

Bobcat

Required adventure • Character and Leadership

If you read nothing else

Every Cub Scout earns Bobcat first, at every rank. The Bear version is where two things arrive that shape the rest of the year: the denner position and the den Code of Conduct.

Two den meetings. Requirement 8 is done at home with a parent or legal guardian and cannot be completed at a den meeting — hand the booklet out at meeting 1 and collect the slip at meeting 2.

Bear is the first year the den genuinely runs itself, in small ways. Third graders can take attendance, lead an opening, and hold each other to a code they wrote. Set that up now and you will spend the rest of the year leaning on it.

Start this the first week of the program year. Nothing else counts toward rank until Bobcat is done.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ☐ 1. Get to know members of your den.
- ☐ 2. Recite the Scout Oath and Law with your den and den leader.
- ☐ 3. Learn about the Scout Oath. Identify the three points of the Scout Oath.
- ☐ 4. With your den, create a den Code of Conduct.
- ☐ 5. Learn about the denner position and responsibilities.
- ☐ 6. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake.
- ☐ 7. Share with your den, or family, a time when you demonstrated the Cub Scout motto “Do Your Best.”
- ☐ 8. At home, with your parent or legal guardian, do the activities in the booklet How to Protect Your Children From Child Abuse: A Parent’s Guide.

Requirement 8 is a family activity. Hand the booklet out at meeting 1 and collect the signed acknowledgement at meeting 2 — do not attempt to run it as a den activity.

Meeting 1: Oath, signs, and doing your best

Goal: Scouts learn each other properly, say the Scout Oath and Scout Law out loud, name the three points of the Oath, and demonstrate the sign, salute, and handshake.

Covers requirements 1, 2, 3, 6 and 7, and sends home 8

Before the meeting

- Print the Scout Oath and Scout Law large enough to read from across the room. Tape them to the wall and leave them up all year.
- Print the charades signage for the three points of the Scout Oath from the Bear adventure resources. Cut the three large pieces and tape them to the wall; cut the small slips and put them in a bowl.
- Review the Cub Scout Sign, Salute, and Handshake reference sheet in the Bear adventure resources on filestore.scouting.org before you demonstrate anything. You will be copied exactly.
- Print one copy of How to Protect Your Children From Child Abuse: A Parent's Guide per family, plus the acknowledgement slip.
- Clear the floor. Three of the four activities need Scouts up and moving.
- Ask two parents to stay. You need a second registered adult in the room, and the relay needs a person at the far end for each team.

Supplies

- Scout Oath and Scout Law posters
- Scout Oath charades signage, cut into three wall pieces and small slips
- Bowl for the charades slips, and a timer
- Tape
- Cub Scout Sign, Salute, and Handshake reference sheet
- Bear handbooks
- Parent booklets and acknowledgement slips

Run of show

Time	What happens
10 min	Gathering: Bear Line Up
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
15 min	Activity 1: Bear Charades — three points of the Oath
15 min	Activity 2: Bobcat Relay — sign, salute, handshake
10 min	Activity 3: Do Your Best Showcase
5 min	Closing: hand out family booklets

Gathering — Bear Line Up (10 min)

Bear Line Up — scouting.org/cub-scout-activities/bear-line-up/

Clear a strip of floor. Tell the Scouts they are going to line up in different orders and that they will have to talk to each other to work it out. Then call the orders: alphabetical by first name, then alphabetical by last name, then by birthday.

The birthday round is the one that does the work. They cannot do it without asking each other a real question, and by the third round they are talking to Scouts they arrived not knowing.

That is requirement 1 and it takes ten minutes. Do not skip it because they “already know each other” — Bear dens absorb Scouts from two or three Wolf dens plus new families, and the Scout who knows nobody in September is the Scout who quits in November.

Opening (5 min)

Recite the Oath and Law Bear — scouting.org/cub-scout-activities/recite-the-oath-and-law-bear/

Pledge of Allegiance first, then the Scout Oath and the Scout Law together as a den, reading from the posters. You say it with them — that is what requirement 2 asks for, the den and the den leader together.

Nobody is memorizing anything tonight. They are reading it out loud with a group, which is how it eventually gets memorized.

Activity 1 — Bear Charades (15 min)

Bear Charades — scouting.org/cub-scout-activities/bear-charades/

The three points of the Scout Oath are already on the wall, which is deliberate: their guess is always going to be one of those three, so nobody is stuck.

Split the den into two teams. A Scout from team one draws a slip, gets two minutes on the timer, and acts out the phrase for their own team using hands and body only — no words, no sounds. Correct guess inside two minutes is a point. Then team two goes. Keep going until every Scout has acted out at least one of the three points.

Seed a few ideas before you start or the first Scout will freeze:

- Duty to God and country — praying, saluting.
- Duty to other people — helping someone ride a bike, holding a door.
- Duty to self — jogging in place, reading a book.

Then close it out plainly: point at each of the three signs on the wall and have the den name them. That is requirement 3 — identify the three points. A third grader saying “God and country, other people, and myself” has completed it.

Alternatives: Lights Camera Action — scouting.org/cub-scout-activities/lights-camera-action/ · Scout Oath Poster — scouting.org/cub-scout-activities/scout-oath-poster/

Activity 2 — Bobcat Relay (15 min)

Bobcat Relay Bear — scouting.org/cub-scout-activities/bobcat-relay-bear/

Demonstrate all three yourself first, slowly, and say what each one is for. The sign gets attention — see it, stop, listen. The salute shows respect to the flag. The handshake is how Cub Scouts greet each other: two fingers, left hand.

Then run it. Two teams lined up at one end, an adult or den chief at the far end for each team. First Scout runs down, the adult asks for the sign, the salute, or the handshake. Correct, and they run back and tag the next Scout. Not correct, and they run back to their team for help, then return and do it again.

That last rule is the point of the game — the fix comes from their own den, not from you. Do not shortcut it by correcting them at the far end.

Every Scout does all three correctly at least once before you call requirement 6 done. It is a demonstration, not a discussion.

Alternative: Flag Opening — scouting.org/cub-scout-activities/flag-opening/

Activity 3 — Do Your Best Showcase (10 min)

Do Your Best Showcase — scouting.org/cub-scout-activities/do-your-best-showcase-2/

Sit down in a circle. Tell them you are going to ask each of them about a time they did their best, and give a few examples first so the bar is visibly low: I did my best when my mom was teaching me to fold clothes. I did my best on my last spelling test. I did my best learning to ride my bike.

An adult goes first — you or your assistant. Then hands up, and call on every Scout who wants to share.

Take the small answers seriously. A third grader who says “I did my best cleaning my room” is watching your face to find out whether ordinary effort counts. It does, and that is the whole requirement.

That is requirement 7. A Scout who will not talk in front of the group can share it at home with their family instead — the requirement says den or family, and a quiet Scout is not a failing Scout.

Closing (5 min)

Put the parent booklet in a Scout’s hand, not in their bag, and tell the parents directly at pickup what it is and that you need the slip back next meeting.

Announce next meeting and close with the Living Circle.

Say something like

Tonight you took your first steps as a Bear — you learned the den, you said the Oath and the Law, and you showed the signs that connect you to Scouts everywhere. Next week you write the rules this den lives by, in your own words. Bring the booklet slip back for me.

After the meeting, record attendance and advancement while it is fresh. You and your assistant den leader talk through next week while the Scouts and the host parent put the room back in order — start that habit at meeting one.

Send home with families

Do the activities in How to Protect Your Children From Child Abuse: A Parent’s Guide together, and return the signed slip at the next meeting. That is requirement 8 and only a parent or legal guardian can complete it.

Child Abuse Protection Review Bear — scouting.org/cub-scout-activities/child-abuse-protection-review-bear/

Practice the Scout Oath and Scout Law at home. Ask your Scout to teach you the sign, the salute, and the handshake.

Meeting 2: The denner and the den Code of Conduct

Goal: The den learns what a denner does, agrees five denner jobs in their own words, and writes and signs a Code of Conduct they will be held to all year.

Covers requirements 4 and 5, and collects 8

Before the meeting

- Read up on the denner before you teach it. A denner is a Cub Scout who helps the den leader during a den meeting. You decide how the denner is chosen and how long they serve, and every Scout should get at least one turn. The denner is not in charge of the other Scouts and is never put in charge of them — that distinction matters and third graders will test it.
- Decide your rotation before the meeting and be ready to say it out loud. A month each works well in a den of six to eight; six months with an assistant denner works in a bigger den. Pick one and stick to it.
- Buy or borrow a denner cord — the yellow cord worn over the left shoulder, passed from one denner to the next. It costs a few dollars and it is the reason the job feels real.
- Have a starter list of denner jobs ready to prime the discussion: help set up, lead the flag ceremony, clean up after, bring a snack, welcome Scouts at the door.
- Cut poster board for two posters — the denner jobs and the Code of Conduct. The Scout Shop den Code of Conduct poster works if you would rather not start from blank.
- Collect the parent acknowledgement slips at the door and tick them off a roster. Do not try to remember who handed one in.

Supplies

- Two pieces of poster board, 22" x 28"
- One sheet of paper per Scout
- Markers and pens
- Colored paper and decorations for the posters
- Denner cord
- Scout Oath and Scout Law posters from meeting 1
- Roster for checking off the parent acknowledgement slips

Run of show

Time	What happens
5 min	Gathering: Scout Law word scramble
5 min	Opening: Scout Oath and Scout Law, led by a Scout
5 min	Welcome, roll call, announcements
20 min	Activity 1: Denner Jobs
25 min	Activity 2: the den Code of Conduct
10 min	Activity 3: Bobcat check and sign-off

Time	What happens
5 min	Closing

Activity 1 — Denner Jobs (20 min)

Denner Jobs — scouting.org/cub-scout-activities/denner-jobs/

Explain the job in one minute: the denner is the official helper at a den meeting. Then get out of the way and let them define it.

Give every Scout a piece of paper and have them write down three jobs they think a denner should do. Then go around and have each Scout read their list. Write everything on the board, including the silly ones — you can drop those in the next step without anybody feeling shut down.

Now the den agrees on five. Argue it out as a group; five is a hard enough limit that they have to actually choose. Those five become the denner's job at every meeting for the rest of the year.

Write the five on the poster board and let them decorate it. Print a small copy for each Scout so they know what the job is when their turn comes.

Say the two things they need to hear about the role, out loud:

- The greatest responsibility of a denner is to set an example — being friendly to everyone in the den and helping a Scout who needs it. That is leadership by example, and it is the actual job.
- The denner is not the boss of the den and is never put in charge of the other Scouts. Say this plainly the first time, because somebody will try it.

Present the denner cord to your first denner tonight, over the left shoulder, in front of everybody. Then announce the rotation so nobody spends the year waiting.

That is requirement 5 — learn about the position and responsibilities. A Scout does not have to hold the job to complete it.

Alternative: A Bear Denner — scouting.org/cub-scout-activities/a-bear-denner/

Activity 2 — The den Code of Conduct (25 min)

Code of Conduct Bear — scouting.org/cub-scout-activities/code-of-conduct-bear/

This has to be theirs. If you write it, they follow it for three weeks. If they write it, they enforce it on each other, which is the actual goal and the reason the requirement exists.

Open it the way the Bear program suggests — as a discussion about how friends act toward one another, not a discussion about rules. Ask three questions and write down what they say in their own words:

- What makes a den meeting good?
- What ruins one?
- What should happen when someone breaks the code?

Third graders will bring you safety, respect for property, and how people treat each other, in some order. What they will not bring up on their own is put-downs and physical aggression — neither is ever acceptable, so if it does not come from them, put it on the list yourself.

Group their answers into five or six rules and push toward positive phrasing: “we listen when someone else is talking” beats “no interrupting.” Tie at least two of them out loud to points of the Scout Law so they see where this comes from.

Then add the part that is easy to skip. Rules are only half of it — ask them what the den should be known for. Caring about each other, including the new kid, nobody eats alone. Write those on the poster too. Scouts this age can judge their own behavior by more than whether they broke a rule, but only if you ask them to.

Everyone signs it — Scouts, you, and the assistant den leader. Bring it to every meeting for the rest of the year and point at it instead of raising your voice. Send a photo of it to the parents, because it is also how families learn what is expected.

Say something like

This is not my list of rules for you. This is your list, you all signed it, and that means when somebody forgets, it is not me who reminds them. It is you.

A few rules are enough to start. They can add more later, and they will.

Activity 3 — Bobcat check and sign-off (10 min)

Go around the circle. Each Scout says the Scout Oath with the den, names the three points, and demonstrates the sign, salute, and handshake. Tick them off as they go.

Confirm you have the parent acknowledgement slip from every family for requirement 8. Chase the missing ones this week by text to the parent — do not let it sit until December.

Record Bobcat in Scoutbook the same night if you can. It is the first requirement of JTE objective 5, and packs lose Gold on it because nobody entered it.

Send home with families

Nothing new. If the parent booklet slip has not come back, it is due now.

Ask your Scout what is on the den Code of Conduct and whether they would add anything.

Leader notes

- Bobcat comes first at every rank, but the Bear version is not a repeat. The denner and the Code of Conduct are new this year and they are the two things that make the den run itself.
- The Code of Conduct poster is the most useful thing you will make all year. Laminate it if you can, and photograph it in case it gets lost.
- Rotate the denner and mean it. A Scout who never gets a turn learns exactly the lesson you did not intend.
- A Scout joining mid-year earns Bobcat first, whatever the calendar says. Run a short catch-up with them and a parent rather than making them wait until next September.
- Requirement 8 belongs to the family. Your job is to hand out the booklet, explain why, and collect the slip.

Safety

Before this adventure

Two registered adults, both with current Safeguarding Youth Training, at every den meeting and activity. SYT is valid 12 months — check your own expiry date before the program year starts.

No one-on-one contact between an adult and a Scout who is not their own child, in person, online, or by text. Include a parent on every message.

The relay is a running game indoors. Clear the floor, define the turnaround, and stop it if it gets rough.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5	6	7	8