

**New to Cub Scouts?
New Cub Scouts Pack?
This is the resource for you!**

A simple, ready-made guide that helps new Cub Scout
volunteers deliver the program from day one.

Ready. Set.
SCOUT!



**A Quick-Start Guide
for New Packs**



NORTHERN STAR SCOUTING

northernstar.org | 612.261.2300 | 6202 Bloomington Rd | Fort Snelling, MN 55111

Ready. Set. **SCOUT.**

Quick-Start Guide



*for New Cub Scout Packs and Volunteers
with and without Scouting experience!*

What This Guide Is For

This guide is designed to help new Cub Scout leaders confidently start and run a pack without feeling overwhelmed. It provides simple, ready-to-use ideas so **you don't have to build everything from scratch.**

How to Use This Guide

Follow the steps to get started, then use it as a reference throughout the year—one step at a time.

You also have the option to modify anything in this guide to better fit your Pack's needs and interests.

What You Will Find Inside

- Ready-To-Use Pack Calendar
- Den Meeting Plans
- Unit Finances
- Important Contacts
- How To Grow Your Pack and Why That's Important
- *And so much more!*



NORTHERN STAR SCOUTING

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Introduction



As a unit leader you are going to hear A LOT of “scouty” terms. When making this guide we knew we needed to make the terms a little less of a secret language and more friendly to new leaders.

Common Cub Scout Terms

Adventure:

A set of activities Cub Scouts complete to learn skills, try new things, and have fun. Adventures are the core of the program and how Scouts earn their rank.

Bobcat:

The first Adventure every Cub Scout earns.

Committee:

A group of adults who support the Pack behind the scenes, handling planning, finances, registration, and logistics so leaders can focus on Scouts.

Council:

The larger Scouting organization that supports Packs and Troops across a region, providing camps, events, training, and resources. Our Council is Northern Star Council (Northern Star Scouting).

Cubmaster:

The main Pack leader who runs Pack meetings, supports Den Leaders, and creates a fun, welcoming experience for Scouts and families.

Den:

A small group of Cub Scouts in the same grade that meets regularly to complete Adventures together.

Den Leader:

An adult volunteer who plans and leads Den meetings, guiding Scouts through Adventures and program progress.

District:

This is how the Council divides their territory. Typically made up of units within the same school district(s).

District Executive:

A professional Scouting staff member who supports local units with startup, training, resources, and community connections.

Pack:

The full Cub Scout unit made up of multiple Dens, led by the Cubmaster and supported by the Committee, bringing families together for meetings and events.

Rank:

The level a Cub Scout earns by completing Adventures for their grade, progressing to a new rank each year.



HOT TIP!

Don't get hung up on the organizational jargon. When speaking with Scouting leaders or professionals and they use terminology new to you, don't be shy about asking for clarification. Everyone had to learn it for the first time somewhere along the way.

Who Should You Know?



Your District Executive

My what? A Council-paid professional Scouting staff member who supports volunteers and Packs in a designated service area (a District).

Why do I need to know my D.E.? Your D.E. is a resource to provide help, guidance, training, and answers to your Scouting questions. Your D.E. is your liaison to Northern Star Scouting and Scouting America. D.E.'s are here to help you deliver the best Scouting program possible.

What hours are they available? We recognize many leaders have day jobs, therefore, your D.E. works a flexible schedule, including some evenings and weekends.

Your District Executive:

Email: _____

Office Phone: _____

District Commissioner

My what? A District volunteer appointed by your D.E. to lead the District Commissioner staff, provide coaching and to support volunteers ensuring the success of all Packs in the District.

Why do I need to know them? District Commissioners are often long-time Scouters with a wealth of knowledge and first-hand experience. They are invaluable resources.

What hours are they available? Like you, they are volunteers. They often work, have hobbies, family commitments and may belong to their own Pack or Troop. It's helpful to include your D.E. when emailing to ensure someone sees it.

District Commissioner:

Email: _____

Office Phone: _____

District Membership Chair

My what? A District volunteer appointed by your D.E. to oversee the membership committee which helps Packs with recruitment plans.

Why do I need to know them? When it comes to growing your Pack, your Membership Chair can suggest best practice ideas and resources available to you. They have the insider scoop on new goods coming down the line!

What hours are they available? Like you, they are volunteers. They often work, have hobbies, family commitments and may belong to their own Pack or Troop. It's helpful to include your D.E. when emailing to ensure someone sees it.

Unit Commissioner:

Email: _____

Office Phone: _____

Council Office

Customer Service at Base Camp

612-261-2300 | info@northernstar.org

Anytime you have questions, need assistance or can't find your D.E.'s number, our Customer Service staff will be happy to help you!

Registration Office (Registrars)

612-261-2304 | registration@northernstar.org

Have a registration question? Our Registrars can help with individual registrations, training records, roster updates and corrections, and annual pack renewals.

The Scout Shop at Base Camp

612-261-2490

basecampscoutshop@scouting.org

The Scout Shop is your go-to source for leader resources, uniforms, handbooks, advancement awards, and outdoor gear. New volunteers can find the program supplies needed to support Scouts and deliver a fun program.

Pack Finances



Grab your popcorn, let's talk finances. Your Cub Scout Pack will need money for nearly everything. Camping, activities, craft supplies, and many other fun things cost money. We want to prepare your pack to manage that money.

Bylaws

Your most valuable tool as a new pack will be your bylaws and should be reviewed and signed annually by all leaders, families and members of your Pack. Bylaws are rules and parameters of how your pack, now and in the future, will handle leadership roles, pack finances, event planning, leader and family expectations, as well as other key functions.

Below are some things to consider when your committee builds the Pack's bylaws.

Bank Account

- One Pack = one bank account
- Use your Chartered Organization EIN#
- Always have 2-3 people on the account, one of which should be the Chartered Organization Representative
- Bank statements should be made available to the Pack committee and Chartered Organization.
- It is important to establish **transparency** early.



HOT TIP!

See the Bylaws template at the end of this section your Pack committee can customize to fit your Pack's needs. Any part of these bylaws can be modified, omitted, or added to with the exception of the Safeguarding youth rules and policies.

Treasurer

This probably does not come as a surprise, but you should have a dedicated, registered volunteer, assigned as the treasurer.



This role can be assigned by a member of the Pack's key 3 in **my.scouting.org** > **Organization manager** > **Position Manager** > **Functional Roles**

Be sure to check out the Training tab in this guide to learn more about position-specific training for treasurers.

Fundraising

It is important packs, troops, or crews do not solicit money (ask for cash donations). Scouting teaches, "a Scout pays their way."



Selling popcorn is the largest fundraiser curated by Northern Star Scouting in partnership with Trail's End. It is also the only official fundraiser recognized by the National office-Scouting America.

Scout Account

An individual account of money earmarked for a Scout's use to help pay for activities, such as camping.

This money does not belong to the Scout, it is the Pack's money.

FAQs

Should I use my personal accounts for the Pack?

No, you should never use personal accounts (Bank, PayPal, CashApp, Venmo, etc.) to store Pack money.

What is an EIN?

It is like a “business” Social Security Number, an “Employer Identification Number.”

What if my Chartered Organization does not have an EIN or we do not have access to it?

You can apply for an EIN for your pack
**Reminder: no leader should ever use their personal information, especially Social Security Numbers*

Best Practices



- Have at least 2 registered adults on your Pack’s bank account.
- All monies raised by Scouts is *for* scouting activities that enrich the whole pack.
- Consider including a policy which explains how monies fundraised by Scouts will be handled, including what percentage will be earmarked for a Scout’s use, how this money can be used, and what happens to that money when the Scout leaves the Pack.
- Work with your Chartered organization to draft your bylaws and approve them with Pack committee.

- A plan for cashless transactions should be in your Pack bylaws.
- Share bank statements at monthly Pack committee meetings and available upon request.



Read the complete
Unit Finance Guide
here



Meetings, Adventures & Resources



We're so glad you're here. This guide is designed to help you get started with confidence by giving you a clear roadmap for the first six months of your Pack's journey.

Use this guide as a starting point, not a rulebook and don't hesitate to reach out to the Northern Star Scouting team when you need support. You're not expected to be an expert on day one; show up, have fun, and do your best.



What you'll find in this section:

- What is a Pack? What is a Den?
- 6-Month Calendar Overview
- Pack Meeting Structure
- Pack Meeting Program Plan - Months 1-6
- Den Meeting Structure
- Den Meeting Program Plan - Months 1-6
- Resources & Templates



What's a Pack? What's a Den?

When your family joins Cub Scouts, you become part of a local group called a pack, which has its own pack number and includes other Scout families. Your Scout is then placed in a smaller group called a den with other Scouts who are about the same age and grade. Dens meet at least once a month to do activities, learn new skills, and work on the awards and achievements for their grade level.

A Pack is...

the local group in the Cub Scouts program for children in kindergarten through fifth grade. The pack brings together all its Scouts together, along with their families, for monthly meetings, activities, community service, and special events like the Pinewood Derby.



A Den is...

a smaller group of Scouts who are in the same grade or age group. Dens meet regularly to learn new skills, work on Cub Scout Adventures, and have fun together. Dens are part of a larger Cub Scout pack, just as a classroom is part of a school.

The Cub Scout program is divided into six ranks based on a Scout's grade in school:

					
LION	TIGER	WOLF	BEAR	WEBELOS	ARROW OF LIGHT
Kindergarten	1st Grade	2nd Grade	3rd Grade	4th Grade	5th Grade

Each rank includes Adventures and activities tailored to that age group, helping Scouts develop skills, confidence, and friendships while preparing them for the next stage of Scouting.

Bobcat

Learn about your Den friends and learn about teamwork.

Outdoors

Learn and identify Six Essentials and outdoor safety. Learn the outdoor code and go for a nature walk.

Personal Fitness

Learn about foods that fuels, how to be active, and how to take breaks.

Citizenship

Learn about leadership dynamics in your home, United States symbols, and community service.

Personal Safety

With your parent/guardian watch the Protect Yourself Rules video. Learn about safe people and keeping yourself safe.

Family and Reverence

Learn about family, faith, religion, and traditions. Carry out an act of kindness.

At Least Two Elective Adventures

Elective adventures and influenced by outdoor and STEAM topics. Adventures range from fishing and biking to art and engineering. This is where a scout can lean into their specific interests.



HOT TIP!

Find a list of required Adventures and options for elective Adventures here:
<https://www.scouting.org/programs/cub-scouts/adventures>

6-Month Calendar - Overview

Pack meetings, Den meetings and Committee meetings should happen each month but do not need to happen all on the same night. However, having each meeting occur on the same day of the month will help families plan and attend regularly. For example, Pack meetings are held the first Monday each month, the Den meetings are held the second Monday and Committee meetings happen on the Third Monday each month.

MONTH

1

MONTH

- **Pack Meeting:** Welcome to Cub Scouts!
- **Den Meeting:** Bobcat Adventures
- **Committee Meeting:** Review calendar and what is needed next, confirm leadership, meeting logistics, registration status

MONTH

2

MONTH

- **Pack Meeting:** Bobcat Recognition and Group Games
- **Den Meeting:** Outdoors Adventures
- **Committee Meeting:** Check in on meetings, share responsibilities, plan upcoming Pack activities

MONTH

3

MONTH

- **Pack Meeting:** Citizen and Community Kickoff
- **Den Meeting:** Citizenship Adventures
- **Committee Meeting:** Review what's working and what's not, plan for large events in the coming year, plan upcoming service project, confirm leadership coverage and upcoming Pack activities

MONTH

4

MONTH

- **Pack Meeting:** Our Place in the Community
- **Den Meeting:** Character Building
- **Committee Meeting:** Review what's working, recruitment opportunities for new Scouts to join, plan fundraising opportunities

MONTH

5

MONTH

- **Pack Meeting:** Engineers and Explorers
- **Den Meeting:** Engineering

MONTH

6

MONTH

- **Pack Meeting:** Raingutter Regatta or Pinewood Derby
- **Den Meeting:** Personal Safety

Pack Meeting Structure

Each Pack meeting follows the same structure—
Pre-Meeting, Opening, Main Program, and Closing. Only
the Main Program section varies from month to month.

1 PRE-MEETING

- **Be prepared!** Always be ready before the meeting starts
- **Be welcoming!** Cubmaster or another designated leader for the night should greet every Scout and family personally
- **Have an activity!** As Scouts arrive, have an activity ready to do, such as coloring sheets or a large group game, or an activity that relates to the theme for the night

2 OPENING & FLAG CEREMONY

- Start your Pack meetings with a **flag ceremony**. Once the Scouts know how and why we do this, Dens can take turns leading it each month
- **Cubmaster welcomes everyone**, reflects on anything significant since the last meeting, introduces the theme for the evening, and make any relevant announcements

3 MAIN MEETING

- Whatever the theme for the night is, **make it engaging!**
- **Use hands-on activities** and games to keep Scouts interested in the topic

4 GROUP GAMES

- Use large **group games** to keep Scouts active
- Use as **teaching moments** to connect back to what they've been learning each month

5 CLOSING

- Cubmaster closes the meeting, **reflecting on what Scouts have learned** and how it will be put into practice in the coming weeks and months
- **Reminders** and any other **announcements**
- Clean-up & Dismissal

*If you ever have questions, would like
some guidance or need assistance,
your District Executive is here for you!*

D.E.: _____

D.E. Phone #: _____



Fun and Games
Archive



Flag Ceremony
Resources

1st Pack Meeting AGENDA



This easy-to-follow, pre-planned program will guide you through your first pack meeting **step by step**, giving you the confidence to lead—even if you're completely new to Scouting.

1 PRE-MEETING

- Greet everyone personally
- Have everyone wear a name tag
- Simple gathering activity (i.e. coloring sheets) set up and ready for youth as they arrive



HOT TIP!

Pre-meeting should remain consistent for each meeting.

Opening activities should include introductions for the first 2-3 meetings or as long as needed.

Cubmaster should provide a simple summary of the evening's goals and expectations for each meeting.

2 OPENING & FLAG CEREMONY

- Gather in a large circle
- Cubmaster (CM) welcomes everyone
- CM explains what Cub Scouts is all about
- CM introduces adult leaders

3 MAIN MEETING

● Get To Know You Game #1: "Name and Motion"



Everyone stands in a circle



One person says: "My name is _____" and then does a motion



Everyone else repeats the name and motion

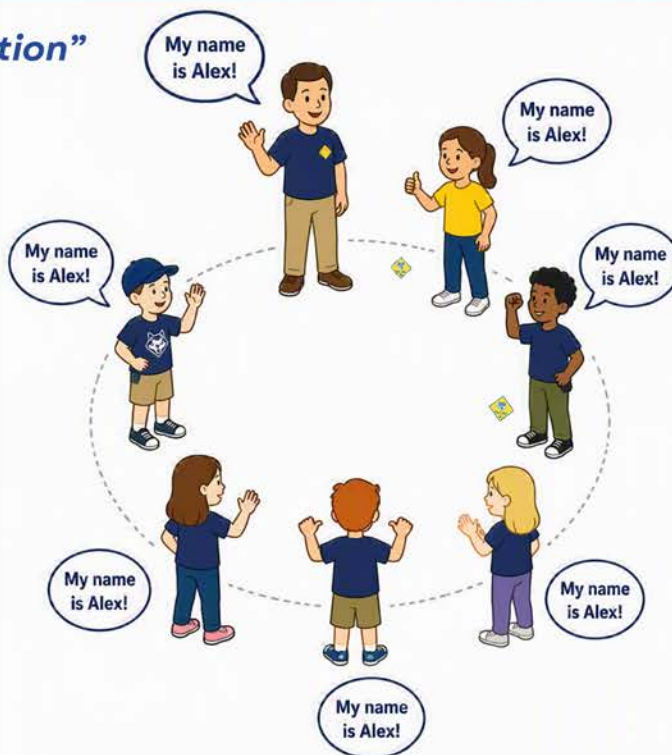


The next person has a turn



HOT TIP!

- Have leaders go first
- Keep it fast and silly
- All ages can participate - including siblings!



● What is Cub Scouts?

"Cub Scouts is about having fun, learning new things, helping others, and doing our best. We camp, play games, learn skills, and try new things together. Kids learn by doing - and parents are part of the adventure too."

Key points: family centered program, organized by age (Dens), parents lead the program (more volunteers makes the Pack stronger!), and that everyone does their best - no one has to be perfect.

● Get To Know You Game #2: “Find Someone Who...” (Scout Edition)

FIND SOMEONE WHO...

★ SCOUT EDITION ★



1 GET YOUR LIST.

Each Scout gets a list of interests.



2 MINGLE AND ASK!

Walk around and find someone who matches each item on your list.



3 WRITE THEIR NAME.

When you find someone who matches, write their name next to that interest.



4 FIND THEM ALL!

Try to find someone for every item on your list. Have fun getting to know your fellow Scouts!



Be sure to check out the full-page checklist at the end of this section—just make copies and pass out to your Scouts.

● Introduce the Scout Oath and Scout Law

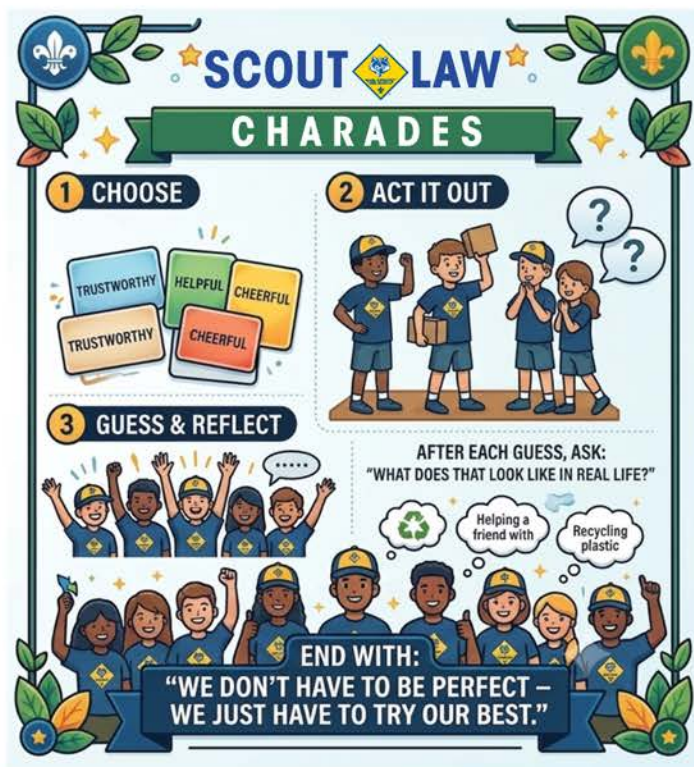
Scout Oath

- The Scout Oath has three main points -
 - Duty to God and Country
 - Duty to Other People
 - Duty to Self
- Ask Cub Scouts what they think each of the three points mean
- Ask them to give examples of how they can live out those ideals

Scout Law

“The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries”

- Explain what the different points of the Scout Law mean
- Select 4-6 points of the Scout Law
- Have the Scouts demonstrate their understanding by playing the **Scout Law Charades** game
- End with “We don’t have to be perfect – we just have to try our best.”



Full page printout of these games can be found in FUN GRAPHICS section



HOT TIP!

This is a good point in the meeting to set expectations.
Discuss with the group as a whole, including parents/adults.

- For Scouts: Be kind, listen when others talk, have fun and try your best, etc.
- For Parents: The Pack is successful when families help, you don't have to know everything, and we'll learn together. This is also a great time to pass out the Pack calendar for the next 6 months.

4

GROUP GAMES

Big Pack Game: **Scout Law Freeze Tag**

One or two players are "it." If tagged, freeze.

To unfreeze: name a point of the Scout Law OR say one way to be kind or helpful.



5

CLOSING

- Gather the Scouts and once seated in a circle, one at a time, ask each Scout what they liked most about the activities of the evening
- Teach the Scout hand sign check out the 'Hot Tip'
- Preview what the next meeting/activity will be, thank everyone for coming, thank the parents/adults and conclude the meeting



HOT TIP!

See the 'Cub Scouts Hand Sign' at the end of this section to learn how to teach the sign, what it represents and when appropriate to use the hand sign.

Den Meeting Structure

Den meetings alternate weeks from the Pack meetings. Cub Scouts work towards badges of rank during den meetings. Every month, each den will focus on a new Adventure with age-appropriate activities per den. Den meetings have 3 parts: Before the meeting, During the meeting, and After the meeting.

BEFORE you conduct a den meeting, complete the online training for Den Leader found at my.scouting.org.

PART ONE

Before the Meeting

- 1 **Identify** the Cub Scout Adventure you want your Den to work on.
- 2 **Review** the Adventure webpage, including the Safety Moment, which outlines key safety information, Adventure requirements, and recommended activities for completing each requirement.
- 3 **Choose** your den meeting activities, gather needed supplies, and complete the “Before the Meeting” action items.

PART TWO

During the Meeting

- 1 **Opening** – Conduct an opening ceremony that includes the pledge of allegiance, the Scout Oath, and Scout Law.
- 2 **Activities** – Complete the activities you chose to complete the requirements for the Adventure.
- 3 **Recognition** – If the requirements for an Adventure are completed, recognize each Cub Scout with the Adventure Loop or Pin as instant recognition.
- 4 **Closing** – Gather in a circle, share announcements and reminders. Den leader may close with a reflection that focuses on a value of the Scout Oath or Scout Law.

PART THREE

After the Meeting

- 1 **Review** – After the meeting, leaders and adults who helped discuss how it went and record notes for improving the next meeting.
- 2 **Thank You** – Den leader sends thank you notes to those adults who helped with the meeting.
- 3 **Record** – The den leader records the requirements that were completed at the meeting. Eventually, you’ll record this in Scoutbook but during this initial period, keep a record in a Den-dedicated notebook.

CUB SCOUTS RANKS

These are the ranks each Cub Scout will advance through during his or her Scouting experience. Each rank is typically its own den and organized by grade.



LION

Kindergarten



TIGER

1st Grade



WOLF

2nd Grade



BEAR

3rd Grade



WEBELOS

4th Grade



**ARROW OF
LIGHT**

5th Grade

1st Den Meeting PLAN

Adventure:

BOBCAT

Character & Leadership

The Bobcat Adventure is designed to be the first required Adventure for every youth in any Den who is new to Cub Scouts.



Have you completed Den Leader training yet? If not, please do so prior to your first Den meeting. Training is found at my.scouting.org.

Scouts work toward rank advancement by completing Adventures with their dens.

To find the appropriate Adventure for your Den:

- Scan the handy dandy QR code for your Den
- Locate and select the BOBCAT Adventure
- Here, you'll find a list of requirements needed to complete the Bobcat Adventure
- Choose an activity for each requirement and click on "See Details"
- Gather the necessary supplies by reviewing the supply list, then review the directions to ensure you are prepared before the den meeting



HOT TIP!

By scanning the QR code for your den, reviewing the activities and gathering supplies needed a few days or a week prior to conducting your den meeting, you will feel ready (and not rushed) to lead your den in the activity for the evening. This makes for a much better experience for everyone - especially for you and the Scouts!

1



LION

Kindergarten



2



TIGER

1st Grade



3



WOLF

2nd Grade



4



BEAR

3rd Grade



5



WEBELOS

4th Grade



6



ARROW OF LIGHT

5th Grade



Camping



Ask any Cub Scout about their favorite Scouting activity and they are probably going to tell you a story about a camping adventure.

Fall Day Camp

All NEW Cub Scouts have the opportunity to register for fall Day Camp free of charge. This is a half day of program, all youth K-5 and their families. (yes, younger siblings can tag along)

Spooky-ree

A weekend in October camping. Another family friendly opportunity to enjoy the weekend camping in the fall. Let us provide the activities for the weekend, we even have a meal plan available!

Polar Cubs

A full day of Cub Camp fun, in the middle of WINTER! Yes, Cub Scouts can even have fun outdoors in the middle of a Minnesota winter. Sled Chutes, Kick Sleds, LEGOs, and Broom Ball are just some of the activities to enjoy.

Summer Camp

Everything you love to do during a Minnesota summer but you do not have to cook! Check in Friday afternoon, head home Sunday afternoon, and did we mention? Meals are included!

Learn more about
Cub Camp



Learn more about
Financial
Assistance



Camp Presentations

Would you like someone to come to your Pack meeting to pitch our campout opportunities? Our staff love presenting to your families. We come ready with a cool presentation, and we are always prepared for questions! To schedule a presentation, contact Lily Stanley at Lstanley@northernstar.org

Share the Adventure



What does this mean and why is it important?

To provide the best possible program for youth and families, the Pack needs to be strong, active and sustainable. When you share your Pack's Scouting adventures with others, you are recruiting new families to join your Pack.

Recruiting is not just an annual event—it is the lifeblood of a healthy Cub Scout Pack.

THIS IS WHY IT IS IMPORTANT



More Scouts
create more fun, friendships, and excitement.



Healthy Pack

As Scouts advance or leave, recruiting new families helps keep the pack active and healthy.



New families
bring new leaders, volunteers, and skills that help share responsibilities.



Build for the future
Annual recruiting builds the next generation of Scouts and leaders.



More resources
help fund better programs, camping, and equipment.



More youth benefit
Recruiting more families helps more youth experience the benefits of Scouting.



Greater visibility
attracts more families to Scouting.



RECRUIT TODAY. STRENGTHEN TOMORROW.



So then how should my Pack recruit new families?

We're so glad you asked! On the next page (19) we have put together some of the great opportunities leaders can take advantage of to help grow your Pack and what resources are available!



Our Recruitment Model

The Northern Star Scouting Membership team spent a lot of time developing a recruitment style that works with or *without* school access.

The strategy is to be visible in the community, at events where there are already families, and invite new families to a fun Pack activity. Simple.



HOT TIP!

Use community events as an opportunity to invite new families to a fun activity night with your Pack!

Events to Attend

- Local Kids Night
- School Carnivals
- Town Days
- National Night Out
- Kid's Clubs
- County Fairs
- School Open Houses

Stuff to Bring

- Pack calendars to hand out - include contact info
- Clipboard, pens, sign-up sheet for families interested in more info
- A photo board of your Pack doing fun stuff
- Council-printed recruitment materials
- QR codes or links to register new families onsite
- QR codes or links to your Pack's online presence
- (i.e.: FB)

Who is There?

- Any adult leader
- Someone with knowledge of the Pack calendar
- Someone with a positive passion for Scouting

Order FREE recruitment materials here



*Order **AT LEAST 2** weeks ahead of time

Get more ideas about sharing Scouting here

Council Recruitment Guidebook



Recruitment is not about increasing numbers—it is about ensuring more youth can experience the benefits of Scouting while keeping the Pack strong, energetic, and sustainable for years to come. Every family recruited today helps build the future of the Pack.

Guide to Leader Training



A well informed leader is a confident leader and we want every one of our volunteers to feel confident in their ability to lead a Pack.

TO ACCESS ONLINE TRAININGS:

- LOG IN TO YOUR ACCOUNT AT [MY.Scouting.org](https://my.scouting.org)
- CLICK ON "MY TRAINING"

Bare Minimum



Safeguarding Youth training (SYT) is **mandatory** for all adults registered in Scouting America.



Hazardous Weather Training is also **mandatory** for all registered adults that are in *direct* contact with youth.

Required Courses

Take position-specific trainings:

- "Before Your First Meeting"

The objective of this learning plan is to prepare leaders for conducting meetings as new leaders.

- "Before Your First Outdoor Activity"

The objective of this learning plan is to prepare leaders for doing outdoor activities such as camping.

Additional Trainings



Finish with "Earning Your Training Strip" lesson plan

The objective of this learning plan is to expand the knowledge level of leaders to operate the pack and den efficiently

Additional Training Resources



Adult unit leaders are considered trained and eligible to wear the official "Trained" emblem, once they have completed the basic training requirements for the position they hold.

A list of the required trainings for all Scouting positions can be found here:

<https://www.scouting.org/training/position-trained-requirements/>

CUB SCOUT UNIVERSITY (In-person):

(April and October annually)

Training event for Adult Leaders with a Day camp for Youth K-6th Grade. Held at Base Camp; choose your own schedule from 20 different classes specifically designed for Cub Leaders while your K-6th grade youth participate in a special Day camp with games, climbing, and archery.

www.northernstar.org/training/university-of-scouting



Additional Online training options:

EXTENSION CLASSES: Series of 1-hour evening Zoom classes. Sessions typically take place on Tuesday, Wednesday, or Thursday evenings at 7pm and will last around an hour, unless a longer time is specified.

FREE! Register for as many classes as you like.

For additional training resources: www.northernstar.org/training

Or if you have specific training questions:

Dave Arola

Training and Advancement Director

darola@northernstar.org

[612-261-2333](tel:612-261-2333)

Quick Resources



Consider this, the summary of everything you just read. Keep this page dog-eared for when you **KNOW** you read about it but you can't be bothered to search for it.

Getting Started

Learn everything you need to know about the **Cub Scout program** here:
northernstar.org/program-levels/cub-scouting



Leader Training

An informed leader is a confident leader, visit: northernstar.org/training



Sharing Scouting

Need flyers or other ideas on how to get more scouts? We have resources.
northernstar.org/news/enavigator/recruitment-resources



Council Activities

Northern Star Scouting offers fun stuff to do with your pack, check it out here:
northernstar.org/activities



Camping

Scouts that camp are Scouts that stay in the program. The Link:
camp.northernstar.org/cub-scouts



Council Support

Connect with volunteers specializing in advancement, camping, membership, special needs, and more.
northernstar.org/committees



Our Goal

Help your Pack deliver a fun, safe, and exciting Cub Scout program that builds character, develops leaders, and creates lifelong memories.

Need help with recruiting, training, camping, advancement, or program planning? Start with any member of your district team—they're here to help!

District Commissioner: _____

District Membership Chair: _____

Learn more
about your
district



Fun Graphics & Helpful Guides



Here you will find templates, full-page graphics and instructions to support your first Pack and Den meetings, as well as other helpful guides.

Bylaws

Bylaws are an important part of every Cub Scout Pack as they guide and inform all adult and youth members regarding key issues such as how money and fundraising will be handled, behavior expectations and consequence, leadership position summaries, etc. This is a great starting point for your Pack to develop its own appropriate bylaws, with the committee and Chartered Organization Representative.

Cub Scout Adventures

Make copies so each Den Leader will have quick access to the rank requirements and electives.

Den 'Activity' QR Codes

Print for each Den Leader. These QR codes are for den leaders to utilize when putting together activities for upcoming den meetings. Here is where leaders can find ideas for activities to meet Adventure requirements.

Scout Law Freeze Tag Game

Full-page graphic and instructions for reference.

Scout Law Charades Game

Full-page graphic and instructions for reference.

Cub Scouts Hand Sign

Full-page graphic and instructions for teaching Scouts how and when to use the Cub Scouts hand sign.

Scout Oath and Law

Make copies and provide to every family so that Scouts can practice at home.

The Scout Law

A full-page graphic with helpful ways to explain each of the 12 points to your Scouts.



BYLAWS



OF CUB SCOUT PACK [INSERT NUMBER]

[Insert City, State]

Adopted: [Insert Date]

ARTICLE I: NAME AND PURPOSE

- **Section 1 (Name):** The name of this organization shall be Cub Scout Pack [Insert Number], hereinafter referred to as the "Pack."
- **Section 2 (Purpose):** The purpose of the Pack is to provide the Cub Scouting program for registered youth, promoting character development, citizenship training, personal fitness, and leadership in accordance with the policies of Scouting America.
- **Section 3 (Affiliation):** The Pack is chartered annually by [Insert Name of Chartered Organization], hereinafter referred to as the "Chartered Organization," and operates under the regulations of the local Northern Star Council and Scouting America.

ARTICLE II: PACK COMMITTEE AND LEADERSHIP

- **Section 1 (Pack Committee):** The Pack Committee is the governing body responsible for the administration, financing, and operational support of the Pack.
- **Section 2 (Leadership Roles):**
 - **Committee Chair:** Appointed by the Chartered Organization. Manages the Pack Committee, runs monthly planning meetings, and ensures leader recruitment.
 - **Cubmaster:** Conducts the monthly Pack meetings and provides program leadership for the youth and Den Leaders.
 - **Treasurer:** Maintains the Pack bank account, tracks income/expenses, processes dues, and provides a monthly financial report to the Committee.
 - **Secretary:** Records minutes of all Committee meetings and handles official Pack communications.
 - **Den Leaders:** Plan and execute weekly or bi-weekly den meetings for their respective age groups.
- **Section 3 (Approval):** All adult leaders must be registered with Scouting America, complete Safeguarding Youth Training (SYT), and be approved by the Chartered Organization Representative.

ARTICLE III: MEETINGS

- **Section 1 (Pack Meetings):** Pack meetings for all scouts and their families shall be held monthly during the school year, typically on the [e.g., third Friday] of each month.
- **Section 2 (Den Meetings):** Den meetings shall be held at a frequency and location determined by the respective Den Leaders and parents, typically [e.g., bi-weekly].
- **Section 3 (Committee Meetings):** The Pack Committee shall meet monthly to manage Pack business. All leaders and interested parents are welcome to attend.

ARTICLE IV: FINANCES AND DUES

- **Section 1 (Fiscal Year):** The fiscal year of the Pack shall run from [e.g., January 1 to December 31].
- **Section 2 (Pack Dues):** Annual Pack dues shall be established by the Pack Committee during the annual budget planning meeting. Dues cover national registration, insurance, and local Pack programming.

- **Section 3 (Fundraising):** The Pack's primary fundraising activity is the annual [e.g., Popcorn Sale]. All scouts are expected to participate to help offset operating costs. Profits are managed by the general fund [or allocated to individual Scout Accounts, if applicable].
- **Section 4 (Disbursements):** All Pack funds shall be kept in a local bank account. Checks or digital withdrawals require the approval of the Treasurer and either the Committee Chair or Cubmaster.

ARTICLE V: BEHAVIOR AND SAFETY

- **Section 1 (Youth Protection):** The Pack strictly adheres to the Safeguarding Youth Guidelines of Scouting America. Two-deep adult leadership is mandatory for all Scouting activities.
- **Section 2 (Behavior Expectations):** Scouts and adult leaders are expected to live by the Scout Oath and Scout Law at all times. Bullying, hazing, or unsafe behavior will not be tolerated.
- **Section 3 (Discipline):** If a scout exhibits persistent disruptive behavior, the Den Leader or Cubmaster will discuss the matter with the parent/guardian to find a collaborative solution. The Pack Committee reserves the right to ask a parent to attend meetings with their child if safety concerns persist.

ARTICLE VI: AMENDMENTS

- **Section 1 (Process):** These bylaws may be amended at any regularly scheduled Pack Committee meeting by a two-thirds majority vote of the attending Committee members.
- **Section 2 (Notice):** Proposed amendments must be submitted in writing to all Committee members at least [e.g., 14 days] prior to the meeting at which they will be voted upon.

CUB SCOUT

ADVENTURES

Embark on an epic journey in Cub Scouts! From reeling in the big catch to diving into the pool, camping beneath the stars, and exploring the thrill of cycling, these program updates make earning your rank a blast. Explore the thrills of Scouting with over 140 adventures, unlocking a world of fun that transforms every Cub Scout experience into a truly unforgettable journey!



LION
Kindergarten



TIGER
First Grade



WOLF
Second Grade



BEAR
Third Grade



WEBELOS
Fourth Grade



ARROW OF LIGHT
Fifth Grade

REQUIRED ADVENTURES

- Bobcat**
Character/Leadership
- Mountain Lion**
Outdoors
- Fun on the Run**
Personal Fitness
- King of the Jungle**
Citizenship
- Lion Roar**
Personal Safety
- Lion's Pride**
Family/Reverence

- Bobcat**
Character/Leadership
- Tigers in the Wild**
Outdoors
- Tiger Bites**
Personal Fitness
- Team Tiger**
Citizenship
- Tiger Roar**
Personal Safety
- Tiger Circles**
Family/Reverence

- Bobcat**
Character/Leadership
- Paws on the Path**
Outdoors
- Running with the Pack**
Personal Fitness
- Council Fire**
Citizenship
- Safety in Numbers**
Personal Safety
- Footsteps**
Family/Reverence

- Bobcat**
Character/Leadership
- Bear Habitat**
Outdoors
- Bear Strong**
Personal Fitness
- Paws for Action**
Citizenship
- Standing Tail**
Personal Safety
- Fellowship**
Family/Reverence

- Bobcat**
Character/Leadership
- Webelos Walkabout**
Outdoors
- Stronger, Faster, Higher**
Personal Fitness
- My Community**
Citizenship
- My Safety**
Personal Safety
- My Family**
Family/Reverence

- Bobcat**
Character/Leadership
- Outdoor Adventurer**
Outdoors
- Personal Fitness**
Personal Fitness
- Citizenship**
Citizenship
- First Aid**
Personal Safety
- Duty to God**
Family/Reverence

ELECTIVE ADVENTURES

- + Ready, Set, Grow
- + Everyday Tech
- + Gizmos and Gadgets
- + Count On Me
- + Race Time
- + Go Fish
- + On a Roll
- + Time to Swim
- + Champions For Nature
- + Let's Camp
- + Build It Up, Knock It Down
- + I'll Do It Myself
- + On Your Mark
- + Pick My Path
- + Archery
- + Slingshot

- + Sky is the Limit
- + Tech All Around
- + Designed by Tiger
- + Stories in Shapes
- + Race Time
- + Fish On
- + Rolling Tigers
- + Tigers in the Water
- + Champions For Nature
- + Let's Camp
- + Curiosity, etc.
- + Floats and Boats
- + Good Knights
- + Safe and Smart
- + Tiger Tag
- + Tiger-ific
- + Summertime Fun
- + Archery
- + BB
- + Slingshot

- + Digging in the Past
- + Computing Wolves
- + Air of the Wolf
- + Code of the Wolf
- + Race Time
- + A Wolf Goes Fishing
- + Pedal with the Pack
- + Spirit of the Water
- + Champions For Nature
- + Let's Camp
- + Adventures in Coins
- + Cubs Who Care
- + Finding Your Way
- + Germs Alive!
- + Paws of Skill
- + Paws for Water
- + Summertime Fun
- + Archery
- + BB
- + Slingshot

- + Forensics
- + Chef Tech
- + Baloo the Builder
- + Balancing Bears
- + Race Time
- + A Bear Goes Fishing
- + Bears on Bikes
- + Salmon Run
- + Champions For Nature
- + Let's Camp
- + Critter Care
- + Marble Madness
- + Roaring Laughter
- + Super Science
- + Bears Afloat
- + Summertime Fun
- + Whittling
- + Archery
- + BB
- + Slingshot

- + Earth Rocks!
- + Tech on the Trail
- + Modular Design
- + Math on the Trail
- + Race Time
- + Catch the Big One
- + Pedal Away
- + Aquanaut
- + Champions For Nature
- + Let's Camp
- + Art Explosion
- + Aware and Care
- + Build It
- + Paddle Onward
- + Chef's Knife
- + Summertime Fun
- + Yo-Yo
- + Archery
- + BB
- + Slingshot

- + Into the Woods
- + High Tech Outdoors
- + Engineer
- + Estimations
- + Race Time
- + Fishing
- + Cycling
- + Swimming
- + Champions For Nature
- + Into the Wild
- + Knife Safety
- + Paddle Craft
- + Summertime Fun
- + Archery
- + BB
- + Slingshot

Den Activity QR Codes



Below is a helpful QR code resource for leaders to have on hand ! We suggest making copies of this sheet and cutting them out like trading cards!

1



LION

(Kindergarten)



2



TIGER

(1st Grade)



3



WOLF

(2nd Grade)



4

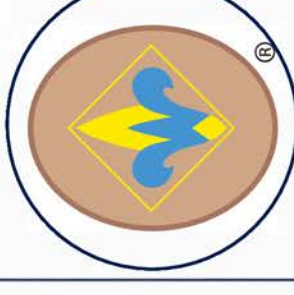


BEAR

(3rd Grade)



5



WEBELOS

(4th Grade)



6



ARROW
OF LIGHT

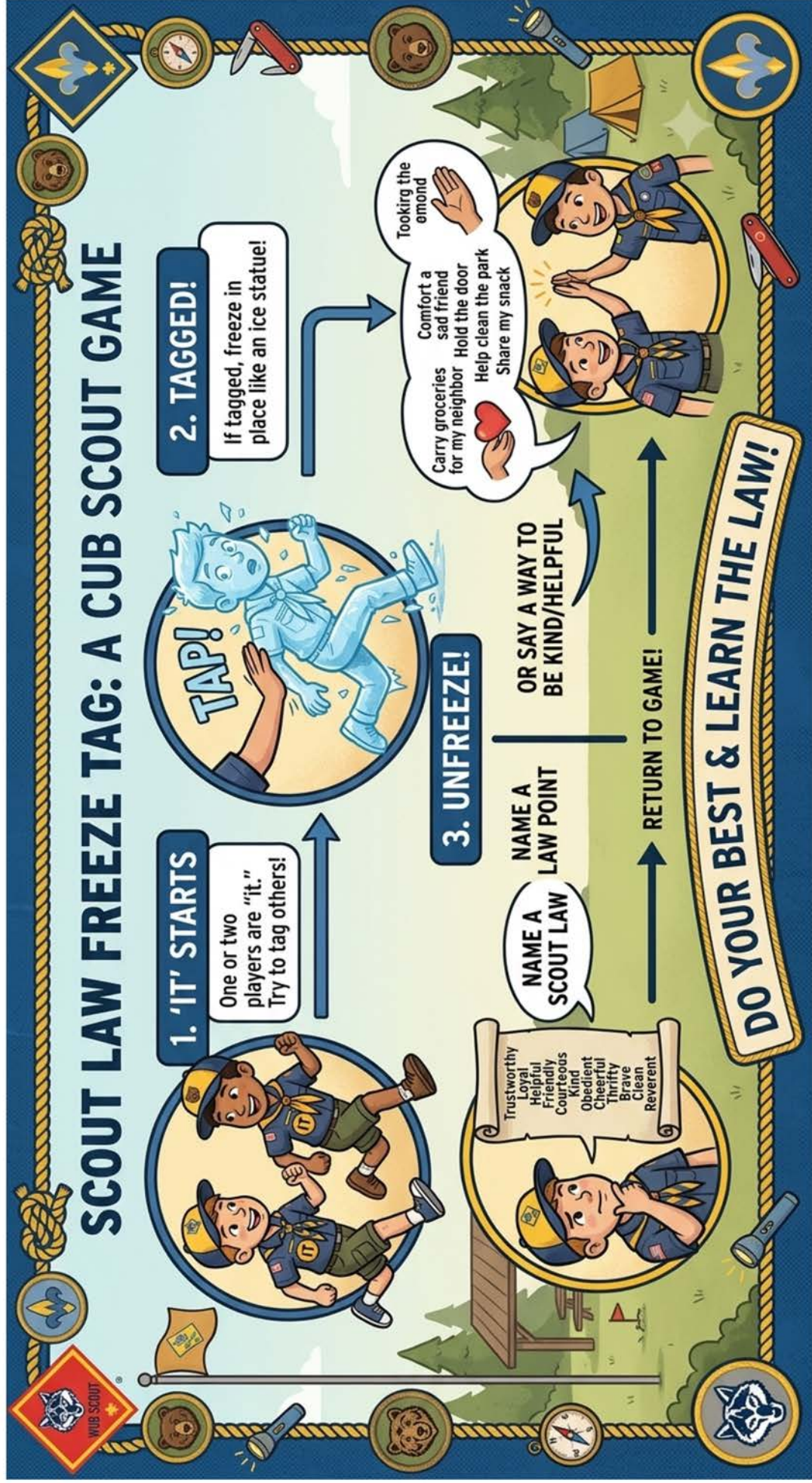
(5th Grade)



**Refer to the handy dandy QR codes specific to your DEN on the next page!*

The Scout Law

Freeze Tag Game Instructions



The Scout Law Charades Game Instructions

SCOUT LAW CHARADES

1 CHOOSE



2 ACT IT OUT



3 GUESS & REFLECT



AFTER EACH GUESS, ASK:
"WHAT DOES THAT LOOK LIKE IN REAL LIFE?"



END WITH:

"WE DON'T HAVE TO BE PERFECT –
WE JUST HAVE TO TRY OUR BEST."



The Cub Scouts Sign

Use the Cub Scout sign whenever you are reciting the Scout Oath and Scout Law, or during pack ceremonies. Additionally, leaders use it as a silent signal to quiet down a group: when a leader raises the sign, scouts must stop talking, raise their own sign, and listen.



THE SCOUT SIGN IN CUB SCOUTS





TO MAKE THE SCOUT SIGN:

Raise your **RIGHT ARM** straight up.

Extend just your index and middle fingers and keep them separated.

★ THOSE TWO FINGERS STAND FOR: ★



The Scout Oath



The Scout Law

THEY ALSO LOOK LIKE:



the sharp ears of the wolf, ready to listen to **Akela**.

★ AKELA IS A GOOD LEADER TO A CUB SCOUT. ★

Akela, the Wise Wolf, is a good leader who guides and cares for Cub Scouts.





Use the Scout Sign with **PRIDE** and be ready to **LISTEN, LEARN, and DO YOUR BEST!**



The Scout Oath and Scout Law

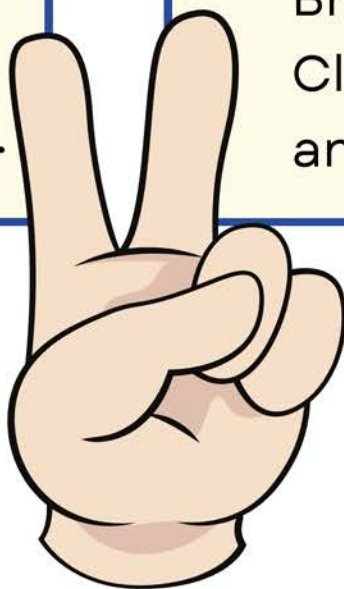
Below are the Scout Oath and the Scout Law. Every Scout needs to learn both. Anytime a Scout is reciting the Oath or Law, they should be using the hand sign as well.

Scout Oath

On my honor
I will do my best
To do my duty
to God
and my country
and to obey the
Scout Law;
To help other people
at all times;
To keep myself
physically strong,
mentally awake,
and morally straight.

Scout Law

A Scout is:
Trustworthy,
Loyal,
Helpful,
Friendly,
Courteous,
Kind,
Obedient,
Cheerful,
Thrifty,
Brave,
Clean,
and Reverent.





The SCOUT LAW



A SCOUT IS...



1 TRUSTWORTHY

I tell the truth.
I am honest, and
people can
count on me.



7 OBEDIENT

I follow the
rules and do
what I'm asked
the first time.



2 LOYAL

I am loyal to
my family, friends,
leaders, and
my country.



8 CHEERFUL

I look for the good
in every day and
have a positive
attitude.



3 HELPFUL

I help others
without expecting
something in
return.



9 THRIFTY

I take care of what
I have and don't
waste things or
resources.



4 FRIENDLY

I am a friend to
everyone, and I
treat others with
kindness.



10 BRAVE

I face my fears
and stand up for
what is right.



5 COURTEOUS

I am polite to
everyone and
use good
manners.



11 CLEAN

I keep myself
and my
surroundings
clean.



6 KIND

I care about
others and treat
them the way I
want to be treated.



12 REVERENT

I respect God,
others, and
nature.



A SCOUT LIVES BY THESE
WORDS EVERY DAY!

DO YOUR BEST!

