games!**

Achievement 13. Achievement 15.

### Preparation and Materials Needed

- ▶ Bring equipment for a game that your den has not played as a den (**Achievement 15b**). Some of the boys may have played the game before, but you should try to pick a game that is new to most of the boys.
- ▶ If you're doing a field trip, prepare permission slips for the field trip at Den Meeting 11.
- ▶ If you'll discuss saving/spending, bring newspaper inserts/advertisements with grocery ads and car ads (for price comparisons); access to a computer for car pricing could also be a help.

### Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

### Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

### Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

### Business Items

- ▶ **Verify:** Check handbooks for completion of **Achievement 13: Saving Well, Spending Well**. Four of the seven must be done.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

### Activities

- ▶ **Achievement 15a:** Set up equipment and play one of the following: backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, or volleyball.
- ▶ **Achievement 15b** ("Play two organized games with your den."): Play an organized game as a den, one or both of which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.")
  - Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book* and the *Cub Scout Academics and Sports Program Guide*.
  - Here are the rules for ultimate:
    - Play with two seven-person teams.
    - Start play with teams lining up on their end zone lines. One player throws the disc to the opponents. If it goes out of bounds, the receiving team can start where it went out or ask for another throw.
    - Play proceeds downfield to the end zone at the opposite end of the field. Players can go anywhere on the field at any time and can throw in any direction. Players may not run with the disc. The person who has the disc (the "thrower") has 10 seconds to throw it.
    - Whenever a pass is incomplete, intercepted, knocked down, or flies out of bounds, possession of the disc changes.
    - Physical contact is not allowed between players. Any physical contact is a foul. A fouled player gets the disc where the call was made. Players are responsible for their own foul calls and resolve their own disputes.
    - When the offense completes a pass in the defense's end zone, it gets a point.



- Follow this final rule from the Ultimate Players Association: “**Spirit of the Game**— Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.”

### Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).

▶ **Home Assignment:** With their parents, ask the boys to begin working on **Achievement 6a**, saving recyclable material.

- ▶ If you’re doing a field trip, hand out permission slips for the field trip at Den Meeting 11.
- ▶ Hand out or send family information letter.

### After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.