



Supplemental Bear Den Meeting M

Boats
Elective 5.

Preparation and Materials Needed

The *Guide to Safe Scouting* defines how Cub Scouts may engage in boating activities: "Cub Scout activities afloat are limited to council or district events that do not include moving water or float trips (expeditions)."

- ▶ Make arrangements for your den to rig and sail or row a real boat.
 - Check with your local Boy Scout council for local options.
- ▶ Have parents and leaders take the Safe Swim Defense and Safety Afloat online training at www.scouting.org/my scouting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Personal flotation devices for everybody when they are in the boats

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.
- ▶ If you've brought books, pictures, or materials, also make these available for the boys to review if they like.

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

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Safety Afloat

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, floating in an inner tube, or other craft), adult leaders for such activity must complete Safety Afloat Training, No. 34159, have a commitment card, No. 34242, with them, and be dedicated to full compliance with all nine points of Safety Afloat.

Activities

- ▶ **Elective 5a**, if you have access to a sailboat:
 - Help an adult rig a real boat.
 - Sail the boat with the adult. Wear your PFDs.
- ▶ **Elective 5c** ("Know the flag signals for storm warnings."): See *Bear Handbook* page 199.



- ▶ **Elective 5e**, if you have access to a rowboat:
 - With an adult on board, and both wearing PFDs, row a boat around a 100-yard course that has two turns.
 - Demonstrate forward strokes, turns to both sides, and backstrokes.

Want More Fun Activities?

Depending on how many boats you have access to, you might do some more of **Achievement 15b** ("Play two organized games with your den."), 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*.
- ▶ Or play your den's favorite game.

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).
- ▶ 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.