

Dive right in as Cub Scouts spend a month learning about water, our most precious resource. Learn about marine life. Dens can visit a water-treatment facility, local aquarium, or fish farm. Cub Scouts may even want to prepare their own aquarium or fish bowl and “adopt” a goldfish. This is also an excellent opportunity to teach our Cub Scouts about water conservation. Don’t forget learning about water safety while boys enjoy water games. Hunt for shells and experience all the beach has to offer. Cub Scouts love to get wet. What could be better than a water carnival complete with games, competition, and Safe Swim demonstrations? This would be a great time to work on the Wildlife Conservation, Fishing, or Swimming belt loops and pins. Have an outdoor Cub Scout raingutter regatta.

PACK PLANNING

A raingutter regatta is a great activity for this month’s pack meeting. Scheduling this great event outdoors will make it all that much more fun. Appoint the following committees to help with the meeting:

Site Committee. Secure an outdoor location, preferably somewhere with grass and access to water.

Decorations Committee. Make parking and welcome signs. Make arrangements for helium balloons and other items to identify where the Cub Scout fun is happening.

Program Committee. For the raingutter regatta, follow plans in the *Cub Scout Leader Book* and the *Cub Scout Leader How-To Book*. This activity will need plenty of adult help, and extra games will benefit from close adult supervision as well.

Refreshments Committee. Prepare refreshments in advance. Remember the napkins.

Some of the purposes of Cub Scouting developed through this month’s theme include:

- **Preparation for Boy Scouts.** Cub Scouts will spend quality time outdoors just as Boy Scouts do.
- **Personal Achievement.** Boys will feel a sense of pride and accomplishment when they learn to swim.

This theme is designed to promote character development by emphasizing these core values:

- **Responsibility.** Cub Scouts will learn that everyone should share in the responsibility to conserve water.
- **Citizenship.** The birthday of our country is the ideal time to reinforce good citizenship traits as boys see a grand celebration and respect for our country and its flag.

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their section of the meeting area: The decorations committee will post parking and welcome signs and set up tables for each den’s exhibit and for refreshments. The program committee will ensure there is a U.S. flag for the opening ceremony. Hoses and other equipment need to be available for the raingutter regatta. The refreshments committee will serve refreshments at the end of the pack meeting.

GATHERING

The welcoming committee greets families as they arrive. Direct Cub Scouts to an area designated for displaying den projects. Give instructions for the Sink or Float gathering activity (2 JUL).

MAIN PART OF THE MEETING

Opening

A group of Cub Scouts who were

asked to help with the opening come forward. Conduct the Wonderful Water opening ceremony (2 JUL). Or choose an alternate ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout offers the Thankful for Water prayer (2 JUL).

Icebreaker

The assistant Cubmaster leads everyone in Wet Tongue Twisters (2 JUL).

Welcome and Introductions

The Cubmaster, wearing fins and goggles or dressed as a fisherman, welcomes everyone to the pack meeting. Ask, “Can you say fish with your mouth closed?” After everyone tries doing imitations of a ventriloquist, the Cubmaster simply says, “Fish with your mouth closed. Are you ready for a wet pack meeting?”

Song

The song leader leads “Regatta Day” (2 JUL) or one of the many water-

related songs in the *Cub Scout Songbook*, such as “Deep and Wide,” “My Bonnie,” “Raingutter Regatta Song,” or “Row, Row, Row Your Boat.”

Den Demonstrations

Invite each of the dens to perform their contribution or to share what they have done during den meetings this month.

Game

The program committee gives instructions for the raingutter regatta. Invite family members to participate. A parent race—where parents prepare their own regatta boat and compete against each other—is often a good way to build camaraderie among adult pack members.

Recognition

Use the Fish Pond advancement ceremony (2 JULY) to present advancement awards. Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Announce the pack's plans for a service project. Add information about Cub Scout camping opportunities such as day camp and resident camp.

A committee member comes forward juggling a calendar, sporting equipment, pinewood derby car, and more.

Tell when and where the annual pack program planning conference will be held and invite everyone who would like to attend to come join in the planning for next year's program.

Cubmaster's Minute

The Cubmaster delivers the Water Cubmaster's Minute (4 JUL).

Closing

The assistant Cubmaster conducts the Sunscreen closing ceremony (3 JUL).

Refreshments

Invite families to go to the refreshment area and enjoy Fishy Freeze Pops (3 JUL).

Cubmaster Corner

WATER CONSERVATION

This month many activities in the dens and for the pack will involve water. We need to teach our youth that we should conserve water. So how can we do these activities that use water and teach water conservation at the same time? For one thing, we can do the activities on grass instead of concrete or asphalt. The grass can use the water, which will merely run off of the other surfaces. We should also make sure that hoses don't run excessively. Turn off hoses when they aren't being used.

Also take the opportunity whenever you can to teach the boys about how to conserve water at home: for instance, don't run the dishwasher unless it is full; if you wash dishes by hand, fill the sink or a pan with water rather than let it run all the time; turn the shower off while you are scrubbing with soap, or turn off the faucet while you brush your teeth. Check out the U.S. Environmental Protection Agency for water-saving ideas at <http://www.epa.gov/OW/you/chap3.html>.

Ceremonies, Games, Songs, Stunts

SINK OR FLOAT

Materials: Children's swimming pool, various objects to be tested for buoyancy (bar of soap, coins, paper, small cup, large cup, basket, toy car, plastic toy boat, etc.)

Fill the pool with water. Boys take turns guessing whether their object will sink or float and then drop the objects into the water. Give 1 point for each correct answer.

WATER WORDS GATHERING

Materials: Copies of mixed-up words, pencils or pens

Make copies of the following words and print them out on a half sheet of paper with a space next to each one for participants to write the unscrambled word.

mimiwings	swimming
ubsca veidr	scuba diver
akel	lake
loatf	float
ondp	pond
roknlse	snorkel
opol	pool
taerw iks	water ski
ndsas	sand
sahlseel	seashells
otab	boat
avwes	waves
youb	buoy

OPENING CEREMONY: WONDERFUL WATER

This ceremony may be delivered by an assistant Cubmaster, or each sentence can be delivered by a den member.

"Water is a wonderful thing. We use it for recreation, cooking, bathing, to replenish our bodies, and in hundreds of other ways. Cold water to drink and a warm shower are things we all enjoy. The vastness of the oceans, the beauty of a glacier, and the quiet solitude of a lake are some of the ways that water presents it splendor to us. As we pledge allegiance to our flag, let's remember how precious water is to life. Let's each do our part to conserve it. Please stand and repeat the Pledge of Allegiance."

PRAYER: THANKFUL FOR WATER

We are thankful for the water that we drink, the water that we play in, the water that we rely on in countless ways every day. We hope to always work hard to keep it clean and free of waste. Amen.

ICEBREAKER: WET TONGUE TWISTERS

Divide into groups and see how fast each group can say these tongue twisters. Repeat each twister three times, going faster each time.

Six shifty sharks shouted sharply.
Fred's friend Frank fries fresh fish.
She sells seashells by the seashore.
The sun set on six ships sailing south.
Sam saw the seal swim swiftly to shore.
A swim well swum is a well swum swim.
He sells seashells in a salt fish shop.
A toy boat towed by a toy town trailer.

SONG: REGATTA DAY

Tune: When Johnny Comes Marching Home

Regatta day is finally here! Hurrah!
Hurrah!

I whittled my hull and fashioned my sail.
Hurrah! Hurrah!

Boys and parents will cheer and shout.
I'll blow real hard, blow my lungs clear out.

And I'll do my best on regatta day this year!

ADVANCEMENT CEREMONY: FISH POND

Personnel: Cubmaster, dressed like a fisherman; leader standing behind screen/booth and attaching awards

Equipment: Screen/booth resembling a carnival type fishing pond; fishing pole

CUBMASTER: Our advancement fish pond is filled with many kinds of aquatic life. During the past month, we've had

sightings of a Salmon Bobcat, Tiger Cub Shark, a great Sea Wolf, the entertaining Bear Porpoise, and the exotic Webelos Stingray. It was reported that even the rare Electric Arrow of Light Eel was spotted! We need some fishermen to try their skills in our advancement pond. (*Calls first boy.*) Mom and Dad, please come help your son land the big one. Throw in your line. (*Tosses the fishing line over the screen. Leader behind the screen attaches the award to the line and throws it back over.*) Oh, you caught a _____!

(*Continue until all advancements have been awarded. If a mistake is made, tell everyone that the fish was too small and you must throw it back.*)

ADVANCEMENT CEREMONY: H₂O

Equipment: Bucket of water, sponge and dish of water, squirt gun, pitcher of water and clear water glass, large seashell, starfish

Water: (*Splash water in bucket.*) You make quite a splash in our pack. Congratulations on earning your [award].

Sponge: (*Dip sponge into dish of water. Lift up and squeeze water out.*) You sure did soak up a lot of ideas and fun when you earned your [award]. Way to go!

Squirt gun: (*Shoot squirt gun away from audience.*) That was some straight shooting when you earned your [award]. Congratulations!

Water in a glass: It is crystal clear that you are a fine example of a Cub Scout. Congratulations on earning your [award]!

Large seashell: If you put this up to your ear, you can hear the ocean telling everyone you have earned your [award]! Congratulations!

Starfish: You're a shining star in our pack. Congratulations on earning your [award]. Keep up the good work!

GAMES

Blanket Toss

Materials: Blanket and water balloons
All players stand around the blanket holding an edge. The leader of the game launches (by catapult or throwing) water balloons into the air. The object of the game is to catch the water balloons in the blanket.

Blind Beach Volleyball

Materials: Volleyball net, blanket, beach ball

Drape a blanket over a volleyball net. Play volleyball with a beach ball, but you

can't see when the ball is coming, which makes it quite a bit more challenging!

Fishing Relay

Materials: Large boxes, blue paper, paper fish, paperclips, dowels, string, magnets, tape measure

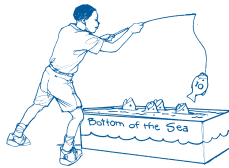
Make fishing ponds (one for each team):

Cover boxes with blue paper. Cut slits in the top of the boxes. Write weights on the fish.

(One or two fish will be below the legal weight limit, with no weight given.) Attach one or two paperclips to each fish. Place one fish in each slot.

Make fishing poles (one for each team): Attach one end of the string to a dowel. Tie the other end of the string to a magnet.

To play: Divide boys into teams. Each team gets a fishing pole. On a signal, the first boy from each team runs to his team's fish pond and catches a fish. Record the weight of the fish. If it is below the legal weight, he must put it back and try again. If the fish is legal, he may record the weight for his team.



SINKING SHIPS

Materials: Small squirt guns, children's swimming pool, condiment cups

Fill the pool with water and float the cups in it. Give each boy a squirt gun filled with water. Boys race to see who can sink his ship the fastest by squirting water into the cups.

WATER BALLOON TOSS

Materials: Water balloons, straight pin

Fill balloons with water and tie the opening shut with a knot. Line up boys in two lines facing each other, approximately 10 feet apart. Make a pinhole in each filled balloon. Boys toss their balloon back and forth. The last team to still have water in their balloon wins.

APPLAUSES AND CHEERS

Swimming Cheer. Make the motions as if you are swimming the crawl stroke.

Ocean Applause. (This is best done in a large group or where you have at least four rows of seats.) Everyone stands. The first row sways from side to side. The second row sways in the opposite direction; the third row does the same as first, etc. Then have them add sound effects: "Swoosh, swoosh, swoosh!"

Ocean Wave Applause. Wave your hands to the side like a wave and say "Shhhh...whoosh."

SUNSCREEN CLOSING CEREMONY

Materials: Bottle of sunscreen

LEADER: Remember the last really bad sunburn you had? Remember how much pain it caused for several days? You may not have even realized you were getting sunburned. Sunscreen could have prevented it. (*Holds up sunscreen.*)

Parents are like sunscreen. They can help us avoid situations we don't know can hurt us. It pays to listen to your parents. They have your best interest in mind.

REGATTA CLOSING CEREMONY

Materials: Regatta boat

LEADER (holding regatta boat): As this pack meeting comes to an end, stop for a moment and think about the boats that have been made. A lot of time and effort have been invested in each of these boats. They have been designed to hold a true and steady course. Each one is beautiful because of the time and effort that has gone into it. These boats are like the boys who created them. Each boy has a family who has invested their time, effort, love, and patience in helping to shape him. Let us not forget those people who mean the most to us as we sail on our way tonight.

FISHY FREEZE POPS

Ingredients: One 3-oz. package blueberry gelatin, 1 C. sugar (or less to taste), 2 C. boiling water, 1 C. white grape juice, 10 snack-size resealable plastic bags, gummy fish

Dissolve the gelatin and sugar in the boiling water. Let the mixture sit for 2 minutes, then add the grape juice. For each pop, pour gelatin/sugar syrup into a snack-size resealable plastic bag until the bag is about half full. Zip shut. Place bags upright in the refrigerator and chill until the mixture begins to set. Open bags and press gummy fish into the gelatin. Zip shut and put the bags in the freezer to freeze solid.

To eat, cut away a small section of the bag and push the frozen pop out one bite at a time.

RUN-ON

DEN LEADER: What is the chemical formula for water?

CUB SCOUT: H, I, J, K, L, M, N, O.

DEN LEADER: May I ask what that is?

CUB SCOUT: H to O.

CUBMASTER MINUTE: WATER

Water is a wondrous thing. We use it for recreation, bathing, cooking, to

replenish our bodies, and in hundreds of other ways. A hot shower or a cold glass of ice water are things that we certainly appreciate. The majesty of the ocean, the awesome beauty of a glacier,

and the quiet solitude of a forest stream are some of the ways that God has provided water for us. Please remember how precious water is to life and that we should conserve it.

July Pack Program Page: H₂Ohhh!

ACADEMICS AND SPORTS PROGRAM

Academics

Citizenship. What better month to explore the Citizenship belt loop and pin than during the birthday of our country? Participate in a service project, make a poster, and practice jobs to do. Mom and Dad will be proud when they see this belt loop presented to their boy at the next pack meeting.

Sports

Fishing. Boys who haven't earned this belt loop and pin may find this a good time to complete the requirements.

Swimming. Grab a kickboard, learn the rules of Safe Swim Defense, and play a game in the water. Your belt loop will be completed!

FAMILY ACTIVITY

Families will have fun enjoying water activities. Whether swimming in a public or a private pool, children need to respect water. Even children who grow up around pools need to have a refresher course on water safety. The "Being Prepared" section of *Cub Scouting's Family Activity Book* encourages you to take swimming lessons (No. 11). This is an important basic skill for survival, and the sooner a boy or girl learns it, the better.

DID YOU KNOW?

Safe Swim Defense

Water Safety—Cub Scout Leader Book, Chapter 14

Water activities can be fun for both dens and packs. But safety rules are very important any time a pack is holding an event around water. Some boys may not know how to swim, and some who may think of themselves as swimmers can't swim very far or safely in deep water. To ensure safe aquatic activities, the Boy Scouts of America has developed the Safe Swim Defense plan. (See the *Cub Scout Leader Book* and *Guide to Safe Scouting*.) Leaders should be trained in Safe Swim Defense before conducting aquatic activ-

ities. Leaders taking Safe Swim Defense training must agree to use the eight defenses of this plan.

GOOD TURN FOR AMERICA

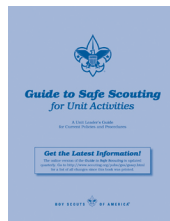
There is always a need to pick up litter on and around our waterways. Cub Scouts can plan an outing to do this Good Turn. Be sure there is adequate adult supervision, and tell boys about what types of things adults should pick up, rather than themselves (such as glass or anything else that is sharp). Always use gloves when picking up litter!



BSA RESOURCES

HIGHLIGHT

Guide to Safe Scouting (No. 34416). This resource is available in two forms: in print or online (<http://www.scouting.org/pubs/gss/>). Review any activity the den or pack plans to determine whether it meets all policies and regulations for safe Scouting for our Cub Scouts and their families. This publication also includes information on age-appropriate activities.



PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before the July pack meeting to check final details and outline den and pack activities for the August pack meeting.

The site committee needs to verify details for the pack meeting location. Because this pack meeting may be in a different location than usual, make and deliver invitations for families that include the location. Also let families know that this activity will involve water, so they may wish to bring towels.

The decorations committee may want to make parking and welcome signs.

The program committee will report on construction of the raingutter racetrack and plans on how to record the results of

the races. If an alternate activity such as a water carnival is chosen as the main activity, select the games/activities to be done and ensure adequate adult leadership.

Discuss plans for what the pack will do for a service project. Report the time spent at <http://www.goodturnforamerica.org>.

Begin making plans for next month's theme of S'More Summer Fun.

The pack trainer conducts the monthly Unit Leadership Enhancement that best meets the current needs of your pack. See the *Cub Scout Leader Book* for suggested topics. Choose a topic for next month.

LOOKING AHEAD

The annual pack program planning conference is usually held in July or August for helping the pack make general plans for the new program year. If your pack did not conduct its planning conference this month, be sure to hold it next month. See the *Cub Scout Leader Book* for conference planning suggestions.

Fall recruiting is coming up quickly. Contact your local council service center to see what the council's plans are for fall recruiting efforts.

PACK TRAINER HIGHLIGHT

Orient any newly recruited leaders from the spring recruiting sessions. Be sure they complete Fast Start as soon as possible. Review upcoming training opportunities for leaders such as Cub Scout Leader Basic Training. Remind leaders to attend the monthly Cub Scout leader roundtable.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go swimming with an adult (*Elective 40*).

Wolf Cub Scouts. Swim 25 ft. and tread water (*Achievement 1h, 1i*).

Bear Cub Scouts. Fill balloons with water, string them up like a piñata, and take turns hitting them with a stick.

Webelos Scouts. Work on the Aquanaut activity badge by demonstrating survival floating and knowing how to use a personal floatation device (PFD).

H₂Ohhh!: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.

Dens may meet in the evenings or on weekends.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Wave Bottles and for Octopus Neckerchief Slides (both 6 JUL).	Gather materials for water games (balloons, buckets, cups, etc.; (6 JUL).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Make Octopus Neckerchief Slides.	Review the buddy system and Safe Swim Defense rules with the boys. (See the <i>Cub Scout Leader Book</i> .)		
OPENING	Boys recite the Cub Scout Promise while facing the den flag.	Announce the beginning of Wet and Wild Tiger Mania day. Sing "My Bonnie" (<i>Cub Scout Songbook</i>).		
SHARE	Talk about octopuses (where do they live?) and the H ₂ Ohhh! theme. Boys share about any visits they have made to a lake, a river, or the ocean.	Boys share their experiences with playing in the water. How many boys know how to swim? Have they taken swimming lessons? What did they learn?	GO SEE IT: Visit a lake or swimming area that is patrolled by lifeguards and go swimming (<i>Elective 40</i>).	Participate in the monthly pack meeting by showing the Wave Bottles and sharing information about the den's Go See It.
DISCOVER	Make Wave Bottles.	Boys discover the many activities to be done today by walking around the den meeting area.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Discuss the Go See It in two weeks.	Play a variety of water games (6 JUL).		
CLOSING	Sing "Taps" (<i>Cub Scout Songbook</i>). Remind everyone to wear swimming clothing for Wet and Wild Tiger Mania next week.	Remind Tiger Cubs and adult partners about the details for next week's swimming adventure. Gather around the den flag and give the Tiger Cub den yell.		
This month's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files tour permit with local council service center for Go See It.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails the thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Tiger Cub Den Activities

Splish splash, boys are having a blast with Wet and Wild Tiger Mania water activities! Boys and adult partners will give their swimwear a workout this month in the den meeting and during the Go See It. Monitoring the many water activities will provide a good chance for adult partners to get hands-on activities with the rest of the den. For the Go See It, lead a discussion on the buddy system and safe swim rules (see the *Cub Scout Leader Book*) for a fun-filled and safe trip. Encourage Tiger Cubs and their adult partners to continue the H₂Ohhh! adventure by completing Elective 29, Safety in the Sun.

BOAT IN A BAG

Materials: Prepare a paper bag for each boy in advance and staple closed. Inside there could be a foam meat tray, plastic straw or coffee stirrer for a mast, permanent marker, 5-in. piece of masking tape (put tape on a piece of waxed paper), and sheet of paper for a sail.

Each boy and his adult partner have 5 minutes to build a boat out of the materials in their paper bag. Then watch them float in a kiddie pool or large tub filled with water.

WAVE BOTTLES

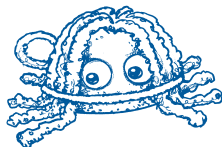
Materials: Salad oil, water, clear 2-liter soda bottle, blue food coloring

Fill the bottle one-third full of oil. Fill the rest of the bottle with water (it **MUST** be full to the top). Add a few drops of food coloring. Screw the top on tight. Hold the bottle on its side and gently rock it back and forth. You should see small waves form and “break” inside the bottle.

OCTOPUS NECKERCHIEF

SLIDE

Material: 1½-in. foam ball (cut in half), eight pieces 12-in. bumpy chenille stems, two wiggly eyes, one regular chenille stem



Stick one end of each chenille stem into the top of the ball, close together. Check for even spacing and mold the stems down to the bottom of the ball so the stems cover the ball. Twist the regular stem tightly around the stems at the base of the ball and then form the ends of that stem into a slide ring. Curl each tentacle as desired. Add wiggly eyes or use felt for eyes and mouth.

GAMES

Dripping Relay

Materials: Bucket of water, two cups with identical holes in the bottom and sides, two containers about half-gallon size

Divide boys into two teams. First Tiger Cub on each team fills his cup with water from the bucket, then places the leaking cup over his head and runs around a previously marked course. When he gets back to the beginning, he pours whatever water is left in his cup into the empty container, and then hands the empty cup to the next player. The team that fills their container first wins.

Bop!

Materials: About 10 squishy soft balls or sponges soaked in water

Divide the group in half and mark a middle line. Give the teams an equal number of sponges or balls. Boys start trying to hit members of the opposite team. They cannot cross over the middle line. If someone gets hit, they have to sit out for 60 seconds; then they can come back into the game. (The den chief should supervise the 60-second time-out.)

Crash Course

Set up an obstacle course using lawn chairs. Fill four buckets to the top with water. Put two full buckets at each end of the course. Divide Tiger Cubs into two teams. At a signal, the first racer on each team picks up a bucket and runs to the end of the course, trying not to spill the water or bump into the other runner. Then the runners set down the first bucket, grab their second bucket, and run back to the starting point. The next runner on each team takes the bucket from the first runner and runs the course in a similar manner. The team with the most water left in the buckets wins.

Cold Potato

Materials: Filled water balloons

Tiger Cubs stand or sit in a circle and pass a water balloon from player to player. However, the balloon is not passed around the circle as in traditional “hot potato.” It is thrown across the circle from player to player. If a player fails to catch the balloon, or it breaks when they try to catch it, that player is out.

Players must not intentionally throw

the balloon hard to make it explode in another’s hands. Spread boys farther apart if necessary. The game proceeds until there is one dry person left.

Water Limbo

Use a water hose instead of a pole for water limbo! Line up Tiger Cubs in a grassy area as in traditional limbo. An adult is in charge of the water hose, shooting a stream of water for kids to dance the limbo under. The den leader starts with the hose high, and then lowers the stream of water after each round. Everyone gets a chance to get wet!

Musical Sprinkler

Hook up a sprinkler to a water source, but don’t turn it on yet. Instruct players to move around the sprinkler area, dancing, hopping, or striking funny poses. When the sprinkler is turned on, Tiger Cubs must freeze in position and not move until the sprinkler is turned off again.

Fishtail

Materials: Neckerchief or piece of fabric for a fishtail

Check that your playing area is free from any obstructions. Boys form a single line, each one grasping the waist of the player ahead. The last player has a tail tucked into the back of his belt. The head tries to maneuver so that he can snatch the tail, while the player with the tail tries to prevent this. After a few minutes, two different players change places with the head and tail.

This game will be more fun if the fish is in water—that is, have a sprinkler or two running that boys can run through as they play!

Don't forget, some everyday activities are also important electives for Tiger Cubs. For example, helping in the kitchen is Elective 24, learning telephone manners is Elective 26, and visiting the dentist is Elective 46.

H2Ohhh!: Wolf Den Meetings

Dens may meet after school, in the evenings, or on weekends.
Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK		THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Penny Drop and Shark Attack game (both 8 JUL), cardboard boxes large enough for boys to sit in.	Have materials for Ring Toss (<i>Elective 4c</i>) and Octopus and Shells Treats (8 JUL).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Have materials for Ice Cream in a Bag and Water Balloon Volleyball (both 8 JUL).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Penny Drop.	Collect permission slips. Make and play Ring Toss.	Collect permission slips. Review safety guidelines for litter pickup (everyone wears protective gloves, boys do not handle glass and other dangerous or sharp litter, stay off of any roadways, adults in the front and back of the line).	Boys sign thank-you note. Review the rules of safe fishing (<i>Elective 19d</i>).
OPENING	Conduct the Ocean opening ceremony (8 JUL).	Give the den yell.		Cub Scouts line up and recite the Pledge of Allegiance.
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the H2Ohhh! theme. Present the many options for the field trip in two weeks.	Discuss the Cub Scout Leave No Trace Pledge and have boys recite it.	Go fishing. OR	Remind boys about summertime activities your den will be participating in with the pack. Remind them that they are eligible to earn the National Summertime Pack Award pin by attending all three monthly events.
ACTIVITY	Use cardboard boxes as boats for boys to sit in. Pretend they are sailing and discuss Boating Safety Rules (<i>Elective 20b</i>). Make and play Shark Attack.	Make Octopus and Shells Treats. Play a game from the <i>Cub Scout Leader How-To Book</i> .	Visit an aquarium, water-treatment plant, or fish farm. You can arrange to pick up litter to clean up the waterways near your area (<i>Achievement 7d</i>).	Explain that ice is a different form of H ₂ O and can be useful for more than cooling a drink. Make Ice Cream in a Bag. Play Water Balloon Volleyball.
CLOSING	Form Living Circle. Denner leads Cub Scout Promise. Send home permission slips for field trip during the third week.	Boys form a circle and hold hands after crossing their arms in front, and recite "Do Your Best."	At the end of the trip, lead a reflecting discussion with boys about their outing.	Form a brotherhood circle with arms around each other's shoulders and repeat the Law of the Pack.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 7d; Electives 4c, 19d, 20b

The month brings loads of fun in the sun and a great time to explore one of our more precious resources: water. This is an excellent time to remind Cub Scouts about water conservation and water safety. This month's activities let Cub Scouts have fun with the water theme—and especially have fun getting wet.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 7b, Your Living World:* Boys find out how water gets dirty, and then can pledge to keep it clean!
- *Achievement 10a, Family Fun:* Complete the Character Connection for Cooperation with the family.
- *Elective 19c, Fishing:* Boys can go out with their families and catch fish.

OCEAN OPENING CEREMONY

Have large cards with the letters OCEAN on them for the Cub Scouts to hold and read from.

O is for Old Glory that we wave with pride.

C is for colors of the sunset on the sea.

E is for evenings that give us pleasant thoughts.

A is for awareness of the beauties of the sea.

N is for Neptune, the mythical god of the sea.

ALL: OCEAN—it covers three-quarters of the surface of the earth and gives us much to be thankful for.

SAFE FISHING RULES

(*Elective 19d*)

Boys draw a scene of a river or lake-shore. Then review the rules of safe fishing with them. Later in the meeting, have boys show the drawings to others and share the rules that apply to their site. Be sure to highlight the potential dangers of slippery logs and rocks, drop-offs and holes, erosion, and fishhooks.

GAMES

Shark Attack

Materials: Index cards, colored pencils or markers, magazines/books with pictures of fish (or you may use pictures you find on the Internet)

Cub Scouts review the available pictures and choose a fish to draw. They draw two of the same fish (on two index cards). If matching illustrations are available, boys could paste them onto the cards. These will be used in a matching game later. Label the pictures with the type of fish if known (on the same side of the index card).

Next, each boy draws a shark (or again paste a preprinted picture) onto a card and labels that. The total of 17 cards becomes a deck.

To play: Choose one set of cards. The idea is to catch pairs of fish and not be left with the shark card. One boy is dealer; he deals all cards facedown. Boys look at the cards and find any pairs; read them aloud and then set them aside.

The Cub Scout to the left of the dealer begins by drawing a card from the player on his left. If the player draws a matching card, he reads aloud the name of the fish on the card, and sets aside the pair. Play continues to the left. The game ends when all the pairs are “caught” and someone is left holding the shark card. Change decks and play again.

Water Balloon Volleyball

Materials: Bed sheets, water balloons, net

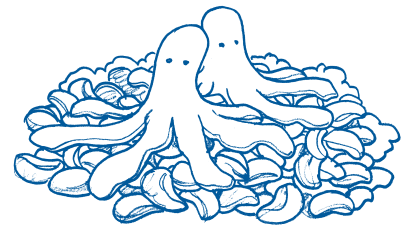
Everyone on the team holds a corner or side of the sheet. Place a water balloon in the middle. Working together, bounce the balloon on the sheet until you can flip it over the net. The other team must catch it in its sheet and flip it back.

Penny Drop

Materials: Children's swimming pool, small dishes, 10 pennies for each boy

Fill the children's pool with water. Place dishes on the bottom of the pool. Give each boy 10 pennies. Each boy tries to drop or toss all 10 of his pennies one at a time through the water and into one of the dishes. The boy who gets the most pennies in a dish is the winner.

OCTOPUS AND SHELLS TREAT



Ingredients: Hot dogs, shells and cheese prepackaged meal

Prepare shells as directed on the package. Using plastic knives, boys carefully cut the bottom three-fourths of the hot dog into eighths (vertical cuts); the top one-fourth stays intact. Boil the hot dogs and the “legs” will draw up to look like an octopus. Place the octopuses on the cooked shells and serve.

ICE CREAM IN A BAG

Materials: 1 T. sugar, ½ C. milk or half & half, ¼ t. vanilla, 1 pint-size resealable plastic bag, 1 gallon-size resealable plastic bag, ice cubes, 6 T. rock salt

Fill the gallon-size bag half full of ice and add the rock salt. Pour the milk, sugar, and vanilla into the pint-size bag. Put the small bag inside the large bag and seal carefully. Shake until the mixture turns to ice cream (approximately 5 minutes). Wipe the salt off the top of the small bag, open carefully, and enjoy!

H₂Ohhh!: Bear Den Meetings

Dens may meet after school, in the evenings, or on weekends.

Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Set up Who Are You?; have supplies for Fabulous Frozen Feet (both 10 JUL); inkpad and paper for fingerprinting.	Have supplies for Musical Water (10 JUL); set up a sprinkler and have a beach ball; have supplies for Water Relay (10 JUL).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Have materials for Spray Bottle Painting (10 JULY).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Fabulous Frozen Feet.	Collect permission slips. Check that boys are in clothes that can get wet and have a set of dry clothing to change into. Play Water Relay.	Collect permission slips.	Boys sign thank-you note. Prepare Spray Bottle Painting.
OPENING	Denner leads the Cub Scout Promise.	Sing "America" (<i>Cub Scout Songbook</i>).		Boys join around the den flag and recite the Law of the Pack.
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the H ₂ Ohhh! theme and review the basic rules of safe swimming and the importance of the buddy system (<i>Elective 19d</i>).	Talk about water pollution (see <i>Elective 15</i>) and how it affects the water around us.		Carefully take the Spray Bottle Painting and have boys sign it with their names. This will be on display at the pack meeting this month.
ACTIVITY	Play Who Are You?. Point out that this was a guessing game based on clues. Talk about how law enforcement officials use clues. Take boys' fingerprints (<i>Achievement 7a</i>).	Play Musical Water. Set up a sprinkler and play a game of catch with large beach balls while standing under the water stream.	Visit a lake, stream, river, or ocean and help keep it clean (<i>Elective 15e</i>). At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the run-ons to be used at the pack meeting (10 JUL). Write out the jokes if needed so each boy can be comfortable delivering his line.
CLOSING	Do a grand howl in honor of the den chief. Encourage boys to finish <i>Achievement 7</i> with their families. Tell boys to bring a change of clothes for next week's activities. Send home permission slips for field trip during the third week.	Encourage boys to complete items from <i>Elective 19</i> , Swimming, with their families. Boys give the Cub Scout handshake to all den members and the den leader.		As boys exit, they salute the den leader and assistant den leader.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 7a; Electives 15e, 19d

Hot summer days and outdoors with water fun—it's time for Cub Scout summer. In addition to the summer fun in the water, the pack meeting will provide an abundance of activity. Be sure the boys know how to dress appropriately, and provide for sun and critter protection as needed. Many children are left home alone during the summer months. Encouraging boys and families to complete Achievement 7 about law enforcement may help a Cub Scout cope with a situation he might encounter someday.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 6d*, Take Care of Your Planet: Boys can learn about leaky faucets and how to repair them.
- *Achievement 13b*, Saving Well, Spending Well: Adults can set up a savings account and start their Cub Scout on the lifelong habit of saving for the future.
- *Elective 5*, Boats: Where there's water, there are boats. It's good for boys to learn about watercraft.

GAMES

Who Are You?

Each person is given a name of an ocean, river, lake, or sea. Have tables labeled oceans, rivers, lakes, and seas. Cub Scouts determine what they are and go to that table. At the table are descriptions of each of the bodies of water. Boys must decide which description matches their body of water's.

Oceans

Atlantic: Second largest ocean

Pacific: Largest ocean, with thousands of islands in it

Indian: Stretches from Africa to Australia

Arctic: Smallest of the oceans

Rivers

Nile: Longest river in the world

Yangtze: Longest river in China

Volga: Longest river in Europe

Mackenzie: Longest river in Canada

Lakes

Superior: Largest of the Great Lakes of United States and Canada

Victoria: Source of water for the Nile River

Eyre: Largest lake in Australia (but it fills up only occasionally)

Baikal: World's deepest lake

Seas

Caspian: Really the world's largest lake (but called a sea by the Romans because the water was salty)

South China: Largest sea in the world

Bering: Bordering the south of Alaska and part of Russia

Ross: Off the coast of Antarctica

FABULOUS FROZEN FEET

Materials: Kiddie pool, ice cubes, bucket or bowl for each boy

Cub Scouts line up along the edge of a kiddie pool filled with water. Each player has an empty bucket or bowl beside him. Pour a big pile of ice cubes into the pool.

At a signal, players pick up as many ice cubes as they can and put them into their own buckets. However, they can use only their feet to pick up cubes!

MUSICAL WATER

Materials: A bucket or dishpan for each player, music to play

Arrange the buckets in a circular pattern. Boys walk around the buckets in rhythm with the music. When the music stops, everyone sits down in the buckets or dishpans, one of which is filled with water!

A more traditional version of this game entails filling all the buckets with water but having one less bucket than the number of players. The boys walk around the circle, plunking themselves into the nearest bucket when the music stops. The boy who is still dry gets to sit out the rest of the game. Remove a bucket and continue the process until only one player remains. The winner gets the honor of a final dunk in the bucket.

WATER RELAY

Equipment: Blindfold and cup for each boy, buckets full of water, empty buckets



Boys kneel behind each other in a line. They should be close together. Have each boy put on a blindfold and then give each boy a cup. At a signal, the first boy dips his cup in the bucket full of water and reaches over his shoulder and pours it into the cup of the boy directly behind him. The second boy does the same, and so on. They cannot use their other hand to feel the cup of the person behind them. The last boy pours the water over his back into the empty bucket. The boys

can dip water and pass as quickly as they would like.

Don't forget that Youth Protection guidelines require that whenever boys change clothes, they have to be able to change in privacy.

RUN-ONS

Use a series of jokes to make a skit. Encourage Cub Scouts to look for additional jokes to use.

CUB SCOUT 1: How do you write to a fish?

CUB SCOUT 2: I don't know. How?

CUB SCOUT 1: Just drop him a line.

CUB SCOUT 1: What's the best way to catch a fish?

CUB SCOUT 2: I don't know. What?

CUB SCOUT 1: Have someone throw it to you!

CUB SCOUT 1: What has a mouth but can't talk?

CUB SCOUT 2: I don't know. What?

CUB SCOUT 1: A river.

CUB SCOUT 1: How come rivers are so rich?

CUB SCOUT 2: I don't know. Why?

CUB SCOUT 1: Because they have so many banks!

CUB SCOUT 1: What day of the week do fish hate the most?

CUB SCOUT 2: Fry day.

CUB SCOUT 1: If you want to learn something the right way, you must start at the bottom.

CUB SCOUT 2: But I want to learn to swim!

SPRAY BOTTLE PAINTING

Provide the boys with spray bottles filled with water paint or water colored with food coloring. Put up a large piece of paper or a sheet on a fence or easel and let the boys spray with the bottles to create a painting or mural. Display at the pack meeting.