## Cub Scout Den Meeting Outline

**Month:** October  
**Core Value:** Loyal  

<table>
<thead>
<tr>
<th>Before the Meeting</th>
<th>Tiger</th>
<th>Wolf</th>
<th>Bear</th>
<th>Webelos</th>
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<tbody>
<tr>
<td>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</td>
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<table>
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<tr>
<th>Gathering</th>
<th>Hidden Pictures: Happy Halloween</th>
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<th>Opening</th>
<th>Cub Scout Duty Opening</th>
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<th>Activities/Project</th>
<th>Paper Plate Masks</th>
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<tr>
<th>Game/Song</th>
<th>Blob Tag, Ghost Tag</th>
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<tr>
<th>Business items/Take home</th>
<th>None</th>
<th>None</th>
<th>None</th>
<th>None</th>
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<tr>
<th>Closing</th>
<th>Footsteps Closing</th>
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### Materials:
- Gathering: copies of Hidden Pictures, pencils
- Opening: instructions
- Activities/Project: inexpensive paper plates, craft sticks, markers, scissors, glue
- Game: instructions
- Closing: instructions
- Home assignments: none
In this big picture, find the bowl, spatula, book, mallet, slice of pie, apple, mushroom, fish, flag, adhesive bandage, boomerang, snake, paper airplane, musical note, barbell, funnel, drinking straw, and artist’s brush.

Can you also find a heart, crescent moon, ring, and needle?
Cub Scout Duty Opening

Cubmaster:
Cub Scouts have duties... things that they should DO!

• They have a duty to God – to worship however that they do.
• They have a duty to their country – to show loyalty to their country.
• They have a duty to their family and friends – to be obedient, to be trustworthy, to be loyal and to love.
• They have a duty to themselves – to be the person they are – changing only for the better as they do their best.

Please join me in saying the Pledge of Allegiance and the Scout Oath and Law.
Blob Tag

Materials:
None

Objective:
The Cub Scout who is the last person to be tagged by a “blob” wins the game.

One Cub Scout starts as “it” and the game starts as in regular tag. Once someone is tagged, the tagged Cub Scout must join hands with the first and become the “blob” and together they try to tag other Cub Scouts. As Cub Scouts are tagged by the hands at either end, the “blob” grows.

When the “blob” has at least 6 Cub Scouts, it can break into two 3-Cub Scout “blobs”. The “blob” must stay together except when breaking into smaller “blobs.”

The last Cub Scout not tagged wins the game and begins the next round.

Core Value:
Cooperation
Ghost Tag

Materials:
None

The object of the game is for all of the ghosts to have everyone sitting down.

Three or four players are chosen to be the ghosts.

The rest of the group scatters across the playing space and choose a spot to stand in. **All players other than the ghosts need to close their eyes and only the ghosts move.**

The three or four ghosts will roam about the playing space. They will try to eliminate the others by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and the player will sit down quietly. Once a player is sitting he can open his eyes.

If a person suspects a ghost is behind them, they ask, "Is there a ghost behind me?" This questions can be answered by a leader or by one of the players that already been tapped by a ghost. If they are right then they become a ghost. If they are wrong they are out and should sit down.

Play starts over when everyone has been tapped and all players except the ghosts are sitting down.
Paper Plate Masks

Materials:
Inexpensive paper plates
Markers
Scissors
Craft stick or tongue depressor
Paper scraps
Glue

Hold up the plate to your face and determine where your eyeholes should go in the plate. Mark those spots on your plate. To cut the holes, slightly bend the plate enough to allow scissors to cut out the eyeholes.

Decorate your mask as whatever you’d like. The mask can be an animal, a monster, a jack-o-lantern, etc. Use the markers and any other supplies that you have to make the mask.

When you are finished, attach a craft stick or tongue depressor to the bottom of the mask so that you can hold it up to your face.
Footsteps Closing

Have everyone join hands in a circle.

Cubmaster:
And now may the Great
Master of all Cub Scouts
Guide and guard our footsteps
Today, tomorrow,
And for the tomorrows to come.

Have a great week, Cub Scouts!