

WHAT TO LOOK FOR IN A GOOD TROOP

The following are taken from BSA Publication No. 18-251, 1995 Printing entitled *Are You Delivering The Promise*.

- Troop has earned Quality Unit Award
- Scoutmaster has completed basic training.
- Troop follows traditional troop-meeting pattern, standard troop-meeting plan with two or more skills training groups)
- Troop has a high ratio of active adults to youth.
- Leaders regularly attend roundtable.
- Troop meetings are planned at Patrol Leaders' Council meetings.
- Woods Wisdom is used in planning Troop program.
- A patrol for new Scouts exists, with a Troop Guide and Assistant Scoutmaster.
- Troop adds at least ten Scouts each year.
- Troop an an annual minimum of twenty-five days and nights of camping.
- Troop attends a council long-term camp.
- Leaders are proficient in outdoor skills.
- Troop has at least twenty-one Scouts.
- Troop has a program for older Scouts.

Other volunteers based on experience have suggested that the above not be applied rigidly as a test for a good Troop, noting that it is possible to find a Troop that meets all of the above criteria, but still fails use the patrol method. Others have noted that in rural and some urban settings adding 10 new Scouts in a year may not be realistic for a particular unit and not a valid criteria. Still others have suggested the following things to consider:

- Convenience of the day and location of weekly troop meetings, and
- Which troop a boy's best friends are going to join or already belong to.
- Is the troop run by the boys or the adults?
- Is there good scout skills instruction for newer scouts?
- Is there strong patrol activity or inter-patrol activity, like

competitions or games?

- Are the boys just sitting around or are they busy most of the time?
- How often does the troop go on outings of some sort?
- Is it a back packing/hiking troop or car camping troop?
- Is there a diversity of ranks throughout the troop? All Second Class and Tenderfoot ranks will tell you it's a pretty new troop with no maturity in leadership. All Life and Eagle scouts means it's a troop about to graduate and disappear on you, and a troop full of leaders with no followers.

- Is there sufficient adult help around for the size of the troop?
- Have any of these Troops contacted you, or did you contact them? This means are they actively recruiting?
- Troop Meeting run by Youth - The troop is a real life opportunity for Scouts to learn leadership through participation. It is unfortunately a well kept secret that the Scout program is a leadership training program with the outdoors as a laboratory.
- Patrol Method Used - The Patrol Method gives Scouts an experience in group living and participating in leadership activities. The patrols determine troop activities through their elected representatives.
- Trained Youth & Adults - Understanding the concepts of leadership helps each person accept the leadership roles of others and guides them toward the citizenship aim of Scouting.
- Uniformed Youth & Adults - The uniform makes the Scout troop visible as a group. It shows each Youth and Adult's commitment to the aims and purposes of Scouting.
- Troop Meetings Planned by Youth - Patrol Leaders' Council of the Troop should plan the Troop meetings, campouts and activities. It is an important part of the leadership experience.
- Troop Calendar Planned by Youth - Ask who planned the calendar. It should be planned by the Patrol Leaders' Council and approved by the Troop Committee.
- Troop Calendar Published - It needs to be planned and published or it does not exist.
- Troop Roster Published - Look and see if you find someone you know and then call them. Ask them about the program, leaders and activities.
- Troop Monthly Mailings - Even the best calendar needs updating.
- Troop Program Explained During Visit - Each Scout program should plan programs that work towards the three aims of Scouting.
- Dues and Fees Explained - You should know how the Troop program is financed and what the money you are paying is used for. Find out what the campouts and activities cost.
- Troop Fundraising Assists Youth - We believe the purpose of fund raising is to help you and your son participate in Scouting. Most of the profits go to items that benefit the Scouts.
- Enthusiasm of Youth & Adults - If the youth and adults are not excited by their program, why should you join!
- Were you asked to Join - Not only should you be made to feel welcome at the Troop Meeting.
- How does your Son Feel - What was your son's impression of the visit. When he joins a program, you also become a part of it.

There probably isn't a single test that fits all units and certainly no one checklist will be best for making your decision about which Boy Scout Troop to join. The best advice may be to spend some time with the Troop you are thinking about joining and seeing whether it is a good fit between the new boys and boys already in the Troop. Does the Troop offer all the things you think your Cub Scout will need? Will he have fun? Sit down and make up your own checklist and visit several Troops. Pick the one that is best for you.

Webelos Activity Badge Requirements

http://www.boyscouttrail.com/webelos/webelos_activity_badge_requirements.asp

>>> Triple Prizes <<<

PHYSICAL: AQUANAUT, ATHLETE, FITNESS, SPORTSMAN

MENTAL: ARTIST, SCHOLAR, SHOWMAN, TRAVELER

COMMUNITY: CITIZEN, COMMUNICATOR, FAMILY MEMBER,
READYMAN

TECHNOLOGY: CRAFTSMAN, ENGINEER, HANDYMAN, SCIENTIST

OUTDOOR: FORESTER, GEOLOGIST , NATURALIST, OUTDOORSMAN



AQUANAUT

Do These:

1. Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using a backstroke.
2. Stay in the water after the swim and float on your back and your front, and demonstrate survival floating.
3. Put on a personal floatation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.

And Do **Three** of These:

4. Do a front surface dive and swim under water for four strokes before returning to the surface.
5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
6. With an adult on board, show that you know how to handle a rowboat.
7. Pass the BSA "Swimmer" test:
 - o Jump feet-first into water over the head in depth, level off, and begin swimming.
 - o Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
 - o Then swim 25 yards using an easy, resting backstroke.
 - o After completing the swim, rest by floating.
8. While you are a Webelos Scout, earn the [Cub Scout Sports belt loop for swimming](#).

Note: For requirement 8, you must earn the [Swimming Belt Loop](#) while you are a Webelos Scout. (even if you earned it while in a Cub Scout Den).

Resources:

[Aquanaut Guide Planner](#) [Aquanaut Worksheets](#) [Aquanaut Ideas](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com



ATHLETE

Do These:

1. With your parent, guardian, or Webelos den leader, complete the **Perseverance Character Connection**.
 - a. **Know:** Review the requirements and decide which ones might be more difficult for you to do. Make a plan to complete one of the harder requirements.
 - b. **Commit:** When doing the harder requirement, did you ever feel frustrated or angry? What did perseverance have to do with that? Name another type of task for which you will need to persevere.
 - c. **Practice:** Practice perseverance by following your plan to do that requirement for the Athlete activity badge.
2. Explain what it means to be physically and mentally healthy.
3. Explain what you as a Webelos Scout can do to stay physically and mentally healthy.
4. Every time you work on requirement 5 below, start with at least 5 minutes of stretching warm-up activities.
5. Do as many as you can of the following and record your results. Show improvement in all of the activities after 30 days.
 - a. Have another person hold your feet down while you do as many curl-ups as you can.
 - b. Do as many pull-ups from a bar as you can.
 - c. Do as many push-ups from the ground or floor as you can.
 - d. Do a standing long jump as far as you can.
 - e. Do a quarter-mile run or walk.

And Do **Two of These:**

6. Do a vertical jump and improve your reach in 30 days.
7. Do a 50 yard dash as fast as you can, and show a decrease in time over a 30 day period.
8. Ride a bike 1 mile as fast as you can, and show a decrease in time over a 30 day period.
9. Swim a quarter mile in a pool or lake as fast as you can, and show a decrease in time over a 30 day period.
10. While you are a Webelos Scout, earn the Cub Scout Sports Physical Fitness pin.

Resources:

[Athlete Guide Planner](#) [Athlete Worksheets](#)

Ideas: [Athlete Ideas 1](#), [Ideas 2](#), [Ideas 3](#), [Ideas 4](#), [PDF 1](#), [PDF 2](#)

Activity Pages: [Healthy](#), [Exercise](#), [Warm-up](#), [Fitness](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com



Required for Webelos Badge

Do This:

1. With your parent, guardian, or Webelos den leader, complete the **Health and Fitness Character Connection**.
 - a. **Know:** Tell why it is important to be healthy, clean, and fit.
 - b. **Commit:** Tell when it is difficult for you to stick with good health habits. Tell where you can go to be with others who encourage you to be healthy, clean, and fit.
 - c. **Practice:** Practice good health habits while doing the requirements for this activity badge.

And Do Six of These:

2. With a parent or other adult family member complete a safety notebook, which is discussed in the booklet "How to Protect Your Children from Child Abuse " that is in your Webelos handbook.
3. Read the meal planning information in this chapter. With a parent or other family member, plan a week of meals. Explain what kinds of meals are best for you and why.
4. Keep a record of your daily meals and snacks for a week. Decide whether you have been eating foods that are good for you.
5. Tell an adult member of your family about the bad effects smoking or chewing tobacco would have on your body.
6. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.
7. Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.
8. Read the BSA booklet **Take a Stand Against Drugs!**. Discuss it with an adult and show that you understand the material.

Resources:

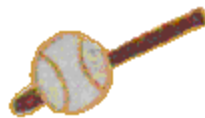
[Fitness Guide Planner](#) [Fitness Worksheets](#)

Ideas: [Drugs: A Deadly Game](#), [Order Form](#), [Pre-Test](#), [Post-Test](#)

[Fitness Ideas 1](#), [Ideas 2](#), [Ideas 3](#), [PDF 1](#), [PDF 2](#), [PDF 3](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com



SPORTSMAN

Do These:

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Explain what good sportsmanship means.

3. While you are a Webelos Scout, earn [Cub Scout Sports belt loops](#) for two individual sports ([badminton](#), [bicycling](#), [bowling](#), [fishing](#), [golf](#), [gymnastics](#), [ice skating](#), [marbles](#), [physical fitness](#), [roller skating](#), [snow ski and board sports](#), [swimming](#), [table tennis](#), or [tennis](#)).
4. While you are a Webelos Scout, earn [Cub Scout Sports belt loops](#) for two team sports ([baseball](#), [basketball](#), [soccer](#), [softball](#), [volleyball](#), [flag football](#), or [ultimate](#)).

Resources:

[Sportsman Guide Planner](#) [Sportsman Worksheets](#)

Ideas: [Sportsman Ideas 1](#), [Ideas 2](#), [Ideas 3](#), [Ideas 4](#), [PDF 1](#), [PDF 2](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com

**ARTIST****Do These:**

1. Talk to an artist in your area or to your art teacher about the different occupations in the art field. Make a list of them.
2. Create a scrapbook (portfolio) of your Artist activity badge projects and show it to your den leader.

Do Five of These:

3. Draw or paint an original picture out-of-doors, using the art materials you prefer. Frame the picture for your room or home.
4. List the primary and secondary colors. Explain what happens when you combine colors.
5. Using a computer, make six original designs using straight lines, curved lines, or both.
6. Draw a profile of a member of your family.
7. Use clay to sculpt a simple object.
8. Make a mobile, using your choice of materials.
9. Make an art construction, using your choice of materials.
10. Create a collage that expresses something about you.
11. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Art](#).

Resources:

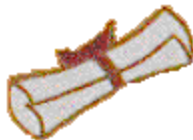
[Artist Guide Planner](#) [Artist Worksheets](#)

Ideas: [Artist Ideas 1](#), [Ideas 2](#), [Ideas 3](#), [PDF 1](#)

Activity Pages: [Colors](#), [Mobile](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com



SCHOLAR

Do This:

1. With your parent, guardian, or Webelos den leader, complete the **Positive Attitude Character Connection**.
 - a. **Know:** Discuss with your parent, guardian, or your Webelos den leader, what it means to have a positive attitude and the "BEST" steps you can take to have a positive attitude. (Believe it can happen, Expect success, Set your mind, and Try, try, try.
 - b. **Commit:** Plan with your parent, guardian, or your Webelos den leader, how you will apply the "BEST" steps for a positive attitude in doing your school-work and in other areas of your life.
 - c. **Practice:** Do your "BEST" to have a cheerful and positive attitude while doing the requirements for this activity badge.

And Do **Three** of These:

2. Have a good record in attendance, behavior, and grades at school.
3. Take an active part in a school activity or service.
4. Discuss with your teacher or principal the value of having an education.
5. List in writing some important things you can do now because of what you've learned in; school.
6. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Language](#).
7. While you are a Webelos Scout, and if you have not earned it for another activity badge, earn the Cub Scout Academics belt loop for [Mathematics](#).
8. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Chess](#).

And Do **Three** of These:

9. Trace through history the different kinds of schools. Tell how our present public school system grew out of these early schools.
10. Make a chart showing how your school system is run.
11. Ask a parent and five other grown-ups these questions:
 - What do you think are the best things about my school?
 - What are its main problems?

Tell what you think were the best answers and why.

12. List and explain some of the full-time positions in the field of education.
13. Help another student with schoolwork. Tell what you did to help.

Resources:

[Scholar Guide Planner](#) [Scholar Worksheets](#)

Ideas: [Scholar Ideas 1](#), [Ideas 2](#), [Ideas 3](#), [Ideas 4](#), [PDF 1](#), [PDF 2](#)

Activity Pages: [KnowIt 1](#), [KnowIt 2](#), [Trivia](#), [Study Skills](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com



SHOWMAN

Do This:

1. Complete six activities of your choice; these can be from any area (puppetry, music, or drama).

PUPPETRY

And do one of these not already done for requirement 1:

2. Write a puppet play about one of your Webelos den activities or a subject of your choice.
3. Make a set of puppets or marionettes for the play you have written or for another play.
4. Build a simple stage for marionettes or puppets.
5. Alone or with the help of others, put on a puppet show for your den or pack.
6. Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a song with the puppets as the performers.
7. There are sock, stick and finger puppets. There are paper bag puppets and marionettes. Explain their differences and show any puppets you have made for this badge.

MUSIC

And do one of these not already done for requirement 1:

8. Play four tunes on any band or orchestra instrument. Read these from music.
9. Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.
10. Make a collection of three or more records, tapes, or music CDs. Tell what you like about each one.
11. Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
12. Name three American composers. Name a famous work by each.
13. Draw a staff. Draw on it a clef, sharp, flat, natural, note, and rest. Tell what each is used for.
14. Show the difference between 2/4, 3/4, and 4/4 time by beating time or playing an instrument.
15. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Music](#).

DRAMA

And do one of these not already done for requirement 1:

16. Give a monologue (a talk) on a patriotic, humorous, or holiday subject, or another subject of your choice.
17. Attend a play. Describe the story. Tell what you liked about it.
18. Read a play. Make a model stage setting for one of the acts.

19. Write, put on, and take part in a one-act play.
20. Make a list of stage directions. Tell what they mean.
21. Describe a theater-in-the-round. What are its good and bad points?
22. Explain the difference between a grand opera and a light opera. Explain the difference between a musical and a play.
23. Read about William Shakespeare. Draw a picture of his Globe Theater.

For requirement #1 of the Showman activity badge, choose six activities from puppetry, music, or drama. Then, do one additional activity in each of the three areas, for a total of 9 activities.

Resources:

[Showman Guide Planner](#) [Showman Worksheets](#)

Ideas: [Showman Ideas 1](#), [Ideas 2](#), [Ideas 3](#), [Ideas 4](#), [PDF 1](#), [PDF 2](#), [PDF 3](#)

Activity Pages: [Read Music](#), [Word Search](#), [Thaumatrope](#), [Compose a Song](#)

General Resources: [more Webelos Ideas](#)

Find more Scouting Resources at www.BoyScoutTrail.com



TRAVELER

Do Five of These:

1. Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.
2. Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.
3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and street map showing how to go from your home to the place you chose.
4. With your parent or guardian, take a trip to a place that interests you. Go by car, bus, boat, train, or plane.
5. Figure out what it costs per mile for the trip you took or planned to fulfill requirement 2, 4, 6, or 7. (Don't forget to include getting back to your starting point.)
6. Decide on four nearby trips you would like to take with your parents or guardian. Draw the route of each trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.
7. Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip.
8. Check the first aid kit in the family car to see if it contains what is needed. Explain what you found.
9. Look at a map legend on a road map of your area. Learn what the symbols mean. Show your den members what you have learned.

10. On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following; car, bus, plane, boat, train.
12. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Geography](#).
13. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for [Map and Compass](#).

Resources:

[Traveler Guide Planner](#) [Traveler Activities](#)

Ideas: [Ideas 1](#), [Ideas 2](#), [PDF 1](#), [PDF 2](#)

Activity Pages: [Been There](#), [Road Signs](#), [Town Signs](#), [Sign Colors](#), [Figure It](#)

General Resources: [more Webelos Ideas](#)

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CITIZEN

Required for Webelos Badge

Do This:

1. With your parent, guardian, or Webelos den leader, complete the **Citizenship Character Connection**.
 - a. **Know:** List some of your rights as a citizen of the United States of America. Tell ways you can show respect for the rights of others.
 - b. **Commit:** Name some ways a boy your age can be a good citizen. Tell how you plan to be a good citizen and how you plan to influence others to be good citizens.
 - c. **Practice:** Choose one of the requirements for this activity badge that helps you be a good citizen. Complete the requirement and tell why completing it helped you be a good citizen.

Do **All** of These:

2. Know the names of the President and Vice-President of the United States, elected Governor of your state and the head of your local government.
3. Describe the flag of the United States and give a short history of it. With another Webelos Scout helping you, show how to hoist and lower the flag, how to hang it horizontally and vertically on a wall, and how to fold it. Tell how to retire a worn or tattered flag properly.
4. Explain why you should respect your country's flag. Tell some of the special days we fly it. Tell when to salute the flag and show how to do it.
5. Repeat the Pledge of Allegiance from memory. Explain its meaning in your own words.
6. Tell how our National Anthem was written.

7. Explain the rights and duties of a citizen of the United States. Explain what a citizen should do to save our natural resources.

Blue & Gold Banquet - Theme Ideas



Snoopy

Dog houses, Peanuts' characters, stuffed dogs, dog biscuits/bowls

Circus

Tent/canopy, balloons, cotton candy, popcorn, three rings, parade, aerial wire, clowns, juggling, wagons

Monopoly

Chance cards, jail, play money, houses/hotels, properties, pawns

Dalmatians

Dogs, leashes, fire hydrant, classic car, spots

Baseball

Positions, ball/bats, bases, diamond, stadium, scoreboard, pennants

Football

Goalposts, pom-poms, yard markers, helmets, balls

Olympics

Medals, trophies, 5-ring symbol, theme music, 3x5' flags, award stands, torch, events, countries

Music

Instruments, notes, albums, staff, music stands

Tools/Building

Tools, construction, saw horses, wheelbarrows, tape measure, hard hats, wood, metal, trucks, tool boxes

Gardening

Tools, wheelbarrows, plants, flowers, hoses, gloves

Indian Lore

Teepees, bows/arrows, artifacts, buffaloes, dream catchers, animal hides, drums, totem poles, horses, peace pipes, campfires, tomahawks

Trains

Station, models, luggage, tickets, conductor, sound effects, tracks

Patriotic

Flags, eagles, bunting, campaigns, town crier, 1776, scroll

US Presidents

Silhouettes, flags, buttons, slogans, band music, donkeys, elephants, constitution, quill pens

Country Store

Dry goods, barrels, candy jars, sacks, counter, prices, crates, lanterns, checkers

Military

Ranks, symbols, medals, uniforms, camouflage, targets

Medieval

Banners, armor, knights, castles, jousting, dragons

Pirates

Ships, treasure chests, Jolly Roger, skull/crossbones, eye patch, gold doubloons, maps, parrots, water, cannons

Kites/Balloons

Baskets, sandbags, clouds, trees, scenery, various shaped kites

School

Chalkboards, report cards, apples, rulers, dunce cap, letter charts, globes, houses, playground, bell

Bees

Hives, honey, clover, flowers, cloches, honeycomb

Highways

Road maps, cars, traffic signs, billboards, gas station, roads made of black paper with adding machine white tape in center, Burma signs

Computers

Function keys, stylized letters, continuous paper, disks, terms, monitors, zeros and ones

Noah's Ark

Ark, animals, rainbow, dove, water, raindrops

Birdhouses

Birds, branches, nests, sound effects, twigs, birdseed, birdbaths, bird feeders

Library

Books, stands, shelves, carts, titles, magazines, card catalogue, Dewey Decimals

Western

Cattle, brands, irons, campfires, chuckwagons, rail fence, hay bales, wood wheel

Farms

Barns, tractors, implements, hay bales, silos, fences, animals, pies

Jungle

Animals, trees, bushes, ferns, sound effects, hanging vines, Tarzan

Luau

Palm trees, mats, low tables, pig roast, Mu Mus, leis, Hawaiian music, pineapples, coconuts, volcanoes, tikis, hula skirts, canoes, surfboards

Southwest

Pueblos, Indian symbols, music, desert, cactus, rocks/canyons, sunsets

Occupations

Teaching, preaching, healing, transmitting, building, flying, growing

Oriental

Origami, chopsticks, silk, characters, artifacts, videos, kimonos, hats

Fish

Tissue fish, water/waves, streamers, underwater, reefs, corals, fishnets, lures, poles/hooks, bobbers, boats

Send the Light

Lighthouses, rocks, waves, blinking lights, signal flags, Morse code

Valentine

Hearts, candy, ribbons/bows, valentines, flowers, cupids

Christmas

Trees, angels, snowflakes, snowmen, wisemen, gifts, ornaments, carols, candles, stables/mangers, gingerbread men, colonial pineapple, advent wreaths, bells

Anytime

Create life-size cut-outs of your Cubs. Roll out craft paper on floor, trace around each, cut out and have them decorate it. Try action poses for added interest.

Boys Club

Clubhouses, "boys only" signs, the international "no" sign over a girl silhouette, male baking contest

Outer Space

Rockets, stars, planets, aliens, spacesuits, moon rocks, mission control panel

Around the World

Countries, Cub promise in other languages, flags, traditional costumes, artifacts, songs

Disney

Characters from movies, videos, movie posters, pictures from color books, tiny toys from fast food restaurants