

Bobcat

Required adventure • Character and Leadership

If you read nothing else

Every Cub Scout earns Bobcat first, at every rank. Nothing else counts toward Wolf until this is done, so run it the first two weeks of the program year.

Two den meetings. Wolf is the first rank that is genuinely den-run — adult partners no longer have to attend, so the Scouts do the activities themselves and you are running a room of second graders rather than a room of pairs.

Requirement 7 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, collect the slip at meeting 2.

The den Code of Conduct poster made at meeting 2 gets hung at every meeting for the rest of the year. Buy the good poster board.

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 the Scout Law with your den and den leader.
- ☐ 3. Learn about the Scout Law.
- ☐ 4. With your den, create a den Code of Conduct.
- ☐ 5. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.
- ☐ 6. Share with your den, or family, a time when you demonstrated the Cub Scout motto “Do Your Best.”
- ☐ 7. 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 7 is a family activity. The matching den resource is Child Abuse Protection Review Wolf — scouting.org/cub-scout-activities/child-abuse-protection-review-wolf/. Send the booklet home with the Scout in their hand at meeting 1 and collect the signed acknowledgement at meeting 2. Do not attempt to run it as a den activity.

Meeting 1: Names, the Oath and the Law

Goal: Scouts learn each other’s names, say the Scout Oath and Scout Law out loud with you, handle the twelve points of the Law, and demonstrate the sign, salute and handshake.

Covers requirements 1, 2, 3 and 5

Before the meeting

- Print one Get to Know You Bingo card per Scout. The card is in the Additional Resources for this activity on [scouting.org](https://www.scouting.org).
- Write one point of the Scout Law on each of twelve clothespins, per Scout. Mix them up and bag twelve in each baggie — and make sure no bag holds a complete set, or the trading never starts. This is the whole trick of the activity.
- Print the Scout Oath and the Scout Law big enough to read from across the room and tape them to the wall. Leave them up all year.
- Ask a second registered adult and a den chief if you have one. The relay needs an adult at each end.
- Print one copy of How to Protect Your Children From Child Abuse: A Parent's Guide per family, plus the acknowledgement slip.

Supplies

- Get to Know You Bingo cards, one per Scout
- Markers, pencils or pens for each den member, plus spares — someone will lose one
- Small prizes: stickers or something similar
- Twelve clothespins per Scout, one point of the Scout Law written on each
- A baggie per Scout
- Scout Oath and Scout Law posters
- Parent booklets and acknowledgement slips

Run of show

Time	What happens
10 min	Gathering: Get to Know You Bingo
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call and announcements
20 min	Activity 1: Scout Law Clothespin Quest
15 min	Activity 2: Bobcat Relay
10 min	Activity 3: the Law, in their own words
5 min	Closing: family booklets go home

Gathering — Get to Know You Bingo (10 min)

Get to Know You Bingo — [scouting.org/cub-scout-activities/get-to-know-you-bingo/](https://www.scouting.org/cub-scout-activities/get-to-know-you-bingo/)

Hand each Scout a bingo card and a marker as they arrive. They move around the room finding another Scout who matches a description on a square, and that Scout signs or initials the square. A row, column or diagonal is a bingo.

When a Scout gets a bingo, have them call it and say what they learned about the people who signed. Small prize.

Then run it once in reverse: call out one square — “has a dog,” “moved here this year” — and every Scout it fits runs to one wall. That is the part that actually does the work, because it shows the den how much they have in common.

Push them past hunting for signatures. A Scout who collected twelve initials and cannot name one person has not completed requirement 1. Ask a follow-up question at least twice: who signed this one, and what did they tell you?

Opening (5 min)

Recite the Scout Oath and Law — scouting.org/cub-scout-activities/recite-the-oath-and-law-wolf/ Pledge of Allegiance, then the Scout Oath and the Scout Law, everyone together, reading off the posters. You say it with them — that is what requirement 2 asks for, the den and the den leader together.

Second graders will not have it memorized tonight and are not required to. Say it at the opening of every meeting this year and most of them will have it by Christmas without ever being drilled.

Activity 1 — Scout Law Clothespin Quest (20 min)

Scout Law Clothespin Quest — scouting.org/cub-scout-activities/scout-law-clothespin-quest/

Give every Scout their bag. They dump the pins out and then trade with each other until they hold a complete set of all twelve points, no duplicates.

This is a trading floor for ten minutes and it is loud. Let it be. The Scouts are reading the words off the pins over and over while they negotiate, which is exactly what you want.

When a Scout has a full set they clip the twelve points onto their neckerchief in order, or lay them out on the floor in order. Check the order rather than the collection.

Alternatives if trading will not work with your den size: Scout Law Emoji Game — scouting.org/cub-scout-activities/scout-law-emoji-game/ · Scout Law Word Search — scouting.org/cub-scout-activities/scout-law-word-search/

Activity 2 — Bobcat Relay (15 min)

Bobcat Relay Wolf — scouting.org/cub-scout-activities/bobcat-relay-wolf/

Demonstrate all three first, yourself, and have the den mirror you. The Cub Scout sign is two fingers up. The salute is two fingers to the eyebrow. The handshake is the left hand, two fingers extended along the wrist.

Then split into two teams lined up at one end of the room, with an adult or den chief at the far end for each team. The first Scout runs down; the adult asks for one of the three. If they do it properly, they run back and tag the next Scout. If not, they run back to their team for help and then return and try again.

That second rule is the point of the game — a Scout who gets it wrong goes to their own den for the answer, not to you. Do not let the adults at the far end coach.

Then quiz the meaning, because requirement 5 says show how each is used: “The flag is being posted.” (Salute.) “I have my hand up for quiet.” (Sign, and silence.) “You are meeting the Cubmaster.” (Handshake, left hand.)

Alternatives: Scout Sign Sound of Silence — scouting.org/cub-scout-activities/scout-sign-sound-of-silence/ · Simon Says — scouting.org/cub-scout-activities/simon-says/

Activity 3 — The Law, in their own words (10 min)

Sitting in a circle with the clothespins out. Go around and give each Scout one point of the Law to explain — not define, explain. What does it look like when somebody is being helpful? Who do you know who is brave?

Take plain second-grade answers. “Thrifty means you don’t waste stuff” is a complete answer. Correct only what is actually wrong.

That is requirement 3. Scouts learn the Law by handling it and arguing about it, not by reciting it back at you.

Closing (5 min)

Put a parent booklet in every Scout’s hand, not in their bag. Then tell the parents yourself at pickup what it is and that you need the slip back next week. The slip is requirement 7 and it is the one thing here that only a family can do.

Announce next week: we are writing our den’s rules, and everyone signs them.

Record attendance and advancement before you leave the building. The Scouts put the room back in order — Wolf is den-run and cleanup is theirs now.

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 7 and only a parent or legal guardian can complete it.

Practice the Scout Oath and Scout Law at the dinner table. Ask your Scout to teach it to you rather than the other way round.

Meeting 2: Our den’s Code of Conduct

Goal: The den chooses and signs a Code of Conduct they will actually keep, and every Scout tells a story about doing their best.

Covers requirements 4 and 6, and collects 7

Before the meeting

- Print the Wolf Bobcat 4 Code of Conduct Choice Sheet from the Wolf adventure resources on scouting.org — filestore.scouting.org, filed as Wolf Bobcat 4 Code of Conduct Choice Sheet. Print each rule on the colored paper it calls for and cut them all out before the meeting.
- Have poster board, glue sticks, markers and stickers on one table, ready to go. The gluing takes longer than you think with second graders.
- Think of your own Do Your Best story ahead of time and make it a small one. You go first, and if your story is a marathon nobody will follow it.
- Collect the parent acknowledgement slips at the door as Scouts arrive.

Supplies

- Printed Code of Conduct choice sheet, rules cut out on blue, yellow and red paper — two sheets of each color
- One piece of poster board
- Glue stick and scissors
- Assorted markers and stickers
- The Scout Oath and Scout Law posters, still on the wall
- Parent acknowledgement slips checklist

Run of show

Time	What happens
10 min	Gathering: clothespin race, twelve points against the clock
5 min	Opening: Pledge, Scout Oath, Scout Law
5 min	Welcome, roll call and announcements
25 min	Activity 1: Code of Conduct Collage
15 min	Activity 2: Do Your Best Showcase
10 min	Activity 3: Bobcat check and sign-off
5 min	Closing

Activity 1 — Code of Conduct Collage (25 min)

Code of Conduct Collage — scouting.org/cub-scout-activities/code-of-conduct-collage/

Spread all the cut-out rules on a table. Tell the den plainly what they are doing: choosing the rules for their own den meetings, five to seven of them, as a group.

Let them read through and argue. Your job is to make them agree on a number and stop, not to steer them to the rules you would have picked. If they choose one you think is silly, let it on the poster — a rule they chose is a rule they enforce.

Once five to seven are settled, they glue them to the poster board together and decorate it with markers and stickers. Then every Scout signs it, and you sign it, and the assistant den leader signs it.

Say the part that makes the signature mean something before anyone picks up a pen:

Say something like

When you write your name on this, you are telling the whole den you will follow these. Nobody made you pick them. That means when someone forgets, it is not me who has to say something — it is you.

Bring the poster to every meeting for the rest of the year and hang it up. When the room comes apart in February, point at it instead of raising your voice. That is what it is for.

Alternative: Code of Conduct Wolf — scouting.org/cub-scout-activities/code-of-conduct-wolf/

Activity 2 — Do Your Best Showcase (15 min)

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

Sitting in a circle. Explain that everyone is going to tell about a time they did their best, and give examples first so they know how small a story is allowed to be:

- 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 when I was learning to ride my bike.

You go first. Then go around to every Scout who wants to share. Do not force a Scout who does not want to talk — requirement 6 says den or family, so a Scout can tell theirs at home and a parent can confirm it.

Second graders will offer stories where they did their best and still lost. Those are the good ones. Say so out loud: doing your best is the motto, not winning.

Alternatives: Do Your Best Shield — scouting.org/cub-scout-activities/do-your-best-shield/ · Do Your Best Talking Neckerchief — scouting.org/cub-scout-activities/do-your-best-talking-neckerchief/

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

Go around the circle once. Each Scout says the Scout Oath with the den, names a couple of points of the Law and what they mean, and demonstrates the sign, salute and handshake. Tick them off as they go.

Confirm you have the parent slip for requirement 7 from every family. Chase the missing ones this week by text with the parent, not by asking the Scout again.

Enter Bobcat in Scoutbook the same night. Packs lose JTE points on advancement that was earned and never recorded.

Say something like

Today you strengthened your start as a Wolf Scout — learning names, practicing respect, and showing how the Scout Oath and Law guide your choices every day. You talked with your family about staying safe and discovered how doing your best helps your whole den grow stronger. Keep being kind, keep trying hard, and keep living the values you practiced today. Your Wolf journey is already off to a great start.

Send home with families

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

Ask your Scout what rules the den picked and why. They will remember, because they chose them.

Leader notes

- Wolf is the first den-run year. Adult partners are welcome but not required, and the activities above assume the Scouts do them without a grown-up attached to each one. Say that to parents at meeting 1 so nobody is surprised.
- The Code of Conduct poster is the most useful object you will make all year. Laminate it if you can, and hang it every week.
- A Scout who joins mid-year earns Bobcat first, whatever the calendar says. Run a short catch-up with them and a parent rather than making them wait.
- Do not drill the Oath and Law. Say them at every opening and they arrive on their own.
- Requirement 7 belongs to the family. Your job is to hand out the booklet, say why it matters, 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 and set the turnaround point away from a wall.

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

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