



# Wolf Den Meeting 15

## Marbles

Elective 4. Marbles Belt Loop.

### Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
  - Marbles for each boy. At least five glass bottles to play Marbles Sharpshooter.
  - Research on the Internet ways to play marbles and bring rules you find.
  - A street map of the local area, and one or more compasses.
  - Belt loops and Arrow Points to provide immediate recognition for each boy.

### 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

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square; Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

### Business Items

- ▶ **Verify:** Check completion of **Achievement 10a** and **Elective 21** by reviewing the boys' handbooks.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

### Activities

- ▶ **Elective 4e** ("Play a game of marbles.") For example, Marble Sharpshooter (*Wolf Handbook*, page 128):
  - Each player rolls five marbles towards glass bottle targets.
  - Score ONE point for each marble that rolls between the bottles without hitting a bottle.
- ▶ Marbles belt loop (*Cub Scout Academics and Sports Program*, page 109). Complete **requirements 1–3**.

### Closing

- ▶ Award (or recognize) any advancement completed at this meeting (belt loop).
- ▶ 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 permission slips for the fishing outing and picnic, if you are going somewhere other than your usual meeting place.
- ▶ 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.

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